S1 – S4

DUNGEONS OF DREAD™

ADVANCED DUNGEONS & DRAGONS™

By Gary Gygax
& Lawrence Schick

ADVANCED DUNGEONS & DRAGONS™

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S Series Classic Adventure Compilation

By Gary Gygax and Lawrence Schick

Wizards of the Coast®

FOREWORD

By Lawrence Schick

Welcome to *Dungeons of Dread*™, the archival collection of adventure modules S1 through S4. All four of these scenarios are durable fan favorites that have stood the test of time, albeit for very different reasons.

S1 *Tomb of Horrors* is one of the most famous *Advanced Dungeons & Dragons*™ scenarios in the history of the game. It passed through several iterations, first appearing in Gary's campaign as a dungeon designed to challenge his players' high-level characters—and take them down a peg. It was formally written up as a tournament scenario for the 1975 Origins game convention, then revised in late 1977 for publication as an AD&D™ module. The dungeon of the demi-lich Acererak was, for Gary, a kind of thought experiment: If an undead sorcerer really wanted to keep his tomb from being plundered by greedy adventurers, how would he do it? The answer, of course, was to defend the crypt with tricks and traps designed not to challenge the intruders but to *kill them dead.* And furthermore, to do it in ways so horrific that all but the most determined party would give up and leave well enough alone.

Module S2, my own *White Plume Mountain*, wasn't written to be published. I wrote it as a submission to persuade Gary that he ought to hire me as an RPG designer. Mission accomplished: Gary offered me a job, and also, to my surprise, offered to publish *White Plume Mountain* exactly as written. Gratifying, of course, but also a little embarrassing, since the adventure was really just a sampler of clever ideas that were never fully fleshed out. Its central conceit, a "funhouse" dungeon full of tricky obstacles designed to challenge adventurers for the amusement of a mad wizard, was already a cliché even at that date. And I was all too aware that the artifact/weapon Blackrazor, included to show I could adapt ideas from other media to AD&D, was a descendant of Elric's Stormbringer. But unlike *Tomb of Horrors*, the challenges in *White Plume Mountain* were designed to make players think, work together as a party, and ultimately win through and feel successful. Players liked that.

Vegepygmies and robots. What more could you need to hear? Let's go! S3 *Expedition to the Barrier Peaks* was Gary in full-on funhouse mode, having a high old time mixing elements of Jim Ward's *Gamma World* with fantasy to create a rollicking and memorable AD&D adventure. Some remember Gary Gygax as the stern pontiff of AD&D, ruling on what was and wasn't proper and decrying all heresy. What I remember is Gary the *game designer,* a mischievous man with a firm grasp on the Laws of Fun, who knew how to offset threat with humor, and who understood that players valued most what they worked hard to earn.

S4 *The Lost Caverns of Tsojcanth* marked the end of the S series—and rightly so, because despite being based on a gilded-hole dungeon originally designed for a tournament in 1976, its updated version really belonged more to the '80s campaign-setting school of design than to the wild-and-woolly '70s. S1 through S3 were standalone modules that could be easily dropped into any DM's campaign, but *Tsojcanth* is firmly based in Gary's *World of Greyhawk*™. Indeed, there's evidence that Gary considered *Tsojcanth* part of a longer Greyhawk campaign, placing the adventure between T1–T4 *The Temple of Elemental Evil* and WG4 *The Forgotten Temple of Tharizdun.* (By this reckoning, *The Village of Hommlet, The Temple of Elemental Evil,* and *Tsojcanth* are thus the "lost" WG1 through WG3 modules.) So, *Tsojcanth* was published in the S series because it got completed out of order, but was too good to delay.

However, forget all that ancient history. If you're a Dungeon Master hoping to amuse and challenge your players, what's important is that you can count on this book to deliver many rousing evenings of fun. I think you'll find these adventures deserve the moniker "S"—for Special.

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Dungeon Module S1
Tomb of Horrors™
by Gary Gygax

AN ADVENTURE FOR CHARACTERS LEVELS 10-14

In the far reaches of the world, under a lost and lonely hill, lies the sinister TOMB OF HORRORS. This labyrinthine crypt is filled with terrible traps, strange and ferocious monsters, rich and magical treasures, and somewhere within rests the Demi-Lich.

This module was originally used for the Official ADVANCED DUNGEONS & DRAGONS™ tournament at Origins I. The author wishes to thank Mr. Alan Lucien who was kind enough to submit some of the ideas for this dungeon.

Included herein are background information, the Legend of the Tomb, and possible locations for the tomb on the WORLD OF GREYHAWK™ map. Also included are DM notes, characters specially designed for the module, and numerous illustrations to be shown to the players.

LEGEND OF THE TOMB

The legend of the tomb is an old story with many parts, some of which may be lost or obscured. Characters attempting to glean special information by consulting sages or through **legend lore** spells may still have difficulty obtaining as much background as they desire, for the scraps of information are often minimal and mystical.

These bits of information are available as clues, and characters can make of them what they wish: Ancient Burial Places; Ancient Tombs; Sorcerous Kings; Challenges, Surpassing (Certain Death); Soul Eaters; Treasure, Great … The other parts of the legend can be furnished by the Dungeon Master from the description which follows:

The Tomb of Horrors: Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and ferocious monsters to slay the unwary. It is filled with rich treasures both precious and magical, but in addition to the aforementioned guardians, there is said to be a demi-lich who still wards his final haunt. (Be warned that tales told have it that this being possesses powers which make him nearly undefeatable!) Accounts relate that it is quite unlikely that any adventurers will ever find the chamber where the demi-lich Acererak lingers, for the passages and rooms of the Tomb are fraught with terrible traps, poison gases, and magical protections. Furthermore, the demi-lich has so well hidden his lair, that even those who avoid the pitfalls will not be likely to locate their true goal. So only large and well-prepared parties of the bravest and strongest should even consider the attempt, and if they do locate the Tomb, they must be prepared to fail. Any expedition must be composed of characters of high level and varied class. They must have magical protections and weapons, and equip themselves with every sort of device possible to insure their survival.

Possible Locale of the Tomb:

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

NOTES FOR THE DUNGEON MASTER

As clever players will gather from a reading of the Legend of the Tomb, this dungeon has more tricks and traps than it has monsters to fight. THIS IS A THINKING PERSON'S MODULE, AND IF YOUR GROUP IS A HACK AND SLAY GATHERING, THEY WILL BE UNHAPPY! In the latter case, it is better to skip the whole thing than come out and tell them that there are few monsters. It is this writer's belief that brainwork is good for all players, and they will certainly benefit from playing this module, for individual levels of skill will be improved by reasoning and experience. If you regularly pose problems to be solved by brains and not brawn, your players will find this module immediately to their liking.

Negotiation of the Tomb will require quite a long time, so be prepared to spend several sessions with this module. When the game ends for the day, assume the expedition is spending the intervening time until play again commences resting and recovering from adventuring up to that point. Allowing actual/game days on a 1/1 basis gives players a chance to recover some lost hit points, too. As there are no monsters to be randomly encountered within the Tomb, the party might be allowed to encamp close to the entrance without fear of random encounters, but if you do so opt, do not inform the players of this.

Please read and review all of the material herein, and become thoroughly familiar with it, before beginning the module. As players enter keyed areas, you will note from appropriate information whether or not the area has one or more illustrations for visually highlighting play. Read aloud appropriate sections, but never give any additional information which player characters would have no way of knowing, and avoid facial expressions or voice tones which might give helpful hints **or** mislead players. The real enjoyment of this module is managing to cope, and those players who manage to do so even semi-successfully will appreciate your refereeing properly and allowing them to "live or die" on their own.

The startling information for the module depends on whether you are using the Tomb as an insertion into your own campaign, as a section of THE WORLD OF GREYHAWK™ fantasy setting, or simply as a one-shot exercise for your players. Because of the variableness, the information for starting is stated so as to assume the expedition has arrived at the site of the TOMB OF HORRORS. As Dungeon Master, you may fill in whatever background is needed, and if this is a section of a campaign, players cannot have obtained the Legend information without consulting sages, casting **legend lore** spells, finding the information in some arcane work, or whatever; all prior to locating the actual locale of the Tomb and then getting to it, so that background will have been accomplished. [When this module was used at Origins I, referees were instructed that the hill had been found in the Vast Swamp, and the party had arrived there in barges.]

Start: The party has arrived at the site of the demi-lich's last haunt. Before them is a low, flat topped hill, about 200 yards wide and 300 yards long. Only ugly weeds, thorns, and briars grow upon the steep sides and bald top of the 60′ high mound. There are black rocks upon the top of the hill, and if these are viewed from a height of about 200′ or so above the mound, it will be seen that the whole is shaped like a human skull, with the piles of rock appearing as eye holes, nose hole, and the jagged teeth of a grinning death's head. A thorough inspection and search of the entire area will reveal only that the north side of the hill has a crumbling cliff of sand and gravel about 20′ high in about the middle of the whole. (This is the area 34 squares wide which forms the east-west axis of your dungeon map.) A low stone ledge overhangs this eroded area, and shrubs and bushes obscure it from observation at a distance.

It will require a full turn for searching each 10′ of this cliff area. Search must be done from a distance with a long spear or 10′ pole. Prodding must be high in order to collapse sufficient material to expose a portion of a tunnel entrance. Once on entrance is exposed, it will require about 1 hour for 6 characters working in teams of 3 to thoroughly clear a passage, but a crawl space can be opened in 1 turn by 3 characters digging with swords and hands. Note that probing of the gravel and sand face can begin wherever the players choose—east, west, middle, several locations or merely a single one at a time. Leave this strictly to the players to decide. The best manner to handle it is to ask **where** they will search, once they have determined that they will investigate the area and have stated **how** it will be done and with **what.** Remember low probing, or probing with short implements (daggers, swords, etc.) will not reveal anything.

As soon as any entrance is cleared and entered, go to the KEY.

Note: Characters who become astral or ethereal in the Tomb will attract a type I-IV demon 1 in 6, with a check made each round.

KEY TO THE TOMB

1. FALSE ENTRANCE TUNNEL: The corridor is of plain stone, roughly worked, and it is dark and full of cobwebs. The roof 20′ overhead is obscured by these hanging strands, so casual observation will not reveal that it is composed of badly fitting stones. Daylight will be sufficient to reveal that there is a pair of oaken doors at the end of the passageway. If the roof is prodded with any force, or if the doors are opened, the roof of the tunnel will collapse and inflict 5-50 (5d10) hit points of damage upon each character inside of it, with no saving throw. The doors open outwards by great iron ring pulls. The cobwebs must be burned away to be able to inspect the tunnel ceiling. THIS AREA IS DEPICTED IN **ILLUSTRATION #1**.

2. FALSE ENTRANCE TUNNEL: This is another plain stone passageway, but the ceiling is only 10′ high. Daylight will enable adventurers to dimly see what appear to be two separate doors at the end of the corridor. The floor paving at 50′ distance within the passage will shift slightly when characters tread upon its surface. They will hear a rumbling from behind (or beside if some are at 30′ within) them. **At this instant begin counting slowly to 10**—about 1½ seconds per count—and if you reach 10 before any player has reacted as noted below, the huge stone block, 10′ thick, has slid shut and completely sealed off the passageway. This block cannot be moved or forced back. Trapped characters can escape **only** by the following means: **disintegrate, phasedoor, stone-flesh** (assuming a sufficient quantity of the block can be changed), **transmute rock-mud, wish.** Players giving notice that their character is running out will be able to cover 1′ of distance/1′′ of movement rate for their character/count. Thus, a base 6′′ movement rate means that the character can cover 6′ of distance in the space of a single count. Mentally note such character's actions, and when the 10 count is finished, compute where each character is. The block begins slow movement, so that at the count of 1 only a slight bit protrudes, at 2 it is 2′+ a bit out into the corridor, at 3 it is 4′+, at 4 it is 6′+, at 5 it is 9′, at 6 it is 11′+, at 7 it is 13′+, at 8 it is at 16′, at 9 the block is 18′+ across, and at 10 it has slammed shut and crushed anything between it and the wall. EXCEPTION: An iron bar will stop the block, but only if the bar is placed on the floor where it will wedge the block. A bar elsewhere will bend and allow the block to come shut, but 1 count will be gained as the bar bends. The doors at the end of the passage are false ones. THIS AREA IS DEPICTED IN **ILLUSTRATION #2**.

3. ENTRANCE TO THE TOMB OF HORRORS: Even a bit of daylight entering through a crawl space or a torch will reveal that this is an unusual tunnel. Bright, brilliant colors are to be seen everywhere, the stones and pigments undimmed by the passage of decades. (USE **ILLUSTRATION #3** NOW.) The floor of the corridor is a colorful mosaic of stone, with a distinct, winding path of red tiles about 2′ wide (the line snaking its way south down the corridor) easily visible to the onlooker. (See special note regarding the pit traps at the end of this paragraph.) No stonework can be seen on the walls or the ceiling 20′ above, for some sort of cement or plaster has been smoothed over all of these surfaces and then illustrated. The scenes painted show fields with kine grazing, a copse with several wolves in the background, slaves (human, orc, elven, and strange human-animal mixture — pig-human, ape-human, and dog-human) going about various tasks. Certain of the frescoes show rooms of some building — a library filled with many books and scrolls, a torture chamber, a wizard's work room (see **4.** below for more details of this area). There are chairs, windows, boxes, bales, doors, chests, birds, bats, spiders and all manner of things shown on the walls.

   All pits (except where noted to the contrary) throughout the Tomb are 10′ deep and concealed by a counter-weighted trap door which opens as soon as any person steps on it. Thrusting with force upon these traps with a pole will reveal them 4 in 6 (d6, 1-4). Those who step upon a pit lid will have a base 100% of falling, modified downwards by 1% per point of dexterity through 12, and 2% for each point above 12, i.e. dexterity of 13 = 14% chance of not falling into a pit, dexterity of 14 = 16%, 15 = 18%, 16 = 20%, 17 = 22%, and 18 dexterity = 24% chance of not going in. At the bottom of each pit are 5 iron spikes coated with poison. Roll d6 to determine how many spikes wound the victim; 1, 2, and 3 meaning that number of spikes have wounded the victim, 4-6 equal NONE HAVE WOUNDED the character. Each spike causes 1-6 hit points of damage, and the victim must make a saving throw versus poison for each spike which wounds him or her. Any failure means the victim is killed by the poison.

   A. This area is where the torture chamber is painted, and the wall hiding this passage shows a painting of the iron door which evidently confines some sort of a horrid creature (its taloned and scaled hands grasp the bars of its small window) which can be loosed to torment prisoners. If the plaster and lath behind it is broken, a normal, inward opening door will be revealed.

   B. If the pattern of the floor has been carefully observed and studied from the entrance to this point, the individual with such perseverance will be rewarded by suddenly understanding that a message is contained in barely notice-able runes in the mosaic floor. It says "ACERERAK CONGRATULATES YOU ON YOUR POWERS OF OBSERVATION. SO MAKE OF THIS WHATEVER YOU WISH, FOR YOU WILL BE MINE IN THE END NO MATTER WHAT!

   Go back to the tormentor or through the arch,
   and the second great hall you'll discover.
   Shun green if you can, but night's good color
   is for those of great valor.
   If shades of red stand for blood the wise will
   not need sacrifice aught but a loop of magical
   metal — you're well along your march.

   Two pits along the way will be found to lead
   to a fortuitous fall, so check the wall.
   These keys and those are most important of all,
   and beware of trembling hands and what will maul.
   If you find the false you find the true
   and into the columned hall you'll come,
   and there the throne that's key and keyed.

   The iron men of visage grim do more than
   meets the viewer's eye.
   You've left and left and found my Tomb
   and now your soul will die."

4. FRESCO OF THE WIZARDLY WORK ROOM: The most outstanding feature of this area is actually outstanding! Two jackal-headed human figures (USE **ILLUSTRATION #4** AS SOON AS THE PARTY EXAMINES THIS AREA CLOSELY) are painted so as to appear to be holding a real bronze chest. If this box is examined closely, the viewer will note that it is hinged on the bottom so as to allow the lid to swing down if a catch on top is pressed. The catch has an easily detectable poison needle trap, and this can be avoided easily by pressing the stud with a dagger pommel, etc. However, when the box opens, it will appear to be absolutely empty, but if a character actually feels inside the chest he or she will find a rod which stands vertically from the bottom. This lever moves easily, and if it is pulled with any force it will open the shaded trapdoor which covers a 30′ deep pit (spiked and poisoned as are all traps of this sort here) which will inflict 3-18 (3d6) hit points of damage to all who fall within, exclusive of spike damage. **Note:** This trap door is 3′ thick and cannot be detected by sounding or by any magic which detects secret doors, or even traps. **True seeing** will reveal a fine rectangle where the stone plug is, but it will not show what it does. Once triggered, the pit remains open thereafter.

5. THE ARCH OF MIST: One section of the path shown on the

floor leads directly **into** this archway. If any character stands within 1′ of the entranceway upon the path, the base stones will glow yellow on the left, orange on the right, and the keystone 7′ above will glow blue. (When this happens, SHOW YOUR PLAYERS **ILLUSTRATION #5**.) There is a misty veil across the archway, and nothing will cause the vapors to clear, nor will any sort of magic allow sight into the area, until the glowing stones are pressed in the proper sequence — YELLOW, BLUE, ORANGE. If this sequence is pressed, the vapors disappear, and the path appears to go eastwards. If the archway is entered when it is clouded, those characters doing so will be instantly teleported to **7.** (see below). If it is passed through after pressing the glowing stones in proper sequence, those stepping through ON the path will be teleported to **11.**, those who pass through off the path will be sent back to **3.**

6. THE FACE OF THE GREAT GREEN DEVIL: The other fork of the path leads right up to an evil-appearing devil face set in mosaic at the corridor's end. (SHOW YOUR PLAYERS **ILLUSTRATION #6**). The face has a huge O of a mouth; it is **dead** black. The whole area radiates **evil** and **magic** if detected for. The mouth opening is similar to a (fixed) **sphere of annihilation**, but it is about 3′ in diameter — plenty of room for those who wish to leap in and be completely and forever destroyed.

7. THE FORSAKEN PRISON: This miserable cubicle appears to have absolutely no means of egress, and even a magical means of detection will not indicate any. There are 3 iron levers (about 1′ long) on the south wall of the chamber. These levers will move horizontally or vertically, singly or in combination. Only the act of moving all 3 **together** upwards or downwards will have any results. Moving them straight up opens a small trapdoor in the center of the ceiling (10′ above). Pushing them simultaneously down opens the entire floor to a 100′ deep pit with no exit. Damage from the fall is 10-100 (10d10) hit points, and the floor will automatically return to a closed position in 1 turn, thus sealing any inside the pit there until another victim triggers the drop away again.

   The ceiling route is a crawl space some 3′ square. At the place it turns east there is a plug in the ceiling which can be detected only with magical vision means or if a character has sense enough to test for secret doors by rapping. Secret door detection will not be of avail here except as noted. Eventually the small tunnel leads to a magical one-way door which opens in the pit side as shown, and players are back to square one . . .

8. GARGOYLE LAIR: When any door leading to this room is opened, it frees o mutated 4-armed gargoyle from **temporal stasis.** This monster is a huge (H.P.: 64; 19 strength) monstrosity that attacks 6 times/round as a 12 hit dice creature inflicting damage as follows: 2-8×4/3-12/1-6, and if any 2 of the clawing attacks (2-8×4) hit, the creature will do an additional 7 hit points of rending damage to the opponent so struck. Around the creature's neck is a collar studded with huge, gleaming gems (blue quartz stones of 100 g.p. value each, 10 gems total). Hidden in a secret compartment of the collar is a slip of parchment with the following written on it in magical runes which require a **read magic** spell to understand: "Look low and high for gold, to hear a tale untold. The archway at the end, and on your way you'll wend." Beneath the runes is the initial "A". (USE **ILLUSTRATION #8** FOR THIS ENCOUNTER).

9. COMPLEX OF SECRET DOORS: Each of these portals must be opened by hand, and each requires a different method of opening. Meanwhile, each round that there are characters in a shaded room, a number of bolts will be fired into the area from hidden devices in the walls and ceilings, and 1 character, randomly determined, in each such area, will be hit for 1-6 points of damage unless he or she makes a saving throw versus spell. There is absolutely no way to prevent the bolts from being triggered and from hitting, and armor and spells will NOT have any effect either. The various secret doors open as follows:

   A. pull down
   B. pivots centrally
   C. pull inward and up at bottom
   D. slides up
   E. double panels pull inward
   F. slide left
   G. 7 studs — press all and door opens, 1 & 7 bring door falling inwards for 3-18 h.p. damage

10. GREAT HALL OF SPHERES: This area is similar to **3.**, for the floor is of inlaid tiles and the walls and ceiling are painted with figures of animals, strange signs and glyphs (which mean absolutely nothing), and humans and human-like creatures with spheres of different colors. These globes are 2-dimensional, of course, and their significance and pattern are described below. (AS SOON AS THE PARTY ARRIVES HERE SHOW THEM **ILLUSTRATION #10.**) From north to south, with the west wall being the first column, and the east the second, the figures and spheres appear as follows:

GOLD held high above head*	PALE BLUE at shoulder
ORANGE held waist high	SILVER at feet
(False door)	(secret one-way door**)
PURPLE at feet	GREEN held high above head
(False door)	YELLOW at shoulder
BRONZE held waist high	PINK held high above head
GRAY at shoulder	BLACK at feet***
(none)	PALE VIOLET at shoulder
BRIGHT BLUE at feet	(none)
WHITE held high above head	RED held waist high****
TURQUOISE at shoulder	BUFF at feet
SCARLET held waist high	(none)
PALE GREEN at feet	INDIGO held high above head

* an illusion covering a crawlway to 11.
** this door can be opened by a **knock, disintegrate, rock to mud,** or **stone to flesh** spell
*** an illusion covering a crawlway to 14.
**** an illusion covering a crawlway to 13.

A. **Magic Archway:** When the party examines this arch give them **ILLUSTRATION #5**, and inform them that the stones glow in these colors whenever any person comes within 3′ of the portal: lower left, OLIVE; keystone RUSSET; lower right, CITRON. No matter which stones are pressed in what order, the archway remains clouded and veiled with a haze which nothing can enable the onlookers to see through. All living matter which goes through the arch will be teleported to **3.**, while non-living matter is teleported simultaneously to **33.**, i.e. characters stepping through will appear at the start totally nude, while everything else with them will go to the crypt of the demi-lich. (Cruel, but most entertaining for the DM . . .)

11. THE THREE ARMED STATUE: When players find this smallish room they will immediately see what appears to be a broken, 8′ tall statue of a 4-armed gargoyle (**ILLUSTRATION #11**), with a broken off 4th arm on the floor nearby. No amount of fooling around with the broken arm will enable it to be replaced, and the statue will do nothing at all meanwhile. A close look at its open and outstretched hands, however, will detect that a large gem (a 100 g.p. blue quartz one fits perfectly) will fit in a carved depression in each of the 3 remaining hands, while the broken one has no such concavity. If 3 large gems of any sort are placed within the hands, the stoney digits will close and crush them to powder, dump the grains on the floor, and return to their normal positions. If this is repeated twice more, and 9 gems are so crushed, a 10th (or more) will cause the triggering of a **magic mouth** spell to speak the following words:

"YOUR SACRIFICE WAS NOT IN VAIN. LOOK TO THE FOURTH TO FIND YOUR GAIN."

As these words are spoken, an **invisible gem of seeing** will come into being in the palm of the broken off arm of the statue. The **gem** must be found and the character so doing will need to wipe it free of a magical substance before it can be seen or used. Note that if the arm is carelessly moved, the **gem** will fall off and roll away. **Detect invisibility** or any other sort of searching except by careful feeling will be useless. Describe the **gem,** once wiped clean and visible, as an oval diamond, with two flat and polished sides, very clear, and about one inch diameter by one-quarter inch thick. It will operate only 12 times, then shatter.

12. TRAPPED FALSE DOOR: At this location, as well as several others throughout the Tomb, there are false doors which screen a spear trap. (When one of these doors is opened, hand the players **ILLUSTRATION #12**.) A spear will shoot out, and the door opener(s) or any others standing before it are subject to be struck. Determine at random, if need be, which character is the target, and that player must then make a saving throw versus magic spell to avoid taking 2-16 (2d8) hit points of damage. When the door is closed and reopened, another spear will fire.

13. CHAMBER OF THREE CHESTS: When the party enters the crawlway hidden by the sphere illusion of a red color, they will come to an apparent dead end, but a bit of examination will easily discover (4 in 6) a secret door. The character opening the door will be precipitated to the floor 10′ below by a tilting stone at the mouth of the crawlway, and an automatic 1-6 hit points damage sustained (a mere annoyance, but it erodes the strength of the party). At this juncture show the players **ILLUSTRATION #13 (A)**. The large chests are affixed firmly to the floor; the 1st is of gold, the 2nd of silver, the 3rd of oak bound with thick bronze bands. Each is about 4′ long, 2′ wide, and 3′ high. In these containers are:

Gold: (Plate only over iron) 12 large asps (H.P.: 9 each; AC 6; attack as 3 hit dice monsters; cause 1 h.p. of damage only when biting, but saves versus their poison are at -2) will slither out and attack next round. They are fast (12′′ move) and will continue biting until all are killed. (USE **ILLUSTRATION #13 (B)**.)

Silver: (Plate only over iron) holds a ring (**protection +1**) in a clear crystal box (worth 1,000 g.p.). When this box is lifted from the supposed bottom of the chest, 8 darts will fire upwards, and 1-2 characters (maximum which can be in the line of fire) will take 1-4 hits each if they are exposed to the path of these missiles. (Actually reaching in and removing the case is exposure!) Damage is 1-6 hit points per dart, with no saving throws. (USE **ILLUSTRATION #13 (C)**.)

Wood: When the lid is opened, an animated skeleton of a giant will be instantly teleported into the chest, and it will **always** strike first. The thing wields 2 (nonmagical) scimitars, and it attacks twice/round for 2-12 h.p. of damage per hit. The skeleton has 32 h.p., AC 2, and attacks as a 10 hit dice monster. All edged weapon hits upon it cause only 1 h.p. of damage, but blunt ones score normal damage. Magic does not affect this monster, and it cannot be turned. Holy water will cause 1-4 hit points of damage. (USE **ILLUSTRATION #13 (D)**.)

14. CHAPEL OF EVIL: By passing through the illusionary black sphere the party will have crawled along the small tunnel until reaching the end, only to find it is solid stone. It requires a 1 in 6 to find the secret door at the passage end, no matter what the race of the character examining the area, and no form of magic will detect it, save the **gem of seeing.** Once inside, they will see what is obviously some form of temple area. There are scenes of normal life painted on the walls, but the people have rotting flesh, skeletal hands, worms eating them, etc. Yet there are also depicted various religious symbols of good alignment, and a faint aura of good can be magically detected. What a puzzle! Could the demi-lich actually have been of good alignment? There is a mosaic path leading to the altar, and to either side great wooden pews face the worship area. (All of these benches have hinged seats. The back pair of pews have 4,000 s.p. each hidden therein, the next pair have 3,000 e.p. each, the next have 2,000 g.p. each, and the front pair have **gas traps** — a cloud of gas will fill the whole chapel in 2 rounds after opening the pew bottom, and all in the place will lose 2-8 points of strength for 48 hours!) A wooden railing divides the room, and south of it is the altar, a tiered dais with a wooden chair (nicely carved and padded but unremarkable), 2 large brass candelabra holding 5 white candles each, and in each corner a large white pottery urn stoppered with a brass and wood plug. A human skeleton in black chain mail (badly rusted and torn) points to area **B**. (Now show your players **ILLUSTRATION #14**.)

A. **Opalescent Blue Altar:** This block of strange material glows with an inner light. (A very faint evil can be detected 2 in 6 per round of detection.) If the thing is touched by living matter it will send a lightning bolt 40′ long and 8′ wide shooting up the aisle — base 40 hit points of damage, save versus magic spell reduces the hit points to 20. After this bolt streaks forth, the altar turns a fiery blue-red and if it is touched by any object it will explode doing base 60 hit points of damage to all creatures within a 30′ radius (saving throw reduces damage by 50%).

B. **Archway of Glowing Orange:** As already stated, the skeleton on the floor of the chapel room is outstretched and pointing to the arch. (Show your players **ILLUSTRATION #5**, and explain that none of the stones of the arch glow, but that the entranceway is filled with luminous orange vapors of an exciting hue.) These vivid orange mists cannot be penetrated with any sort of vision or magic. The skeleton, of course, misleads the party, for any character passing through the portal will enter a 10′ × 10′ room where their sex and alignment are reversed by a terrible **curse.** (Although restoration of alignment and sex to original is difficult, the **curse** once reversed will not alter paladin-hood, ranger status, etc.) Re-entering the archway will restore original alignment, but 1-6 hit points of damage will be sustained in so doing. Going back a 3rd time will reverse sex again, but the individual will be teleported as arch 10. A. does. Only a **wish** or **alter reality** spell will restore both alignment and sex. However, if alignment is restored by entering the orange portal, a **remove curse** spell will then restore original sex. Prior to alignment restoration, no spells other than the those stated will affect the cursed character.

C. Careful inspection here has a 4 in 6 chance of noticing a small slot with a letter **O** faintly traced above it. This is a moving stone block described below. It cannot be magically detected, nor will it open by physical or magical means other than the method given in **15**.

15. STONE GATE: This stone is only 2′ wide, 4′ high, and 10′ thick in a wedge shape. It is impregnated with strong antimagics which prevent its detection or removal or change to another form or substance. The slot (**C**. above) is of sufficient size to accept a coin or a flat gem. It is also just right for insertion of a **magic ring,** and only such an item will actually trigger the mechanism which causes the block to sink slowly into the floor so as to allow entry into the passage beyond. The ring (or any other object deposited into the slot) is forever lost, as the sinking stone crushes all to pieces. The gate opens easily from the other (east) side, and no special item is required to trigger its opening from that side.

The corridor widens to 10′ and turns southward where steps

lead down steeply to a corridor west. The series of 3 doors in the corridor are easily opened on any roll of 6 in 6, 2 in 6 (1 or 2) indicating that the door opener falls through as the door opens so easily, plunging into the pit (see **3.** above for pit details). Of course, if the door is not violently pushed against, it swings inward, and the party will have standard chances of falling in when the characters leading the way step on the cover. By the time the 3rd door and pit have been reached, they will certainly expect the pit, and will be likely to ignore it. This carelessness will prevent them from examining the pit from within, as a wooden door painted to look like stone will be observed 5 in 6, immediately felt if a tactile investigation of the walls are made. It is most probable that the party will proceed to area **16**.

16. LOCKED OAKEN DOOR: The gate is heavily bound with iron bands and there are several locks apparent. If a character listens with an ear to the door, he or she will hear far-off music and happy singing, obviously coming from somewhere beyond. The door radiates a dim magical aura, and no forcing or **knock** spells will open it. A **disintegrate** spell, or physically chopping it to pieces, provide the only means to continue past it. Once the door is destroyed, sounds of confusion and running (away) can be heard from the north—all music and singing has ceased. There is a faint glow (torchlight?) northwards. The walls of the passage are of smooth white alabaster, and the floor is a very smooth, highly polished smoke gray marble. The destruction of the door triggered an **audible glamer** spell to produce the noise heard. The tunnel floor is a counter-weighted beam. Its overbalancing point is the 3rd square from the door, and when 1 or more characters step there the floor will begin to tilt downward from the door north, with the north end slowly sinking. (AT THIS MOMENT SHOW YOUR PLAYERS **ILLUSTRATION #16**.) Quickly state the floor is beginning to slant as explained above. Begin counting slowly (as per 2. above) to 5. All characters still north of the doorway at the conclusion of the 5 count will fall and begin sliding downwards to the north at 10'/segment. When the 40' point is marked each will take 1-6 h.p. of heat damage, 2-12 h.p. at 50' and thereafter they are plunged into a pit of flames and molten lava which will absolutely snuff them out. Retreat from the area during the count is at the 1'/1'' of base movement rate per count.

17. MAGICAL SECRET DOOR: This entrance to the remainder of the Tomb is along the stairway which leads down. It can be found by any means, but **nothing** will enable it to be opened until the area is either viewed through a **gem of seeing,** a similar spell is cast, or a **detect magic** spell is used to pinpoint the magic aura. When the magic of the door is found, it will require a **dispel magic** or **remove curse** spell to remove the guard which prevents the door from being opened. Once accomplished, the secret door can be opened easily from either side.

18. FALSE CRYPT PROTECTED BY FEAR GAS: Before the party can enter this area, they must descend the stairs and enter the slightly cloudy west passage. The tunnel is fear gas filled, and unless characters announce they are holding their breath before entering its 40' length, they will breathe in the gas—save versus poison or run away at top speed for 2-8 turns. Beyond the first 10', the gas becomes thicker, and it irritates the eyes, so it is only 3 in 6 for any character to notice the south door. Once the south door is opened, the gas dissipates.

A. **The False Crypt:** The steps down to the chamber at the end are filled with **webs** which can only be removed by magical fire (**burning hands,** a flaming sword, etc.). Any character trying to break through them will become hopelessly entangled and cannot get free unless magically burned free or wished out. At the very foot of the stairway is a silver-inlaid mace which will begin to glow with a bright golden light when it is picked up by any character. Whenever this weapon is swung at the pseudo-lich, it will hit. The pseudo-crypt is filled with rotting and decayed furnishings which were once most costly, and upon a solid gold couch (50,000 g.p. value) a lich-like figure with a crown on its head will be slowly rising (and throwing up its hands in apparent fear if the mace is being carried). A booming voice from the whole of the chamber will demand: "WHO DARES TO DISTURB THE REST OF ACERERAK? IT IS YOUR DEATH WHICH YOU HAVE FOUND." (After this announcement you should show your players **ILLUSTRATION #18**.) The purported lich is actually a magically prepared zombie with spells upon him which give the following stats: AC -4; move base 12"; H.P.: 32; attacks 1/round as a 6 hit dice monster for 3-10 h.p. damage; and anti-magic charms will absorb 12 levels of spells cast before any will take effect (any spell partially absorbed is spoiled). Between strikes the zombie will gesture magically with its hands as if readying a spell. If it is struck by the golden mace it will make a roaring bellow (**magic mouth** spell), and the weapon will obviously stagger it (roll dice and shake your head). The 3rd time it is struck by the gold mace the zombie will instantly wither and disappear in a puff of dust, the mace will shatter, and at this moment the room will start to shake and stones will begin to come down from the ceiling. OBVIOUSLY THE PLACE IS BEGINNING TO COLLAPSE, but take your time detailing the rumblings, tremors, grinding noises, falling hunks of ceiling, and so forth; and if players inquire they can see a jade coffer, the dead monster's fallen crown, and a fine leather bag (a give-away—it isn't rotten) within easy reach. All other items are iron, locked, etc. NOW BEGIN COUNTING SLOWLY TO 10, and it is odds on that there will be a stampede up the stairs to get away! A **programmed illusion** from the pseudo-crypt will give the full effects of a cave-in, and actual dust will billow up the stairs, while bits of stone begin to fall in the east-west tunnel and then the north-south tunnel and stairs reached from the pit. If the party runs out, ask them if they thought it was too hard a dungeon . . .

The jade coffer is worth 5,000 g.p. and contains 6 **healing** potions. The crown is begemmed and worth 25,000 g.p. The small sack holds 278 p.p., 29 base 10 g.p. gems, a scroll of 7 magic-user spells (pretend to roll, but they are all 1st and 2nd level), and a map showing a location several hundred miles away which supposedly has a rich treasure (it is a fake, naturally). If this doesn't make them suspicious enough to take another run through to check things out, put the module away for use when you have a different group (or the same ones) inquiring about one of the key references in the **Legend.** Note that something so simple as a **commune** spell will reveal that the demi-lich has not been destroyed. In any event, Acererak will see to the righting of things eventually. The only treasure left in the pseudo-crypt is the gold couch.

19. LABORATORY AND MUMMY PREPARATION ROOM: Although there is only 1 item of eventual use within this totally plain and cluttered place, the volume of items within it is calculated to waste time for the players. All of the walls are lined with shelves, and upon these are old jars filled with dust and impotent ingredients of all sorts. There is a large desk and stool, 2 workbenches, and 2 mummy preparation tables. Clay pots and urns on these tables and the floor obviously once contained unguents, ointments, oils, perfumes, etc. Linen wrappings are in rolls or strewn about. Dried herbs of unidentifiable nature, bones, skulls and the like litter the work benches. In the south are 3 vats of about 7' diameter and 4' depth which contain murky liquids. (SHOW **ILLUSTRATION #19**.) The 1st holds 3' of dirty water. The 2nd contains a slow-acting acid which will cause 2-5 h.p. of damage the round after it comes in substantial (immersed arm, splashed on, etc.) contact with flesh—minor contact will cause only a mild itch; at the bottom of this vat is one-half of a golden key. The 3rd vat contains a gray ochre jelly (H.P.: 48; 4-16 h.p. of damage due to its huge size) with the other half of the gold key beneath it. The vats are affixed to the floor and too heavy to move. The key parts are magical and will not be harmed by anything, and if the parts are joined

together they form one solid key, hereafter called the FIRST KEY. As the acid will harm even magical weapons, the players will have to figure some way to neutralize or drain off the contents of the 2nd vat, as a reach-in-and-grope-for-it technique has a 1% cumulative chance per round of being successful.

20. HUGE PIT FILLED WITH 200 SPIKES: (SHOW **ILLUSTRATION #20**.) This 10′ deep, open pit completely fills the passageway and extends so as to make jumping across it totally impossible for most creatures. Ergo, the pit must be crossed by climbing down and walking across it, then climbing up the other side. Simple! Wrong—any footstep upon the last 3′ (east portion) of the pit will cause a volley of spikes to be discharged upwards, and each person in the pit or leaning over its edge will be struck by 2-5 spikes, each hit causing 1-6 hit points of damage, no saving throw. Some magical means must be used to get across, for new spikes will come up where the ones which were discharged came from.

21. THE AGITATED CHAMBER: The secret door to this place is a normal sort, so it can be found without undue difficulty. It appears to be filled with funerary offerings and furniture. (SHOW **ILLUSTRATION #21**). There are 4 rotting sofas, several throne-like chairs, vases, and urns which are dented, chipped and broken, stands, small tables, and braziers, all jumbled together. Only the rather plain tapestries hanging upon the east and west walls appear to have been spared a rough looting. There are 6 locked trunks and 24 locked coffers amidst the general havoc. The heavy trunks are empty, but the small coffers hold either 1-3 angry asps (H .P.: 4 each; AC 6; attack as 2 hit dice monsters; normal poison +1 h.p. damage for the bite) if 1-3 on d6 is rolled, 8-80 p.p. if 4-5 on d6 is rolled, or 2-8 base 10 g.p. gems if 6 is rolled. The weight of the players upon the balanced floor will have set a mechanism into motion, and each round they remain in the place a d6 must be rolled. Any odd number resulting from a roll means that on the next turn the floor of the room will jump and buck up and down violently. Each player must be rolled for, with a 2 in 6 chance to fall and sustain 1 hit point of damage from abrasions and contusions.

    The tapestries, which appear to feature weed-grown rocks and green and golden tan scenes of undersea life, are specially anti-magic treated creations of green slime and brown mold. If they are torn, they instantly turn into green slime and cover each and every player character/character standing before them, i.e. each covers a 20′ long by 10′ deep area of floor when it falls. Covered characters are turned to green slime and gone, with no recourse possible due to the amount of slime. Note that the tapestries can be handled normally, just not yanked so as to tear them (and they are well affixed at the top); however, if any character is holding one when the room becomes agitated, it is 75% probable that the jerking motion will tear the thing. If these hangings are subjected to burning they instantly turn to brown mold and drain 4-32 (4d8) h.p. of heat from all characters within 5′ of the mold (and it gets worse from there . . .). Note the secret door behind the tapestry on the west wall.

22. THE CAVERN OF GOLD AND SILVER MISTS: As a private joke, Acererak has caused a beautiful and good aligned **siren** to be placed into this cavern under an enchantment. She must be asked to come out to break the spell, and she can give no clues as to the nature of her durance. (DISPLAY **ILLUSTRATION #22**.)

    The mists are silvery and shot through with delicate streamers of golden color. Vision extends only 6′. There is a dim aura of good if detected for. Those who step into the mist must save versus poison or become idiots until they can breathe the clean air above ground under the warm sun. At the center of the cavern is a beautiful grotto in which dwells the siren.

    If she is asked to come with the party, she will do so, stay with them through the adventure, and thereafter be their friend for life. She has the following statistics: AC 5; Move 12″//24″; Hit Dice 4; H.P.: 20; Magic Resistance 20%; High Intelligence; and spell powers as follows: **charm person** (by song) at +2 all within 3″, **invisibility, suggestion, polymorph self** — each usable once per day. Any creature whom the siren touches in anger must save versus poison or become an idiot (2 intelligence) for 5-20 turns. She has the power to cure idiocy so caused (or that of the mists) by touch also. There are 2 sacks with the siren, a large one, and a small one, both of which will disappear if she is asked to accompany the party. If either is touched the siren and the other sack disappear. These sacks are:

    Large Sack: This bag contains 50 pieces each of copper, silver, electrum, gold and platinum. It appears to be a normal sack, but it radiates magic if it is checked, for it is a **small bag of holding** (filled weight 5 pounds, 250 pound weight limit inside, 30 cubic feet volume capacity).

    Small Sack: To determine the contents of the small sack roll a d10:

1-2	filled with wool
3-4	5 pieces of jewelry
5-6	1-6 potions of **extra-healing**
7	1-6 scrolls
8	4-48 base 100 g.p. gems
9	**bracers of defense**, AC 6
0	ring of **feather falling**

    It is not possible to gain both the large and the small sacks. If a character or characters state they will grab them simultaneously, dice to see which is touched a fraction of a second sooner. The other disappears — along with the siren — forever.

    The siren will converse in a friendly fashion only, asking how characters are and if they find the going hard in the **Tomb.** She will answer any direct questions with an evasive reply: "I cannot say," "That is unknown to me," "Possibly," etc. until she is freed. She knows nothing of the Tomb in any event.

23. FALSE/TRUE DOOR: When the party reaches this point and opens the door, it is probable that they will believe it to be nothing more than a false door, but the seemingly blank wall of solid stone behind the false door hides a secret door. Note that just beyond the secret door is a secret trap door in the corridor floor. This opens to a steep flight of narrow stairs which spiral down to a 5′ wide passageway which emerges at area 24.

    A. The most likely place that will be found, however, is the passage full of sleep gas which is reached by the east door. When the doors to the north (which open to the sleep gas area) are opened, everyone in that passage will instantly collapse in slumber for 2-8 turns. Each turn of slumber roll a d4, and if a 4 results, a stone juggernaut (rather like a steam roller) comes out of the 20′ × 20′ room to the north and rolls 1-6 spaces (10′-60′) south then west as determined by a roll of d6. Everything it rolls over is squashed to a pulp. There is no appeal. (If the party is in this way destroyed, show them **ILLUSTRATION #23**.)

24. ADAMANTITE DOOR: Although it is marked secret, it is very evident: the marking is simply to make certain that its actual nature is known. It has permanent anti-magics on it, and there is no magical or physical way of forcing entry. There are 3 slots in the door at about waist height. If 3 sword blades are shoved simultaneously into the slots, the 1′ thick panel will swing open. THIS IS A ONE WAY DOOR WHICH CANNOT BE PREVENTED FROM CLOSING IN 5 ROUNDS!

25. THE PILLARED THRONE ROOM: There are scores of massive columns in the huge chamber, and each of these 3′ diameter pillars radiates magic when detected for. Any character who touches a pillar with or without intent will uncontrollably

float upwards (**levitation**) until he or she bounces gently around on the ceiling just as a child's helium balloon. To stop this effect a **dispel magic** or **remove curse** spell must be placed upon each such individual. (Use **ILLUSTRATION #25** to display this 110' square, 30' high room.) There seems to be a gentle breeze in the room, for any character floating amongst the many-hued columns will begin drifting northeastwards or northwestwards (towards locations **A** or **B**). From the entry the observant character will be able to observe part of the dais (**D**) or room **27**, if a bullseye lanthorn is employed.

A. **Devil Face:** (**ILLUSTRATION #6**.) About 24' above the floor is a mosaic of a green devil which appears to be exactly the same as that first encountered in the entrance hall to the Tomb. Any creature coming within 3' of its gaping jaw will be sucked in and instantly teleported to be "spat out" nude from location **6.**, while all non-living matter with the character goes to location **33.**

B. **Devil Face:** This is identical to **A.** above, but it is tinged with a bluish color over the green and any character drawn into this mouth opening is teleported into location **27.A.** (q.v.).

C. **Charred Remains:** Cinders, ashes, charred bones and skulls, the crisped and blackened remains of clothing and gear, arms and armor — a thoroughly awful and frightening sight — encircle a huge, glowing orange gem. (DISPLAY **ILLUSTRATION #25 (C)**.) If evil/magic is/are detected for, the gem will send out pulses of wickedness and a strong aura of dweomer — so strong that the detecting character will get the vague feeling that the **magic** is wish connected. The gem is a cursed **wish** magic item, and no matter what is desired by the character daring to touch it and wish, a reverse or perversion will bring doom to that character and all named in the wish. Immediately after causing the evil wish to transpire, the gem begins to pulse with reddish lights, growing progressively stronger, brighter and hotter. Count to 10 as usual. The stone then explodes, absolutely killing any character within a 15' radius with a wave of searing radiations and flames. The gem remains as a noisome mass of stinking purplish mold which bubbles and chuckles. In 1 week the mass will reform as a glowing orange gem . . .

D. **Ebony Dais and Silver Throne:** (USE **ILLUSTRATION #25 (D)**.) Contrasting with the pastel colors of the floor and pillars of the hall is the stark blackness of the huge dais atop which rests an obsidian throne inlaid with silver and ivory skulls. Upon the throne rest a crown and a scepter, both of which will give off an aura of magic. The **crown** of gold negates the pillars' levitation effects and enables the wearer to see within the hall as if he or she were in normal daylight, but outside this place the wearer is blind! Furthermore, the wearer knows that the crown can be removed only by touching the scepter to its top. The **scepter** is of electrum, with a gold ball at one end and a silver knob at the other. If the silver end is touched to the crown, the wearer is instantly snuffed out, turning to a fetid powder which cannot be brought back to life no matter what (**wishes** notwithstanding). If the golden knob is used upon the crown, the wearer can lift it from his or her head. Examination of the throne will reveal a small replica of the crown inlaid in silver upon the lower front panel of the seat. If the silver end of the scepter is applied to this inlay, the throne sinks and reveals a 5' wide passageway.

Each of these items is obviously valuable (25,000 g.p. for the crown, 12,500 g.p. for the scepter), but both are cursed, and if they are removed from the Tomb the possessor of either will be visited by a demon (type I) sent to reclaim the item and return it to the throne room — 2 such demons if a single character has both.

26. SMALL ROOM WITH A DOOR OF ELECTRIC BLUE: The door actually shimmers with a faint blue light when observed from within 10' or so. When the door is touched, this gleaming grows bright. A brass pull beckons to be used, and the door will open easily. Inside the western room there is only dust. The eastern room is another matter:

If this door is opened, the characters will see a low stone table upon which rests a large wooden sarcophagus. Various broken and looted chests, urns, and coffers are scattered about. Inside the sarcophagus are the parts of a mummy (not an undead, exactly, for at this time it is the mummified remains of a human) with wrappings partially undone and tattered, and a huge amethyst just barely visible between the wrappings covering the head. This 5,000 g.p. gem has an evil magic placed upon it, and if it is removed from the eyesocket the remains become a true mummy with the following specs: H.P.: 39; 2 attacks/round due to **haste**; 2-13 h.p. damage: **resist fire** upon the wrappings make them impervious to normal flames, and the creature wears a ring of **fire resistance.**

27. THE PORTAL OF SCINTILLATING VIOLET: This appears to be another small 10' × 10' room much like the 2 numbered 26. When the door is touched a faint lilac color which glowed faintly from a distance will shine forth a bright and corruscating purple with tinges of sickly green. If the door is pulled open, the characters will see a bare chamber, with a small door before them on the north wall, and pairs of swords crossed behind shields hung upon the walls. There are 3 such sets on each of the walls to either hand, and 2 sets on the north wall, 1 flanking each side of the door. If the threshold is crossed by any creature, 1 set will fly off the wall and attack the individual so doing. The 2 swords will both attack at the beginning and the end of each round, striking as if they were wielded by a 1st level fighter, but being +1 on both "to hit" and damage. This trio will so attack until they are destroyed or the one who violated their area is dead. Each item is AC 3 and requires 11 h.p. of damage to destroy; all hits will be taken by the shield first, as it always interposes itself. (SHOW **ILLUSTRATION #27**.) Surviving weapons and shields return to their former positions after the offender is hacked to pieces. The following spells will affect these items, and only the following spells: **repulsion** sends all 3 back to their original position; **heat metal** (or a **rod of cancellation**) will cause 1 to fall to pieces; **transmute metal to wood** will cause 2 to fall to the ground as motionless hunks of timber; **disintegrate** will destroy any and all of a set; **enchant weapon** will cause a sword to become a plain iron weapon. Worse still, if the threshold is crossed a 2nd time, still another pair of blades and a shield will attack, and each set will attack at 1 level better than the last set (2nd, 3rd, 4th, etc., all the way to 8th), each will have 1 greater plus (the 1st are +1, the 2nd +2, etc. all the way to +8 for the 8th set), each set is 1 armor class better (set 2 is AC 2, set 3 is AC 1, set 4 is AC 0, etc., all the way to the 8th which is AC -4), and each set is 1 hit point harder to destroy (the 2nd has 12 h.p. each, the 3rd has 13 h.p. each, etc., all the way to the 8th which has 18 hit points per item). Only after all sets are destroyed is it possible to enter the room.

A. **The Chamber of Hopelessness:** Any creature unfortunate enough to be teleported here from area **25.B**. is doomed, for their fate is clearly stated in glowing letters magically written on the north wall of the place:

"YOU WHO DARED TO VIOLATE MY TOMB NOW PAY THE PRICE. STAY HERE AND DIE SLOWLY OF STARVATION, OR OPEN AND ENTER THE DOOR TO YOUR SOUTH WHERE CERTAIN BUT QUICK DEATH AWAITS — WHICHEVER YOU CHOOSE, KNOW THAT I, ACERERAK THE ETERNAL, WATCH AND SCOFF AT YOUR PUNY EFFORTS AND ENJOY YOUR DEATH THROES."

A small fountain of water spills into a wall basin and drains away through side holes, so there is always plenty to drink.

(It is impossible to flood the place, for there are hundreds of small drain holes in the walls and floor.) (DISPLAY **ILLUSTRATION #27 (A)**.) There are numerous skeletons here, rotting equipment, and 30-300 each of s.p., e.p., g.p., and p.p. hurled about. Crushed gems and broken magic items are littered about — the work of insane victims and attacking swords. (Careful searching will find 2-20 uncrushed gems of 10 g.p. base value, 1 unused potion of **diminuation,** and a **+1 flail**.) If the door to the south is opened from this side, **all** of the swords and shields swoop from the walls to attack, but they will cease as soon as the character(s) retreats into the chamber to the north.

28. THE WONDROUS FOYER: The narrow passage behind the throne leads to a landing and steps which funnel out to the south as they ascend. The 6 steps are made of onyx, pink marble, lapis, black marble, serpentine (golden) and malachite. The walls of the chamber are copper (untarnished and gleaming) panels set between rare woods inlaid with ivory. The ceiling is silver, formed so as to reflect and multiply light within the place. (USE **ILLUSTRATION #28**.) Upon the 4th step is a large, cylindrical key of bronze (the SECOND KEY) for all to behold. It has an **antipathy** spell cast upon it, and any creature touching it must save versus spell at -2 (due to the strength of the dweomer). Those who fail the throw will never touch the key or allow it within 2′ of their person under any circumstances. At the head of the steps are a pair of huge doors, and the key found upon the stair appears to fit these valves.

29. THE VALVES OF MITHRIL: These doors are 14′ wide and 28′ tall. They are made of solid mithril, 3′ thick, and impregnated with great magicks in order to make them absolutely spell and magic proof. Where these valves meet, at about waist height, is a cup-like depression, a hemispherical concavity, with a central hole. The latter appears to be the keyhole for the SECOND KEY, but if this is inserted, the character so doing will receive 1-10 points of electrical damage, while the FIRST KEY will cause double that amount of damage to any so foolish as to insert it! The real key to these great gates is the scepter from **25.D**. If the gold ball is inserted into the depression, the mithril valves will swing silently open. If the silver sphere is touched to the hemispherical cup the holder of the instrument will be teleported instantly to be spat out of the devil's mouth at **6.**, nude, while all non-living materials with him or her go to area **33.**, and the crown and scepter flash back to the throne. If the door is attacked by force it will not budge, but if it is scratched or nicked it will show red and if cut by a sharp weapon it will begin to gush forth blood — the blood of all those who have died within the area of the Tomb! The red flow will cascade down the steps and fill the area to the top of the 1st step in 6 rounds, and each round thereafter it will rise higher by 1 step. In 20 rounds it will completely fill the foyer to the ceiling.

    A **cure critical wounds** applied to the valve will staunch the flow of blood, as will a **heal,** 2 **cure serious wounds,** or 4 **cure light wounds** spells. If magic is used against the blood, only the following spells will have any effect:

Spell	Results
cone of cold	freezes blood and flow for 3 rounds
create water	turns blood to normal water
disintegrate	destroys all blood
levitate	coagulates the blood and moves it upwards to become a huge red ochre jelly
polymorph	creates 3-12 wights which attack
purify water	turns all blood to a gas which weakens all in the area to 3 strength for 1 day
raise dead/ resurrection	either spell destroys the blood and will bring a shade to stand on the top stair and bless all the party so that they regain up to 10 lost hit points each and are completely refreshed

    Fire of any sort, magical or otherwise, turns the blood to a poison gas which is absolutely fatal, and all characters in the foyer area are dead, with no saving throw, while any in the 5′ passage to the area of the throne will be slain unless they save versus poison at -4.

30. THE FALSE TREASURE ROOM: This imposing chamber has a silvered ceiling, just as the foyer has, so it is bright. The walls are of ivory with gold inlaid. The floor is polished (but common) agate. In each corner hulks a 9′ tall statue of black iron. That to the northeast stands with a saw-toothed two-handed sword raised to strike; that to the northwest a huge, spike-ended mace; to the southeast the sculpture readies a wickedly spiked morning star, and the one in the southwest has a voulge. Each has a magical aura, but they are merely hunks of metal; they do nothing. Each has an evil aura as well, and the visage of each of these iron statues is most fearsome and terrifying. The room itself is lined with lead and has anti-magical properties, so no spells will work within the room, and no magical properties of items of any sort will properly function except to detect auras such as magic or evil. (DISPLAY **ILLUSTRATION #30**.)

    A. **Bronze Urn:** This gold filigreed container is very large, and a thin stream of smoke issues from a tiny vent in its brass stopper which is sealed shut with gold fill. This gold must be pried out to open the urn. If the stopper is removed, an efreet will come forth. If the urn has been battered, knocked about, shaken, overturned, etc., the creature will be in a fury and attack. Otherwise, it will perform 3 services for the party and then depart.

    B. **Granite Sarcophagus:** The huge outer shell has the glyphs spelling ACERERAK on the lid in platinum (insets equal to 100 coins which can be pried out). The far end of the thing is stove in and shattered. Inside can be seen bits of a wooden inner shell, a few bones, destroyed jewelry (stones pried out), torn bits of robes and windings, dust, and a broken **staff of the magi** (evident from the runes upon it). A shattered skull will roll out if the contents are poked around. (Why, the demi-lich has long been destroyed, but his magical traps somehow survived!)

    C. **Iron Chests:** Each of these massive iron boxes is set into the stone and has triple locks set with poison needle traps. Neither can possibly be moved, and both show marks of prying, battering, etc. The eastern chest holds 10,000 gems which will appear to be of not less than base 50 g.p. value each, no matter how they are tested in the dungeon. Each is actually a 1 g.p. quartz gem. The other contains 10,000 copper pieces magicked to appear as platinum until they are removed to a distance of 13 miles from the Tomb, when their true nature becomes evident.

    D. It will require 3 persons of 16 or better strength to move any of the iron statues. This one hides a ring pull which will raise a small plug of stone and enable the party to enter a small chute which takes them 10′ down to the corridor to the west.

31. The 2 one-way doors to the north are actually a form of **phase door** which enable characters approaching from the north to go through corridors which are not actually existing in the normal world. No amount of trying can make it possible to find these passages from the south — be it **passwall, wish,** or whatever. Opening either of these doors, or the one to the east from the far side, causes a covered pit to come into phase in the area it is shown. This pit is otherwise exactly the same as others in the place.

32. SECRET DOOR: The portal cannot be detected by any magic means, but careful inspection will discover that the wall at this location has a small opening that is metal-lined — obviously a keyhole! Any attempt to force the door open by physical or magical means will be useless. If the FIRST (gold key from

19.) KEY is inserted, the door will sink into the floor, a stone sheathed adamantite slab of tremendous thickness. There can be no real doubt that the end of the adventure — one way or another — is near.

33. THE CRYPT OF ACERERAK THE DEMI-LICH: The smallish 10′ × 20′ burial vault has an arched ceiling with a 25′ peak. There is absolutely nothing in the room, although there is a small depression a few inches deep and about 2′ square in the center of the floor. Careful inspection will discover a small hole in the middle of this depression — another keyhole! If the FIRST KEY is inserted herein, the individual doing so is blown upwards by the force of the resulting explosion of the key, and 5-30 (5d6) h.p. of damage will be sustained by that individual only. The SECOND KEY (from **28.**) will fit within the hole and nothing untoward will occur. In fact, nothing whatsoever will happen until it is turned 3 times to the right in succession. Immediately when this is done a trembling will be felt, and the center of the south 15′ feet of the crypt floor will peak. (AT THIS MOMENT BEGIN A COUNT TO 5. ANY CHARACTER UPON THE SOUTH 15′ OF THE FLOOR AT THE END OF THE COUNT HAS RISEN UPWARDS WITH THE ASCENDING VAULT AND HAS BEEN SQUASHED TO JELLY AGAINST THE ARCHED ROOF!) The south 15′ of the crypt now is filled with a mithril vault. There is a door in the center of the device, with an inset ring. A hard pull will swing open a thick door. (DISPLAY **ILLUSTRATION #33**.) Inside are the following:

— all items from characters teleported nude
— 97 base 10 g.p. gems and 3 huge gems (a 10,000 g.p. peridot, a 50,000 g.p. emerald, and a 100,000 g.p. black opal)
— 12 potions and 6 scrolls (determined randomly)
— 1 ring, 1 rod, 1 staff, and 3 miscellaneous magic items
— a +**4 sword of defending** and 2 **cursed swords** and 1 **cursed spear of backbiting**

The demi-lich Acererak also lingers in the crypt . . .

The Demi-Lich: Ages past, a human magic-user/cleric of surpassing evil took the steps necessary to preserve his life force beyond the centuries he had already lived, and this creature became the lich, Acererak. Over the scores of years which followed, the lich dwelled with hordes of ghastly servants in the gloomy stone halls of the very hill where the Tomb is. Eventually even the undead life force of Acererak began to wane, so for the next 8 decades, the lich's servants labored to create the Tomb of Horrors. Then Acererak destroyed all of his slaves and servitors, magically hid the entrance to his halls, and went to his final haunt, while his soul roamed strange planes unknown to even the wisest of sages. Joining the halves of the FIRST KEY calls his soul back to the Prime Material Plane, and use of the SECOND KEY alerts the now demi-lich that he must be prepared to do battle in order to survive yet more centuries.

All that now remains of Acererak are the dust of his bones and his skull resting in the far recesses of the vault. This bit is enough! If the treasure in the crypt is touched, the dust swirls into the air and forms a man-like shape. If this shape is ignored, it will dissipate in 3 rounds, for it can only advance and threaten, not harm. Any physical attack will give it 1 factor of energy, however, and spell attacks give it 1 energy factor for every level of the spell used, i.e. a 3rd level spell bestows 3 energy factors. Each factor is equal to a hit point, and if 50 energy factors are gained, the dust will form into a **ghost** (see ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL) controlled by Acererak, and this thing will attack immediately. (The dust will waver and fall back if it is struck by blow or spell, as if suffering actual damage, so formation of the ghost is not too improbable.)

If any character is so foolish as to touch the skull of the demi-lich, a terrible thing occurs. (USE **ILLUSTRATION #33 (A)**.) The skull of Acererak rises into the air upon the touch, and it slowly scans the party. There are 2 jewels set into the eyesockets (50,000 g.p. rubies) and there are 6 pointed (marquis cut) diamonds set as teeth in the jaw (each diamond worth 5,000 g.p.). The demi-lich can tell which member of the party is the most powerful, and it will usually select a magic-user over a fighter, fighter over a cleric, a cleric over a thief. The soul of the strongest will be drawn instantly from his or her body and trapped within the right eye jewel, and the gem-eye will gleam with wickedly evil lights as the character's body collapses in a mass of corruption and moulders in a single round—totally gone. The skull will then sink down again, sated. If it is struck or touched a second time, it will again rise and drain the soul of the next strongest character into its other eye. This process also repeats through all 6 of the diamond teeth (so a total of 8 souls can be stolen) and if the skull is still intact and still molested, it will pronounce a curse upon the remaining characters which will teleport them randomly in a 100-600 mile radius, each cursed to some fate similar to a) always be hit by any opponent attacking or b) never making a saving throw or c) always losing all treasure without gaining any experience from it. The latter part of the curse can be removed by a **remove curse** spell, but the charisma of the character so treated will drop 2 points immediately thereafter and remain there permanently (unless some magical means of increasing it is found).

The demi-lich's skull can be harmed only as follows:

— a **forget** spell will force the skull to sink down without taking away a soul
— each **shatter** spell thrown at it inflicts 10 h.p. of damage
— a **power word, kill** pronounced from an astral or ethereal magic-user will destroy it.
— only a fighter with a **vorpal blade,** a ranger with a **sword of sharpness, +5,** or **vorpal** weapon, or a paladin with the like or even a +4 weapon can inflict damage upon the skull
— an **exorcise** spell will cause it to sink as a **forget** does
— a **dispel evil** spell inflicts 5 h.p. of damage
— a **holy word** pronounced against it will inflict 20 h.p. of damage
— a thief slinging one of the large gems found in the crypt will inflict 1 h.p. of damage per 10,000 g.p. of value, i.e. 1, 5, or 10 h.p. damage, but the gem is thereby shattered and even misses must be saved for versus a **crushing blow** or the gem is shattered from hitting a crypt wall.

Acererak's skull takes 50 hit points before it is destroyed, and it is AC -6. If the skull is destroyed, each gem trapping a soul must make a saving throw versus spell as if it were the character trapped within. Those failing their save contain no life force — the demi-lich drained the soul and devoured it before being destroyed. Those which succeed still contain the character's soul, and this is evidenced by a faint inner light (and visible as a tiny figure within the gem if viewed with **true seeing, true sight** or a **gem of seeing**.) The soul can be freed by crushing the gem, but some material body must be ready within 10′ distance to receive it — a clone, a simulacrum, a souless body of some sort.

DESTRUCTION OF THE DEMI-LICH EARNS A SUGGESTED 100,000 EXPERIENCE POINTS. THIS CONSIDERS ALL ACTIONS WITHIN THE TOMB OF HORRORS TO GAIN THE CRYPT. TREASURE TAKEN OUT SHOULD ADD AN ADDITIONAL 1 EXPERIENCE POINT FOR EVERY 2 G.P. OF VALUE.

This ends the expedition to **The Tomb of Horrors**. We hope you and your players will have found it exciting, challenging, and rewarding.

CHARACTER ROSTER FOR USE WITH THE TOMB OF HORRORS

		Class and Level									
No.	**Race**	**Cl.**	**Ft.**	**M-U**	**Th.**	**Str.**	**I**	**W**	**D**	**C**	**Cha.**
1.	H			14		11	18	10	17	15	12
2.	H	14				16	12	18	16	16	14
3.	H		12(p)			17	14	15	18	16	17
4.	H		13(r)			16	15	14	17	18	16
5.	E		5	11		17	18	12	15	15	14
6.	D		9			18/91	9	11	17	18	11
7.	Hg				11	10	11	12	18	16	12
8.	D		7		8	16	12	9	17	18	8
9.	H	9				17	10	17	15	15	13
10.	½E	5	7(r)	6		18/62	15	17	16	16	12
11.	E			7	9	11	16	10	18	15	16
12.	H			9		8	17	9	17	16	10
13.	H		8			15	12	13	18	18	10
14.	H	8				12	14	16	17	15	18
15.	½E		5		6	13	8	13	17	16	11
16.	H	6				12	13	18	17	16	15
17.	H		7(p)			14	10	10	15	15	17
18.	G		4	5(i)		9	18	9	18	16	7
19.	H		6			18/00	11	10	12	14	13
20.	Hg		4		5	10	10	8	17	16	11

Race: D = DWARF; E = ELF; ½E = HALF-ELF; G = GNOME; H = HUMAN; Hg = HALFLING

Class: (i) = ILLUSIONIST; (p) = PALADIN; (r) = RANGER

SPECIAL ITEMS POSSESSED BY EACH CHARACTER

Character Number	Items
1.	**displacer cloak**, +1 **ring of protection**, +2 dagger, **wand of magic missiles**
2.	+3 plate mail, +3 shield, +3 mace
3.	+1 plate mail, +2 shield, +1 **flaming sword**, **ring of fire resistance**
4.	+2 splint mail, +2 shield, **magic bow**, 10 +1 **magic arrows**, +1 sword
5.	+1 chain mail, +3 shield, +2 short sword, scroll of 4 spells (**burning hands**, **disintegrate**, **dispel magic**, **levitate**)
6.	+1 ring mail, +3 shield, **gauntlets of ogre power**, +2 hammer
7.	+1 leather armor, +1 **ring of protection**, +1 dagger, **boots of speed**
8.	**cloak of protection** +3, **ring of invisibility**, +1 short sword, +1 dagger, **bag of holding** (largest)
9.	+1 plate mail, +1 shield, **staff of striking**, scroll of 2 spells (**cure critical wounds**, **resurrection**)
10.	+2 chain mail, +1 shield, **levitation boots**, +1 mace
11.	**bracers of defense** AC 5, **wand of lightning**, +2 dagger
12.	+4 **ring of protection**, **wand of magic detection**, **rope of climbing**
13.	+1 splint mail, +1 shield, +3 spear, potion of **polymorph**
14.	+1 plate mail, +1 shield, **staff of striking**, **dust of appearance**
15.	**cloak of protection** +1, +3 sword, +1 dagger, potion of **healing**
16.	+1 scale mail, +1 shield, cloak and boots of elvenkind, +1 mace
17.	+1 chain mail, **ring of protection** +1, crossbow and 12 +2 bolts, potion of **healing**
18.	**bracers of protection** AC 4, **boots of striding and springing**, +1 axe, +1 dagger
19.	+1 plate mail, +1 shield, 2 **javelins of lightning**, +1 hammer, potion of **flying**
20.	**robe of blending**, +1 **ring of protection**, **sling of seeking**, +1 short sword

Players must roll for their own hit points, decide upon what spells they will take, and list all equipment and other weapons they are taking. As these are all substantial characters, it is safe to assume they could have any items listed as normally being for sale, but do not allow any to over-encumber themselves. They can take up to 1,000 in coins of any type, and 5,000 g.p. in gems of any base value, each if desired.

ASSIGNING CHARACTERS TO PLAYERS

Number of Players	Suggested Character Mixtures for Best Results		
	Option I	Option II	Option III
2	1/2/3/8	1/2/5/10	1/2/8/9/17/20
3	1/2/3/15/18/20	1/2/4/5/9/16	5 thru 13
4	5/10/11/12 /17/18/19/20	1/2/6/8/13 /14/18/20	9 thru 20
5	1/2/4/7/11	2/3/5/10/11	10 thru 19
6	1/2/3/8/10/17	1/5/6/7/9/18	9 thru 20
7	1/2/4/6/10/11/18	2/5/10/11 /15/18/20	7 thru 20
8	1/2/4/5/7/9 /11/19	1/2/6/8/12 /14/20	2/5/7/10/11 /14/15/18
9	4 thru 12	1 thru 9	5 thru 13
10	5 thru 14	1 thru 10	10thru 19

Number of Characters per Player: It is difficult for the best of players to handle 3 characters, especially when these are not their own characters which they have grown familiar with over the course of many adventures. It is recommended that each player control no more than 2 characters, and if there are 6 or more players, each should have but a single character.

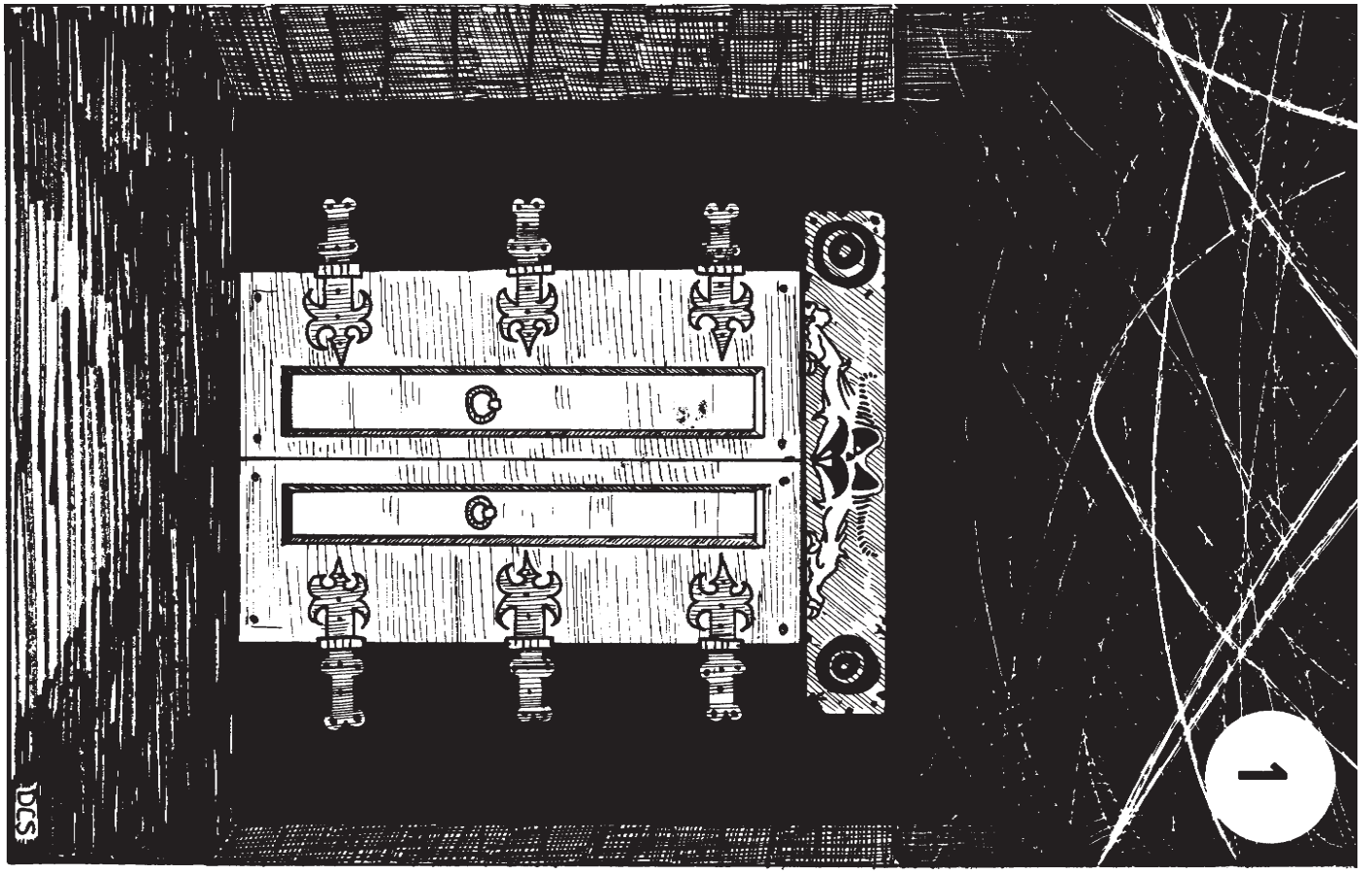
Skill Level and Magic Items: If your players are not experts, it is suggested that you allow them each an additional potion (but you should exclude **giant strength** and **oil of etherealness**) and possibly a cleric scroll of 3 or 4 spells. If the party is relatively small and of lesser levels, pick one or more items of magic from those shown on the table above and distribute them amongst the characters adventuring. If your players are few, their skill level is near novice, and you do not believe that they will be able to handle multiple characters, add the magic items as suggested and then up each 1 level of experience from that shown on the roster. Do the same for total novices, and allow them a man-at-arms each as torch bearer and pack carrier.

NOTE: Your players are free, of course, to take in their own characters should you decide to incorporate the TOMB OF HORRORS into your own campaign, but they should be of equivalent strength in terms of levels and magic items available to those given above. If they are considerably weaker, you should consider 1) delaying use of this module until your players have obtained additional levels and/or magic items, or 2) offering "assistance" from some non-player source, say a local baron who'd like to build a summer castle on the spot of the TOMB and sends your players to "clean up" the area. Other similar ideas will readily suggest themselves with a little careful thought, but care should be taken to mesh the scenario with pre-existing conditions in your campaign.

TOMB of HORRORS

ILLUSTRATION BOOKLET

This illustration section is specially designed for use with the module. It contains 32 illustrations showing various features of the Tomb, and should be used by Dungeon Masters to show appropriate views to the players as they adventure. Each illustration within this section has a number which corresponds to the rooms and locations on the master map (note that not all locations are shown and that some appear more than once). The descriptive copy within the booklet indicates when appropriate illustrations should be shown. The illustration on this page carries no number and can be shown as the adventure commences and the players begin their search for the entrance.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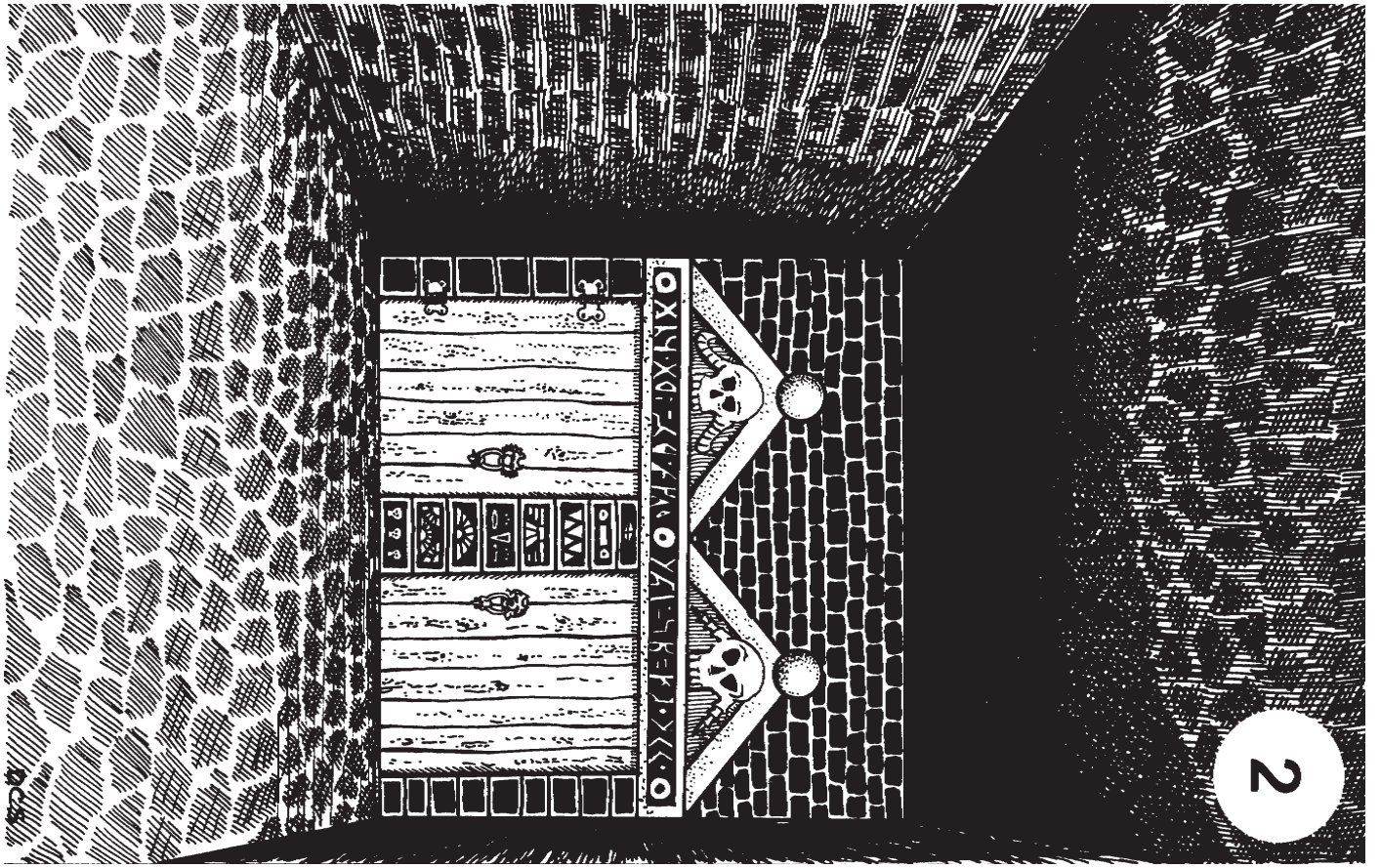
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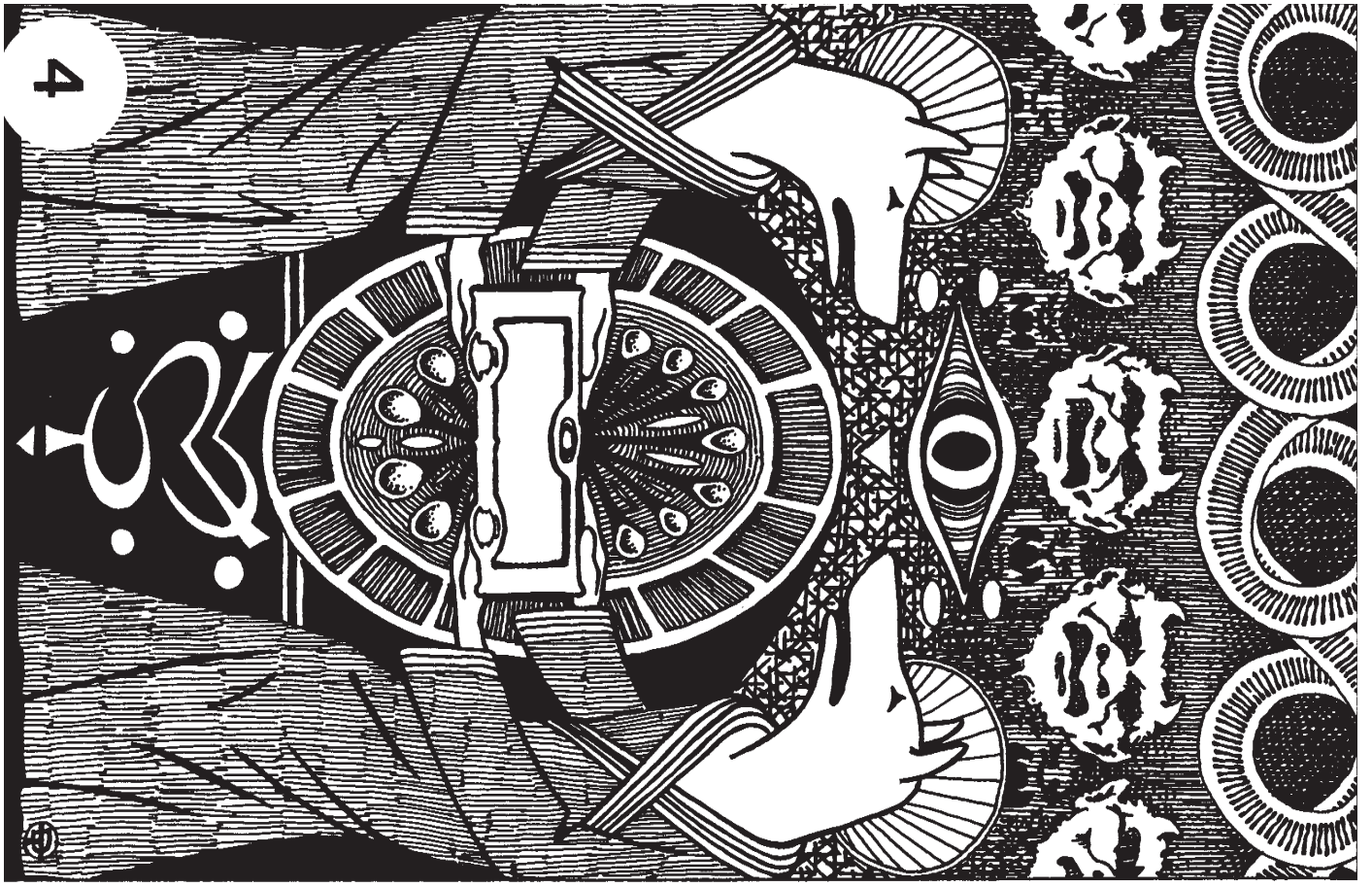
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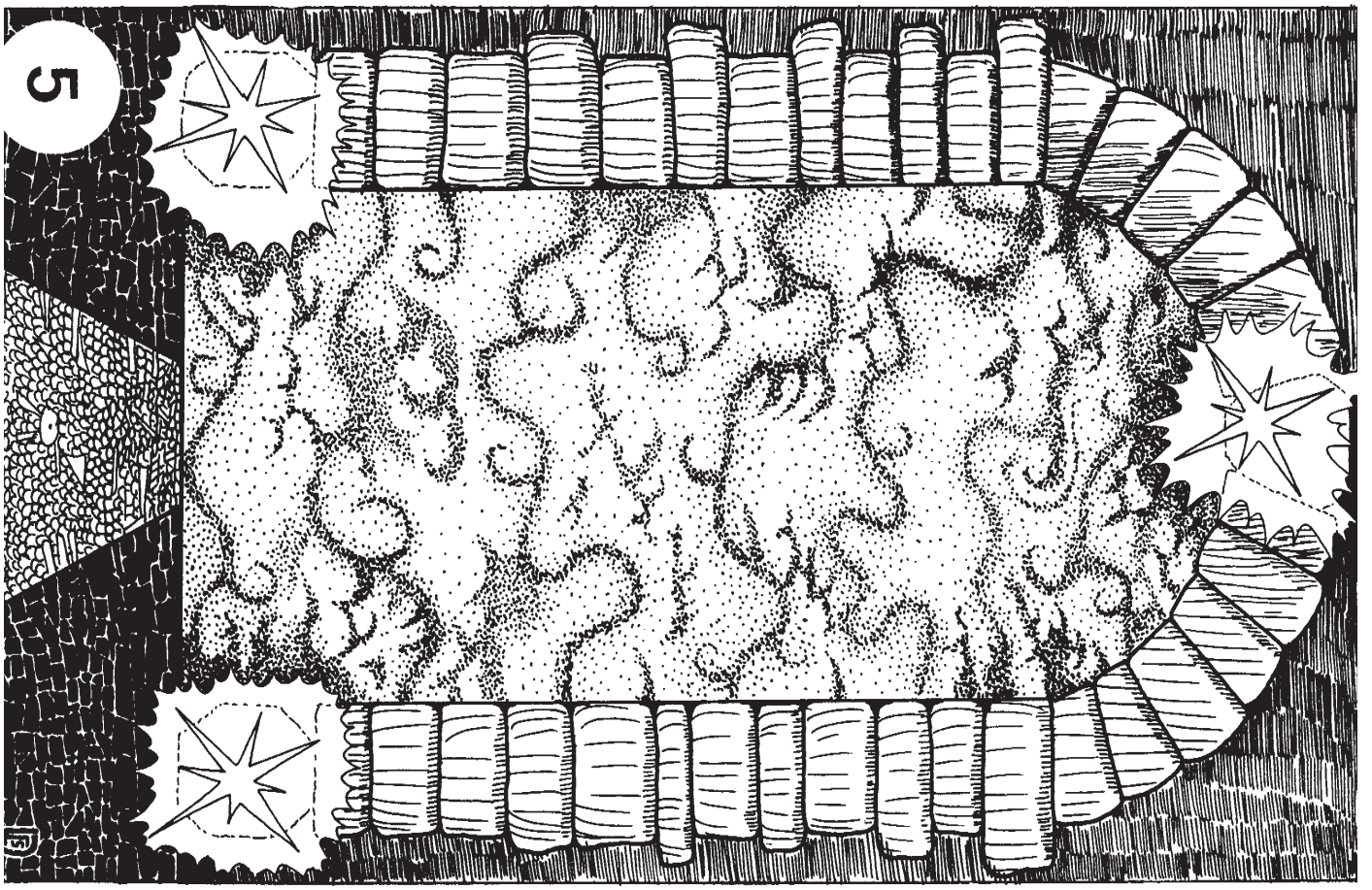
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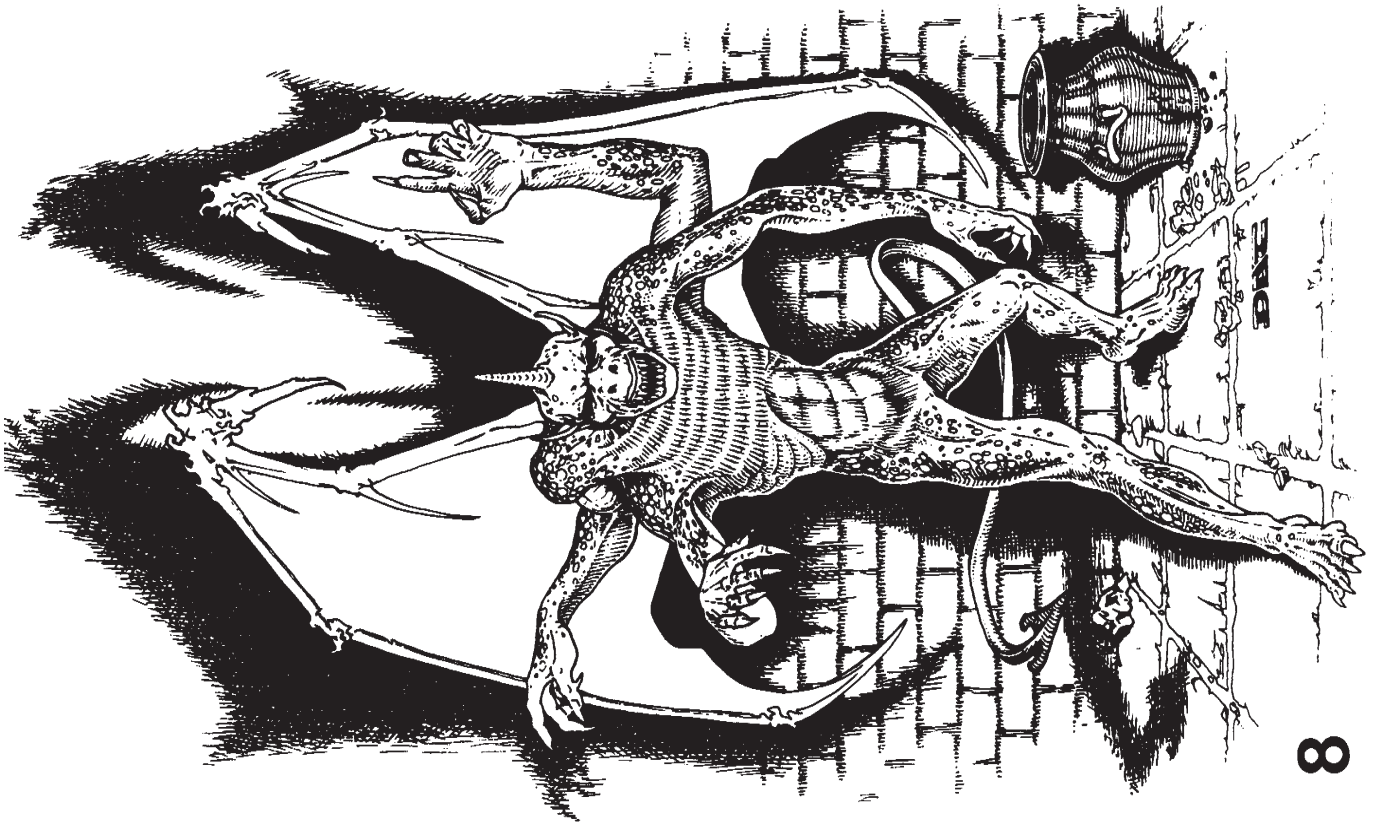

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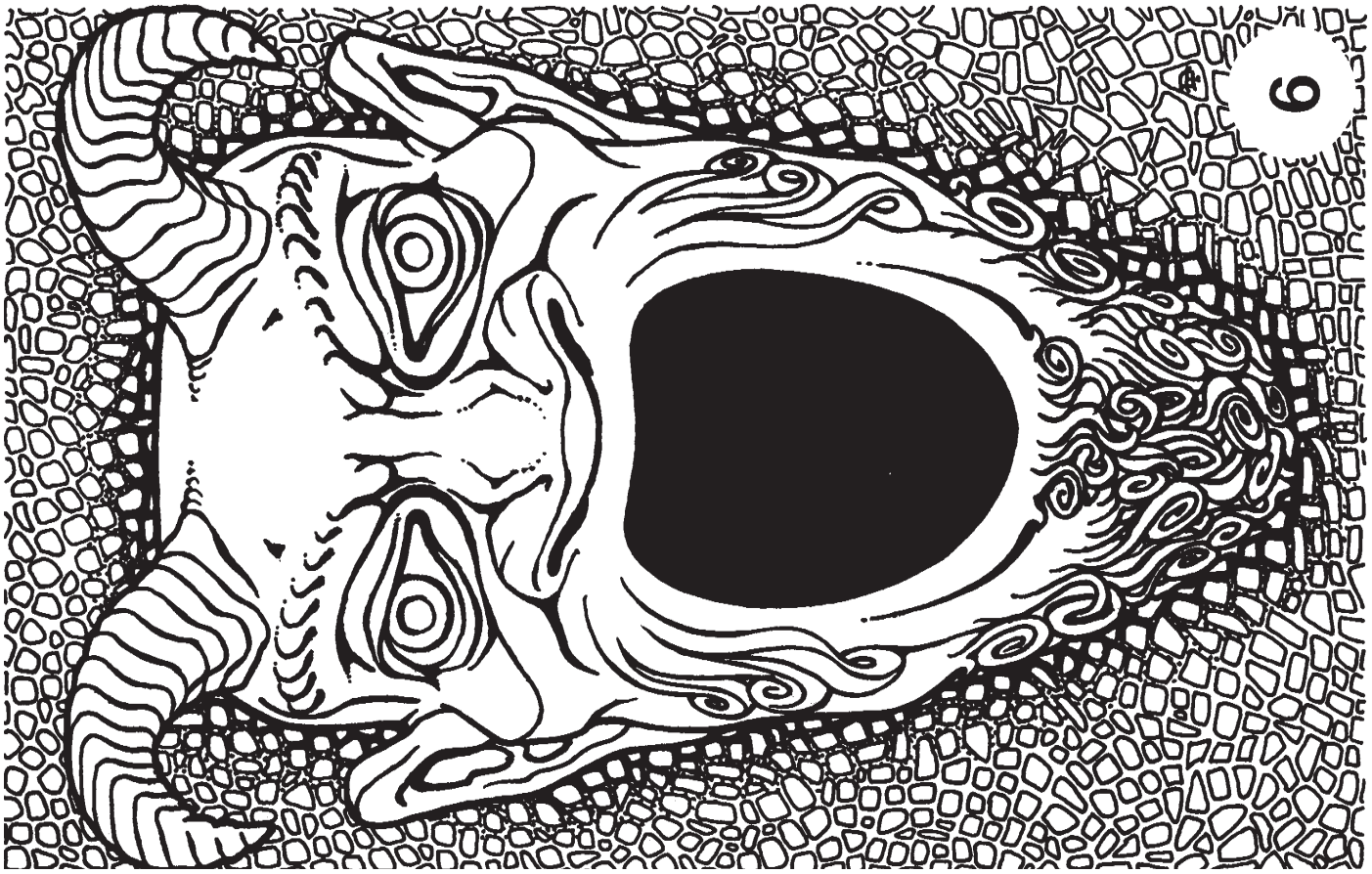

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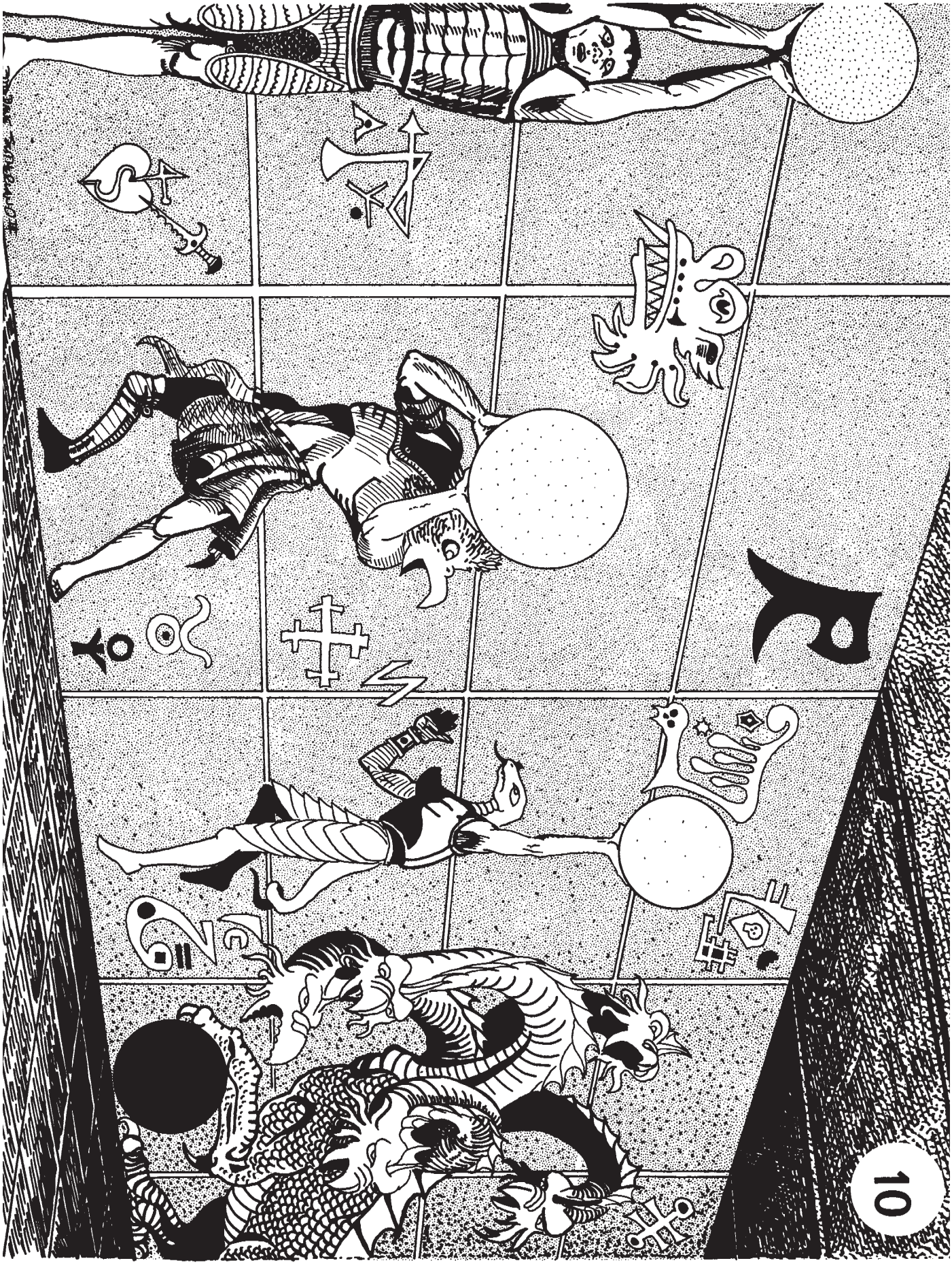
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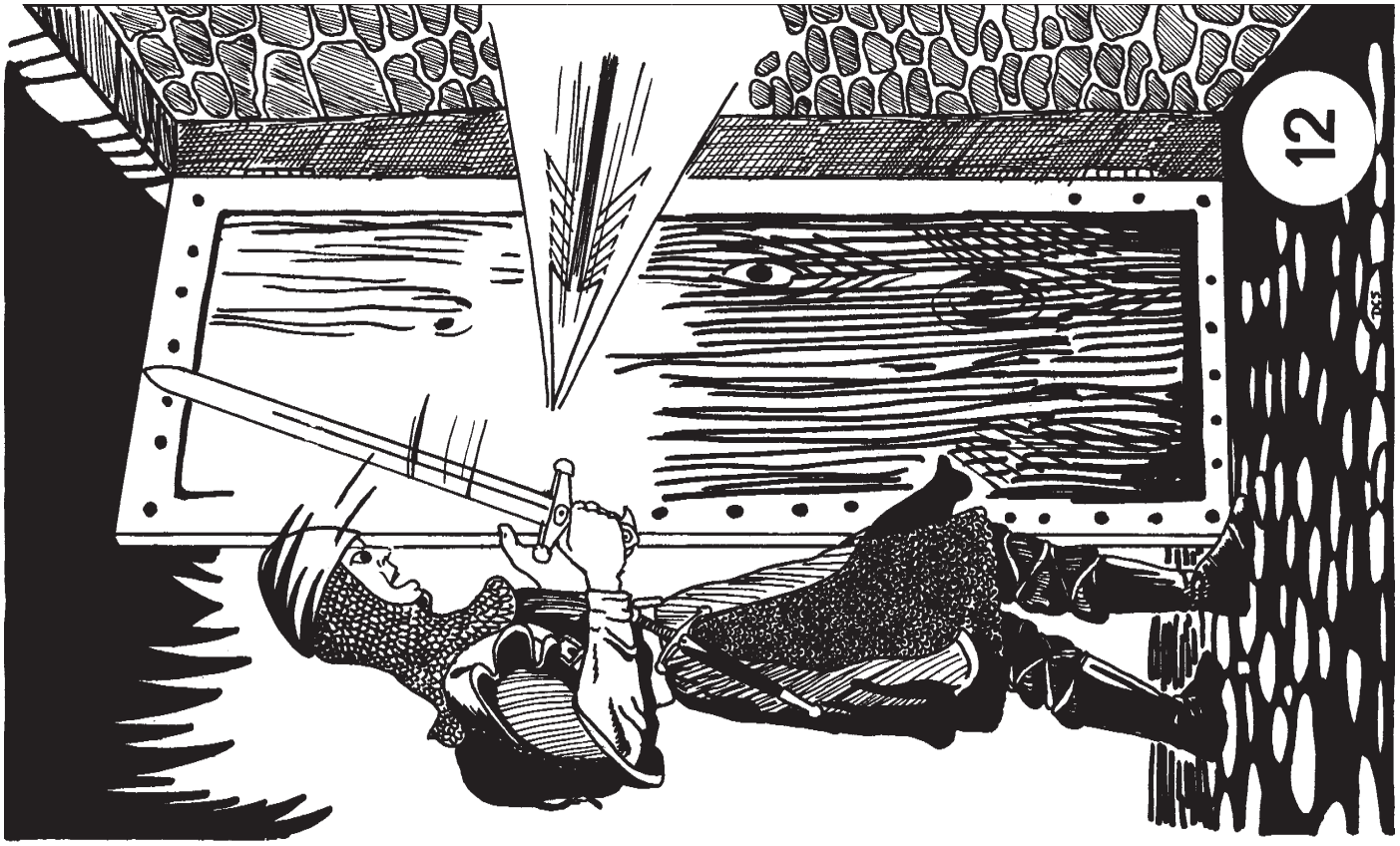
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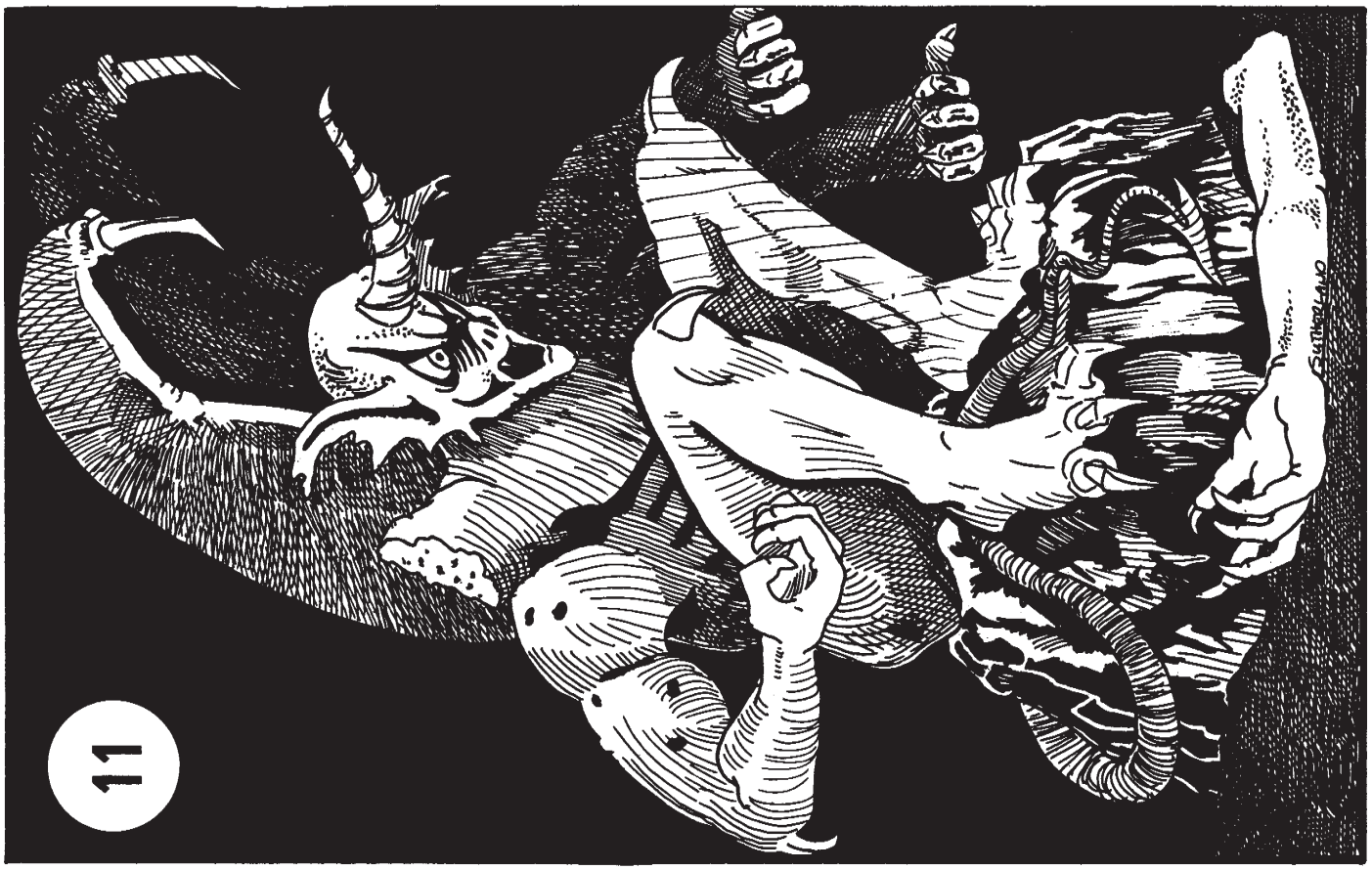
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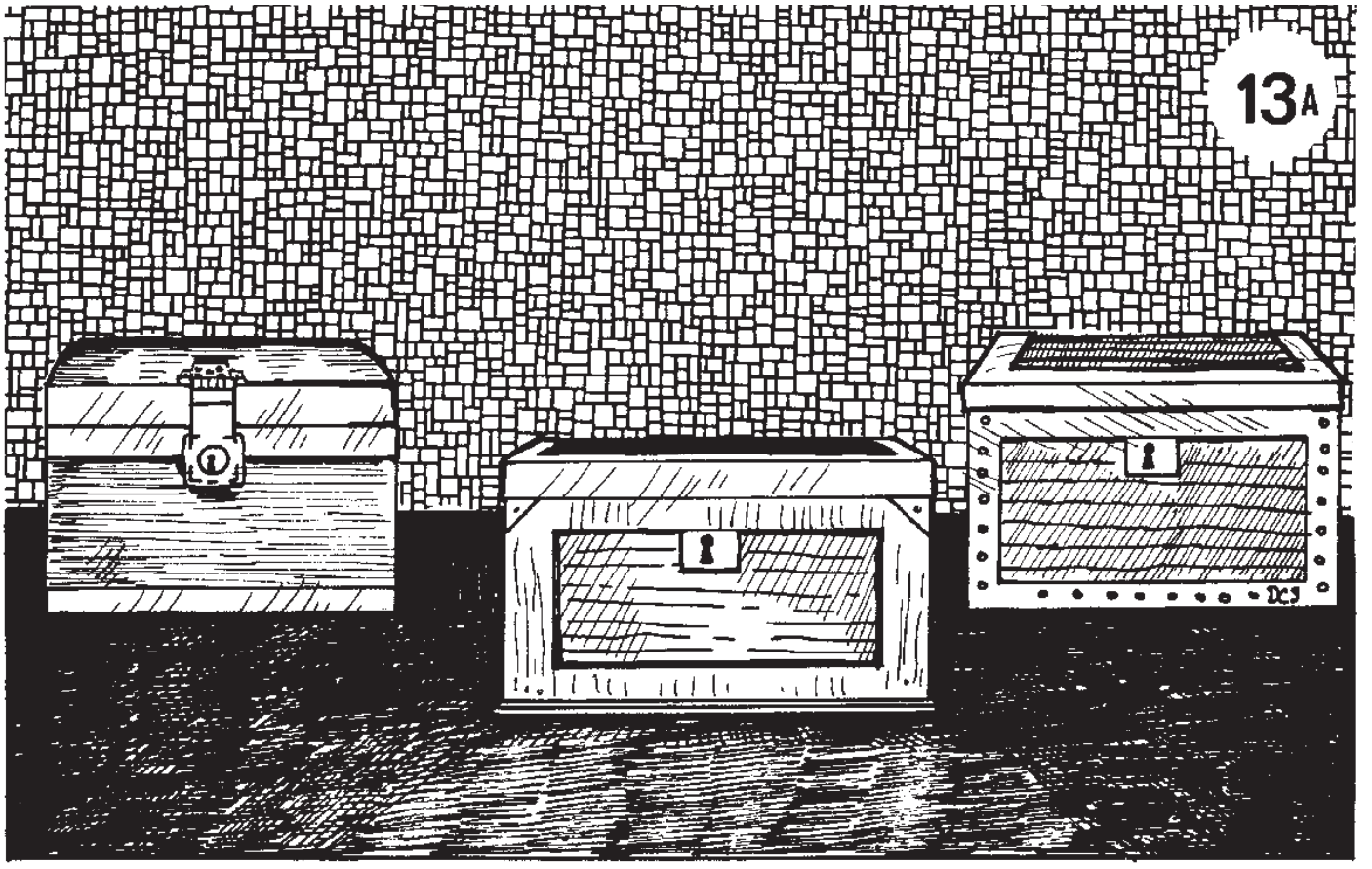
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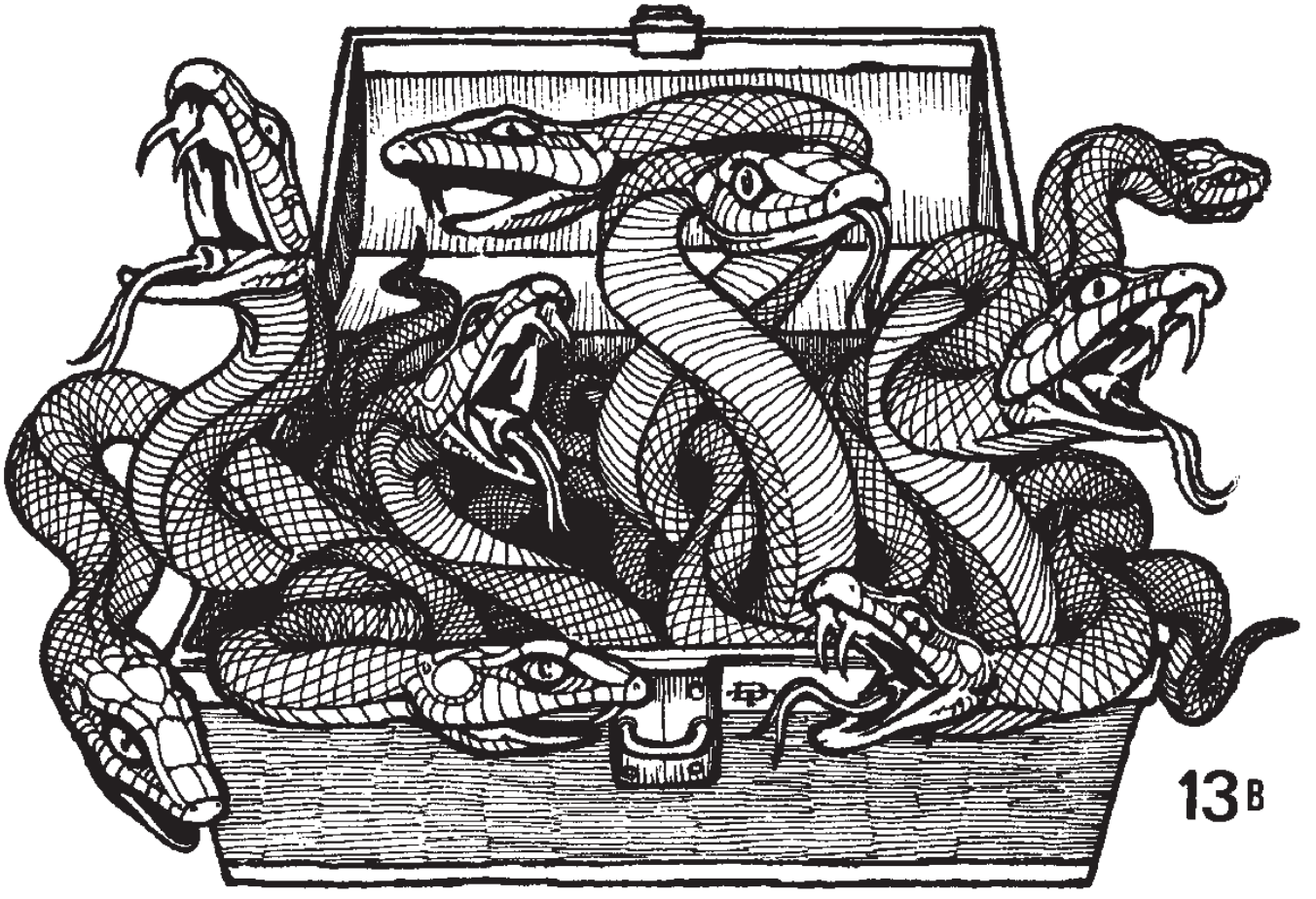
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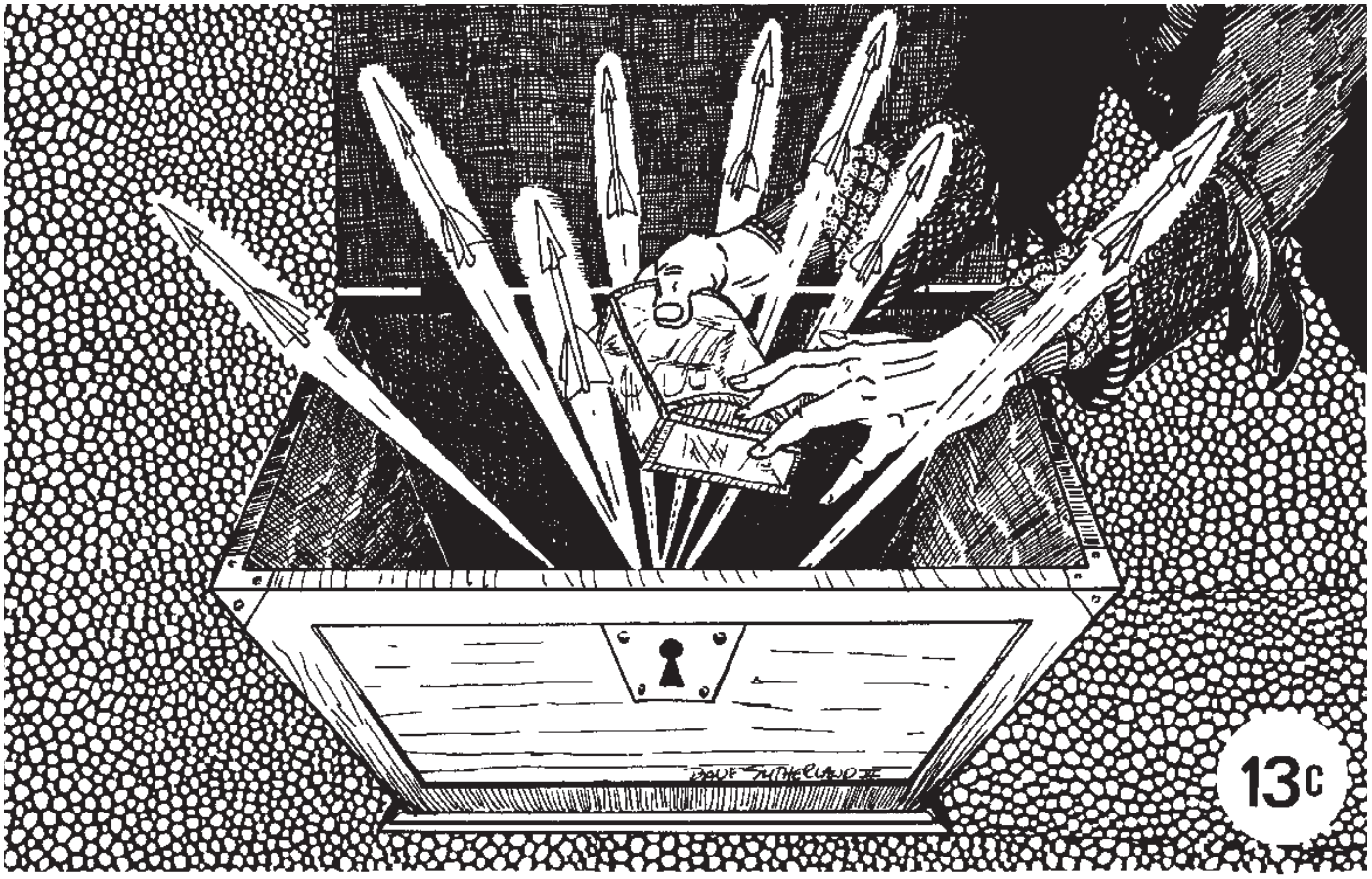
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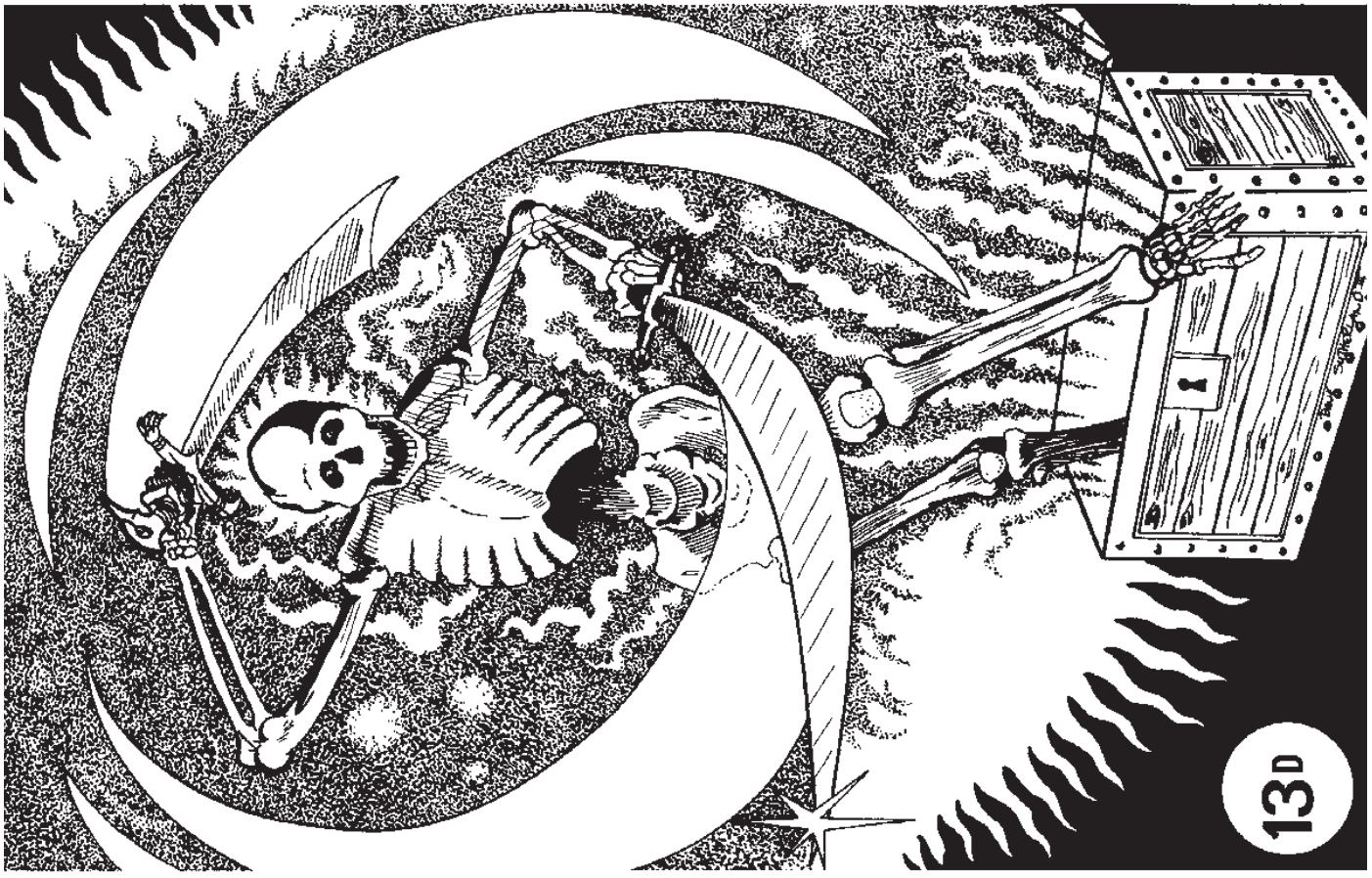
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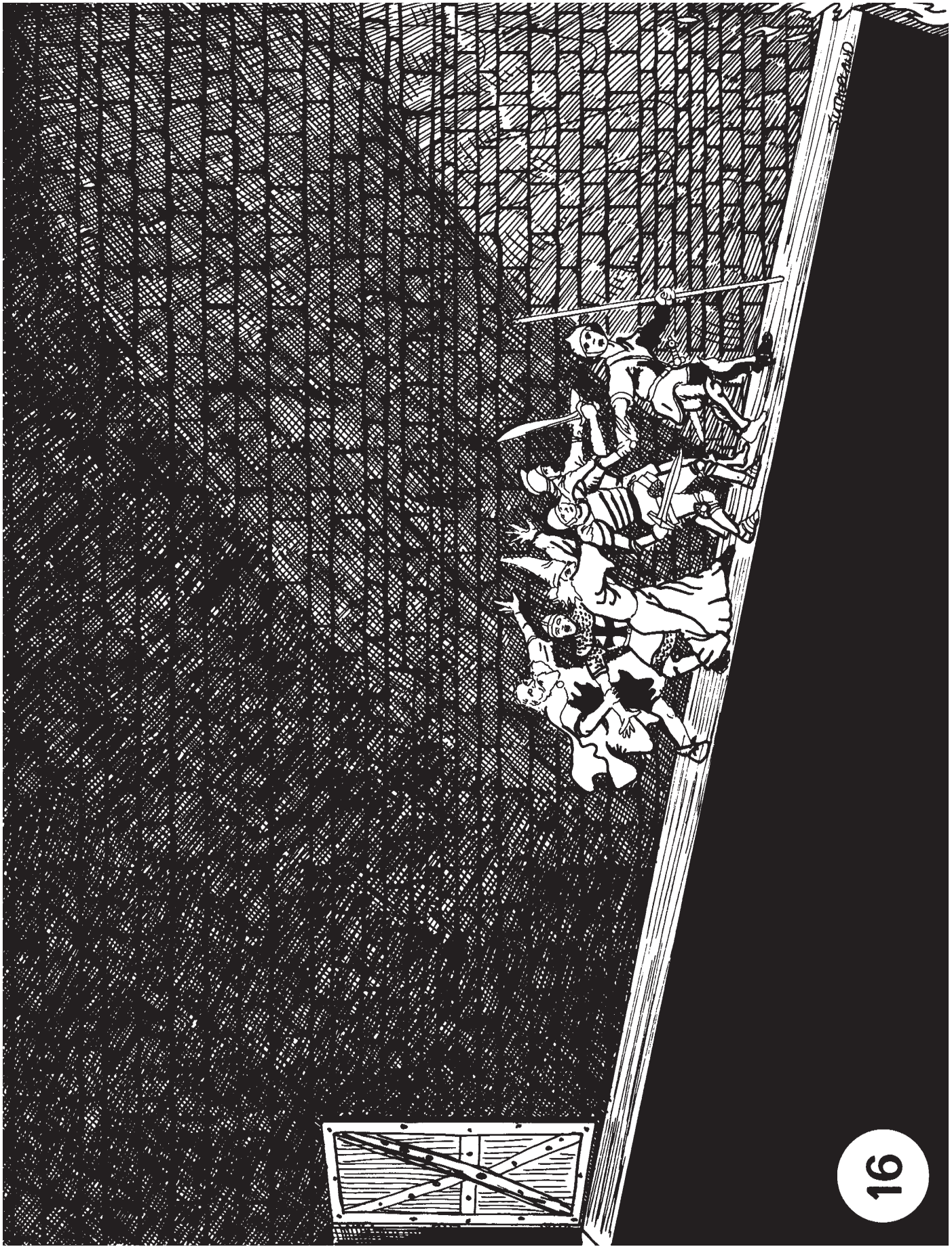
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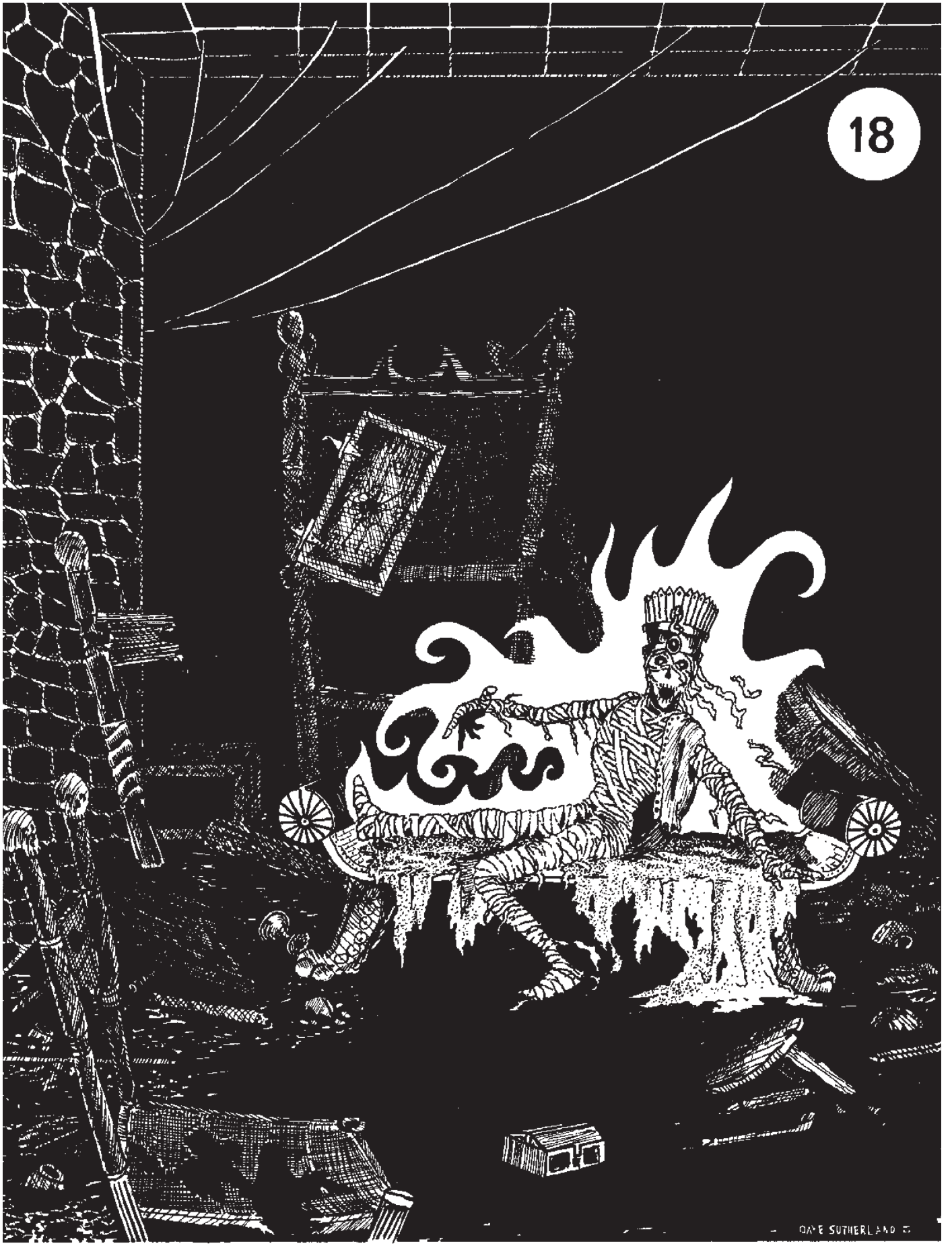
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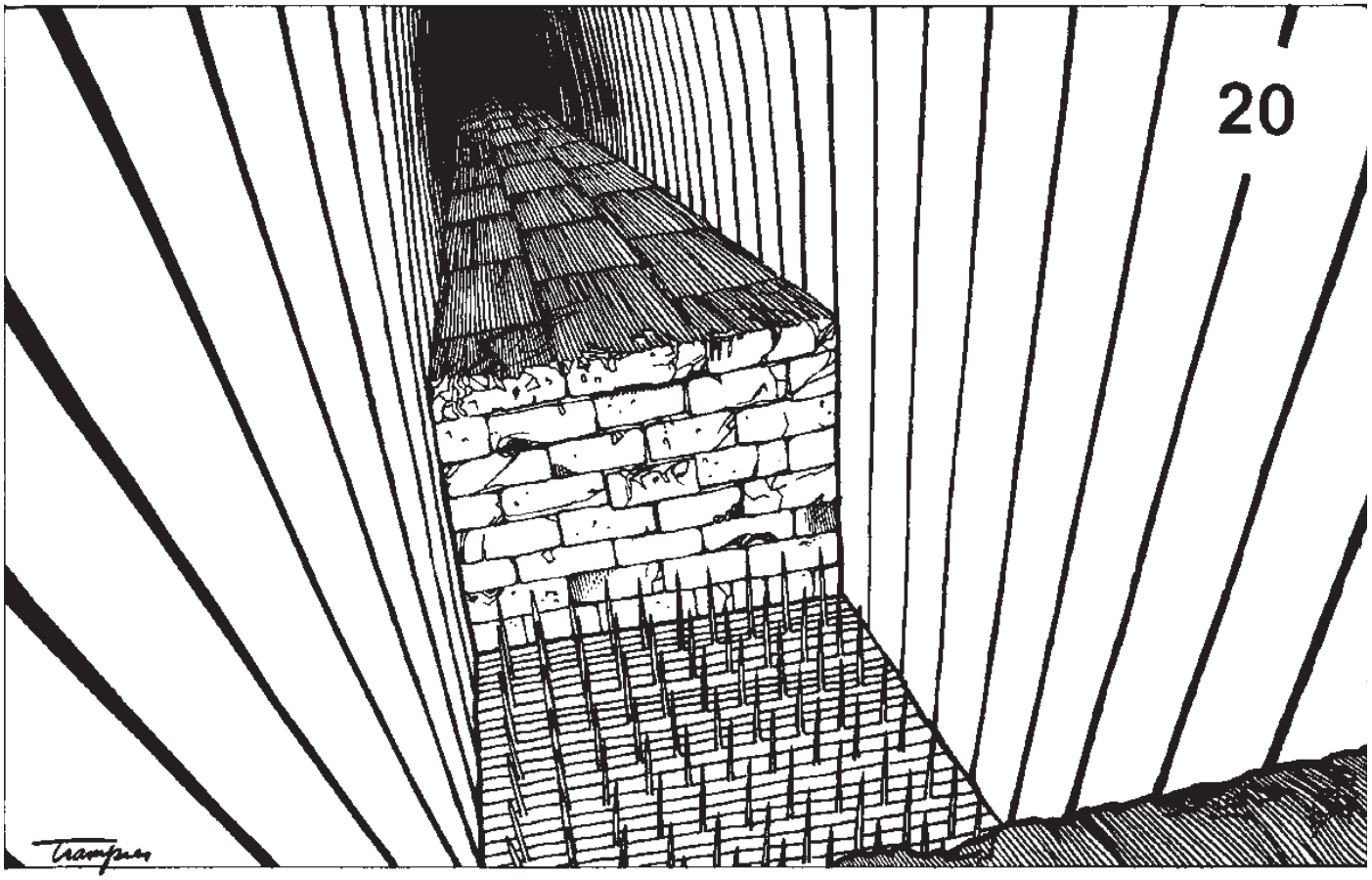
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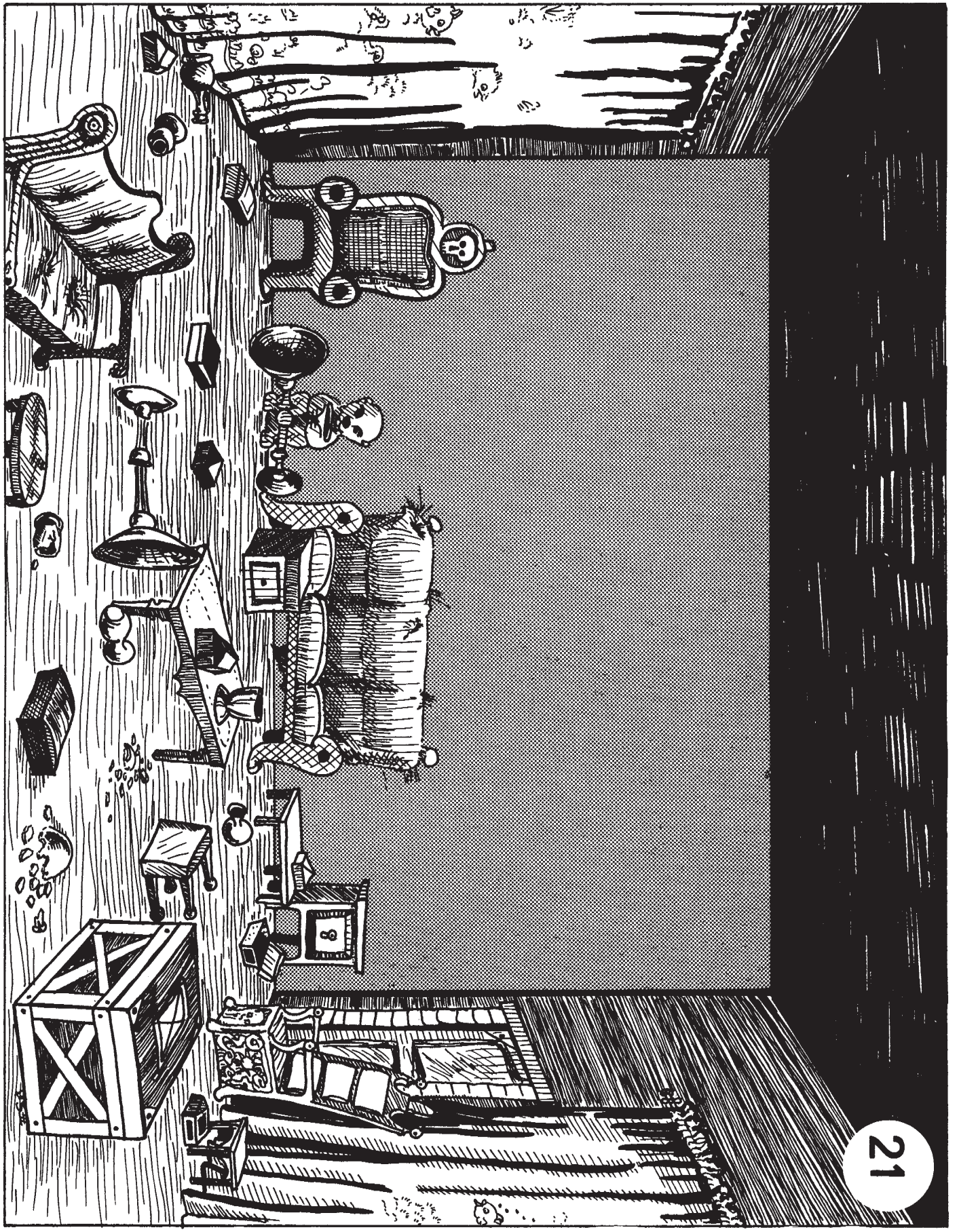
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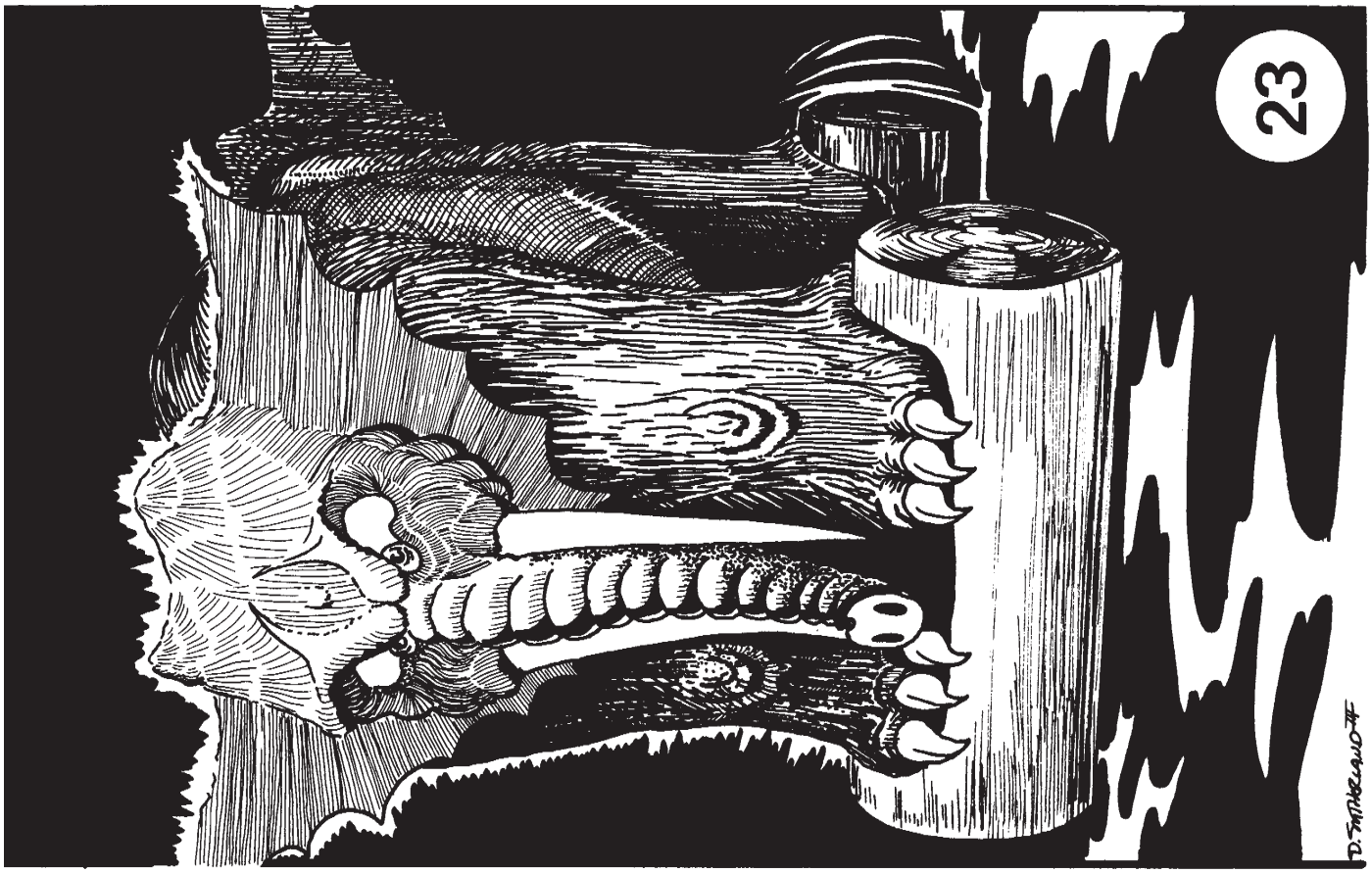
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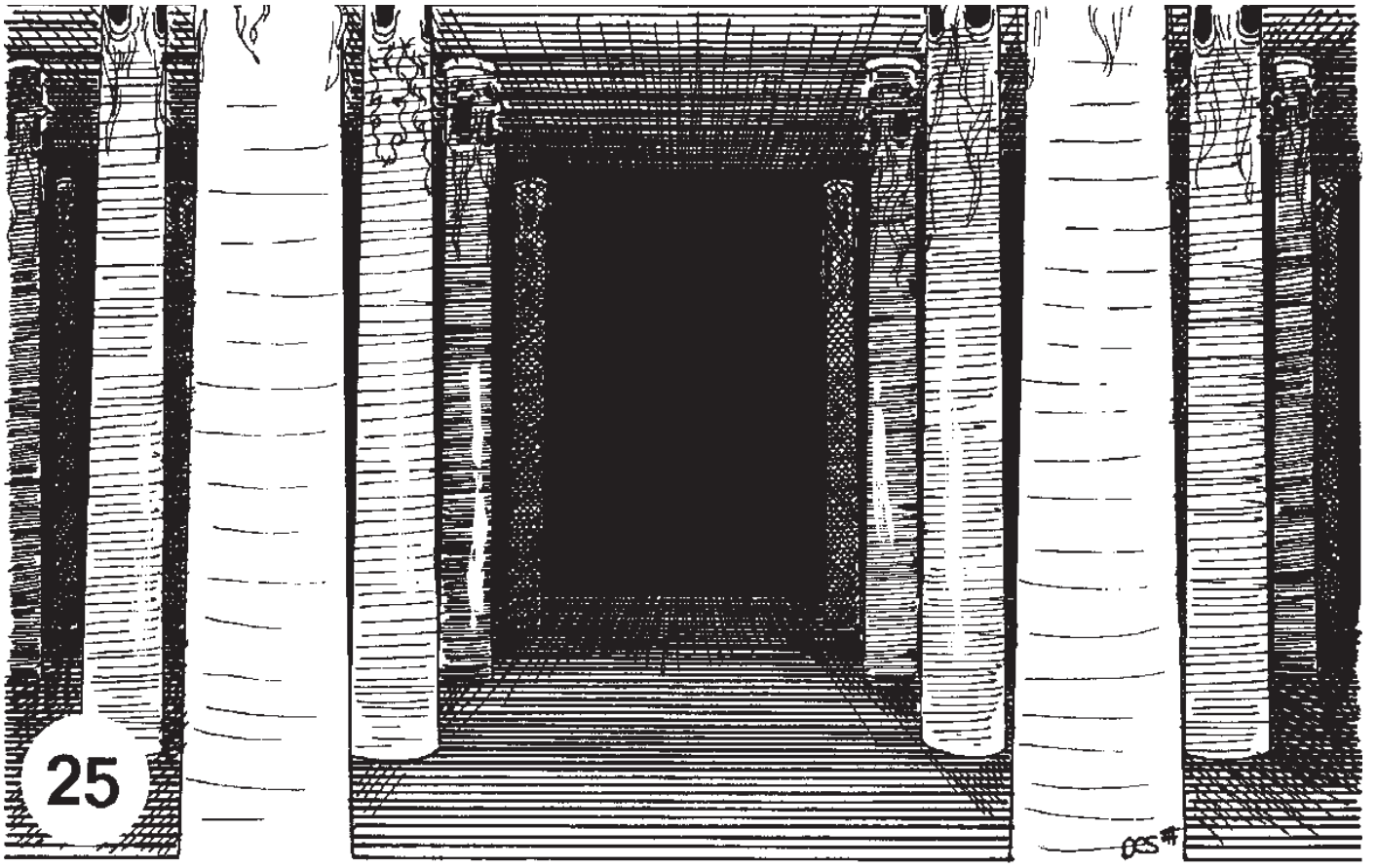
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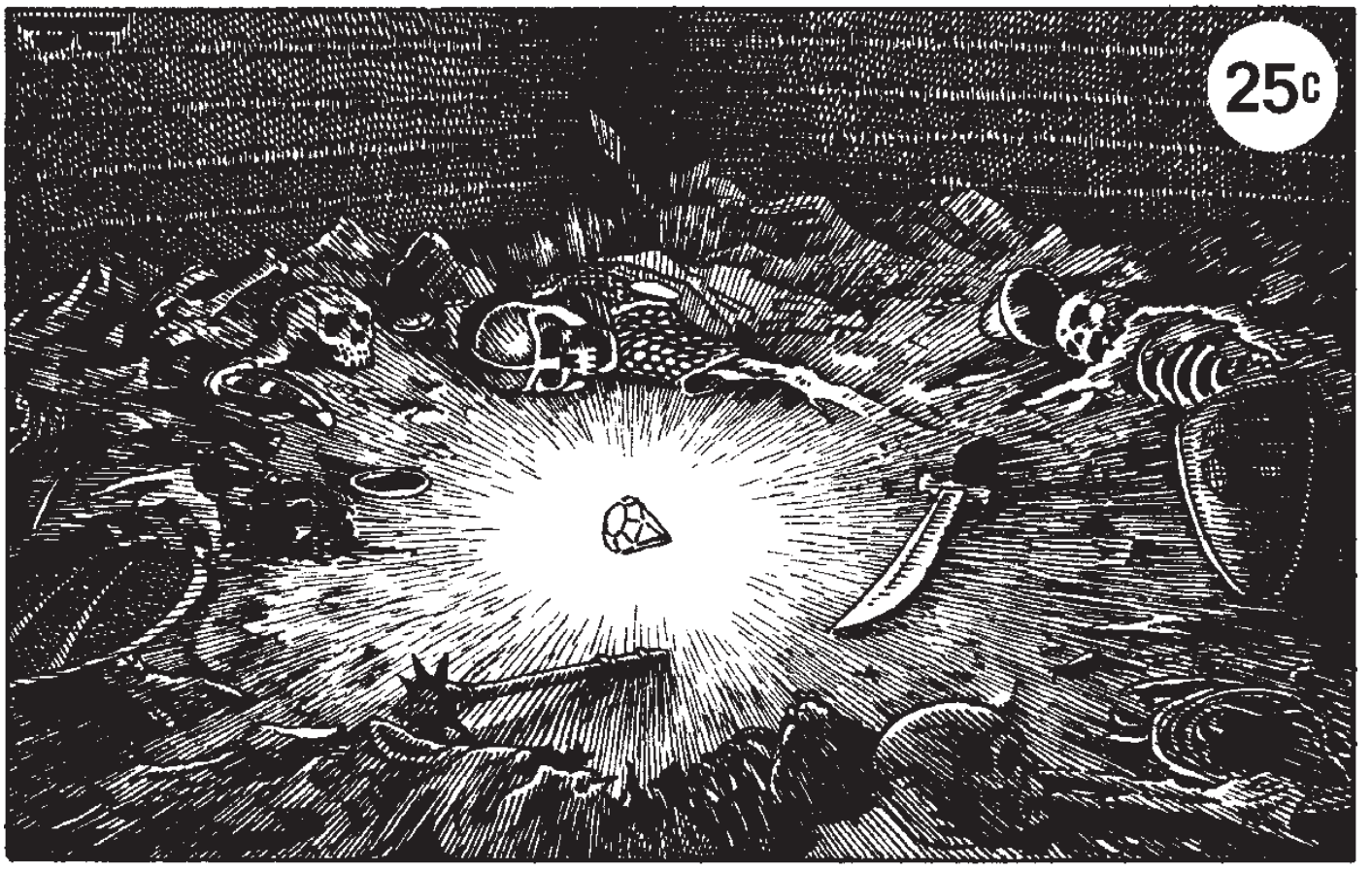
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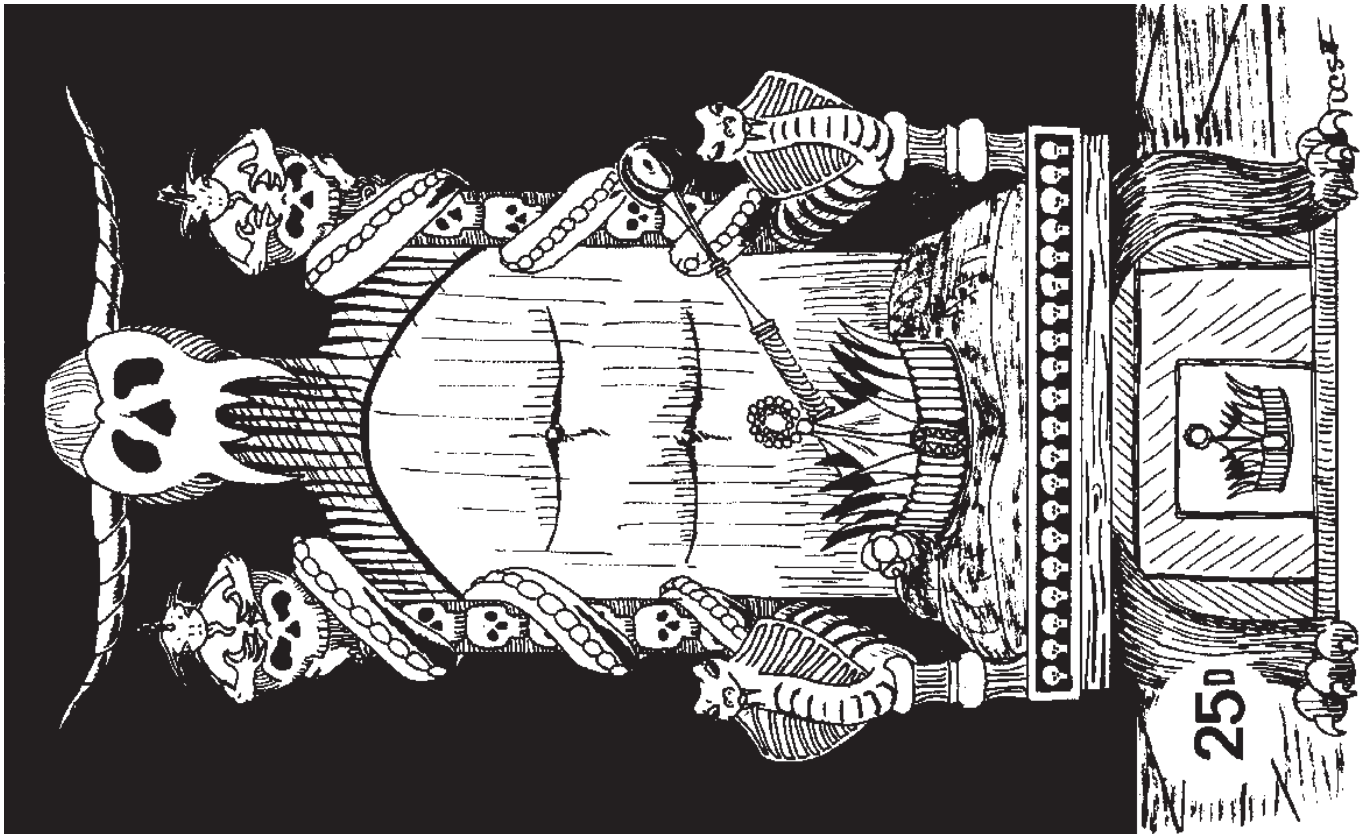
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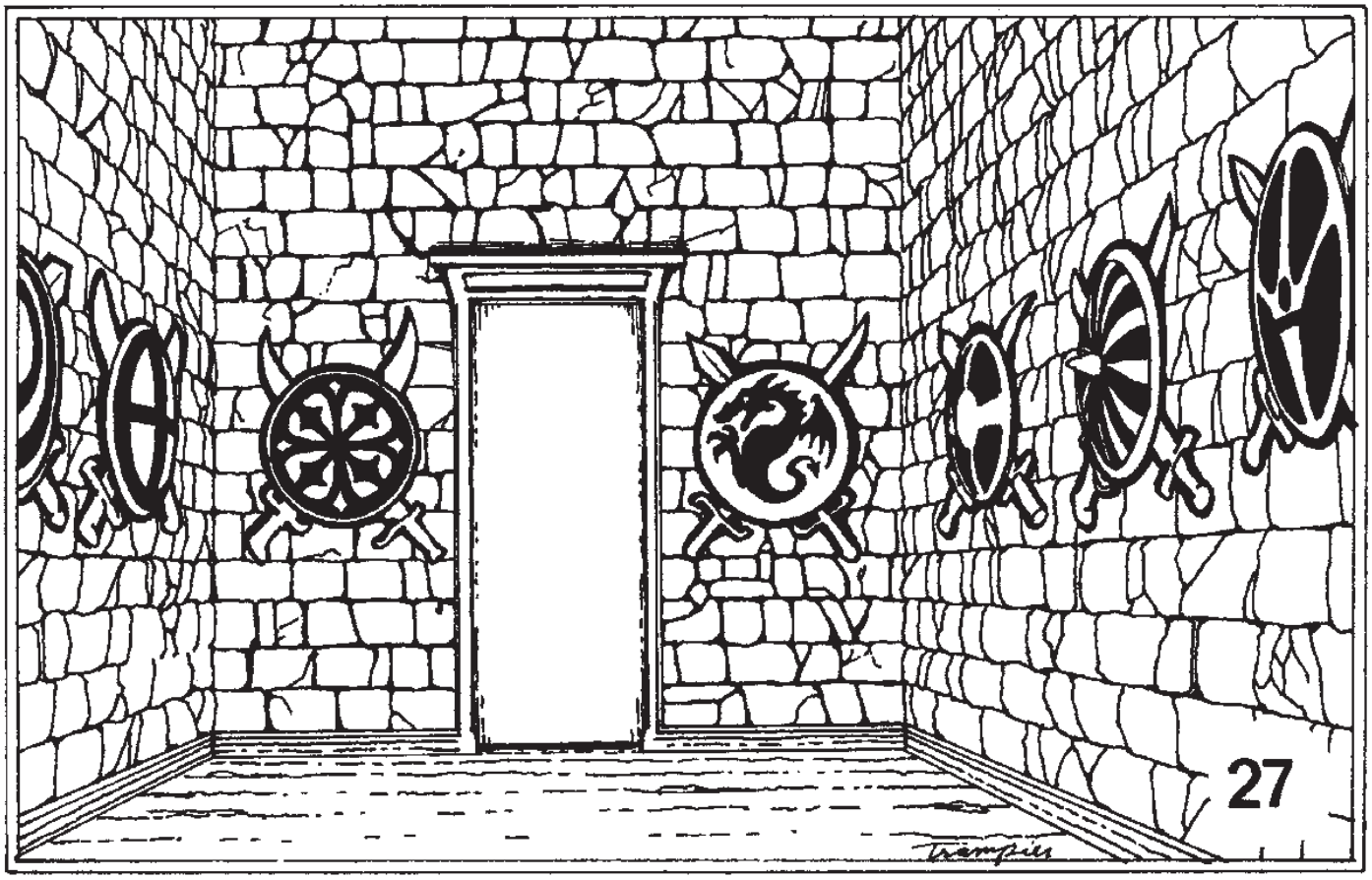
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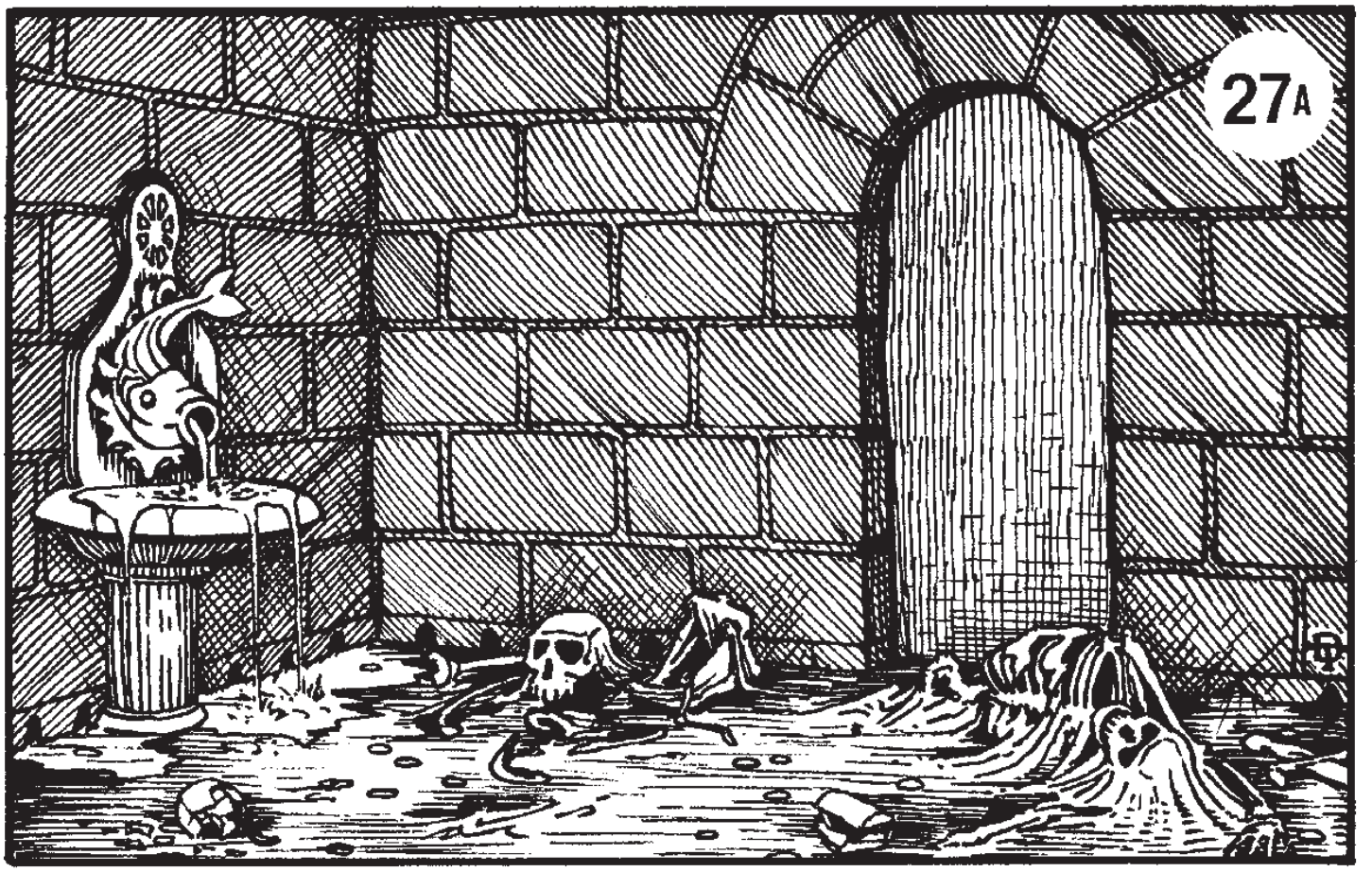
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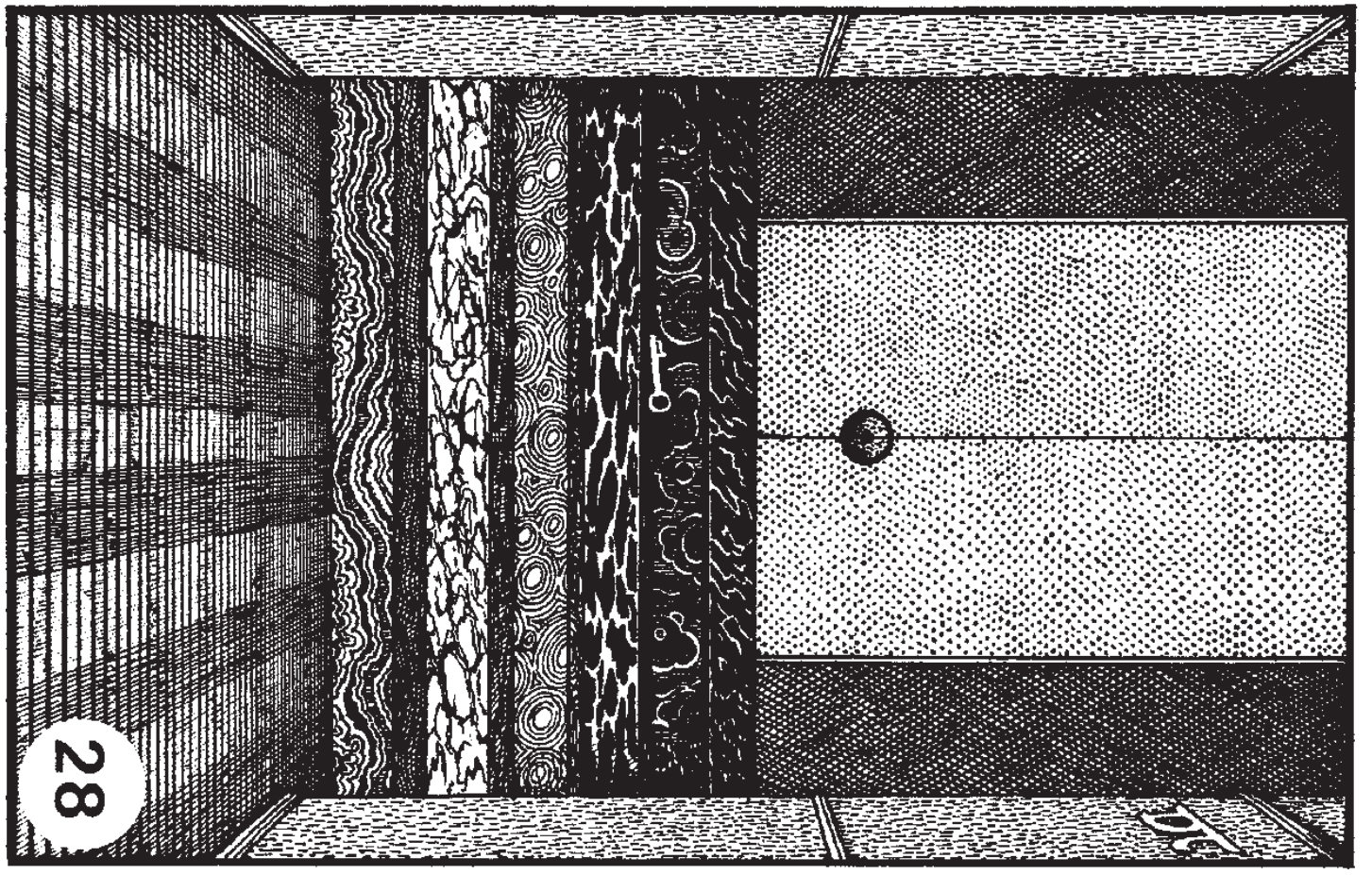
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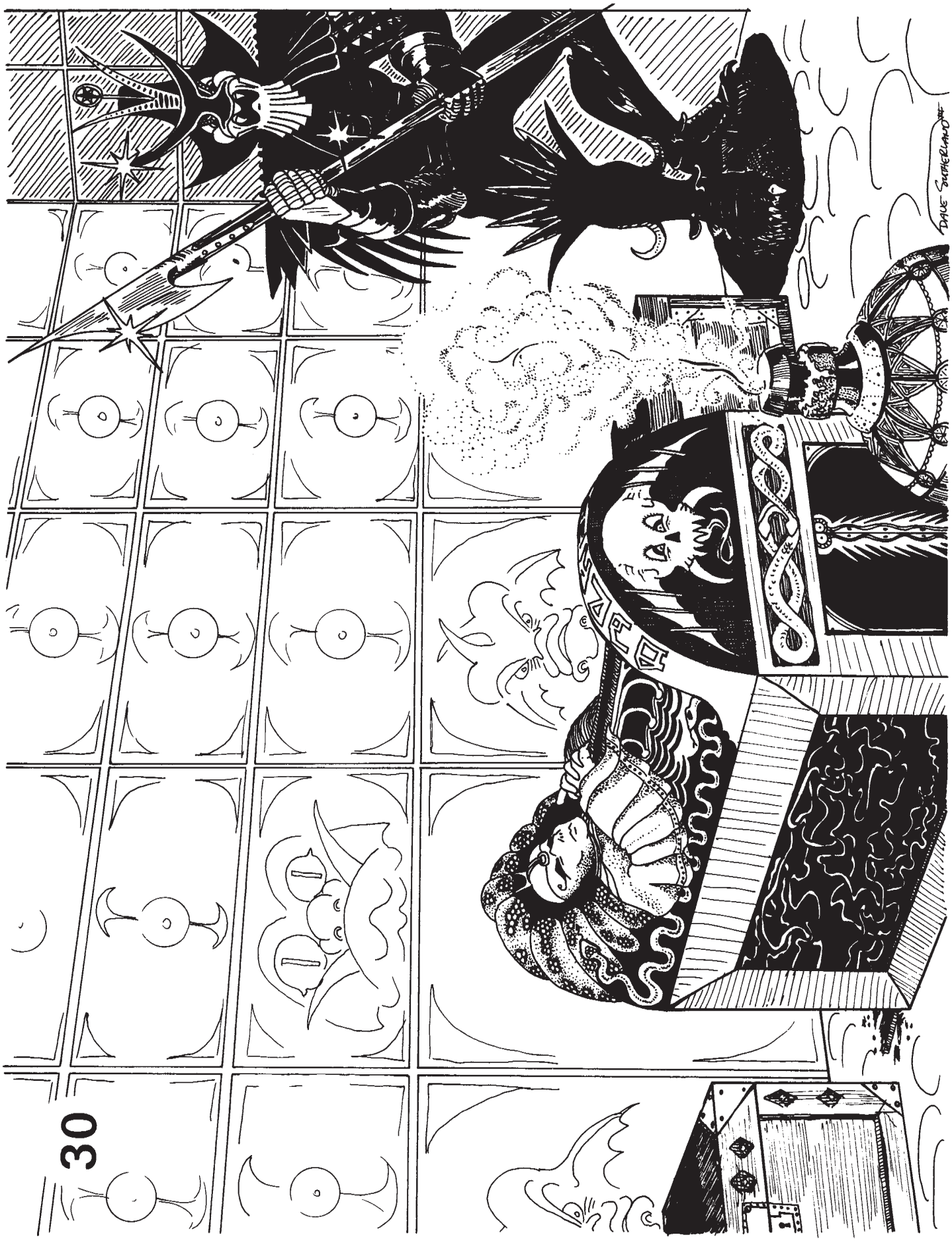
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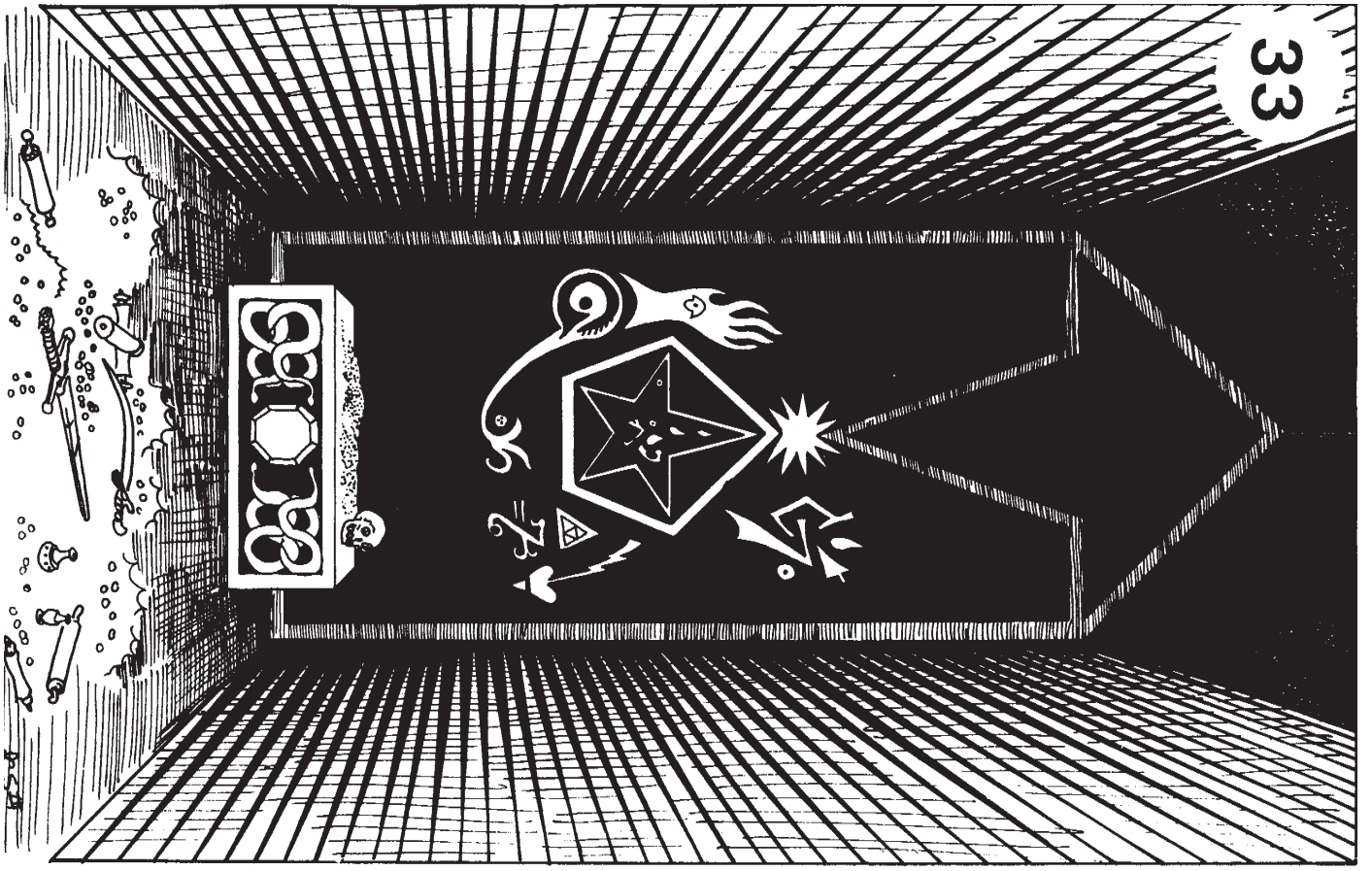
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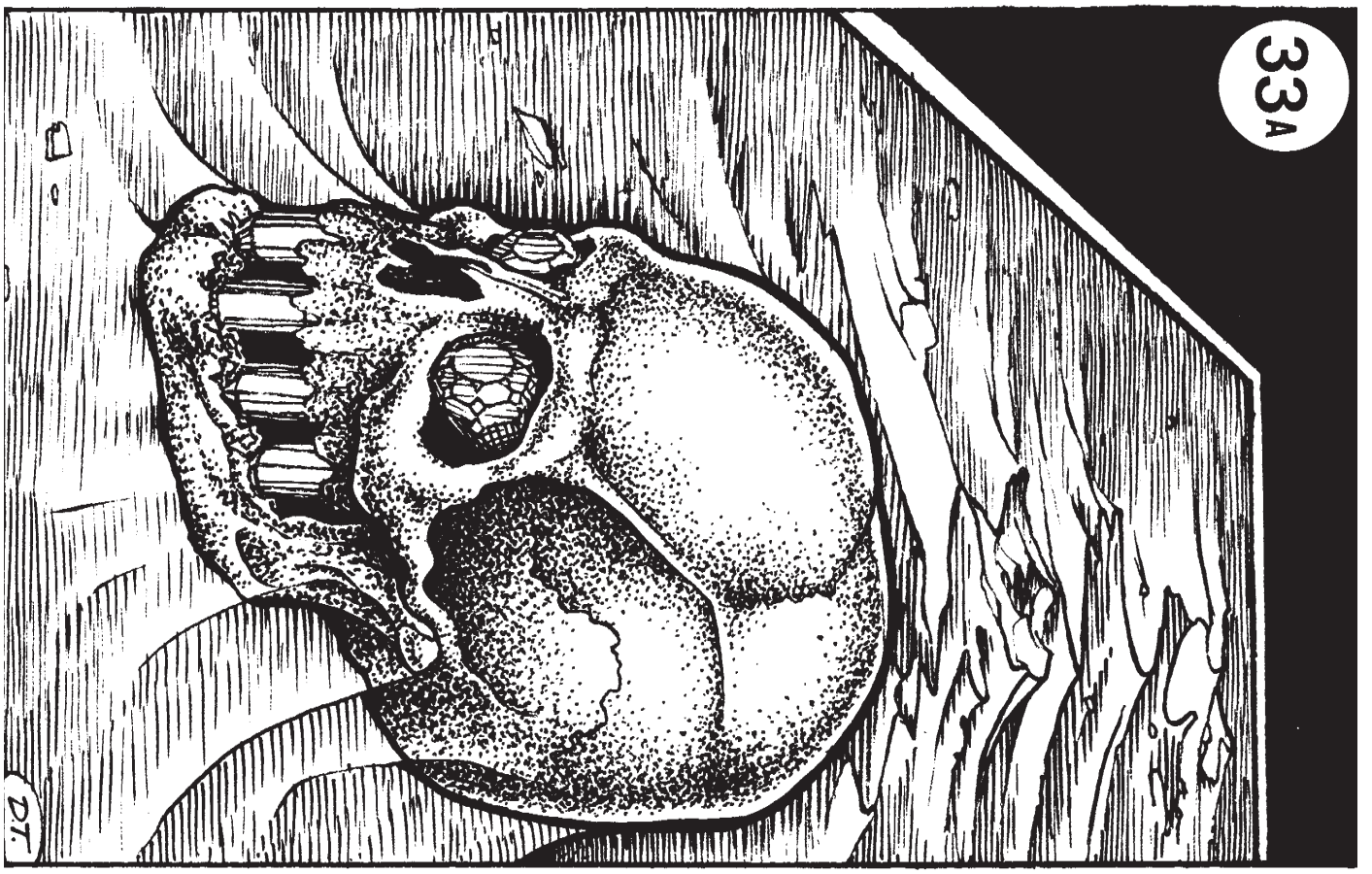
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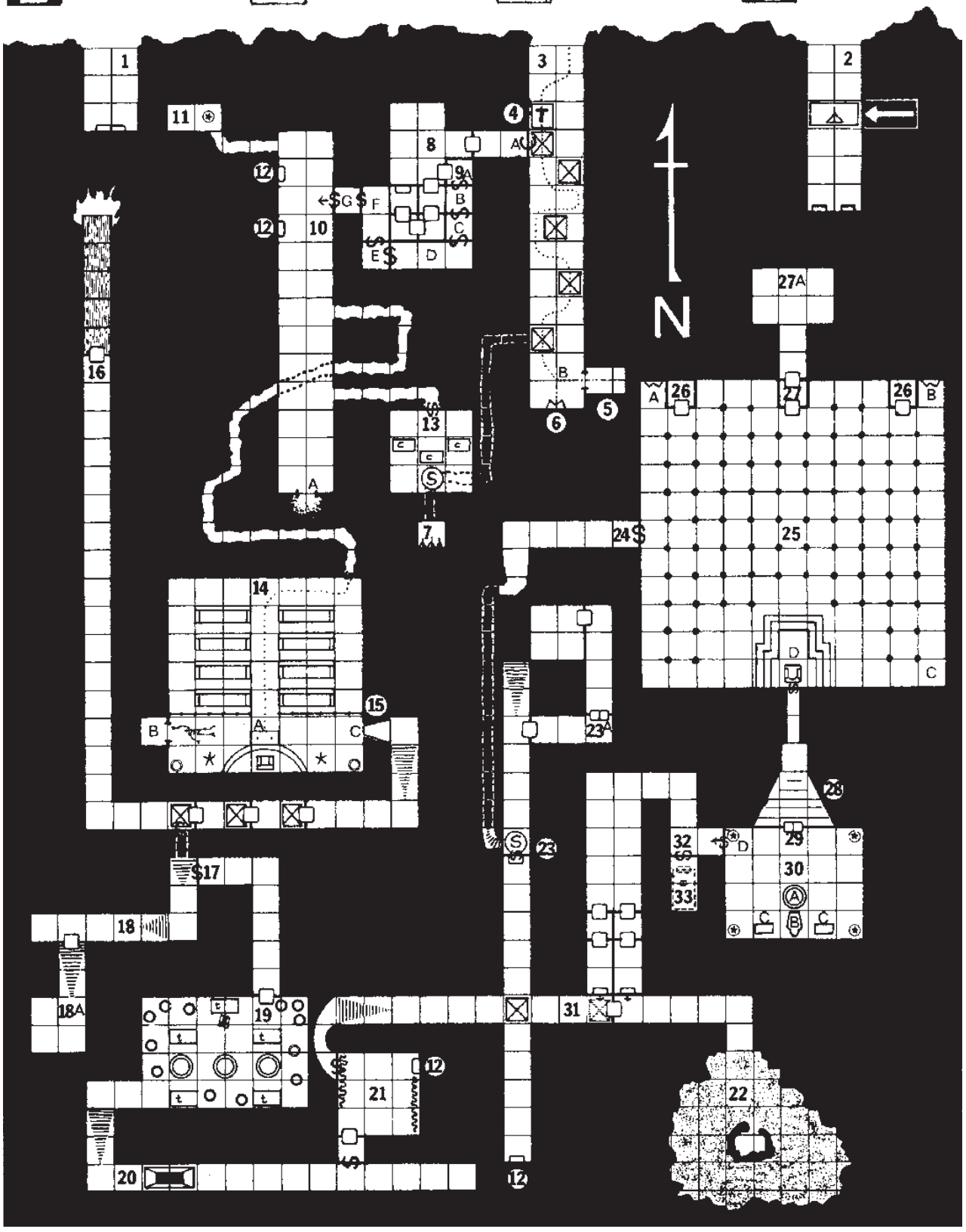
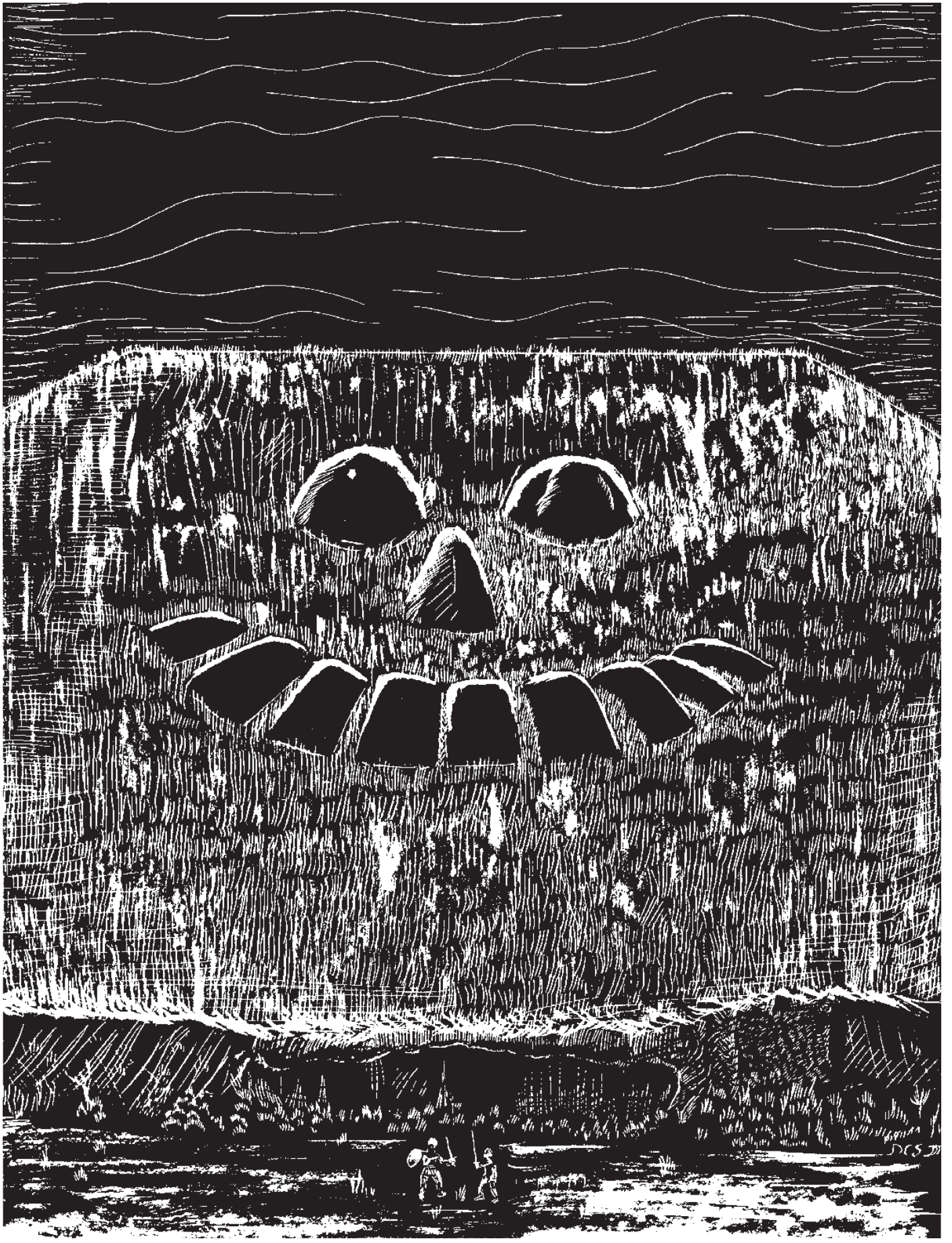
SCALE: ONE SQUARE = 10 FEET

FALSE DOUBLE DOORS
TRIGGER
FALSE DOOR
MOSAIC PATH
PIT TRAP
COVERED PIT
CONCEALED DOOR
ARCHWAY
FRESCO/RELIEF
SUB-PASSAGE
DOOR
SECRET DOOR
ONE-WAY SECRET DOOR
STATUE
CHEST
SECRET TRAP DOOR
PEW
RAILING
ALTAR
CHAIR, THRONE
URN, VAT
CANDELABRA
STAIRWAY
SLICK-GLAZED FLOOR
TABLE/DESK
PIT
CURTAIN
MIST
DOUBLE DOORS
PILLAR
ONE-WAY DOOR





Dungeon Module S2
White Plume Mountain
by Lawrence Schick

AN ADVENTURE FOR CHARACTER LEVELS 5-10

This module contains background information, referee's notes, player aids, a complete map level, a cutaway view of the mountain complex, and more than 15 pieces of art for both DM and player. WHITE PLUME MOUNTAIN is from the special ("S") series; like others in the series, it is meant to stand on its own and is a complete ADVANCED DUNGEONS & DRAGONS™ adventure. The recommended number of players is four to ten, with levels ranging from fifth to tenth.

WHITE PLUME MOUNTAIN

INTRODUCTION

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

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

Today, the once-feared name of Keraptis is little known even to learned scholars. Little-known, that is, until several weeks ago, when three highly-valued magical weapons with the cryptic names of **Wave, Whelm** and **Blackrazor** disappeared from the vaults of their owners in the midst of the city of Greyhawk. Rewards were posted, servants hanged, even the sanctuary of the Thieves' Guild was violated in the frantic search for the priceless arms, but not even a single clue was turned up until the weapons' former owners (all wealthy collectors) each received a copy of the following note:

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

It was signed with the symbol of Keraptis.

White Plume Mountain has tentatively been identified as the "feathered mound" of the poem. The former owners of Wave, Whelm and Blackrazor are outfitting a group of intrepid heroes to take up the challenge. If the adventurers can rescue the weapons from this false Keraptis (for who can believe it is really the magician of legend, after 1300 years?), the wealthy collectors have promised to grant them whatever they desire, if it is within their power to do so.

Notes for the Dungeon Master

This module was designed for characters of fifth through tenth level. Characters below fifth will have too little experience to be of much help to the party, and they are likely to be killed too easily. Conversely, high-level characters have too many abilities and resources to find a proper challenge in this dungeon. It is suggested that the players' party number at the very least four and at the most ten characters, with a combined total of 40 to 60 levels between them. A good party balance would be something like 40% fighters, 30% magic-users, 20% clerics and 10% thieves. Your players will need both brains and brawn to successfully complete their mission, as there are situations here which cannot be resolved by frontal assault. If your players are unused to hack-proof dilemmas, they may find this module frustrating or even boring. However, if your players are used to using their wits, they should find this an intriguing balance of problems and action. Unless you are used to mastering lengthy adventures, it will probably take more than one session for a party to investigate all three branches of the dungeon. If this is the case, it would be best if the party were required to leave the dungeon and re-enter upon resumption of the game. If they stay in the nearest village (several miles away) they will be relatively safe, but if they camp near White Plume Mountain it would be a good idea to roll for wandering monsters. It is important to record the condition of characters who will be resuming an adventure and keep track of their damage and possessions in order to avoid argument later.

Please read the entire module through and thoroughly familiarize yourself with complex areas before beginning play. Try to remain objective, and let the players determine their own course of action. It is easy to fall into the trap of referee vs. players – try to avoid it. When describing things to your group, be careful not to give them information or insights which they would not normally have. Though you are always obliged to describe what they can easily see of their surroundings, try not to give away useful information that they haven't asked for. The party will want a copy of Keraptis' message to refer to. Neither deny nor confirm guesses from players who think they have it figured out.

The Dungeon Master is encouraged to add his own ideas and to flesh out the details of the dungeon where things are only hinted at or incompletely described. There is room for changes and improvements if you feel you can make the module better. The end of the module makes it clear that there must be more of this dungeon hidden somewhere under White Plume Mountain. Perhaps a secret stairway or passage not marked on the map leads to another complete level where Keraptis yet reigns. If your group enjoys this adventure, you may wish to continue it with additions of your own.

White Plume Mountain is located in the northeastern part of the Shield Lands, near the Bandit Kingdoms and the Great Rift (see WORLD OF GREYHAWK, available from TSR). However, those who wish to integrate this module with their own campaign can place White Plume Mountain wherever they like, and the party may be required to journey to the vicinity through the wilderness. How they get there is up to you.

Start: The party has arrived at White Plume Mountain, which stands alone in a vast area of dismal moors and tangled thickets. They will probably arrange to leave their horses and possessions either at the nearest village (about five miles from the Mountain) or hidden in the Dead Gnoll's Eyesocket, a small natural cave in the side of a hill about two miles from the Plume. There is really no other shelter available. The villagers know about the cave and may have mentioned it. If the party leaves no guard, they will just have to trust the villagers not to steal their belongings. (Dishonest villagers will have to weigh their fear of White Plume Mountain against their certain belief that the party will never be seen again.) The cave is easily barricaded to keep out unintelligent wandering monsters.

White Plume Mountain is an almost perfectly conical volcanic hill formed from an ancient slow lava leakage. It is about 1000 yards in diameter at the base, and rises about 800 feet above the surrounding land. The white plume which gives the mountain its name and fame is a continuous geyser that spouts from the very summit of the mountain another 300 feet into the air, trailing off to the east under the prevailing winds like a great white feather. The spray collects in depressions downslope and merges into a sizeable stream. There are steam vents in various spots on the slopes of the mountain, but

BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON, WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT
THE HUT OF THINGIZZARD BEWARE HER POTIONS
THE CURSED RUINS OF CASTLE MUKOS WHO KNOWS WHAT LIES WITHIN
WHITE PLUME MOUNTAIN
THE TWISTED THICKETS SKITTERING SLITHERS
TO TOWN
HERE BE DEAD GNOLLS EYE SOCKET
EROL OTUS 80

none of them are large enough to allow entry. The only possible entrance into the cone is a cave on the south slope known as the Wizard's Mouth. This cave actually seems to breathe, exhaling a large cloud of steam and then slowly inhaling, like a man breathing on a cold day. Each cycle takes about thirty seconds. Approaching the cave, the party will hear a whistling noise coinciding with the wind cycle. If it were not for the continuous roaring of the Plume, this whistling could be heard for a great distance.

The cave is about eight feet in diameter and forty feet long. At the end of the cave, near the roof, is a long horizontal crevice which is about a foot wide. The air is sucked into this crack at great speed, creating the loud whistling and snuffing out torches. Shortly the rush of air slows down, stops for about two seconds, and then comes back out in a great blast of steam. This steam is not hot enough to scald anyone who keeps low and avoids the crevice, but it does make the cave very uncomfortable, like a very hot sauna bath interrupted by blasts of cold air.

The ceiling and walls of the cave are slick with the condensed steam which runs down them. The floor is covered with several inches of fine muck. Only careful probing of the muck near the back of the cave will reveal a small square trap door with a rusted iron ring set in it. Once the muck has been cleared away it will require at least three characters of strength 16 or better to pull up the encrusted door (or two strong characters and a **knock** spell, or **passwall,** etc.).

Directly beneath is a twenty-foot square vertical shaft and the beginning of a spiral staircase leading down.

Standard Dungeon Features

All corridors in this dungeon are ten feet in height, and have been carved and, in some places, seemingly melted through solid rock. Unless stated otherwise, all doors are 8′ by 8′, made of oak and bound in iron. Though the doors are swollen by the dampness, and thus difficult to open, the wood is not by any means rotten.

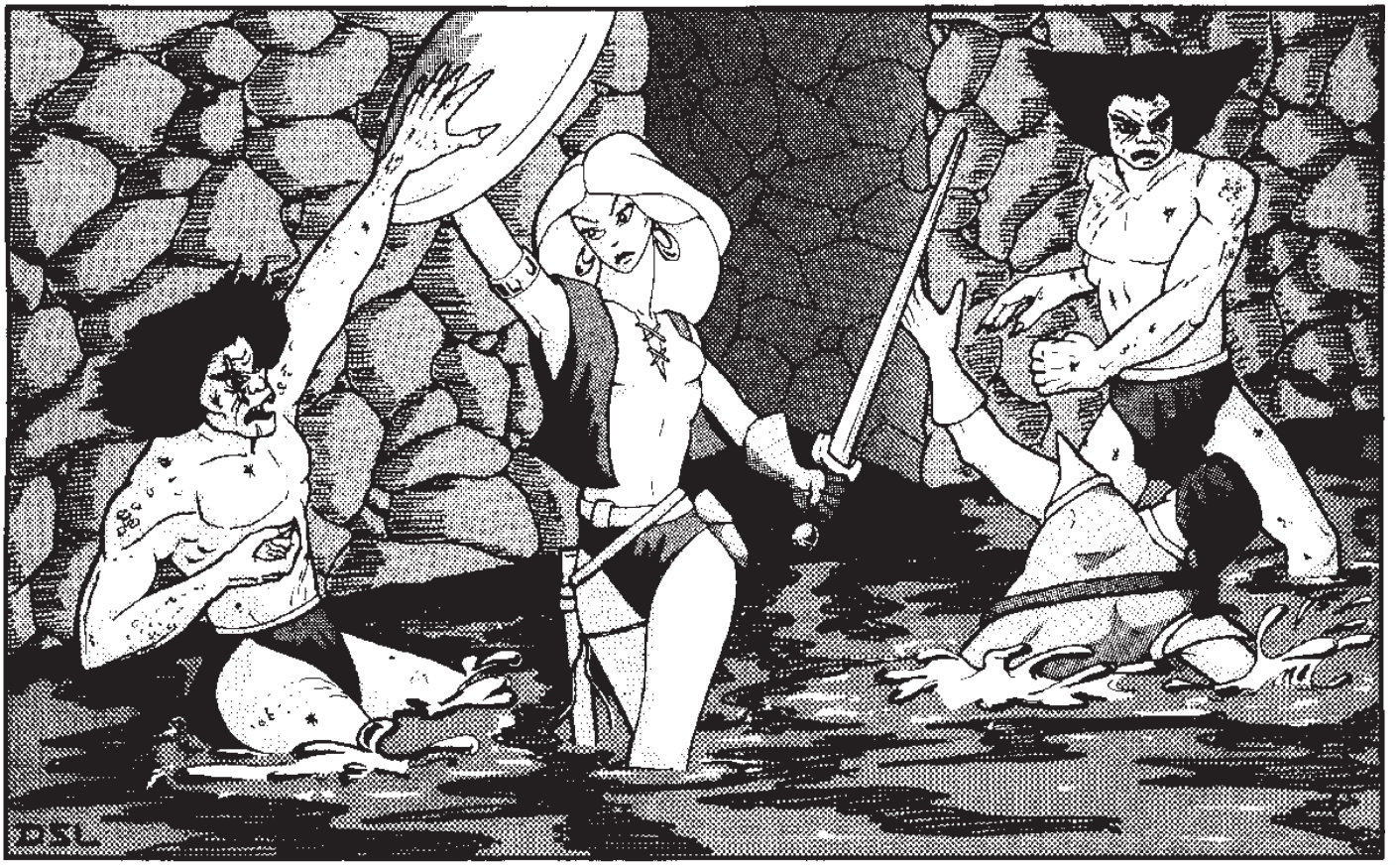
KEY TO THE DUNGEON LEVEL

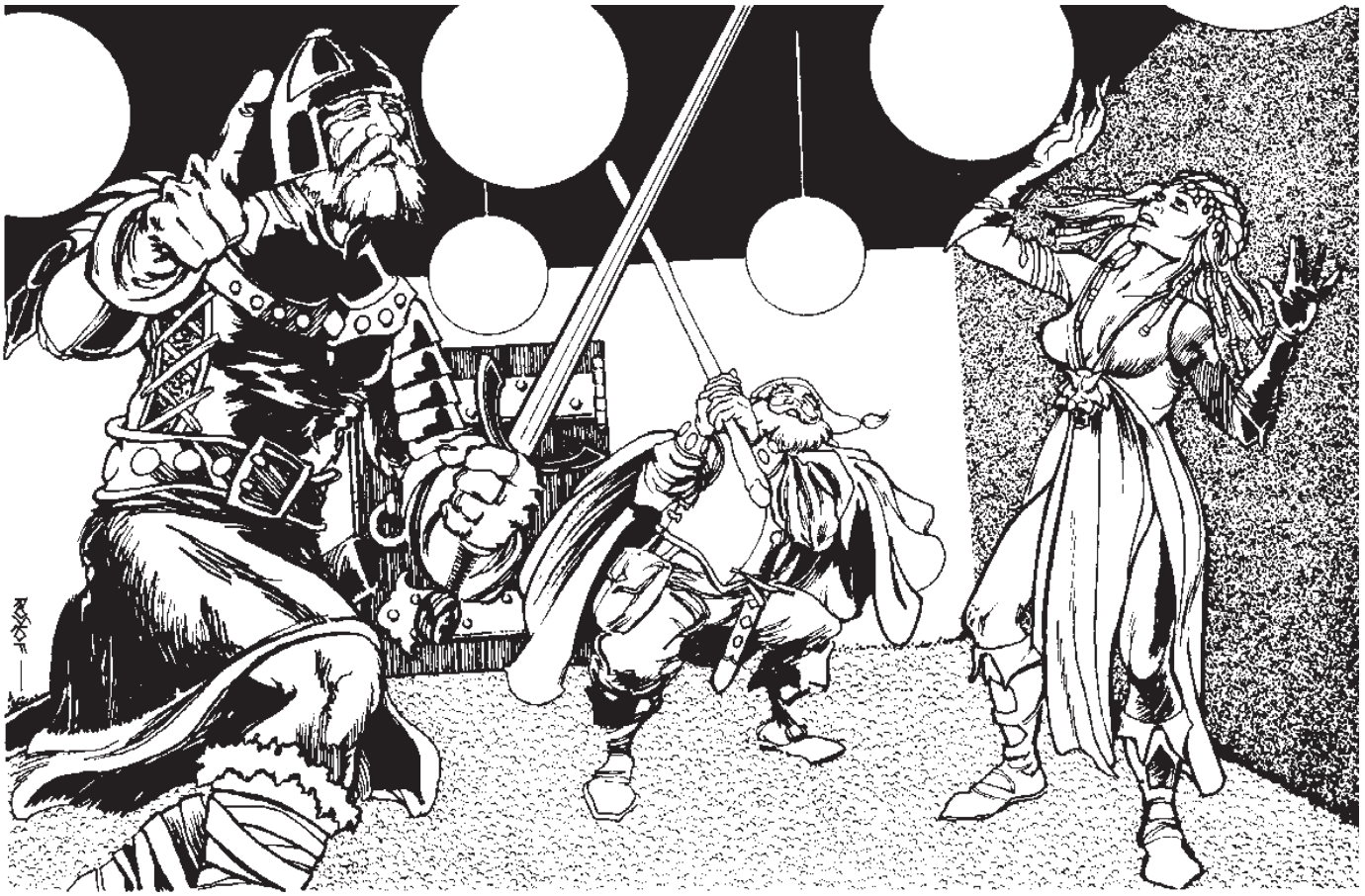
WANDERING MONSTERS

An encounter occurs on a 1 in 12. Check each turn. These are monsters Keraptis has released into the dungeon specifically for the purpose of giving the intruders a hard time. All will attack immediately. Ogres and bugbears are **charmed,** and cannot be persuaded to betray Keraptis.

1. Black Pudding (AC: 6; MV: 6″; HD: 10; HP: 45; #AT: 1; D: 3-24; SA: dissolves wood and metal; DS: blows, cold and lightning do not harm).
2. 2-5 bugbears (AC: 5; MV: 9″; HD: 3 + 1; HP: 19, 15, 13, 12, 10; #AT: 1; D: 2-8; SA: surprise on 1-3).
3. 2 gargoyles (AC: 5; MV: 9″/15″; HD: 4; HP: 21, 19; #AT: 4; D: 1-3/1-3/1-6/1-4; SD: + 1 or better weapon to hit).
4. Invisible stalker (AC: 3; MV: 12″; HD: 8; HP: 33; #AT: 1; D: 4-16; SA: surprise on 1-5 [d6]; SD: invisibility).
5. 1-3 ogres (AC: 5; MV: 9″; HD: 4 + 1; HP: 21, 18, 17; #AT: 1; D: 1-10).
6. 1-2 wights (70% chance of 1, 30% chance of 2; AC: 5; MV: 12″; HD: 4+3; HP: 22, 20; #AT: 1; D: 1-4 plus energy level drain; SD: silver or magic weapons to hit, cannot be affected by **sleep, charm, hot, cold, paralyzation**).

AC = armor class; MV = move; HD = hit dice; HP = hit points; #AT = number of attacks; D = damage per attack; SA = special attacks; SD = special defenses. Information provided above (and in similar descriptions of monsters throughout the module) is for quick reference. Don't hesitate to consult the MONSTER MANUAL for complete descriptions if you feel it's necessary.





ENCOUNTER AREAS

1: The spiral staircase descends about 100 feet before ending in area **1**. The staircase is badly rusted, and sensitive characters will feel it thrumming to a continuous low vibration (this vibration from the Plume geyser will be noticeable everywhere in the dungeon). The air is warm, humid, and rather foul. Lamps and torches will burn fitfully and give off a lot of smoke. The floor of the room is covered with water, and floating on the water are patches of green and white subterranean algae. In the damp humidity of the dungeon, this algae or algae-like fungus clings in patches to the walls and even the ceiling. It is harmless, and can be found almost everywhere in the dungeon where there is water.

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

The floor of the passage leading away from the first room is covered by the warm, scummy water mentioned above.

2: A rather mangy, bedraggled gynosphinx squats in the water in the middle of the intersection. The dotted line marks where a **wall of force** blocks off the corridor. This **wall of force** is weaker than most, and can be brought down by **disintegrate, dispel magic** (always 100% effective) or **passwall.** The sphinx will let the party pass (by removing the **wall of force**) if they can answer the following riddle:

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

The answer is "the Moon." If the **wall of force** is knocked down or circumvented, the sphinx (AC: -1; MV: 15"/24"; HD: 8; HP: 38; #AT: 2; D: 2-8; SA: **dispel magic, symbol**) will attack.

3: A large patch of green slime (AC: 9; MV: 0; HD: 8; HP: 35; attacks by dissolving into green slime all flesh it comes into contact with, within 1-4 rounds; can be killed by fire, cold, **cure disease**) covers the floor in the indicated area. As it is totally covered by water, it is not easily detectable, and characters may walk through it and not even notice they have done so until it has eaten through their boots and started on their feet. The usual flask-of-oil method won't work here, as the flaming oil will just float on the water. A **fireball** will probably wipe the slime out.

4: The door to this room appears normal: that is, a large iron-bound oak door, swollen by the dampness and difficult to open. However, when the party has entered the room (or as much of the party as is going in). it will slam shut behind them. No spike, **hold portal, knock** or **passwall** will open the door or keep it open. Only the proper key turned in the keyhole on the inside of the door will unlock its magic.

In the room, suspended from the ceiling by unbreakable wires at the points indicated, are nine silvered glass globes. The globes are each about two feet in diameter, and inspection with **X-ray vision** or **clairvoyance** will show that each contains some apparent treasure and a key (aha!). A good hard crack with a weapon will shatter any of them, dropping the contents (if not caught) into the muck below.

Starting in the northwest corner of the room, number the globes for your own reference 1 through 9. This way you will know which globes on the following list the players are smashing, if any.

In #1: 3 folded-up shadows (AC: 7; MV: 12"; HD: 3+3; HP: 19, 17, 14; #AT: 1; D: 2-5 plus 1 point strength drain; undetectable by **clairvoyance** or **X-ray vision**), 300 worthless

lead pieces, and a false key.

In #2: A potion of **silver dragon control** and a false key.

In #3: Jewelry worth 12,000 g.p., a false key, and an angry air elemental (AC: 2; MV: 36"; HD: 8; HP: 33; #AT: 1; D: 2-20; SA: whirlwind; SD: +2 or better weapon to hit; transparent to **clairvoyance** or **X-ray vision**).

In #4: A **ring of flying** (4 charges) and a false key.

In #5: Eleven worthless glass gems and a false key.

In #6: Phony glass jewelry, a false stone key, and a gray ooze (AC: 8; MV: 1"; HD: 3+3; HP: 16; #AT: 1; D: 2-16; can be killed only by lightning or physical blows; fills entire globe, and thus is indistinguishable by **clairvoyance** or **X-ray vision**).

In #7: A **wand of paralyzation** (1 charge) and a false key.

In #8: The real key and a **ring**. Upon release, the ring speaks to the entire party telepathically: "Stop before you pick me up. I confer the following powers upon my wearer: **invisibility, haste** (8 charges), I act as a **ring of protection** (+1), confer 100% protection from **charm, flying** once per day, **spell turning** (10 charges), **treasure finding** (6 charges), and one **wish**. The only drawback is that I eat one hit point per year permanently. But I must be put on before leaving this room, as I must be worn for me to leave. However, once I am removed from the finger, all my powers are lost. So you must decide right now who will wear me permanently."

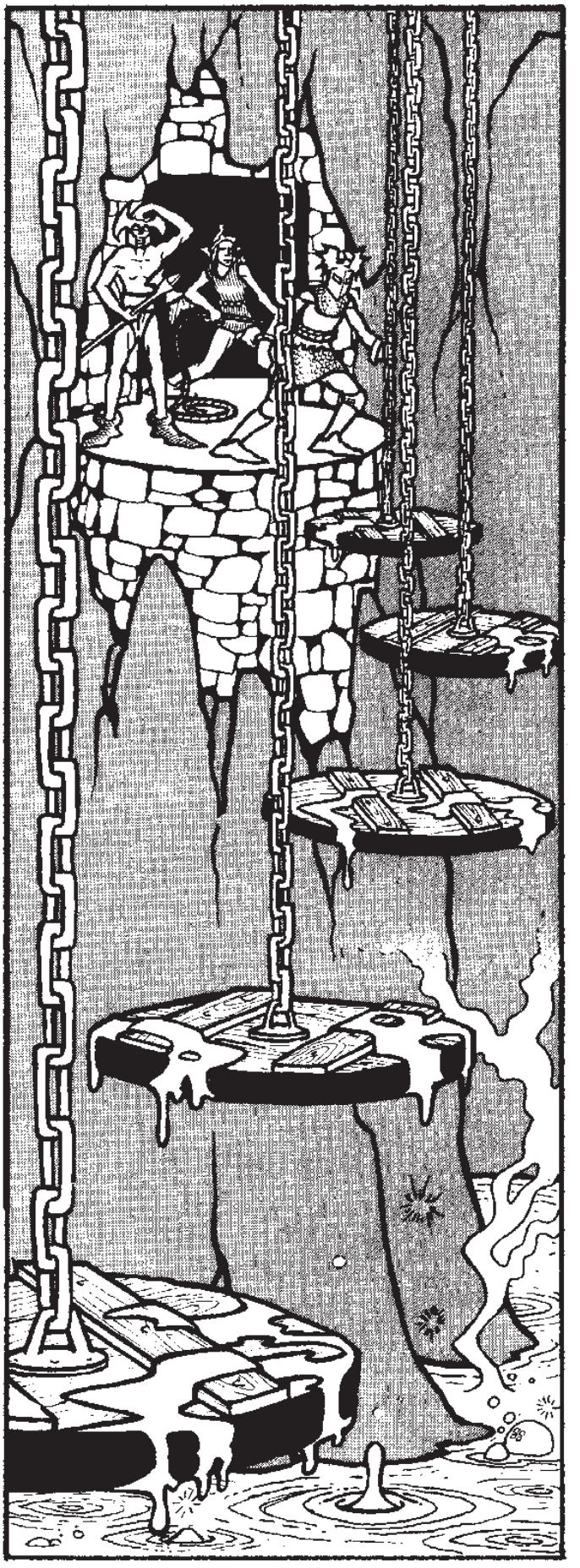
This is a basic loyalty and intelligence test. Will the party members cut each others' throats over the ring? Of course, if they take time to think about it, they'll realize that the ring must actually be a diversion. It will seem to have all of the powers mentioned above as long as it remains in the room. Once outside, it has no power and can't even talk.

In #9: Gems worth 600 g.p. and a false key.

5: In this room are five flesh golems lined up against the north wall. Each has a number on its chest: 5, 7, 9, 11, and 13. Number Five says, "One of us does not belong with the others. If you can pick it out, it will serve you and the others will allow you passage. If you pick the wrong one, we will kill you. You have 60 seconds." The Answer: **9** is not a prime number. Give your players an actual sixty seconds to figure it out. Golems: AC: 9; MV: 8"; HP: 30; #AT: 2; D: 2-16; SD: can only be hit by magic weapons. Unlike typical flesh golems, these will take full damage from magical fire or cold attacks (saving throws are applicable). Electrical attacks restore one hit point of damage to the golems for each die of the attack, i.e., a six-die **lightning bolt** would cure a golem of 6 points of damage.

6: Here, a short flight of stairs leads up to a dry corridor. Just around the corner is a turnstile that allows passage only one way: forward (turns counter-clockwise only — see sketch). It will probably have to be destroyed on the way back. A golem could rip it out, or strong characters could try with a chance equal to their percentage for bending bars and lifting gates.

7: The door opens onto a stone platform in a large natural cave. The ceiling averages 50 feet above the level of the platform, while the floor of the cave, 50 feet below, is a deep pool of boiling mud. Points **A** and **B** mark the locations of geysers. Geyser



A spouts once every five minutes. Geyser **B** spouts once every three minutes. Opposite the entrance platform is another stone platform, approximately 90 feet away. Between them a series of wooden disks is suspended from the ceiling by massive steel chains. The disks are about four feet in diameter, and three feet apart. Each disk is attached to its chain by a giant staple fixed in its center. The disks swing freely and will tilt when weight is placed upon them. The disks and chains, as well as the walls of the cavern, are covered with a wet, slippery algal scum that lives on the water and nutrients spewed up from the geysers. This coating gives off a feeble phosphorescent glow.

When the geysers erupt, they reach nearly to the roof of the cavern, and creatures holding onto the disks or chains may be washed off to fall into the mud below (an almost instant death). Characters with 18 strength, or better, have a 65% chance of holding onto the disk that is adjacent to an erupting geyser. For each strength point less than 18 there is a 10% lesser chance of hanging onto the disks (i.e., 16 strength equals 45% chance.) However, for each disk the character is located farther from the geyser, there is a cumulative chance 5% greater of holding on, i.e., one farther away (from the adjacent disk) equals +5%, two away equals +10%, etc. Damage varies as the distance from the geyser. Adjacent disk: 5-50 points; one away: 4-40, and so on: 3-30, 2-20, 1-10, 1-6, and 1-4 for anyone in the cavern. Characters who make their saving throw vs. breath weapon will take only one-half damage.

8. The lair of the vampire Ctenmiir (AC: 1; HP: 40; see MONSTER MANUAL). He is compelled by a curse to remain here in a trance except when defending the treasure which lies in a niche in the floor under his coffin. He automatically awakes at the approach of intruders. The door to the room is permeated with tiny holes through which he can pass in gaseous form. The room itself has a **permanent darkness** spell on it which the vampire is unaffected by (i.e., he can see perfectly well). Destroying his coffin won't bother him, as Keraptis has spares hidden away.

The treasure: **Whelm**, a lawful neutral **hammer +3** (**+5** for dwarves), intelligence 15, ego 18. Purpose: kill all trolls, giants and goblin-types (including bugbears and hobgoblins). It can be thrown and will return from up to 150' thrice per day (dwarves only). It also acts as a **hammer of stunning:** once per day, when struck upon the ground, it will send forth a shock wave stunning up to 45 hit points of enemies up to a distance of 60' for 1-4 rounds if they fail to save vs. spell. **Whelm** also detects gold, gems, and the presence of goblins. A drawback is that the bearer of this weapon will come under the influence of a severe case of agoraphobia (fear of wide, open places), and will fight at -2 when not inside a building, at night, or (best of all) underground. **Whelm** is obviously a dwarven weapon.

The treasure also includes 10,000 s.p. and 9,000 g.p. in six leather sacks, a **potion of ESP,** a **potion of black dragon control,** and a scroll of 3 spells: **magic mouth, dispel magic** and **monster summoning III.**

9: A ten-foot-deep pool. At the bottom is a very stiff valve wheel. When turned by two 18-strength characters (or the equivalent) a tube will open which will drain out all of the water in the wet corridors in 10 turns. Also at the bottom of the pit is a secret door (which can be found only by **detect magic**) that leads to Keraptis' Indoctrination Center (see End Note).

10: This appears to be another normal, water-covered room, with steps rising out of the muck on the far side, but actually most of it is a fifteen-foot-deep pool. The areas within the dotted lines labeled **A** are the only shallow one-foot-deep parts. The deep area marked **B** is inhabited by two kelpies (HP: 26, 27; see information at end of module). As the party rounds the room, the kelpies will rise to the surface, and each will attempt to **charm** a male character as explained in the section describing these monsters. Area **C** is the kelpies' underwater lair, accessible only from beneath the surface of the pool. Scattered

about the lair are 600 g.p., a piece of jewelry worth 2,000 g.p., and a suit of **chain mail +3. D** is an empty room, a decoy, which is level with the areas marked **A.**

11: This is a thirty-foot-long spinning cylinder, apparently made of some light metal. It is ten feet in diameter, and spins counterclockwise at about eight miles an hour. The entire inner surface is covered with slippery oil and painted with a dizzying black-and-white spiral pattern. It is possible to slide through the cylinder, but no one could walk through it and keep his or her feet.

12: Watching through the loophole of the end of the passage is an alert guard, Burket (AC: 4; 4th level fighter; HP: 18; +1 to hit, +3 damage). If he sees intruders approaching, he will wait until they are halfway through the spinning cylinder and then ignite the slippery oil with a flaming arrow (damage 2-16 the first round to any caught within, 1-4 on subsequent rounds until it burns out in 2-8 rounds). He will then warn his lover, the sorceress Snarla, close and lock the shutter over the loophole, and move to defend the door with sword and shield.

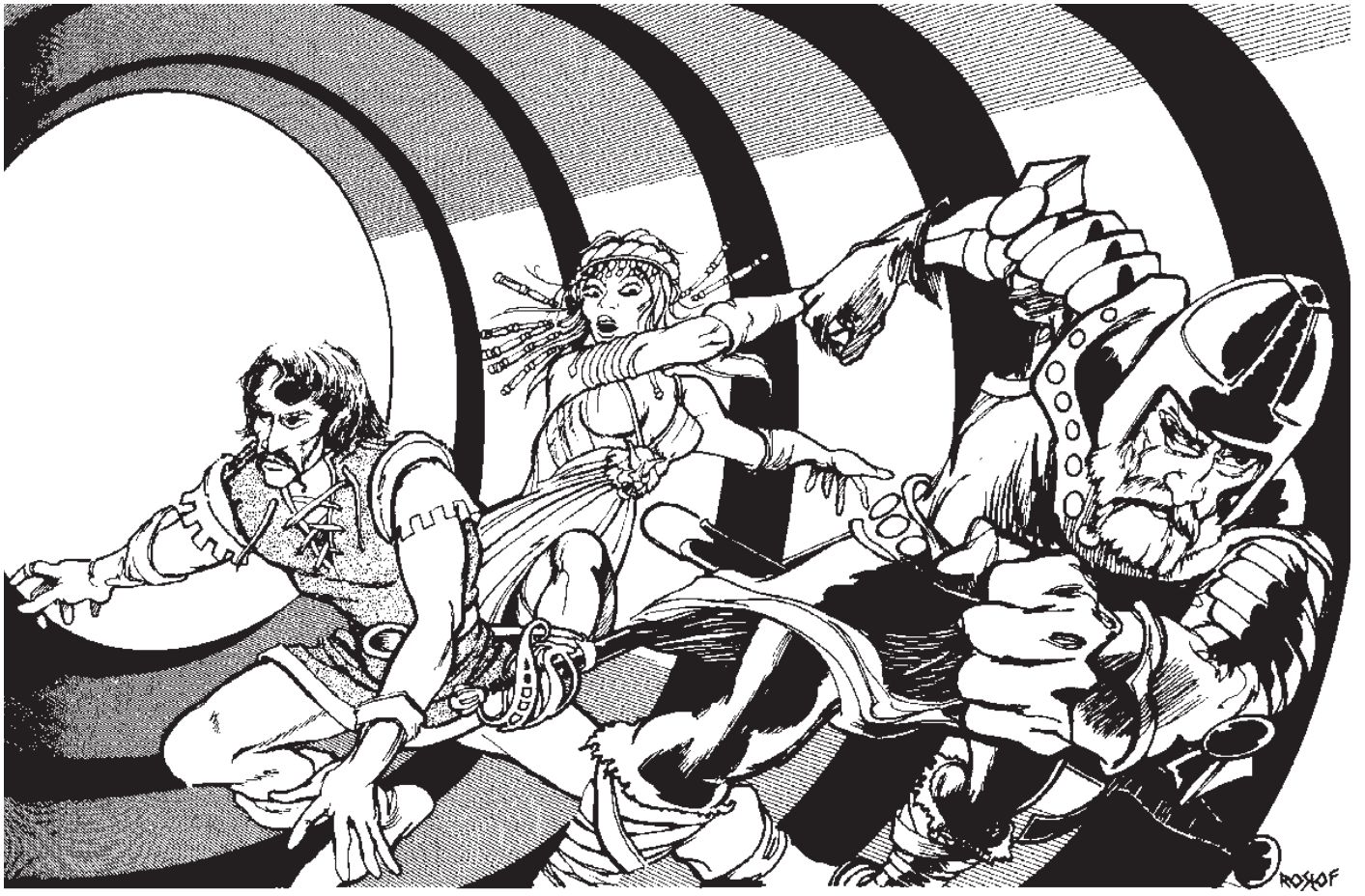
The room contains only a couple of benches and a table upon which are Snarla's spell book and a large candlestick. The book contains only those spells which she has memorized (mentioned hereafter), but it is protected by an **explosive runes** spell. Snarla (AC: 10; 7th level magic user; HP: 17) is a lycanthrope. Her memorized spells are: **fear, haste, dispel magic, web, stinking cloud, scare, magic missile, push, shield.** If Burket is killed or she is caught in a very bad situation, she will change into werewolf form and attack with desperate savagery at +2 (AC: 5; MV: 15"; HD: 4+3; HP: 26; #AT: 1; D: 2-8; SD: silver or +1 or better to hit; damage suffered previous to metamorphosis should be subtracted from her new hit point total). If captured alive and made to talk, she will tell the party only that she is charged with keeping the kelpies and certain other denizens of the dungeon fed. There are strange gaps in her memory in the areas of dealing with her employer or any section of the dungeon other than her own. She has never been past the doors at **14**. Burket knows even less than she does.

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

Anyone who investigates the bed will find that it actually feels quite uncomfortable, and anybody tasting the food will be disappointed in the extreme, finding it tough and not very tasty. **True seeing** or **detect illusion** will reveal that the opulent bed is actually only an old straw tick, and the delicious treats are something very much like iron rations. In reality, the walls, floor and ceiling of the room are quite bare. Only the brass-bound chest appears as it actually is. **Dispel illusion** or **dispel magic** will remove the illusion.

The chest must be opened while uttering a command word known only to Snarla, or it will dissolve into a **stinking cloud**, leaving 400 e.p., 300 g.p., and 7 gems worth 1,300 g.p. total.

14: This is a succession of thick metal doors, flanged so that they overlap the doorjamb on the north side and thus can only be opened by swinging them to the north. There are handles on the north sides of the doors so that they can be pulled open in that direction. These are actually emergency doors whose purpose is to prevent the dungeon from being flooded by the boiling lake at **15**, should there happen to be an "accident."



15: The boiling lake is several hundred feet deep, extending down to the red-hot rock below, and reaching nearly to the ceiling of the cavern it occupies, 50 feet above the level of the sunken ledge described in **17**. It is fed by an underground stream which enters at point **A** at a depth 100′ below that of the ledge. Its run-off is at point **B**, above the ledge, near the ceiling of the cavern.

16: The run-off from the boiling lake cascades down through a series of near-vertical lava-tubes to the base of the blowhole, 800 feet below the level of the dungeon. There the water strikes molten rock and is instantly converted to steam. It is ejected up the blowhole and out the top of the volcanic cone, forming the continuous geyser of White Plume Mountain.

17: A sunken stone ledge projects out into the boiling lake. The corridor from the dungeon continues out into the lake under a rubbery magical forcefield that keeps out the waters by forming a sort of elastic skin of super surface-tension. The shape of the corridor is not square in cross-section, but rather semi-circular, as if a series of hoops were supporting the ceiling. The skin is soft, resilient and uncomfortably warm to the touch. Under any pressure it immediately becomes taut, and any character unwise enough to puncture it with something sharp will leave a permanent hole. A stream of scalding water will rush into the corridor, hopefully burning the idiot who made the hole (1-4 points damage). The skin will not "heal" once punctured. Major damage to the waterskin, as from a slash with a sword or axe, will collapse the field like a balloon in 1-6 rounds.

After thirty feet the corridor widens out into a low, dome-shaped area. Here lives the guardian of the treasure, just about the biggest giant crab (AC: 0, HD: 15, HP: 60; #AT: 2; D: 3-18) anyone's ever seen. On one of its "forearms" it wears a rune-covered copper band that protects it from all psionic-related spells (such as **charm, fear, confusion, paralysis, magic jar,** etc.) It also protects against all psionics. Unfortunately, it is worthless as a treasure, as the magic is keyed specifically to this particular monster.

The crab will intelligently attack any and all intruders, being careful not to bump the waterskin walls. The crab is experienced in fighting in this manner, as is evidenced by the bones scattered about, but your players' characters are not. The DM will have to watch for characters whose actions may rip the waterskin, especially any foolish enough to use two-handed weapons or violent spells like **fireball** or **lightning bolt**. Such people are likely to get the whole party boiled.

At the north end of the dome room is a heavy chest which is firmly attached to the floor. In it is the treasure:

Wave, a neutral **trident +3** which does 1-10 hit points of damage, 14 intelligence, 20 ego. Purpose: death or disfigurement to all who won't convert to the worship of Poseidon (or any similar sea-god you choose). Powers:

- Functions as a **trident of fish commanding** (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)
- Functions as a **trident of warning** (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)
- Finds water
- Confers **water-breathing** and **underwater action** abilities upon bearer
- Confers **cube of force** ability (as the miscellaneous magic item in DUNGEON MASTERS GUIDE)
- Possesses speech and **telepathy** (in the common tongue as well as the languages of all sea creatures).
- Dehydrates: On a natural roll of 20, in addition to its normal damage, **Wave** dehydrates its opponent, draining one-half of his or her remaining hit points (compute normal damage first).

Also in the chest are 1,000 g.p. in small sacks, 20 gems (3 big ones worth 1,000, 1,000 & 5,000 g.p., and 17 others worth 3,935 g.p. total), a **ring of infravision** (60′), a **luckstone**, and a **wand of frost** (17 charges).

The DM will note that a character grabbing **Wave** while the waterskin is collapsing should be able to save his own and others' lives by invoking the **cube of force** ability (**Wave** will instantly make the holder aware of the ability, if the holder is neutral or willing to convert on the spot). Characters inside the **cube of force** will probably end up being blown out the geyser at the top of the mountain. The air-filled **cube** will float, drain down the cascade, and be ejected from the Plume — a rocky ride.

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

18: A ten-foot-long, ten-foot deep open pit, filled with and hidden by water.

19: A series of copper-colored metal plates lines the walls of this corridor. The plates are six feet high and six feet wide, and cannot be damaged or removed. They set up an induction field which causes metal objects passing between them to become heated. The field extends from floor to ceiling, and cannot be "ducked under". Metal will become uncomfortably warm after moving twenty feet into the field, painfully hot after thirty and hot enough to damage at forty feet and beyond. This includes armor, weapons, treasure, gold teeth, even magic-users' daggers. A man in metal armor passing through this corridor would take damage as follows: 1-8 points at 40′, 2-16 at 50′, 3-30 at 60′ and 4-40 at 70′. Characters not carrying metal will feel only slight discomfort when passing between the plates. Metal carried in wrappings of cloth will burn through by the 50′ mark, and it will similarly burn through leather by 60′. Those protected by **fire resistance** will take no damage if they save vs. spell, or half damage if they fail. Fighters and clerics may have no other recourse than to take a full turn to remove their armor, drag, push or use a **Tenser's floating disk** to get their armor and weapons through the corridor, and then take another full turn to suit up. Armor pulled through the corridor by ropes will probably heat up enough to burn through them at about 60′; leaving a pile of hot metal laying in the water. The only sovereign remedies for this dilemma are the **cone of cold** or **ice storm** spells, which will nullify the effect long enough for a party to dash through.

20: Behind the secret door, 8 ghouls wait in ambush for an unarmed company to come through the heat-induction corridor. AC: 6; MV: 9"; HD: 2; HP: 10 (each); #AT: 3; D: 1-3/1-3/1-6 plus paralysis. These ghouls wear amulets that protect them from being ordered away by clerics or paladins.

21: Stairs leading up to dry corridors.

22: The Frictionless Room. The strips labeled **A** are five-foot-wide open pits. They are ten feet deep and the bottoms are lined with rusty razor-like blades. Anyone falling in will take 1-12 hit points of damage and will contract instant super-tetanus and die in 2-5 rounds unless they save vs. poison (**cure disease** will destroy the infection).

The walls, ceiling and floor of area **B** are covered with a substance that is totally 100% frictionless. This substance extends to cover the ceiling and walls around the razor-pits. Anything that alights on this silvery surface will move in the direction of its last horizontal impetus, bouncing off the walls (if it strikes them) like a billiard ball, until it slides into a razor-pit. It is impossible to stand on the surface, for even a heartbeat would unbalance the stander enough to send his feet out from under him. The slipstuff will be totally unaffected by any force, magical or otherwise. It is completely inert.

Magic-users will find that **fly**, **levitate**, **jump**, **dimension door**, **blink** and **teleport** spells will not work in this room. The dotted line at **C** is the illusion of a west wall: the actual

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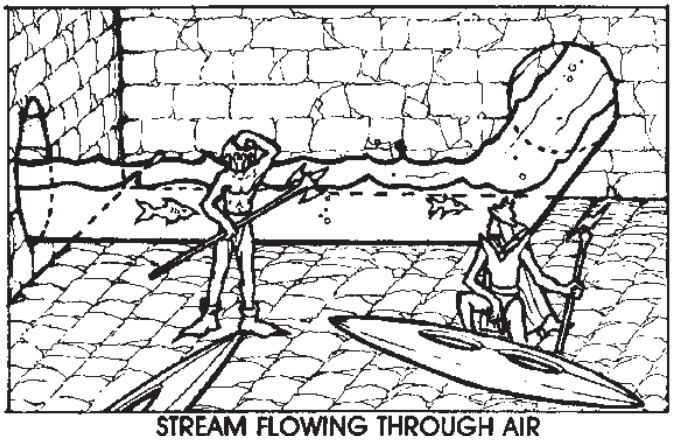
west wall is ten feet farther. Objects hitting the false wall will pass through and apparently disappear. This tends to foil schemes for attaching ropes to the west wall from afar.

The trick here is to get a rope strung through this room and fastened securely at both ends. Once this is done, a party can pull themselves across, regardless of the surface. A clever party may even be able to come up with other methods. Ingenuity is required.

23: There is a stream running through this room that is suspended in mid-air. It enters and leaves through two tunnels, each of which is about six feet in diameter. The lowest points of the tunnels where they come through the walls are about two feet from the floor. The stream only half-fills the tunnels; consequently, when it flows through the room it is hemispherical in cross-section (see accompanying illustration for clarification). Objects can be thrust through the sides of the stream, but no water other than a few drops will escape. It would even be possible to walk right through the stream, but only a very strong person could do so without being swept off his feet. The stream flows quite quickly, from the west to the east, and within it blind cave-fish dart about. It is lukewarm.



STREAM FLOWING THROUGH AIR

Also in this room are six small two-man kayaks (with no paddles). Should anyone choose to go boating into the unknown tunnel, they will have to figure out how to get in the kayaks once the kayaks are in the stream, five feet from the floor. These kayaks tip over easily. If they successfully board the kayaks, the party will bump along through a twisting tunnel. They can regulate their speed by pushing against the walls. Eventually they will emerge into **24.**

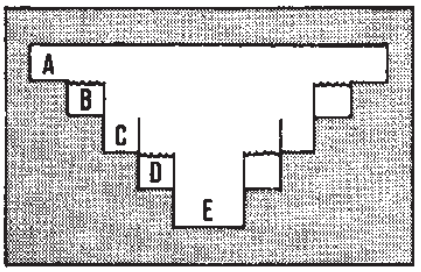
24: 8 fighters under the command of the cruel Sir Bluto Sans Pite await here to ambush any who come through the tunnel. They will be alerted by the alteration in the flow of water as the party tampers with it upstream. The stream flows through the air in this room in the same manner as in **23.**

Sir Bluto's men work in teams of four, two on each side of the stream. As each kayak comes out, a team will throw a net over it and attempt to drag it out of the stream and down onto the floor. When it falls, they move in to finish off the (hopefully stunned and trapped) occupants with swords. The 8 henchmen are AC: 4 and have 20 hit points each (4th level fighters).

Sir Bluto himself was a respected Knight of the Realm before his indictment in the River of Blood mass-murder case. His mysterious disappearance from prison left even the Royal Magician-Detectives baffled, and a reward of 10,000 g.p. was posted for his capture. Someone in the party is sure to recognize his one-of-a-kind face. Sir Bluto: AC: -1 (**shield +1**, **plate mail +2**); 10th level fighter; HP: 50; +2 to hit, +4 damage. He carries the magic **key** to the secret doors (**25**) and is wearing **boots of striding and springing.**

The stream continues on out of **24** and goes back to **23**, completing the circuit.

25: These two magical secret doors will reveal themselves and open **only** to the bearer of Sir Bluto's magic key.



SIDE VIEW — TERRACED ROOM

26: As the side view shows, this large room is terraced around the outside in giant steps of ten foot depth and width. Steps **B, C** and **D** are enclosed by magically created glass walls which keep the inhabitants of these terraces confined. For good measure, they have all been **charmed** and ordered to stay on their levels as long as their glass walls are intact.

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

Step B: In this square pool live six giant crayfish (AC: 4; MV: 6"//12"; HD: 4+4; HP: 23 each; #AT: 2; D: 2-16).

Step C: A dry level with six giant scorpions (AC: 3; MV: 15"; HD: 5+5; HP: 22 each; #AT: 3; D: 1-10/1-10/1-4 plus poison).

Step D: Another wet level with four sea lions (AC: 5/3; MV: 15"; HD: 6; HP: 27 each; #AT: 3; D: 1-6/1-6/2-12).

Step E: Here are three wing-clipped manticores (AC: 4; MV: 12"; HD: 6+3; HP: 41, 29, 24; #AT: 3; D: 1-3/1-3/1-8, plus 24 tail spikes at 1-6 each). The manticores will not hesitate to fire their spikes at any they recognize as intruders, though they can only hit targets on step A by firing along the long axis of the room (and vice-versa, of course—see diagram).

The creatures in each level will be randomly distributed when the party enters, but as the intruders near each section the monsters will move to follow, expecting to be fed. They are used to live food, and will ignore dead meat or other food. They will consider anything living that enters their levels as food, and will attempt to eat it. The glass walls cannot be broken by fired arrows, slung stones, or such things as thrown helmets. An 18-strength character could break a hole in one with 2-5 swings of a heavy mace (longer for less strong types).

A safe is set in the wall opposite the door on level **E**. If opened incorrectly (i.e., trap not removed), a vibration device in the wall is triggered which will shatter the glass walls in 1-6 rounds. The safe contains 6,000 s.p. and one piece of jewelry worth 3,000 g.p.

If all of the glass walls are broken, a **wall of force** like the one at No. 2 will activate immediately in front of the door on level **E**, preventing the water from forcing the door open and escaping into the corridor beyond. There will be enough water in the room to completely fill levels **D** and **E** and cover level **C** to a depth of about two feet. The water will slowly drain out of four small drains in the corners of level **E**, but it will take a good twenty turns to do so. Of course, parties who choose to wait will be subject to rolls for wandering monsters. Once the water is finally gone, the **wall of force** will disappear.

If the party manages to knock down the **wall of force** (by using a **dispel magic, disintegrate** or **passwall**), the pressure of the water will push open the door and the water will rush into the corridor beyond, pulling along any swimming characters and miscellaneous debris nearby. The water will collide with another modified **wall of force** covering the door at the end of the corridor, and then begin draining out through a very large grating in the door in the last ten feet of the passage. The water will take only two turns to drain out through this grating. When the water is gone, the last **wall of**

force will dissipate. The water drains straight down through an old lava tube to a large empty cave with no other exits.

27: Here resides Qesnef, a huge ogre mage who lost a bet with Keraptis and as a result must guard his treasure for 1,001 years. A **magic mouth** warns him of the approach of trespassers, so he will be able to disguise himself by **polymorphing** himself into the form of a doughty halfling warrior, perhaps one who has been trapped by the evil wizard. Qesnef (AC: 1; HD: 5+2; MV: 9"/15"; HP: 35; #AT: 1; D: 1-12; SA: **fly, invisibility, darkness 1" r., charm person, sleep, assume gaseous form,** and cast a **cold** spell like a wand that does 8d8 points of damage; SD: **regenerates** 1 hit point per round) also wears a **ring of protection +3** on his left hand and a **ring of mirror images** (5 charges) on his right.

Qesnef is kept in very luxurious surroundings. The floor is strewn with rugs and cushions, and tapestries cover the walls. A six-foot hookah stands in the comer. The treasure has been casually shoved beneath a sumptuous divan. It includes:

Blackrazor, a chaotic neutral **sword +3**, intelligence 17, ego 16. Purpose: to suck souls. It is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, **Blackrazor** temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword's wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The souls of all entities killed by **Blackrazor** are sucked out and devoured; those killed by the black sword cannot be raised.

For every three days the sword remains "unfed", its ego increases by one point, until it can compel its bearer to kill a human or humanoid being. Upon feeding, its ego returns to 16.

The DM will note that **Blackrazor** is a negative-energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even **strikes** a negative-energy being like an undead (except for ghouls and ghasts), it will work in **reverse**, transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time that it strikes. Under these conditions, the wielder can actually die and have his soul sucked out by his own sword. If the wielder survives, he will need a **restoration** spell or twice the usual number of levels received from positive "kills" to replace the lost levels. Those killed for replacement must be of the same race as the sword-wielder. **Blackrazor** (and you, the DM) may very well keep this little drawback a secret until the first time the sword bites into a wight or a vampire. The DM must remember that **Blackrazor** exists solely to feel power and souls coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

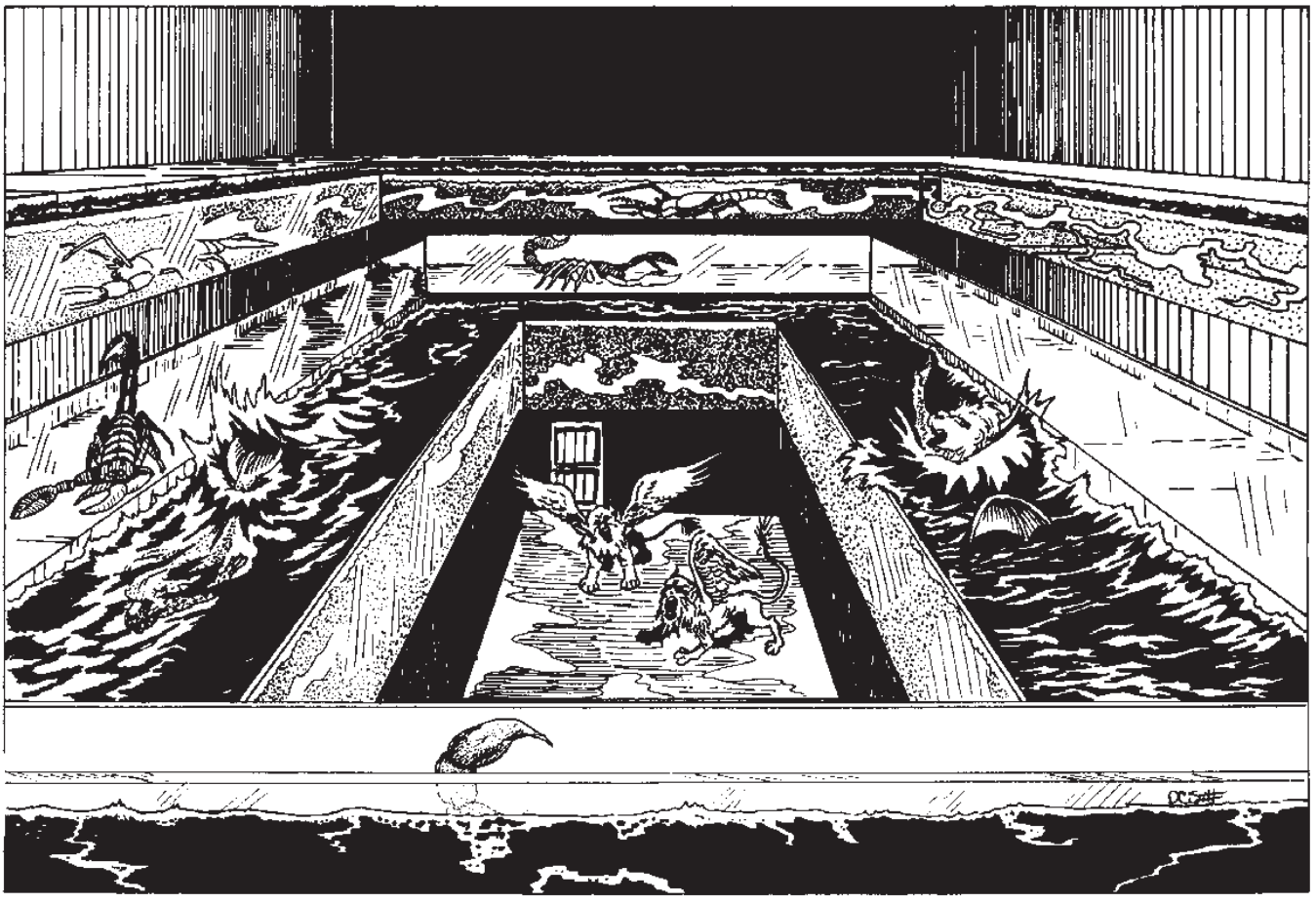
Speech and **telepathy** (common and whatever tongues its wielder knows, which it learns telepathically)

Detects living creatures (souls), 60' r.

Haste spell (bearer only, 10 rounds), once per day

100% magic resistance to **charm** and **fear** (exact percentage chance of resistance will depend on the level of the opponent casting such a spell)

The treasure also includes 1,000 e.p., 200 p.p., 4 pieces of jewelry worth a total of 11,000 g.p., a potion of **healing**, a scroll of **protection from evil** (clerical), and **armor of vulnerability**.



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END NOTE

If a party should succeed in obtaining two or even three of the magical weapons and is finally leaving for good, they may be stopped at **2** by the return of the **force wall**. A voice will speak to them out of the air: "Not thinking of leaving, are you? You've been so very entertaining, I just couldn't think of letting you go, especially with those little collector's items of mine. And since you've eliminated all of their guardians, why, you'll simply have to stay . . . to take their places. I'll have to ask you to leave all of your ridiculous weapons behind and let Nix and Nox escort you to the Indoctrination Center. I'll be most disappointed if you cause me any trouble and Nix and Nox have to eliminate you. Don't worry — you'll like it here."

The **force wall** disappears, but coming up the south passage are Nix and Nox, two efreet (AC: 2; MV: 9"/24"; HD: 10; HP: 40, 36; #AT: 1; D: 3-24; SA: **invisibility, assume gaseous form, enlarge** (as 10th level magic-user), **polymorph self, programmed illusion, wall of fire** (all once a day); SD: normal fire is of no effect, magical fire is -1 on both "to hit" and damage dice). If the party can get past them, they're home free.

Of course, this whole episode can be omitted if the party has already taken too much damage. Conversely, if your players have had too easy a time of it, this can be made tougher by the addition of one or two more efreet (Box and Cox). If, for some foolish reason, the party decides to comply with Keraptis' request and go with Nix and Nox to the Indoctrination Center, you will just have to play it by ear. It's not too difficult — use your imagination and make it up as you go. Just make sure that the party is **extremely** sorry that they ever decided to submit to Keraptis' demands. They probably will end up as the brainwashed new guards in the White Plume Mountain dungeon . . .

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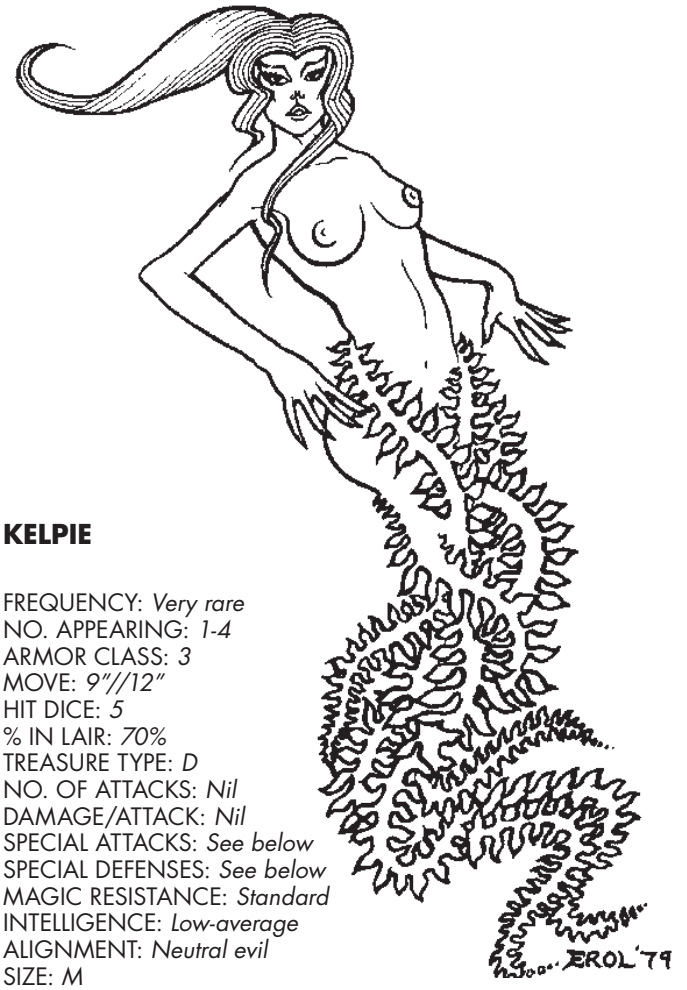


KELPIE

FREQUENCY: *Very rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *3*
MOVE: *9"//12"*
HIT DICE: *5*
% IN LAIR: *70%*
TREASURE TYPE: *D*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low-average*
ALIGNMENT: *Neutral evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Kelpies are a form of intelligent aquatic plant life that, in their own shape, rather resemble a pile of wet seaweed. They are able to shape their bodies into any form they choose, and they will often assume the aspect of a beautiful human woman in order to lure men into deep water. However, though the form may be changed, the substance still resembles green seaweed, and the effect is somewhat grotesque. To counter this, the kelpie can throw one powerful **charm** spell per day. If the target does not save vs. spell (at -2), he will perceive the kelpie as the most wonderful, perfect and desirable woman, and will willingly leap into the water to join her. The kelpie will wrap itself around the charmed man, and he will attempt to inhale water and sink with the kelpie in an ecstacy of drowning. If left alone, he will happily drown and be dragged off to the kelpie's lair to be consumed. Even if the kelpie cannot physically reach the charmed man, he will still try to swim downward and breathe water. If the charming kelpie is killed, the spell will be immediately broken. Charmed persons attempting to drown themselves will suffer 2-20 hit points of damage per round until they either surface for air or perish.

For some reason, females are immune to the spell of the kelpie. Legend has it that this is so because kelpies were created by the sea-god as punishment for those men rash enough to sail the oceans without paying their lord his proper respect. Women were not involved in these transgressions, and thus did not incur the sea-lord's ill will.

Besides the oceans and seas, kelpies will also be found in dismal swamps and stagnant subterranean grottoes, and can reportedly be occasionally found in almost any body of deep water. They can leave the water to walk on land for short periods of time. Due to their slimy wetness, fire attacks do only half damage or none (if saving throw made). Kelpies are very cunning, and will try to pick off stragglers, lone watchmen or tail-end members of groups if at all possible.

THE LEGEND OF KERAPTIS

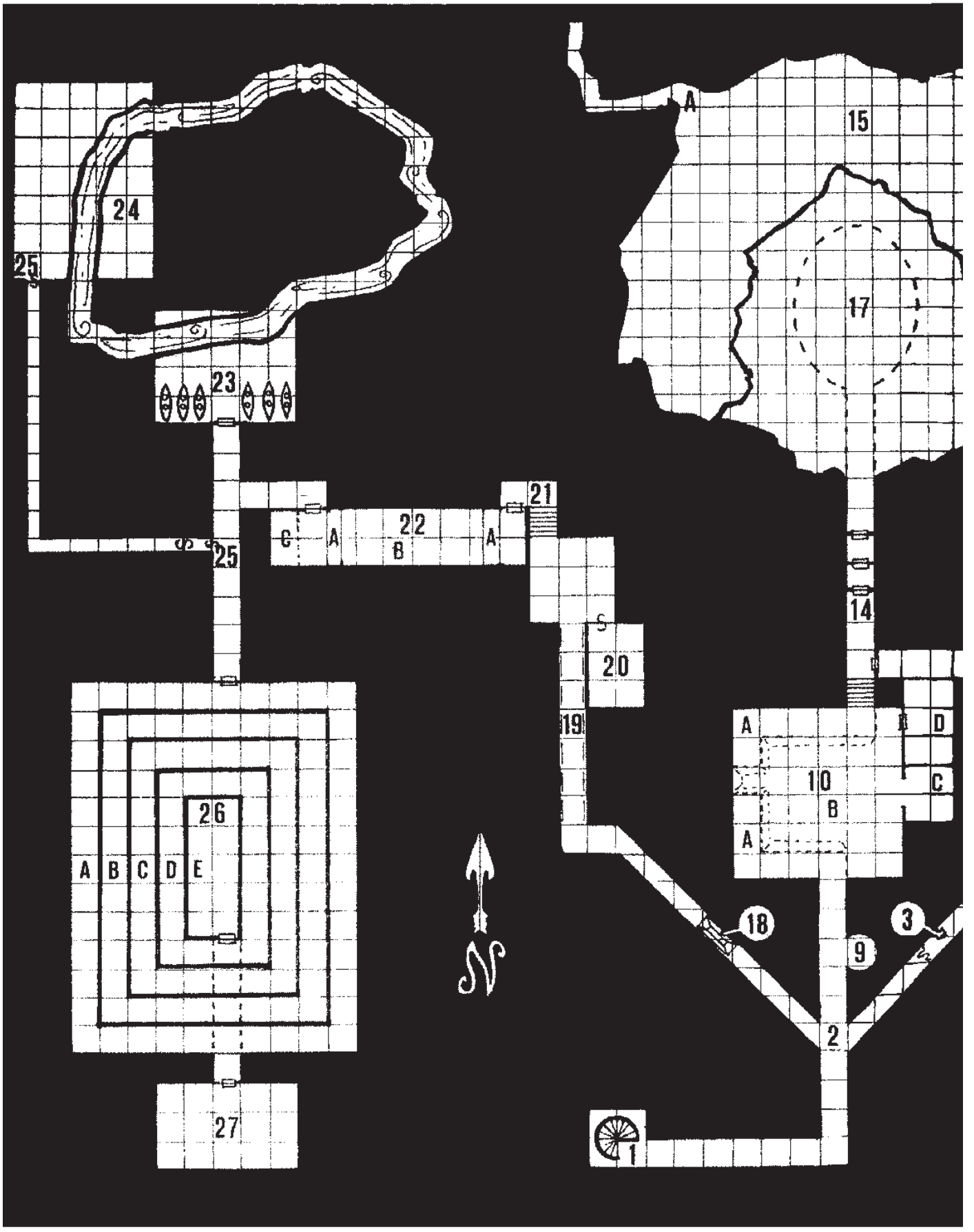
Well over a millenium ago, the wizard Keraptis rose to power in the valleys of the northern mountains, bringing the local warlords under his thumb with gruesome threats — threats that were fulfilled just often enough to keep the leaders in line. Under Keraptis' overlordship, the influx of rapacious monsters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

Gradually, as all dissension was stilled, the taxes and levies became even more burdensome, until eventually the wizard was taking a large piece of everything that was grown, made, or sold in the valleys, including the newborn young of livestock. Around this time there began numerous reports in the land of sudden madnesses, demonic possessions, and sightings of apparitions and undead. Furthermore, monstrous incursions into the settled lands began to increase as raiding parties of humanoids burnt whole villages, and evil and fantastic monsters appeared from nowhere to prey upon the harried peasants. At the height of these outrages came Keraptis' tax-collectors with word of a new levy — one third of all newborn children were henceforth to be turned over to the wizard!

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

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

That was almost thirteen hundred years before the present day. Now, seemingly, the hand of Keraptis is once again interfering in human affairs. If it is in truth the ancient wizard at work here, can he be thwarted before his power grows once more? What is his purpose in this bizarre challenge to the world's heroes? There is only one way to find out.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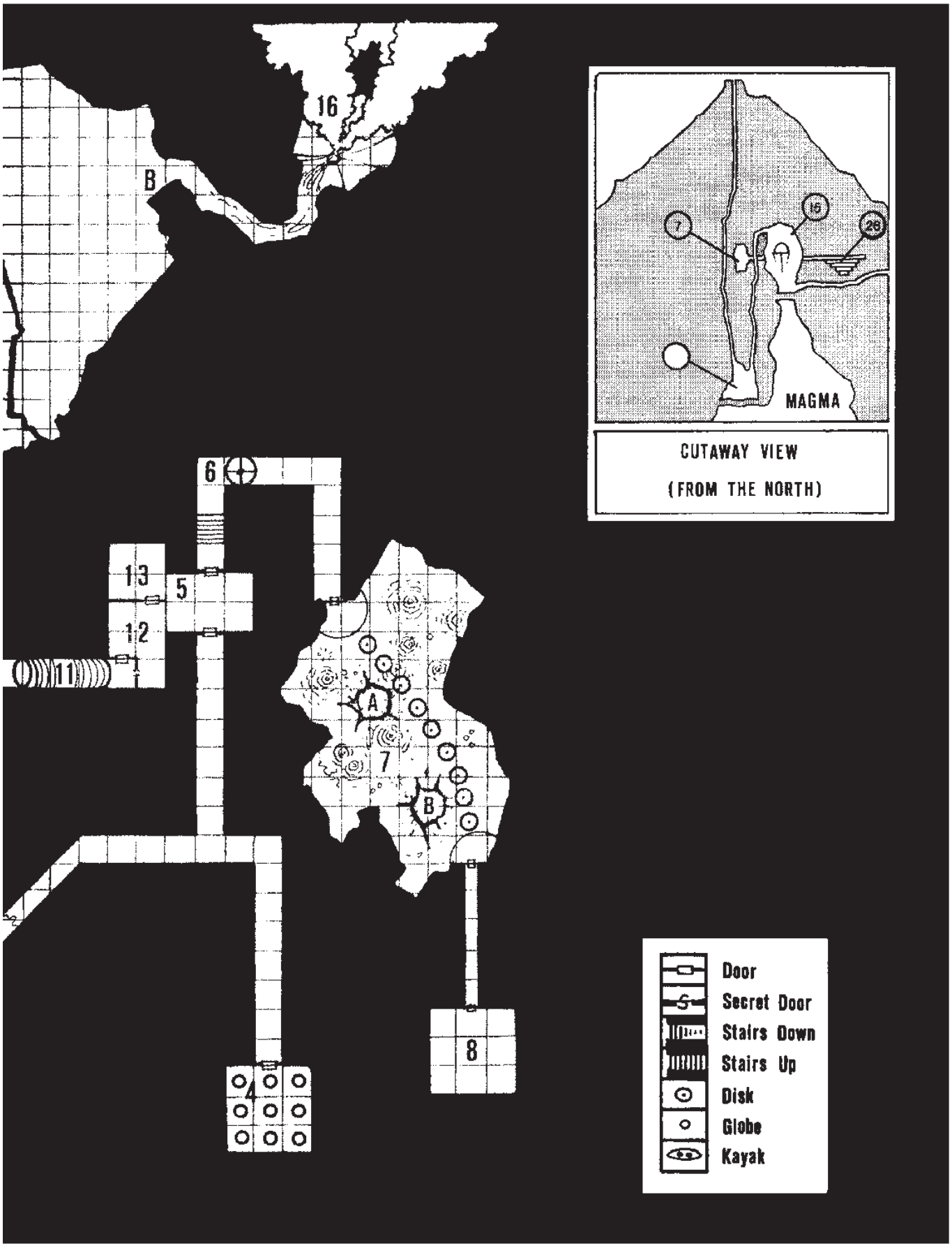
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MAGMA
CUTAWAY VIEW
(FROM THE NORTH)
Door
Secret Door
Stairs Down
Stairs Up
Disk
Globe
Kayak

Search ye far or search ye near
You'll find no trace of the three
Unless you follow instructions clear
For the weapons abide with me—

North past forest, farm, and furrow
You must go to the feathered mound
Then down away from the sun you'll burrow
Forget life, forget light, forget sound.

To rescue Wave, you must do battle
With the beast in the Boiling Bubble
Crost cavern vast where chain-links rattle
Lies Whelm, past waterspouts double.

Blackrazor yet remains to be won
Underneath inverted ziggurat.
That garnered, think not that you're done
For now you'll find you are caught

I care not, former owners brave
What heroes you seek to hire.
Though mighty, I'll make each one my slave
Or send him to the fire.

Dungeon Module S3
Expedition to the Barrier Peaks

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 8-12

This module was the official ADVANCED DUNGEONS & DRAGONS™ Tournament scenario at Origins II. The author wishes to express his thanks to Mr. Robert Kuntz who contributed substantial ideas for the various encounters herein. This version has been carefully revised and updated to conform to ADVANCED DUNGEONS & DRAGONS™ game systems. Included herein are background information for players, statistics for a party substantially the same as that used for the tournament, DM notes, six level maps with encounter matrices, and numerous illustrations of scenes from the adventure in order to enhance the enjoyment of participants. There are also many new and special monsters designed for this scenario, and they appear nowhere else. This module is located upon the Map of the World of Greyhawk *(WORLD OF GREYHAWK™ fantasy world setting from TSR).*

Advanced Dungeons & Dragons™

Special Dungeon Module S3

EXPEDITION TO THE BARRIER PEAKS

PREFACE

This module was begun early in 1976 when TSR was contemplating publication of a science fantasy role playing game. Jim Ward had already shown us some rough notes on METAMORPHOSIS ALPHA; I thought it would be a splendid idea to introduce Jim's game at Origins II, and introduce the concept to D&D® players by means of the tournament scenario. I laid out the tournament from old "Greyhawk Castle" campaign material involving a spaceship, and Rob Kuntz helped me to populate the ruined vessel. Both this scenario and METAMORPHOSIS ALPHA proved successful, but while the latter has been continually available since mid-1976, only a few copies of the tournament dungeon used for Origins II have been around. METAMORPHOSIS ALPHA is currently being rewritten and expanded for a major new edition, and the GAMMA WORLD™ game is highly popular too. As this module offers a unique and challenging blend of fantasy and science fantasy role playing, it seemed logical to reintroduce it to the public. What could be more logical than to make available a scenario which blends the two role playing approaches into a single form? Now, designed to be playable with ADVANCED DUNGEONS & DRAGONS™ rules, **The Expedition to the Barrier Peaks** will serve as both an exciting insertion into your campaign and as a primer on how to combine "science" into your fantasy role playing. I hope that you will enjoy reading and playing it as much as I enjoyed writing it!

WORLD OF GREYHAWK™ MAP LOCATION: The mountains northwest of the city of Hornwood in the Grand Duchy of Geoff.

BACKGROUND INFORMATION: The Grand Duchy of Geoff has recently been plagued by a rash of unusually weird and terrible monsters of unknown sort. This western area, particularly the mountain fastness which separates the Grand Duchy from the Dry Steppes, has long been renowned for the generation of the most fearsome beasts, and it has been shunned accordingly — save for a handful of hardy souls with exceptional abilities and sufficient wealth to build stout strongholds to ward off the attacks of the predatory creatures infesting the rugged lands thereabout. Within the last few months, however, a walled town not far distant from the area, and four small fortresses as well, were destroyed by mysterious attacks! The remaining barons and lords have preserved in brine several partially decomposed corpses found on or near the sites of the ravaging. While these strange bodies are assumed to have belonged to the forces which were responsible for the destruction, the remains were too far gone to learn anything other than they were of creatures heretofore unknown to even the wisest sages of Geoff. The urgent plea for aid which accompanied these gruesome corpses could not be ignored, and the Grand Duke acted immediately. Choosing several of his doughtiest henchmen to lead the expedition, he called upon the other powers of the state to likewise furnish their minions for the expedition as well. Thus, the Society of the Magivestre, the Fellowship of the Blinding Light, the Magsmen's Brotherhood, and the High Lord of Elvendom (at Hocholve) also selected the bravest of adventurers and equipped them accordingly to accompany the expedition as their representatives. A total of 15 have assembled beneath the pennoned turrets of the Grand Duke's mighty castle near Gorna.

There it was learned that several unconfirmed reports have related that monsters have been disgorged from a gated cave at random intervals. The entrance to this place is high upon a rocky face, and sheathed in armor. This protection has purportedly frustrated all attempts to explore the space beyond the metal valve — although several search parties have entirely disappeared, so it is possible they entered but never returned. Your expedition must find out exactly what this cave is, what is causing the monsters to come forth, who is responsible, and how to prevent future incursions. In addition, any other information regarding this mysterious locale, its strange denizens, magical devices, or unusual weaponry is highly desirable. His High Radiance, Owen III, has assured all of the concerned parties that whatever information is gained will be given to all, and wealth found will be shared according to the contribution each individual or representative group makes to the overall success of the expedition. If necessary, the Grand Duke has vowed to send forth an army to lay waste to the offending place and extinguish every living thing therein. Should your expedition not meet with total success, this step will be considered, but His High Radiance personally doubts such extreme measures will be required considering the strength of the expedition and the ability of its members. The Grand Duke feels assured that you will certainly locate the person or thing responsible for the troubles plaguing Geoff and eliminate him, her, or it from the face of the land.

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

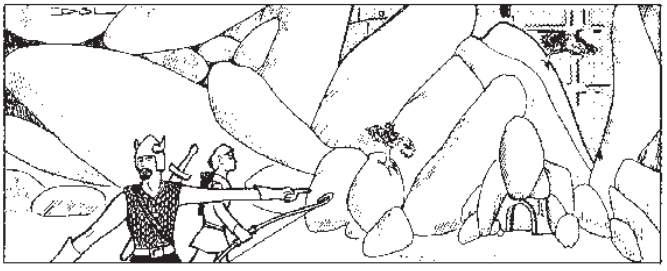
NOTES FOR THE DUNGEON MASTER ONLY

After your players have had a chance to digest the background information, have them order the party in the manner they desire — typical open field order, 20' corridor order, and 10' corridor order. If they are to take the personae of the characters originally used, pass out sheets so they may record the data. Each participant can play the role of one, two, or even three of the characters. Do not be surprised if one or more of the better players are suspicious of what they are about to get into, for the discerning will have noted the hints given in the introduction.

Be certain that you are quite familiar with the entire module, and read each encounter section carefully. Be sure to display the illustrations at the appropriate time, and allow players to view them as long as they like — just keep track of the minutes and rack off rounds accordingly.

Ship lighting generally remains completely functional. Some corridors are **not** lit or are dimly lit and these are darkly screened. Certain areas are lightly screened; these are sections where the lighting is very bright. White areas have full lighting, but rooms are lit only when a panel beside the door is touched. Thus:

darkly screened areas = no light or dim light, 60' vision range
lightly screened areas = bright light
unscreened areas = on/off lights
EXCEPTION: **all 'tween decks areas are unlit**; level IV has alternating light and dark periods.



Scale is 10′ per square and shown on the level maps. Ceiling height variations are likewise shown thereon. Doors and hatchways need special attention, for they require color cards to function, so standard door symbols can not be employed, and care must be taken to correctly recall which letter code represents which order of card. The letter symbols for doors (or color of card to activate a deck hatchway) are:

G = gray card
R = red card
Y = yellow card
O = orange card
V = violet card
B = brown card
J = jet black card

Whenever the party approaches a standard door, display **ILLUSTRATION #1**. There are some doors which will open merely by pressing upon the panel beside them, and such portals are indicated by the standard door symbol. **Open** doors are shown as: ⊣ ⊢. **Drop chutes** are described in the matrix to level I. The UP side is always towards the ship's hull, the DOWN is always towards the interior; this is coded "U" and "D" respectively. Drop chutes with full antigravity are coded with the letter "A" in the center, and these tubes are brightly lit. Those in which the antigravity is NOT functioning, but in which the grasp handles still move are coded with the letter "G" in the center (to indicate that gravity is in effect); these tubes are only dimly lit. Non-functioning drop chutes are coded with the letter "N"; they have no antigravity nor do their handles move, and they are completely dark. Drop chutes are illustrated on the map thus:

south	north	west	east
D (N) U	U (A) D	U A D	D G U

ILLUSTRATION #2 illustrates a typical tube. Note that the illustration shows a sealed sphincter above, indicating that the level above is sealed off. (In this case, of course, the level above is gone, when this module of the ship was blasted free in the cataclysm which destroyed the vessel.) Similar closing devices will be noted by users of a drop tube, but the mechanisms will be open. **Important note**: Small, broad doors will be noticeable in the drop tube between levels I and III and IV and VI. These are access doors to the 'tween decks areas. They are keyed to BROWN cards.

All radiation areas are matrixed with the numerals **13** regardless of level, **except** on level IV where no hazard exists. Each matrix includes a key describing the effects of exposure to this radiation.

Cross hatched areas 'tween decks are areas of possible danger from generators and other equipment. These dangers are described in the appropriate places.

The jagged area of level II ('tween decks area) is a hole blasted in the deck, and there is a corresponding area marked on the map for level III which indicates where this opening occurs in the overhead. See the appropriate matrix for details.

Be certain to employ the illustrations as indicated — or whenever players are in an area with a graphic depiction and request to be shown the illustration again.

Emphasize the strange flora and fauna on level IV and then show them the appropriate illustrations! It is also important to note that the lighting on this level is an exception to the standard. The entire level will light up for 14 hours and then go dark for 7, i.e. the lights go out suddenly and return 42 turns later. **Keep track of entry time and turns within the ship!**

COLORED CARDS

Each of these cards are rectangular bits of nearly indestructible plastic about three inches long by two inches wide. Since characters should not be aware of the actual nature of the different technological items found on the ship, descriptions have been provided for most of the unusual items that they might find.

Colored cards will appear as heavily leaded panes of colored glass. No clues to their function should be given, as the characters must figure out their proper use. While some colors are specific, most will serve to open doors to areas which are keyed to lesser rank color. The colors are given below, with descending order of rank and general description of the rank/occupation-profession of holder each was designed for. Note that robots and androids will note color by means of their visual sensors, provided the card is held forth in a manner which enables the scanning of its surface.

GRAY	ship commander and top officials
RED	police/security officials
YELLOW*	medical officers
ORANGE	security personnel
VIOLET	technicians
BROWN	crew and maintenance workers
JET BLACK	passengers/colonists

*Yellow cards will not trigger **orange** entry locks.

To trigger an entry, the card is slipped into the proper slot and when the door/access opens, the card is dropped into the return. An improper card triggers an alarm, a low buzzing sound, and the card is held by the lock.

THE SPACESHIP

Sometime else, a large exploration-colonization expedition of human origin was overtaken in the course of its journey by a deadly plague. In a vain effort to halt the spread of the virus, the modular sections of the vessel were sealed and then separated, each left to its own fate. The section concerned here was drawn through a black hole and spewed into the universe where the WORLD OF GREYHAWK™ fantasy setting exists. Chance brought it to that very planet, and its computers and robotics brought it to an intact landing.

This process, however, caused an earth tremor, and a landslide buried the ship section for several decades. Then a computer malfunction sent worker robots to a cargo hatch to discharge material, and when these robots found the hatch blocked by fallen earth and stone, they promptly cleared it and unloaded the requisite cargo — unfortunately for the inhabitants of the area, for the holds contained various alien fauna and flora, and the offloading freed these creatures from stasis. Some died immediately, some lived for a time, and a few species prospered and propagated.

Recently, another earthquake uncovered an upper air lock, and the tremor caused the same computer malfunction, so the worker robots again cleared the lower cargo lock and periodically discharged more of the unwanted "goods".

START: The expedition has just topped the rise and gained their first view of the metal doored "cave". At this point SHOW PLAYERS **ILLUSTRATION #3** which depicts the hillside where erosion has exposed two doors — a small upper door (through which the party must enter), and a large lower cargo hatch (which will open only when the party is inside and certain conditions prevail). WHENEVER THE PARTY APPROACHES FOR THE FIRST TIME THE SMALL DOOR WILL BE OPEN. It will remain open for six full turns (1 hour); it will then close for 20 hours and reopen for another six turns. As the men-at-arms will wait exactly four days, the party had better be on its toes and not too timid.

Entry is from the south side of the vessel. When the party enters they will see a metal room, about 18′ deep and 20′ wide, with a curving south (rear) wall. At that moment, the outer door will silently shut, and the 20′ wide inner door will part to reveal the 60′ by 60′ entry area with drop tube (non-functioning) to the lower levels. The "V" doors inside and flanking the air lock (and the one to the far north as well) are access to the space suit storage racks — as well as emergency means of entry/egress to the air lock. Naturally, the party will not be able to utilize these portals without a violet or higher level color card.

KEY TO LEVEL I: OFFICIALS, OFFICERS, AND TECHNICIANS QUARTERS

WANDERING MONSTERS:

Encounter occurs 1 in 12, check each turn.

SOUTHERN HEMISPHERE:
1. 9-16 "vegepygmies" with 2-5 thornies **(ILLUSTRATION #4)**
2. police robot **(ILLUSTRATION #5)**
3. 2-3 displacer beasts
4. worker robot **(ILLUSTRATION #6)**
5. lurker above
6. 9-16 "vegepygmies" with 2-5 thornies **(ILLUSTRATION #4)**

Vegepygmies, Police and **worker robots** are detailed below.

NORTHERN HEMISPHERE:
1. worker robot
2. 14-24 "vegepygmies" **(ILLUSTRATION #7)**
3. 2-5 shadows
4. police robot **(ILLUSTRATION #5)**
5. 14-24 "vegepygmies" **(ILLUSTRATION #7)**
6. 1-2 will-o'-wisps

NOTE: Whenever the party is before a door use **ILLUSTRATION #1**. The metal around the upper slot will be color keyed, if applicable.

DROP TUBES: As previously noted, these four devices are in different states of functioning. Each tube is a cylinder with an opening on both sides. Inside are two tracks opposite each other, running down the vertical length of the shaft. Each track has a series of handles spaced eight feet apart. One of these tracks will be moving up and the other will be moving down in all tubes that are operational. Use **ILLUSTRATION #2** to aid in describing the drop tubes. In those which anti-grav still functions, the individual need only step in, float weightlessly, and grasp a passing handle to be borne in whichever direction is desired. At the top and bottom of the tube the handles fold into the wall to complete a circuit. In the non-operational tube, of course, the handles do not move at all, but they will support up to 400 pounds of weight. The tube which still functions mechanically, but which has no anti-gravity, can be used if the characters firmly grasp a handle prior to stepping into the chute; if any character attempts to step into the tube and then grasp a handle, allow a base 10% chance of success, +5% for each point of dexterity above 6. Failure equals a fall which will almost certainly prove fatal from the upper level, allowing 1d6 for each 10' of vertical distance fallen.

UNNUMBERED ROOMS: These rooms are typically apartments, activity rooms (those with doors which require no color card), and utility/maintenance/storerooms. Unless noted by a number code each such area is thoroughly looted, has some jumbled furniture or rotting goods therein, and from 0-3 (d4, 4=0) inanimate skeletons of generally human appearance. Everything is worthless or in bad condition, the furnishings plastic or metal, and only bits of rag or odd pieces of junk can be found.

DINING ROOMS: The two large ones to the west have mess tables and were cafeteria-like places. The three smaller ones to the east were for the higher-ups, and they contained tables and chairs. All five of these areas are now in ruins. The furnishings are jumbled, and there are quite a number of skeletons and bones strewn about. They have nothing of value within them.

KITCHENS: Everything which was possibly useful and not bolted down has been removed from these areas. However, there are still computer operated food dispensers as indicated in each kitchen. Each kitchen will have some bare counter space and a number of unused trays about. Along one wall is a bench with a number of metal boxes resting on it. Each box has a dark colored glass door in the front of it and arranged beside these are a number of square metal plates (selector buttons). On top of each box is a short, black cylinder (temperature control knob). Inside each box are a number of shelves spaced close together. Along other walls are a fine metal mesh (microphone/speaker grille) with a rivet (call button) below it. Next to these is a long, narrow door that opens to a small shelf-like compartment. Near the entrance is a dark glass plate with four rivets below it. (This was the daily menu screen. The rivets were control buttons for it. The menu screen no longer works.) If food is dispensed, it will be served in a compartmented tray of a horn-like material (plastic). There is a 20% chance that each machine that is tried will serve. There are eight per kitchen, and not less than two will function, but one of the functioning machines has a 50% chance of dispensing poisonous food. If pygmies are encountered in a kitchen area they will gain +2 on "to hit" and on damage due to their ferocious reaction at seeing their food supply threatened. At least one will immediately return to their home area and gather the whole tribe to do battle.

GAME ROOMS: These rooms originally housed various amusement devices of mechanical and electronic nature. The mechanical ones have been broken and looted, but the electronic ones are still functional. If the party members have any of the coinage used on the ship they can get rid of it here "shooting" at spaceships, monsters, etc. You may optionally include any sort of gambling devices you wish here — slot machines, black jack, etc. How you run such games is strictly up to you. Describe machines as brightly colored boxes with various slots, buttons, wheels, weapons, etc. as component parts. There are also several standard shooting gallery games here. These include guns with handles bolted to tables, others with cables coming out of them, and other various things like this. Players should be told that they are mysterious metal shaped objects unless they have found such weapons or have encountered creatures using them. In this case, they should be told they see more objects similar to those they have already seen. If any character spends a turn or more practicing with these shooting galleries, trying to learn how to handle them (this should be specifically stated), they may be allowed a -1 on their die rolls on the charts when attempting to learn how to use a similar weapon.

LOUNGES: These areas were once very posh and comfortable, but they are now messy. There are torn easy chairs, small tables broken and overturned, broken drink and snack dispensers, rubble and ashes from fires, bones and skulls, and some few personal items in the deep folds of lounge furniture lost during the last few hectic days before the plague took everyone. Roll a d6 for each lounge area searched. Check once only. The treasure found will be:

1 — notes on escaped intellect devourer (level II)*
2 — 1-3 ampules of serum which will cure any disease if injected**
3 — 1 piece of jewelry worth 300 - 1,800 g.p.
4 — 3 pieces of jewelry worth 1,000 - 4,000 g.p. each
5 — jet black card
6 — violet **or** orange card (50%/50%)

*must use **comprehend languages** to understand; it will detail where the creature has been confined; after the first 1 is rolled a brown card will be found thereafter

**70% potent, 20% neutral, 10% poison

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

RECREATION AREA: This room was for various group participation games and similar activities. The equipment and furniture is now destroyed or taken. There are many piles of litter and skeletons in the place. The party can spend many turns searching here and find absolutely nothing useful.

MEDICAL AREAS: The main records office and examination clinic is in the central complex square. A robotic recording instructs anyone entering to come back tomorrow, as all personnel are absent; emergency cases can report to MED 1 or MED 2 for attention. All of this will be in a totally incomprehensible language unless a translation device or spell is used. There are three

undisturbed desks here, and a careful search has a 10% chance per round of turning up a yellow card, but as soon as a desk is touched an alarm will sound, and a police robot will appear in 1-4 rounds thereafter. This will only happen once. Other equipment in the place is either non-functioning or of small value — chairs, 2 wheeled cots, examination tables, etc.

MED 1: USE **ILLUSTRATION #8**. This is an emergency treatment room with a female android nurse. She will automatically treat any wounded human who enters, using a healing spray which will repair 2-24 hit points of damage. The device has five charges left. If asked, the android nurse will give an injection which will cure disease, neutralize poison, or counter radiation poisoning — any of which will be effective within 3 turns of affliction. Note that requests must be in a language understandable to the android, mainly the language of the ship. If attacked the android will not fight back nor summon any aid.

MED 2: USE **ILLUSTRATION #9**. This is the emergency operating room, and a malfunctioning male android surgeon is on hand to "greet" anyone entering. The android has an 18/01 strength, and it will attempt to grapple, anesthetize, and operate upon whomever is grabbed first. If it overpowers any creature, it will anesthetize him or her and begin operating in a single round. The second round will kill the victim. As with all androids it is: AC 3, move 15", 35 hit points, #AT 2, D 1-8 (with no weapon). It attacks as a 7 hit dice monster. Acid and fire do half damage, lightning (and similar electrical attacks) not saved against will short the android out. At 7 or less hit points there is a 50% chance/round that it will cease functioning.

LABORATORIES: These rooms were the special research facilities for biological, biochemical, and chemical projects related to alien life forms, and eventually were used to stop the plague aboard. Those labs without color card keyed doors are general purpose work areas, and they contain nothing of value or interest except some empty plastiglass retorts, beakers, petri dishes, vials, etc. There are a few smallish cages for animals (which now contain nothing but bones), work counters, and the like.

LAB a: This room contains a lab technician worker robot still at work, vainly attempting to find a serum to cure the plague which wiped out the ship's human population a century or so ago. (The virus which was the cause of it all died out itself when the last of the human hosts died.) If the party displays a yellow card (or one of higher order) they can help themselves to anything in the place. On a counter top are 2 ampules of poison antidote, 3 of disease cure, and a cannister of healing spray (2d12 hit points of damage healed per charge, 3 charges left), see the end of this module. If no proper color card is shown, the party interferes with the robot's work, or they attack the robot or are destructive, the worker will broadcast a high frequency top-security-priority alarm which will bring 1-3 police robots in 1-4 melee rounds.

LAB b: This room was a special hydroponic culture lab. All of the old cultures are dead, but spores of **russet mold** (see end section) still linger in the place. If any use of a computer console has been made prior to entering **lab b** the computer malfunction factor will have caused it to pump nutrient solution into the tanks to feed the supposed culture. Thus, the room will be **packed full** of russet mold. In this case, when any door to the place is opened, an avalanche of the stuff will pour over the 10' square (100 square feet) area outside; everyone covered by the stuff or within 3' of it, must save versus poison or become **irradiated** and be a mold culture medium. The victims will die in 2-5 turns, but within 21-24 hours a vegepygmy creature will arise from the mess (it will not recall any other existence, and it will be hostile to anything other than its own kind). Those saving versus poison will take 5d4 hit points of damage from the stuff.

LAB c: A number of chemicals are stored here. Most chemicals are no longer active or have no use to those ignorant of chemistry. There are 20 of each sort of container mentioned to experiment with. A few have the following uses:

3rd bottle of white powder — defoliant which causes 1-10 hit points of damage to vegetable life forms (ie. shambling mounds, treants, etc.) or will absolutely wipe out a 10' square area of vegetation; a total of 10 handfuls of powder are in the bottle

2nd, 7th, and 9th bottles — these are clear fluid acids which cause 3d4 hit points of damage when spilled over any living creature

5th jar of green powder — highly poisonous chemical which must be saved against at -1 if touched, -5 if tasted

20th jar of pink powder — contains 36 doses of a chemical which will enable a human to have infravision to a 90' range for 6 turns

1st large ceramic bottle — holds a greenish fluid which will cause plants to grow (add 2-8 hit points per application to vegetable life forms, otherwise it will act as a **plant growth** in a 10' × 10' area, if entire bottle is used, 20 applications in the container); the vegepygmies will consider this a great treasure and attack to get it for its odor will drive them to a frenzy at 30'

2nd large ceramic container — this is lined with a special material, for it contains an acid which will eat through deck metal in 1 turn; the entire contents will eat away a 10' diameter section of the deck. Only one deck will be dissolved. If the acid is used as a weapon it will cause 3-18 points of damage the first round, 2-12 points the second round, and 1-6 points on the third and final round.

All bottles are made of glass unless otherwise specified.

LIBRARY: This place is not in terrible shape because there is nothing in it to interest the vegepygmy folk — the worst looters, of course. It holds many small, fixed tables, comfortable chairs, and 24 microfilm viewers. The microfilm storage cabinets are sealed and maintained by the computer. One viewer in six is operational and will show something if the switch is thrown and the character looks into the viewing section. For two full turns a viewer will show either totally unintelligible writing and diagrams (alien + technical), views of stars, planets, and other similar things, or pictures of alien life forms (none of which are useful as they are not included in the kinds taken aboard). After two turns, there is a one in six chance that the viewer will begin showing schematics of ship levels I, III, and V. All of the viewers operate at a fast rate, so when these appear describe the scene as a circular form with many lines, marks, and colors upon it. Allow 6 questions and about one minute of explanation per level. After showing each level there is a one in six chance of the viewer breaking, and after showing the V level it will positively break. Only one of the viewers will show levels.

Beneath one table is a skeleton of a human. It has rags of what was obviously a uniform, with braid and colorful attachments (medals and ribbons) which will clue the inquisitive character that the wearer was an important person. There is a sealed cabinet behind this skeleton, and a corner of a gray card is peeping out from beneath this storage box; but only if the cabinet is being carefully examined, or the area within 10' of the skeleton is minutely searched will the card be discovered. There are only 3 other (unremarkable) skeletal remains in the whole place.

POLICE HQ: USE **ILLUSTRATION #30**. There will be 1-3 police robots in the first room of this complex. They will inquire what the nature of business of any entrant is, and the language will be totally unintelligible without some scientific or magical means of understanding, although the robots can translate the characters' speech in 1 turn. The robots will then apprehend (see section on police robots at the end of the module) the characters and place them in the security cells (six 10′ × 10′ rooms to the north) — as few per cell as possible — for detention and questioning by a "proper authority" unless the party has a red, gray or orange card to show. Of course, there are no "proper authorities" anymore, and prisoners will starve to death, as the computer controlled feeding devices in the area turn out drinkable liquids but indigestible food. The cell locks (located in the doors) operate by any of the cards mentioned (gray, red, or orange). The cells have walls on three sides while across the front there is a row of short projecting studs on both the top and the bottom. In the center of this "wall" is a small post with a card lock similar to those found on other doors. Below this is a button and a dial that control the force screen. When a cell is in use, the force screen will be turned on and an invisible wall will radiate in the area between the studs. The cells are force field shells, so magic will not function beyond them, but **cold** has a 10% chance of causing a lock to malfunction, **fire balls** (from outside and distant, hopefully . . .) and **magic missiles** have a 50% chance, and **lightning/electricity** a 10% chance per die of damage. The robots will **not** take away any gear from prisoners unless the item was used to attack one of their number or is a weapon they are familiar with (pistols, etc.).

At various times robots will leave, so at some point within 12 turns there will be only 1 robot there, but there is a 1 in 12 chance of another entering each turn.

A locked metal chest in the corner farthest from the cells contains 2 gas masks (give total immunity to all gasses on the ship), 12 sleep gas grenades, and 2 needler pistols with 1 clip of ammunition for each. (Weapons are detailed at the end of the module.) The chest can be forced open with magical weapons — one in six chance per weapon per round of forcing. It will also open by gray or red card placement in its lock slot.

The first police robot disabled/destroyed here by the party will have a red card stored in its chest compartment, but it will have to be pried out carefully, so there is a 50% chance of destroying it, lowered 10% for each point of dexterity above 14 of the character making the attempt.

South Room: Note that this area can be entered only by a red color card. It is the office of the former chief security officer. Use **ILLUSTRATION #10** to depict the room and **ILLUSTRATION #11** to illustrate the console. His uniformed skeleton still sits behind the desk, but it has nothing — card or weapon. Built into the desk is a monitoring screen with an off-on switch, a 56 position slider (each former level of the ship — positions 11-16 now show levels I-VI of this module), and three dials (100s, 10s, 1s) which show specific rooms on each level (and naturally the room key is long since gone). Close up lenses are malfunctioning, so only wide angle views of rooms (or the four corners of areas larger than 50′ square) are available. Dark areas have infrared lens viewing, but only one in six of these lenses still function. There is a 1% chance per round, cumulative, that use of the viewer will cause its total malfunction. The room also has the personal locker of the chief. This is locked and can be opened in the same fashion as the metal chest outside. In the locker are:

— the rags of a full dress uniform upon which are several gem encrusted medals (3 pieces of jewelry worth 1,000 - 4,000 g.p. each)

— a **blaster** pistol on full charge (see section at end of module)

— a suit of powered armor (see section at end of module) that had a malfunction which was to be repaired but was not before the disaster wiped out the crew; this armor functions as follows (roll d4):

1. normal for 10 rounds, freezes into immobility for 2-12 rounds, and then roll again
2. short circuits for 3d6 hit points of damage to wearer (-1 h.p. per die for each +1 of a **ring of protection**, -1 h.p. per die for a **ring of fire resistance**); the person must immediately remove the armor, for he or she will sustain like damage each round thereafter, and after 10 rounds the suit will be totally destroyed; removal causes 2-12 h.p. of damage as above.
3. crossed circuitry causes suit to behave erratically, so that wearer moves backward on a 1 or 2, sideways on a 3 (left) or 4 (right), falls over on a 5, leaps 10′ ahead on a 6, behaves normally on 7-9, but on 10 the built-in laser pistol (right arm) fires ahead while the armor remains motionless
4. suit fluid systems ignite and cause a deadly gas to fill the suit, so wearer must save versus poison or die. If the suit is removed, this gas fills the 10′ square area immediately around it, and the next round fills a 20′ radius area, but saves outside the suit are at +1 or +2 at 10′ or 20′ radius distance. If a small green cannister is taken from the locker wall, pointed at the suit, and a tab pulled, it will cover the suit with a foam which will instantly neutralize the gas

STORES: This small central emergency stores compartment is the only stocked room of its kind on the ship. There are various crates and containers of materials which are totally unrecognizable and unuseable by the party. There are sufficient foodstuffs to equal 100 iron rations packages. There is a packet of 4 each of the following ampules: disease cure, poison antidote, radiation antidote. There are also 14 cannisters of healing spray, but only one in six are still functioning, and those that do function (d6, roll of 1) will have from one to six charges (curing 2-24 h.p. per spray). A small brown box with violet labels on it holds a "Repair Robot Remote Control" which can be used to summon and control a worker robot by vocal commands (see end of module). However, each turn of operation has a 2% cumulative chance that the power pack will drain, a blue light on the panel will blink, and in 1-10 rounds the remote will go dead. Any power disc will reduce chance of failure by 5% per charge in the disc, but it too will eventually drain and the remote will go dead.

SMALL ARMS LOCKER: USE **ILLUSTRATION #12**. Note that it requires a gray card to enter. The place is made of plasteel, and it cannot be broken into except with a laser drill. The locker is partially stripped, but still inside are racks and containers of: 10 needler pistols, 8 paralysis pistols, 4 laser pistols, 2 laser rifles, 1 blaster rifle. There are three boxes each containing 20 grenades: sleep, incendiary, and explosive. A fully operational suit of power armor is in a closed and locked locker (at the end of a row of 7 opened ones). A locked metal chest holds 20 power discs and 20 needler clips. (See the section on weapons at the end of the module for details on how to use any weapon and the weapon itself.)

COMPUTER CENTRAL: USE **ILLUSTRATION #13**. In the center of the room is what appears to be an altar. It is supported by a single metal column and 2 arms are bent towards the door. The wall opposite the door is made entirely of glass, although this is too dark to see through. (This is the viewing screen. The entire wall will show a picture when the master switch is thrown.) There are 3 skeletons sprawled near the altar. In the center of the altar are 6 fist-sized circular windows (dials), 3 coin-sized holes below them (view screen controls), and a single metal box under these (view screen master switch). To the left of these are 10 small blocks set in grooves (sliders), and to the right are 2 rows of rivets (buttons). The wings of the altar are decorated with panels of small glass squares set in rows (key consoles). USE **ILLUSTRATION #14**. This is one of the terminals and is now only in touch with a smaller auxiliary computer. The large master switch will turn on the visual display screen above the control panel, while a mechanical voice will begin to relate what is being shown and report on the state of the ship in that area — all in an alien language, of course. The

recessed controls are three buttons: OFF, HOLD, CLOSE-UP. Pictures flash on and off in 6 seconds (1 segment). There is also a 120-key console for input; 8 switches, 10 sliders, 6 dials, and 10 buttons. If **any** of the buttons, levers, etc. are depressed, moved or whatever, the violet mold culture at **LAB b** will be fed, and one of the following will result (roll d12):

1. minor fire: automatic system immediately sprays a chemical extinguisher upon it and puts it out, a green light blinks, and a repair robot will come in 1-3 turns to repair the damage
2. ship lights brighten/dim: if sleep (dark) period is in progress, the lights will dim again automatically in 1 turn
3. view screen malfunction; green and amber lights blink, indicating repair and police robots are on their way; the screen is out until repaired; both robots due in 1-3 turns
4. cargo displacement/unloading ordered: worker robots discharge cargo (a bulette) while screen displays this activity
5. anti-gravity in control room: treat as **reverse gravity** for 1 round, then gravity returns (10′ fall for most characters), and computer acts as noted in 1. above
6. close and lock all doors: this is a security alert measure which will bring 4 police robots to the computer central room unless 7 or 10 occurs; pink and amber lights flash when the alert occurs
7. unlock doors: security alert cancelled; pink and amber lights go out
8. all power to androids shut off/on
9. all power to worker robots shut off/on
10. all power to police robots shut off/on
11. drop tubes sealed: all power shut off/on for tubes and lifts
12. full alert: all doors and sphincters shut and locked; red lights flash, alarm sounds at 10 second intervals; sleep gas will be pumped into the central complex of rooms in 1 round; 4 police robots and 2 worker robots will enter the computer room in 2-8 rounds; only a gray card slipped into a slot in the console and the action noted in 7. will cancel the alert.

Once it has been discovered what a particular control will do, the control will always have the same results.

Any attempt to destroy computer related equipment in this area will result in 12. above, with robots attempting to kill all unidentified creatures without gray or red color cards found in the computer room.

NUMBERED ENCOUNTERS:

1. LURKER ABOVE: AC 6, HD 10, hp 59, #AT 1, D 1-6, smothers all victims in 2-5 rounds (check for each separately). Surprises 4 in 6. The floor beneath the creature is covered with bits of rags, bones of various creatures, pygmy husks, and a violet card.

2. SMALL REPAIR ROBOT: USE **ILLUSTRATION #15**. This robot has been battered, and its main circuitry is broken. Small hand tools scattered around it can be used to open its chest plate where 2-5 intact gem bearings can be pried out at a one in six risk of taking 1-6 h.p. electrical discharge damage per gem. Each is worth 50 g.p.

3. POLICE ROBOT AREA: USE **ILLUSTRATION #16**. From 1-6 robots will be in this area, but they will not question any character displaying an orange, red or gray color card. Possession of a card will not allow characters to command the police robots.

a. REPAIR PARTS AREA: There are 12 power discs here amidst numerous parts, and locating them will require five rounds of searching.

b. DISABLED ROBOTS AREA: There are 11 police robots here in various stages of repair, and a worker will be busily engaged in fixing one. There is nothing of value here.

c. ARSENAL: There are cases of grenades of all types here, and power discs in locked metal boxes. A dozen of each of the three grenade types and power cells are plainly visible on a bench. Any attempt to remove weapons or power cells openly will result in attack by police robots regardless of color card presented, but whatever can be hidden away can be gained. A police robot will check on activities within the robot arsenal once every 3rd round!

4. MOTIONLESS FEMALE FORM: This is a seemingly unconscious beautiful human female, but in reality it is a berserk, malfunctioning android — AC 3, 15″ move, 35 hit points, 2 attacks/round, 1-8/1-8 without any weapons, attacks as a 7 hit dice monster. This servant mechanism is armed with a 2′ long metal bar (2-12 h.p. damage) and a paralysis pistol. When any creature comes within 20′ it will spring up and attack twice with the pistol. Thereafter, it will use the bar if opponents are within range, or the pistol otherwise. The paralysis weapon has a full power disc (six charges).

5. 5 DISPLACER BEASTS: AC 4, MV 15″, HD 6, hp 38, 35, 24, 22, 20, #AT 2, D 2-8/2-8. Opponent attacks are –2 on dice; saves versus magical attacks as 12th level fighter with bonus of +2 on dice. If there are more than 10 persons in sight, there is a 60% chance that the beasts will flee unless they have been surprised. Once engaged, they will fight to the death. Amidst the litter of their nest area is a brown color card.

6. PHASE SPIDERS: These are a dwarf variety: AC 7, MV 6″/15″, HD 4, #AT 1, D 1-3. Poison of these creatures is full strength (–2 on all saves). There are 3 spiders here, 1 adult and 2 newly hatched; hp: 23, 7, 5. Caught in their webs near the ceiling is a jet black card. In the pool of water beneath (which the spiders use as a lure to attract prey, the water coming from a leaking overhead pipe) are 7 small gem bearings, beryls worth 100 g.p. each.

7. SHIP COMMANDER'S QUARTERS: This five room suite served as the apartment for the commander and his family. Everything therein is disordered from the frantic plague days, but nothing has been looted. The main room is the living room and reception area, with couches, arm chairs, small tables, paintings, etc. Several skeletons are there also. There is nothing worth looting here.

a. Personal chamber of the commander. Besides his bedroom furniture and effects there is a small desk. Inside are a full set of cards (jet, brown, violet, yellow, orange, red) save a gray which is shoved into a stack of papers. The small room to the southeast is a locked closet/storage area; in it are clothing in fair shape, a needler with four clips of ammunition, and much worthless junk. The lock works on the commander's hand print. The lavatory cabinet contains two capsules of cyanide (instant death, no save). A locked plasteel security safe in the desk can be opened only by means of lasering the lock mechanism for six charges, for the lock was keyed to the thumb print of the commander. Inside are orders regarding the ship's destination and activities, 100 plastic encased diamonds worth 100 g.p. each (these are emergency coins), and a packet which will explode for 50 h.p. damage in a 10′ radius if it is opened (opener gets no save, others in the blast radius will). This packet is also keyed to the commander's thumb print.

b. Private lounge and dining area which is nicely furnished and appointed. All is intact. On a side board are six crystal flasks of rare spiritous liquors. #1 is now deadly poison (–4 on saves), #2-4 are still excellent and intoxicating (delay party for 6 full turns if any one is sampled!), #5 gives a +1 on dexterity reactions for 1 full turn after consumption of 1 ounce (flask holds 20 ounces initially), and #6 tastes excellent but will cause double vision (–2 on attacks, +2 to be hit) in 1 turn to anyone tasting it (the effect lasts for 3 turns).

c. This room is an unremarkable master bedroom. There are many drawers of clothing and the like, but there is nothing of value here, except that which appears to be a tin spaceship on a table is actually a 1,000 g.p. platinum commendation.

d. This is the personal retreat of the commander's wife. In it are a divan, dressing table, small desk, and several lounge

chairs. A skeleton lies on the divan. Behind the dressing table is a jewelry case with 4 rings (value 2,000, 750, 300, and 50 g.p. respectively), 6 bracelets (2 are worth 1,000 and 600 g.p. respectively), and 3 necklaces (one set with 7 aquamarines worth 500 g.p. each, jewelry value 4,000 g.p.) A shoe near the skeleton hides her grey color card.

8. SECURITY CHIEF'S QUARTERS: This place is also basically intact. The main room is a living/reception room. There is one skeleton in the place, but nothing of value.

a. Personal lounging and dining area. A bottle of liquor on the buffet is treated with a drug to cause persons imbibing it to tell the absolute truth for 3 rounds. One dose is equal to one ounce, and there are 7 ounces left. (DM, here is your chance to sow some dissension . . .).

b. Chief's personal office and study. There are three chairs, a case of various worthless books (although they might be of interest to a sage), and a desk. A press panel on the side of the desk holds three orange cards and a blaster whose power disc has shorted and ruined it so as to make it permanently unworkable.

c. Dressing room with nothing of apparent value, but there are two intact uniforms in a wall wardrobe.

d. Master bedroom. Another skeleton is here, sprawled on the floor near the bed. Under some rags nearby is a small metal box with several buttons, a dial, and a grille. It is a command control for police robots, but the voice command is keyed to the chief, so it is useless. If the orange and red buttons are pressed simultaneously, all police robots within 30′ are shut off until the control box is beyond the 30′ range. If either button is pressed separately, it will call police robots (1 or 2/orange or red) — or release those shut down. It can be used only 7 times before it malfunctions and is ruined.

9. 3 WILL-O'-WISPS: AC -8, MV 18″, HD 9, hp 49, 41, 38, #AT 1, D 2-16. These creatures will attempt to lure victims to a radiation area (**13**). There is a 2 in 6 chance that 1 or 2 will be away roaming the corridors to the east but will return in 3-30 rounds (roll for each separately). These monsters have a collection of shiny materials (stainless steel tableware, reflectors, chrome fittings, etc.). Amongst this collection are 2,100 g.p. gems, 650 g.p. gems, and a plastic tubular instrument — this device is eight inches long and about three in diameter, a language translator (see end of module for description). The current power disc will drain in three usages. Note that all treasure is mixed up in a jumble of junk, furnishings, and the like.

10. SHRIEKERS AND FUNGI: The vegepygmies indicated by numeric key **11**. grow fungi to eat and raise shriekers to serve as a warning system for them. The vegepygmies know how to move around the shriekers without causing them to sound off, but are ready for trouble whenever the fungi begin their wailing. Shriekers are at the two **10**. positions (5-8 at each), while the other fungi grow in a humus layer spread along the length of the passage.

11. VEGEPYGMIES: AC 4, Move 12″, #AT 1, damage by weapon type:

HD 1, hp: 5; weapon is dart* (1-3 h.p.)
HD 2, hp: 11; weapon is javelin* (1-6 h.p.)
HD 3, hp: 17; weapon is club (1-6 h.p.)
HD 4, hp: 24; weapon is mace-like (2-7 h.p.)
HD 5, hp: 31; weapon is flail-like (2-8 h.p.)
HD 6, hp: 38; weapon is halberd-like (1-10 h.p.)
*2 per creature or **special** (leaders only)

These creatures sprang up from radiation-twisted hydroponic cultures that affected exposed humans, but they are now able to bud and propagate. Their mottled gray-brown coloration enables them to blend with ship walls in many areas, so as to be 50% invisible. Weapons are fashioned from material aboard the vessel and are crude but effective. There are 4 vegepygmies per 10′ of room space, 1 of each size from 1 HD to 4 HD, and 1 jet black color card. They act in concert, and if fighting occurs, a call will always go out for their fellows to join the battle if the combatants survive the initial round. The minor vegepygmies have nothing of value.

11a. This is the location of the **leader** (HD 6, hp: 38) and 5 4-HD sprouts. It has an orange and a violet color card. If battle occurs within 50′ of its lair, there is a 20% chance per 10′ of proximity (50′ = 20%, 40′ = 40%, 30′ = 60%, 20′ = 80% and 10′ = 100%) that the leader will bring out one of the weapons it has hoarded (but fears to use). These weapons are (d6):

- 2 sleep gas grenades (1 or 2)
- 1 explosive grenade (3)
- 1 laser pistol, 4 charges (4 or 5)
- 1 blaster rifle, 2 charges (6)

There is a 10% chance of malfunction of either the pistol or rifle on first use only. These are hidden behind the grille of an air duct. Once a weapon malfunctions, it will be totally useless.

(See section at end of module for more details of vegepygmies.)

12. VEGEPYGMIES: This southern group is slightly different from those in the north with whom they compete (but not usually in combat) in that the members are splotched with patches of green chlorophyll, so they are 50% invisible only when near greenish areas of vegetation. They live with dog-like creatures (thornies) with the following statistics: AC 3, MV 15″, HD 4, hp 20 + 1-10, #AT 1, D 2-5 (plus 3-12 ripping damage from their thorn-like growths if in close combat), animal intelligence, man-sized. There will be 3 vegepygmies per 10′ of room space, 1 of each size from 1 HD to 3 HD, plus 1 dog-creature per room. There is a jet black card in the possession of each room group. Weapons will be the same as the northern group with the exception of leaders.

12a. Subchief of 5 HD, 3 sprouts of 3 HD, and 3 "thornies". It has a yellow card.

12b. Subchief of 5 HD, 5 sprouts of 3 HD, and 4 "thornies". It has a violet card.

12c. Subchief of 5 HD, 2 sprouts of 3 HD, and 2 "thornies". It has a brown card.

12d. Chief of the southern vegepygmies, a 6 HD creature, with 4 sprouts of 4 HD, and 6 "thornies". The chief carries a spray can into battle, an aerosol hypnotic with a 6′ range. If the creature sprayed falls to save versus poison at a -3, it is treated as asleep and subject to **suggestion** for 5 rounds. (Note however that the suggestion must be made in a language understandable to the affected monster). Its treasure is in a hollow bed frame in the room: 1 red color card, 1 poison gas grenade, 1 sleep gas grenade, 4 gem bearings of 100 g.p. value each, and a broken communicator.

Note: The southern group of vegepygmies will not attack without a subchief or chief unless themselves attacked, and in the latter case they will break off and get away as soon as possible.

"Thornies" are attack trained and will obey such a command from any southern vegepygmy, fighting to the death. As with the vegepygmies, these dog-creatures are not harmed by pointed weapons piercing them, taking but 1 h.p. of damage from such attacks.

13. These rooms are radiation-filled and contain contaminants which require a saving throw versus poison. If this save is not made, the exposed creatures will begin to notice a sickness in 2-5 turns, and in 6 turns thereafter they will begin to lose 1 point of strength per hour due to the effect of the radiation sickness. When strength reaches 2 the individual is unable to walk. At -1 strength the person is dead. Anti-radiation serum will stop the sickness, and strength will be regained thereafter at 1 point per hour.

14. ART WORKROOM: There are pigment tubes strewn here and there, colors splashed on the walls, bits of canvases, broken easel and brush remains, and similar materials in the foreroom and in room **14a**.

14b. Various stone, wood, clay, metal, and plastic sculptures in varying stages of completion (or destruction). Some are of vaguely recognizable form — the largest a 3′ bust of a human head shape. It will be noticed that the majority of the wood and metal objects are "decayed", and that the large bust appears to be leprous — as if it were composed of rotting clay. The clay-like material is actually gray ooze — AC 8, HD 3+3, hp 22, #AT 1, D 2-16. Another is on the ceiling above (hp 17) covering a 6′ by 2′ area. Anyone approaching the bust will be attacked by both oozes. The bust covered by the ooze has 2 gem eyes (base 500 g.p. topazes).

15. DOPPLEGANGER PACK: 9 dopplegangers lurk around this area. AC 5, MV 9", HD 4, hp 27, 24, 22, 21, 20, 18, 15, 15, 12, #AT 1, D 1-12; surprise on a one in four, **ESP** and imitate with 90% accuracy; save as 10th level fighter. These monsters wait until creatures are using the tube, and then attack those still awaiting their turn. The arrows indicate possible hiding places. Although they have no treasure, the drop tube still bears a poster on its north outer wall showing the location of this tube and the other three as circles on a general outline map of the whole level. Tube procedures and safety measures are printed underneath the map, and these instructions can be read with magical aid. Included are statements to the effect that unauthorized persons are not to enter service deck areas.

16. BLASTER PISTOL: This weapon is laying amidst the debris on the floor! It has a full power disc (6 charges). There is a 5% chance per person passing it that it will be kicked and noticed. There is a 2% chance per person that it will be stepped on and ruined. Check each passerby separately. If the party is searching the floor area, there is a 10% chance per searcher that it will be found. Blaster pistols are described fully at the rear of the module.

KEY TO LEVEL II: SERVICE DECK 5, OR 'TWEEN DECKS

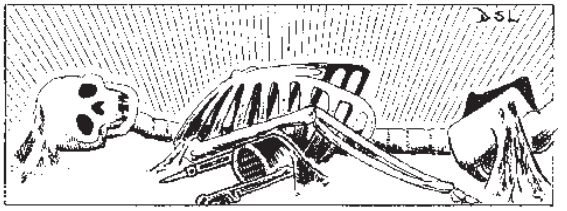
USE **ILLUSTRATION #17** WHENEVER A PARTY ENTERS THIS OR THE OTHER (level V) 'TWEEN DECKS AREA.

CROSSHATCHED AREAS: These are potential danger areas. Generally, all wiring and piping is protected by metal as are all machines. Certain generators and transformers can cause troubles. If any character insists on striking, poking, prodding, or otherwise attacking these areas with metal instruments, there is a 10% chance per round that the individual will electrocute and permanently kill himself or herself. If not so killed, there is a 10% chance that a minor explosion will be caused. An area 10′ distant from the affected generator/transformer/whatever will be subject to a blast of 5-30 (5d6) hit points of damage, although save versus magic will reduce damage to 50% of the amount rolled. All affected are **stunned** for 1-6 rounds, regardless of saving throw. Those at the edge of the blast radius may jump out of the blast by adding their armor class (magical rings and bracers do not count) to the roll of 1d6 and comparing it to a roll of 3d6 by the DM. If the character has a higher score, he or she is clear of the blast. For this check, magic armor is treated as one AC type less than it actually is, i.e. scale is treated as ringmail, etc. Also, if an explosion occurs, there is a 5% chance that any other generator/transformer within 40′ will react in a secondary blast of 5′ radius, 5-20 hit points damage, and 1-3 rounds of stunning. There will be a series of snappings, cracklings, poppings, and hummings after any explosion. Lights here and there will flicker on and off. Within 1-4 rounds a worker robot will appear to repair the damaged machinery. If it sees the party and is not shown a brown, violet, or gray card, it will summon 1-3 police robots which will appear in 1-3 turns.

1. INTELLECT DEVOURER: AC 4, MV 15", HD 6+6, hp 44, #AT 4, D 2-5 (×4) (attacks are at 9 HD level and damage +1 as shown due to the creature's size and strength); impervious to most spells and weapons under +3 — lasers do no harm, but a blaster causes 2-8 (2d4) h.p.; the 'devourer can hide in shadows with 63% chance of success.

This monster is trapped 'tween decks, for the ship's energy fields prevent it from becoming ethereal and even its great intelligence does not understand the concept of doors operated by color cards. It came to be in this situation as follows: In its early stages, the plague caused insanity in the infected person, and in this state the commander of the vessel entered a cargo hold. In his madness, the captain tripped off a stasis field which held a particularly evil form of alien fauna — the intellect devourer. Freed from its cage, the creature preyed upon the demented commander and assumed his form. Some crewmen, still unaffected by the sickness, realized that there was something terribly wrong and organized a hunt for the thing which possessed their captain's body. One of the hunters soon became the hunted, and the chase eventually led to the 'tween decks. The crewman blasted the flesh of the body away, but the 'devourer then did for him. (It was during this combat that the hole was blasted in the deck, giving access to the cargo hold beneath.) The crewman's bones and blaster (2 charges left) are in the hold, along with his orange card.

The intellect devourer will come to any explosion in 2-5 rounds. It will pick up the thoughts of any person upon the deck in 3-12 rounds after their entry, unless it is in the cargo hold (40% chance). In the latter event it will emerge in 1-6 turns and then rounds for sensing thoughts must be determined. Once thoughts are discovered, the creature will move to the area and stalk its prey.



2. Jumbled bones of the captain, with his laser pistol with 4 charges left on the power disc. The dotted line points towards his grey card. The chance of spotting the card is 5% per person if a cursory examination of the area is made, 20% per person if a thorough search is conducted. Check separately for each individual.

3. WHEELY SLED: USE **ILLUSTRATION #18**. There are three such devices on the level — 6' long, 3' wide, 1' high maintenance vehicles. These devices are propelled by a battery operated engine which is recharged at various plug-in terminals on the level. Speed is 1" to 15" depending on lever setting. The controls are the speed lever, on/off switch, and flush steering wheel with lift and lock hand grasp. Capacity is 1 ton. If unsteered, roll 1d8 for direction (1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 = NW). The platform is semi-flexible, and the device can turn 45° in 6' as all of its wheels turn on the new course, but high speed turns are likely to cause passengers to fly off (2% chance per 1" of speed, cumulative, i.e. 2%, 4%, 6%, 8%, etc. to 30% at 15" speed). A sudden impact will cause 1 h.p. of damage per 1" of speed if passengers strike a hard substance such as a bulkhead.

4. REPAIR ROBOT: USE **ILLUSTRATION #19**. This robot is recharging its batteries at a power terminal. If the party has brown cards it will ignore them. If they have a violet or gray color card, and can communicate with it, the robot will obey and follow, but it will run out of power in 6 turns as its accumulators are deficient. If the party has no brown, violet, or gray cards or if not shown any card, the robot will alert police robots to investigate, even if it is shown orange or red cards.

NOTE: The jagged black area in the northwest is the hole blasted in the deck and leads to the cargo hold below — this is indicated on the level III map as well.

13. RADIATION AREA: See Key to Level I.

KEY TO LEVEL III: UPPER WALKWAY AND LOUNGE AREA

WANDERING MONSTERS:

Encounter occurs 1 in 20, check each turn.

1. police robot **(ILLUSTRATION #5)**
2-5. nothing
6. lurker above
7. worker robot **(ILLUSTRATION #6)**
8-11. nothing
12. green slime

When the party steps onto the walkway, DISPLAY **ILLUSTRATION #20.**

CARGO HOLDS: These areas are still filled with huge crates and containers which hold building materials, fertilizers, and similar colonization materials. There will be some destruction of goods noted, as well as human bones here and there — the remains of the plague when crewmen went insane. The party will find nothing of value in any cargo hold not specially noted.

LIFTS within cargo holds are floor elevators for cargo transfer between these holds and those below. They are operated by strong depression of colored floor panels on the lifts — the green plate for down, the silvery one for up, and the blue plate for emergency stop. While the lifts are functioning well, the emergency stop will cause malfunction 50% of the time, stalling the elevator for from one to four turns, and there is a 20% chance per turn that a worker robot will show up to repair the trouble. Unless a violet card is displayed to the robot, it will call for 1-3 police robots.

LOUNGES: These rooms are still in a relatively good state of repair. There are tables and chairs, loungers, couches, amusement devices, and so forth. There are some bones, but there are no skeletons.

Cocktail Lounge, Bar, Dancing, Night Club area is unremarkable, and there is no longer any power in the area. There are several bottles in a carton in the far corner of the bar area, and one contains alcohol which is highly inflammable (burns for 3 melee rounds causing 3-12 (3d4) h.p. of damage to all creatures in a 5' radius globe).

KITCHENS: These facilities are robokitchens like those on level I.

NUMBERED ENCOUNTERS:

1. ROPERS' TERRITORY: 3 ropers inhabit this space — AC 0, MV 3", HD 10/11/12, hp 47/50/62, #AT 1, D 5-20; 1-6 strands from 20' - 50', hits causing weakness in 1-3 rounds (lasts 1-3 turns); blaster damage is normal, but laser hits cause +4 hit points.

One roper will be on the walkway "fishing" for small arboreal creatures in the tree tops 20' to 40' below. It is 80% indistinguishable from the pillar which supports the overhead. Its two companions lurk just inside the dark entry to the cocktail lounge. These creatures each have 2-12 base 10 g.p. gems in their gizzard-like organs, and during the course of their hunting, they have collected the following treasure: 2 dud explosive grenades, 1 fire extinguisher (the cold of the CO_2 will cause 1-4 h.p. damage to mammals and other similar creatures with warm blood, 1-6 hp damage to cold blooded creatures, and 3-12 hit points of damage to plant life) with 3 rounds of propellant, a spool of platinum wire worth 1,600 g.p., and an antigrav belt (see section at the end of the module for details).

2. STRANGLE VINES: USE **ILLUSTRATION #21**. AC 6, MV (creep) ½", HD **special** (attacks as a 4 HD monster), unlimited number of attacks, 1-4 h.p. of squeezing damage plus 10% chance to wrap around neck and strangle to death; a vine section can be cut or chopped away on a hit, but next round a new section will be there to attack; plant is immune to normal (torch-like) fires, but will be burned and withdraw from burning, oil, magical fire, laser hits or blaster hits. Cold

freezes the vines in the area struck, but thawing occurs in 2-5 rounds unless three charges (from the fire extinguisher or its equivalent) are expended. Any electrical attacks double the vines' growth and movement rate on the following turn. These creepers are attracted to the strongest light source, i.e. **continual light**, bright ship's light, **light**, lantern, magic sword glow, torch light.

3. VAMPIRE THORN VINES: USE **ILLUSTRATION #22**. AC 4, Move **special**, HD **special** (attack as 3 HD monster), 4 attacks per 10′ of vine, any hit will drain fluids from the body, causing damage equal to 25% of that character's maximum hit points. There are four long tendrils along each 10′ of the vine, and these have a 5′ lashing range. Each tendril has numerous hollow thorns of one to four inch length through which it draws the juices of its victim. A tendril takes 6 hit points to destroy, a 10′ vine section takes 20 hit points plus tendril values. Any sort of flame or great heat will cause the tendrils to recoil, but electrical attacks cause the vine to regenerate damage equal to the number of hit points of the electrical attack mode. A vampire thorn vine can creep at ¼″ per melee round, and light attracts one just as it does strangle vines. Cold affects it as it does a strangle vine.

4. DINING SERVO ROBOT: Most of these robots have been scrapped, but this one still functions — or rather malfunctions. It will immediately attempt to seat any persons entering the dimly lit lounge area, and then begin serving them heaping dishes of "food". The substance in the dishes will be a decaying mush covered with nauseous blue-green mold. If any creature so much as tastes a drop of it, it will cause insanity the next round as the blue-green spores attack the brain. Insanity lasts for 1-4 turns, and the person then dies. The effects are curable with either **neutralize poison** or a disease curative solution or spell. **Purify food and drink** will have no effect. If the party refuses to eat, the servo will attempt to force feed the closest person, pursuing the party if they attempt to flee, although the servo will not leave the level. The servo robot: AC 3, MV 15″, HD 6, hp 36, #AT 2 (grapples with 18/50 strength) while 2 tentacles shove "food" into the person's face.

4a. A heap of bones from previous diners, cleaned up and placed here by the servo. Amidst these remains are a jet black and a violet card, an empty needler, and three pieces of jewelry (1,000 to 4,000 g.p. value each).

5. 3-36 WEBBIRDS: USE **ILLUSTRATION #23**. AC 8, MV 3″/18″, HD 1, hp 4 each, see below for attacks and damage. These fairly intelligent creatures appear to be beakless birds of raven size. Close inspection will reveal a slitted maw with numerous small and pointed teeth in it. They have long and spikey-appearing tails and a small, drooping chest appendage. Whenever a party approaches within 40′ of their area, the webbirds will fly overhead and attempt to capture them with their webs which they spin. When this occurs roll a d6, adding 1 to the result for every 6 of the webbirds overhead:

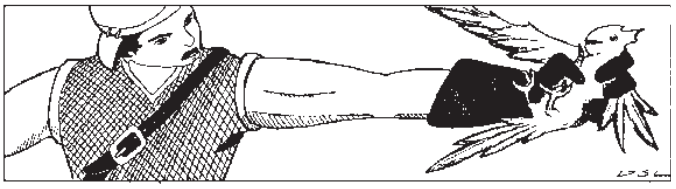
under 3 —	webbirds ineffective in attacking
3 to 5 —	webbirds snare one character, and he or she is held fast for 2-8 rounds
6 to 8 —	webbirds spin webs at 2-5 persons, and those covered will require 2-5 rounds to get free
over 8 —	webbirds spin webs over entire party, and they are slowed to 1″ per round movement until webs are destroyed, and entanglement makes attacks impossible for the duration of the round

Webs are somewhat similar to those of spiders but are not inflammable. Strength of 17 shortens immobilization time by 1 round, 18 strength by 2 rounds. One flask of wine (or other alcoholic liquid) will loose one individual in one melee round.)

As soon as any individual is held fast by webs, 1-4 of these creatures will fly down and alight upon him or her. Their chest appendage is inserted into the immobile victim's flesh, and the webbirds commence to deposit their eggs therein. These eggs will hatch in 3-6 (1d4 + 2) turns, and thereafter the larva-like grubs will begin to devour the host, causing extreme pain and 2-8 hit points of damage per turn until the host dies and the webbird grubs can crawl out. Any disease curative will kill the grubs.

Webbirds shun flame, and any person with a torch will motivate the webbirds to attack those without such flame.

Note: Webbirds can be caught by hand (if "to hit" base score is rolled) and crushed in one round, although the person will always take 1 hit point from a dying bite when so crushing these monsters.



6. CARGO HOLD WITH CEILING HOLE: See the key to level II for details of the intellect devourer which will be here on a percentile dice roll of 01-40. Check again each turn. This hold has a number of stasis cages (now empty). There are bones strewn about, and under a human skeleton are an orange card and a blaster rifle (2 charges).

6a. After no less than 2 turns of careful searching the party will discover a wrapped crate — a transparent stasis cage with a black dial, which will free the cage occupants if turned. The cage holds: 4 COUATL: AC 5, MV 6″/18″, HD 9, hp 40, 37, 21, 19, #AT 2, D 1-3/2-8 (plus poison effects on the first attack form). If freed, these creatures will attack the intellect devourer and slay it if it appears, or they will go forth and kill the webbirds (driving survivors into hiding for 2-5 hours), but not both. The couatl will not attack their rescuers, and if needed, they will use one **cure disease** and two **cure light wounds** spells (per couatl) upon party members before departing.

The intellect devourer freed other creatures from stasis in order to eat them, but it knew that these would be too much to handle. When it sees the couatl it will flee — but to no avail, although the two small couatls will be slain during the fight.

7. ROBOT STATION: Each of these rooms will contain 1 police robot and 3 worker robots. There is a 50% chance that each is non-functioning.

8. GREEN SLIME: The growth to the east near the drop tube is above the doorway and will drop off 2 in 6 — check for each character passing through until 4 pieces of slime have dropped. That which grows to the south is covering the rail of the walkway, and is of a bluish coloration which makes it seem as if the paint is peeling from the material rather than that it is covered with green slime. Contact with this substance turns exposed flesh into green slime within 1-4 melee rounds.

9. MAGNIFYING VIEWERS: USE **ILLUSTRATION #24**. If these binoculars are turned the proper way and adjusted (one in six chance per character attempting to discover their use) they bring objects five times closer, i.e. 100′ is viewed as if the person was only 20′ distant from the subject. This will allow viewing of the level below (and display of appropriate illustrations) if the ship's lights are on. Removal of these viewers from their fixtures will result in destroying their optics and will make them useless.

13. RADIATION AREA: See level I key.

KEY TO LEVEL IV: BOTANICAL GARDENS, ROOKERY, AND MENAGERIE

WANDERING MONSTERS:

Encounter occurs 1 in 4, check each turn:

1. four-winged bird
2. three-legged monkeyoid
3. rabbitoid
4. white, multi-legged grub
5. ratoid
6. six-eyed toad
7. four-winged bird
8. squirreloid
9. tree lizardoid
10. rabbitoid
11. 1′ grasshopperoid
12. rabbitoid **(ILLUSTRATION #42)**

Note: All encounters are with HARMLESS creatures unless keyed in the matrix below.

Immediately upon setting foot on this deck it will be apparent to the party that it is teeming with life. A number of calls, whistles, screams, and similar sounds can be heard. This noise does not reach the upper walkway due to a sonic screen. Those areas not covered with foliage will be spread with dead leaves and vegetable matter, bones, rubbish, husks, and so forth, and earth is slowly spilling onto heretofore bare metal decks. Small creatures — animals, birds, insects, reptiles — can be seen darting here and there.

WHEN THE PARTY ENTERS THE LEVEL DISPLAY EITHER **ILLUSTRATION #31** OR **#32** AS APPLICABLE.

TIERS: The whole botanical garden area is designed to give the impression of naturalness and space. There are tiers rising along the boundary of the place, each being about 5′ higher than the next. Likewise, a tier descends towards the central lake, and then the islet in the center of that body is tiered in 10′ heights. These walls are made to appear as natural stone and are generally obscured by vegetation.

SMALL ANIMAL BURROWS: Artificial burrows carefully built into the outer layers of tiers. Keepers could easily take care of these burrows by means of the work spaces underneath the rising tiers. These burrows are illustrated as a "c" shape representing the entry and an "o" or oval representing the den area. They are large enough to permit the entry of a gnome or halfling.

WALKWAYS: The flagged walkways are shown by dotted lines. The circular dotted areas are resting places with stone benches. Vegetation is so thick as to make it impossible to tell what direction a pathway goes. The "S" marks on the circular areas of flagstone are concealed entrances to the 'tween decks area below.

Serviceway lanes under the tiers have their access in the 10′ wide passage between the garden area and the periphery areas. Small, latched metal doors give into the den portions of the burrows.

STREAMLETS AND POOLS: The solid lines are small streams of running water. They vary in depth from 1′ to 2′ or so and are about as wide as they are deep. The shaded circles are pools, about 12′ across, shelved from 2′ depth at the edge to about 10′ (despite some silting) in the center. Life abounds in and near them — insects, colorful fish, amphibians, and so forth.

SWAMP as indicated on the level map is an area of the garden where underground piping leaks badly. Combined with the rise of the central lake, a boggy area has occurred, with water from 1′ to 3′ or so deep between hummocks of vegetation.

LAKE: This body of water was formerly a large, natural aquarium for the enjoyment of upper echelon personnel. Various water creatures of a harmless sort, or marine life confined to water and not overly dangerous, could be viewed from above and below in the under-islet viewing chamber (see islet, below). It still has numbers of fish breaking its surface now and then, as well as reptilian and amphibian sorts of creatures along its verge. (See cross-section of Underislet Observatory for lake depths.)

Bridge access to the islet is illustrated in graphic **#32** and **#33**, if the latter is applicable . . . This is the only normal approach. (See **18.,** below, for details of what will be attracted if any person peers over the edge of the bridge.)

ISLET: This centerpiece originally was the setting for the loveliest of exotic flora and its attendant fauna. There is no path on the small land space, but the way leads directly to a pair of doors which open at a touch of the key plate.

Underislet Marine Observatory is illustrated in cross-section and by **ILLUSTRATION #25**. The stairway spirals down to 50′, 70′ and 100′ depth observation floors. If the ship's lights are on, the viewers will see various forms of large and small fish, and have a one in six chance of getting a glimpse of the "frog-thing" **(18.)** Glints of gems will be seen from the lake bed! If they use lights in the observatory they absolutely will not only see that creature, but it will begin smashing at the plastiglass observation windows to get at the tender morsels within. The chance to break through is 5% per round. Attempts will cease as soon as the light is extinguished or the party is out of the monster's sight.

A small closet on the lowest level of the marine observatory can be opened with a violet card. Inside are a half dozen wet suits with breathing apparatus in flat chest packs which attach to full bubble-type headgear, swimming foot fins, and back pack propulsion devices. USE **ILLUSTRATION #26**. From 2-4 workable sets can be garnered from the six there, but there is a 10% chance per item that lack of technical knowledge will cause the item to malfunction when the wearer enters the water. The chest breathing apparatus will function for 9 turns, and then a buzzing sound will be emitted to indicate that 3 turns of time remain before the pack must be recharged. The back propulsion device has a lever trigger which shoots forth a gas jet; under water this propels the wearer at 12″ movement rate for 6 rounds before becoming useless. If used on the surface, it causes an uncontrollable hopping. The device can be shut off after one round and then turned back on.

The rear wall of this closet has another small door keyed to a violet card, and this opens to a smaller chamber — an air lock. If there are persons within the 4′ × 8′ room when the door is closed, it will first fill with water, and then an outer hatch will open. The noise of this is 75% likely to attract **18.**, the Froghemoth (q.v.).

LETTERED AND NUMBERED ENCOUNTERS:

A. DEADLY PURPLE BLOSSOM PLANT (see **5.**, below).

B. DEADLY TRI-FLOWER PLANT (see **5.**, below).

C. DEADLY SNAPPER-SAW PLANT (see **5.**, below).

D. THE HORRID PLANT (see **5.**, below).

E. GLOBE PALM (see **5.**, below).

Be certain not to confuse B designation plant encounters with B (brown) color card keyed doors. Also remember that S denotes a concealed hatchway to the service deck beneath.

1. 8 LEECHOIDS: USE **ILLUSTRATION #27**. AC 7, MV 3″, HD 2+2, hp 15, 14, 4×12, 11, 10, #AT 1, D 1-4. These swamp creatures are nearly identical to the giant leeches common elsewhere. The victim must save versus poison, however, for otherwise the next round he or she will go into a hallucinatory state and lay down in the swamp (duration 3 turns). Blood drain is 2 hit points per round until dead, but the victim can easily drown first.

2. LOW GRASS PATCH: USE **ILLUSTRATION #28**. This is the deadly boring grass, a mutated, carnivorous plant which attacks any living thing which rests upon it. The blades are corkscrewed, and they will immediately bite into exposed flesh, inflicting from 5-20 hit points of damage that round, and like amounts on each successive round. On the second and each successive rounds the victim must save versus poison or be paralyzed. Any wound inflicted by this stuff slows the victim to 50% of normal movement, and this slowing remains for 1-4 days or until a **neutralize poison** spell or device is applied.

Magical protections like a ring +1 will slow the attack by 1 round, so no damage will be taken immediately. It requires 1 round for the boring grass to get through leather soles or thick clothing. Plate soles are impervious to the grass for 6 full rounds — indefinitely if the wearer keeps moving. The grass can be killed by burning it with oil poured upon it, defoliants, or a blaster, incendiary grenade, or explosive grenade. Lasers have too small an area of effect to be sufficient to damage this vegetation seriously.

3. DEADLY REPTILES SECTION: This former viewing section once provided amusement for passengers, but when the plague struck, most of the force screens were shut off in the mania which attended the disease, and general carnage followed. Only the force screen of the (darkened) first cage in the northern part still remains up, and inside its enclosure can be seen the remains of the pair of horrible monsters which were penned therein. There are numerous small life forms around, but the predominant creatures dwell amidst some boulders and screening vegetation at **3.** proper.

2 LIZARDOIDS: AC 5, MV 12″ = 3″ (clear hop), HD 8, hp 47, 39, #AT 3 (claw, claw, bite), D 1-4/1-4/4-16, animal intelligence, man sized (4½′ tall). USE **ILLUSTRATION #29**.

These mottled near-dinosaurs are 90% unlikely to be spotted until they are within hopping range (3″), and unless seen they will gain surprise or complete surprise (d6, 1 or 2). Their nest contains three unhatched eggs, numerous bones, husks, a broken laser rifle, a pile of dead leaves with a human skeleton beneath (a nearby pouch has a violet card, an aerosol defoliant can with 4 sprays of 2-8 h.p. damage, and a laser drill which has 6 charges on the power disc — the drill will cut through one inch of ship's metal (including plasteel) in a 1/10th to one inch diameter hole in one round with one charge), and the end of a gold medallion worth 200 g.p. will be spotted sticking from a pile of droppings.

4. DANGEROUS ANIMALS SECTION: This area was similar to **3.**, above, with various ferocious beasts being taken out of stasis for a time and put on display behind the force screens of the cages. The area is a menagerie no longer, but rather the home territory of a brute with a temperament which would make a wolverine seem as a lap dog in comparison:

AURUMVORAX: AC 0, MV 9″(3″), HD 12, hp 84, #AT 1, D 2-8 (plus special attack noted below); animal intelligence; smaller than man-sized. USE **ILLUSTRATION #34**.

This golden carnivore appears to be a badger-like creature, about 1½′ high and 3′ long, with four legs on each side. It is the fiercest predator in the area, having killed its competitors some time back. It is a high density, very massive creature and weighs over 500 pounds despite its small size — thus its armor class. It will scuttle from hiding to attack, surprising prey 50% of the time. If it succeeds in closing its jaws on a victim, it does not let go, and on the next turn the opponent creature takes an additional 2-8 attacks (clawing) for 1-4 hit points each — besides the automatic 2-8 points from the locked jaws of the aurumvorax. Only killing the thing will force it to loose its grip. Gas, poison, or fire do not harm it, but lasers cause half damage and blasters do full damage. Explosive grenades will stun the creature for 1-3 rounds. Needlers have no effect. It has no treasure.

5. DEADLY PLANTS SECTION: As noted in **3.**, above, the passengers were treated to various displays of dangerous flora and fauna, and during the days of the plague the force cages were generally shut off and the controls destroyed, freeing the exhibits. This area is now jungle-like, with many plants of strange and colorful types. Five of these special sorts are harmful or dangerous:

A. PURPLE BLOSSOMS: USE **ILLUSTRATION #35**. This tall (8′-13′), thick stalked plant has a branchless, scaled trunk with fern-like foliage at the top. These fronds droop a short distance down. Mixed with these are cup-shaped purple flowers with silvery stamens. The flowers point upwards towards the lights in the ceiling. Around the base of the plant is a fine, mossy mat, actually the roots. The flowers exude a very attractive perfume and sweet sap. The vibrations of any creature passing beneath the cupped lavendar blooms will cause them to gently tilt and drip a syrupy poison from the flower, with a 25% chance of the creature being struck by this toxic sap. If the creature fails to save versus poison, it dies instantly, and its decomposition feeds the roots of the plant. Each plant is AC 8 and takes from 21-26 hit points of damage to destroy.

B. TRI-FLOWER FRONDS: USE **ILLUSTRATION #36**. The deep green 5′-8′ tall stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. Each flower has its own function: The orange one shoots 2-8 3′ long tendrils from its center, and any creature struck must save versus the poison from the pollen of each tendril or fall into comatose slumber. The yellow bloom will bend over the sleeping victim immediately (sensitive rootlets note where the victim is) and tremble; this vibration loosing a shower of sticky enzyme which causes 2-8 hit points of damage per round until the victim is completely rotted away — each flask of water dumped upon a victim in the same round as the damage is done will reduce damage by 1 hit point, total immersion in water removes the sap entirely. The red flower extends tubular tendrils of 1′ length, sinking them into the slumbering victim, first drawing body fluids at the rate of 1-6 hit points per turn, and then sucking up the residual matter after the enzyme has dissolved the victim's body.

Note: Other color combinations of the plant's flowers are white, pale silvery-gray, and pink or golden brown, chocolate brown, and russet.

AC 9, each tri-flower frond takes 17-20 (d4 + 16) hit points.

C. SNAPPER-SAW: USE **ILLUSTRATION #37**. This plant has broad, ribbed leaves radiating out 5′-7′ from its bushy center where plump and delicious smelling white berries abound. Hidden in the bushy center are 3-6 (d4 + 2) tough stalk-like leaves with sharp edges and jagged thorny projections which remind the viewer of a saw. Any creature stepping within the radius of the low growing ribbed leaves will find that these growths will snap shut, holding it fast, and the saw-like stalks then flail the victim to shed its juices and shred its flesh to feed the plant. A trapped creature has a base 5% chance to break free, +5% per point of strength, checking each round. Even if successful in breaking free, the victim is subject to one round of saw stalk attacks. Each saw stalk attacks as a 5 HD monster, inflicting 2-5 hit points of damage. **Note:** Berries can be transparent golden color or yellow-green. Snapper leaves are AC 7 and take 12 hit points of damage each to sever. Saw stalks are AC 4 and take 20 hit points of damage to break. The central bush takes 25-30 (d6 + 24) hit points of damage to kill, and when it is dead, the leaves and stalks die. Bush AC is 9. The berries are non-poisonous.

D. THE HORRID PLANT: USE **ILLUSTRATION #38**. The leprous yellow-gray and ugly scarlet colors of this intelligent plant belie its peaceful and inoffensive nature, as do its spiky leaves, bloated, bottle-like stems, twitching tendrils and writhing roots. If any intelligent creature comes within 5′ of this creature, thinking questioning thoughts, the plant will communicate telepathically, mentally giving the creature assurance that it is friendly to it, and warning it of the dangerous plants (**A.**, **B.**, **C.**, and **E.**). It can also give a vague description of the level. If the plant is attacked, it

will lash its spiked leaves at the attacker. Range is 5′, attacks as a 6 HD monster, inflicting 3-12 hit points of damage. If this fails to drive the opponent away, or if it is attacked from a distance beyond its lashing range, the plant will discharge a bolt of electricity at the nearest attacker, 30 hit points of damage, no saving throw! (It can do this once every other round, 4 times maximum.) The plant is AC 6 and takes 63 hit points. Once attacked it will not communicate with the party.

E. GLOBE PALMS: USE **ILLUSTRATION #39**. These tall, slender trees are topped with 5-8 (d4 + 4) globe-like fruits of coconut size. These globes are blue, violet, or lilac in color. Walking under one of these palms makes it 20% likely that one of these globes will fall, and if the tree is brushed it is 90% probable that one will fall. If the palm is roughly contacted, 2-5 of the fruit globes will tumble down. These globes are membranous and taut. They have a bursting radius of 5′, and there is a 25% chance per person near the palm that they will be within this radius and splashed with the liquid contents of the globe. The fluid inside is most nauseating; any creature splashed will spend the next 3 rounds vomiting, and will be ill and at only 50% of normal strength for 6 full turns thereafter. There is no saving throw. If the affected character is washed with wine, the smell will go away, but otherwise, an odor will continue for 12 turns, and this will attract all monsters within 50′ of the affected creature! The palm is AC 8, and it takes 31-40 hit points to cut through its trunk.

6. UMBER HULK: AC 2, MV 6″ (1″-6″), HD 8, hp 49, #AT 3, D 3-12/3-12/2-10; gaze causes **confusion** for 3-12 rounds unless save versus spell is made. This creature lurks near the drop tube for prey. Amidst the debris of its nest are: a mud-encrusted blaster rifle with 3 charges and an anti-grav belt with but 1 round of power remaining in its disc (if the wearer goes up over 30′, or if it is used a second short period, it will cease functioning, and the wearer will fall).

7. 6 BABOONOIDS: USE **ILLUSTRATION #40**. AC 6, MV 6″•12″ (tree movement speed), HD 4, hp 30, 25, 23, 22, 16, 13, #AT 1, D 2-5; low to near average intelligence, slightly smaller than man-size. These creatures are omnivorous, but they do not hunt large creatures. They will hide from the party, but it is 75% likely that they will be noticed if the party is being cautious as it moves along. If molested, the baboonoids will hurl globe palm fruit missiles at attackers. The bull who leads the tribe also has 2 sleep gas grenades which he will hurl if hard pressed. These creatures have a limited vocabulary language, and it is 20% possible to parley with them, and if the party will kill the shambling mounds (**11.**, below), the baboonoids will send two of their number to serve as scouts for the party as long as it remains on the level. Of course, some means of communication must be established, and the baboonoids will desire all grenades which are found, as they understand the use of such missiles from their experience with palm globes.

8. 20 SCINTILLATING PHOSPHORESCENT FISH: This pool is inhabited by darting 1′ long creatures which appear as sparkling lights when viewed from a distance. These fish have poison spines, and any creature touching one must save versus poison at -3 or die instantly. The scales of each fish number between 55 - 100, each being of gem-like material worth 5 g.p. per scale.

9. BROWN (BLACK) PUDDING: AC 6, MV 6″, HD 10, hp 54, #AT 1, D 3-24; cutting or lightning make more of these monsters, cold and electrical attacks do not harm it; blasters, fire, and lasers will do full damage. This monster hides in the swamp, where it appears to be nothing more than a muddy hillock. If approached within 10′ it has a 50% chance of attacking by surprise or complete surprise (d6, 1 or 2). It has no treasure at all.

10. BRILLIANT FISH: These fish are about the same size as those described in **8.**, above, but they sparkle and flash only when there is bright light, and they are more variegated in color. Each of the 32 fish in the pool has developed into a voracious, piranha-like predator, attacking as a 5 HD monster and causing 1-3 hit points of damage per bite. The creatures are AC 5 and take only 2 hit points each. They have no treasure.

11. 2 SHAMBLING MOUNDS: AC 0, MV 6″, HD 10, 8, hp 62, 47, #AT 2, D 2-16/2-16; two simultaneous attacks which succeed against the same opponent equal entanglement and suffocation in 2-8 melee rounds; fire does no harm, cold and blasters cause half or no damage, weapons score only half normal damage, but defoliants do double damage. These vegetable creatures lurk amongst the thick growths near the path to catch the unwary, surprising on a 4 in 6. They will emerge when prey is within 10′ of them, closing to striking distance in one round. If these monsters are slain, a careful inspection of the area will reveal a narrow path leading to **11a.**

11a. A heap of rotting vegetation, about 1′ down, in which will be found 2 fully charged power discs. Another foot down will be discovered a human skeleton with a jeweled ring (5,200 g.p. value). Another foot further and the digger will uncover a nest of 5-20 **rot grubs**: AC 9, MV 1″, 1 h.p. each, burrow into flesh and eat heart of victim in 1-3 turns unless flame is applied to each entry point immediately (flame causes 1-6 hit points of damage per application) or a **cure disease** treatment is used.

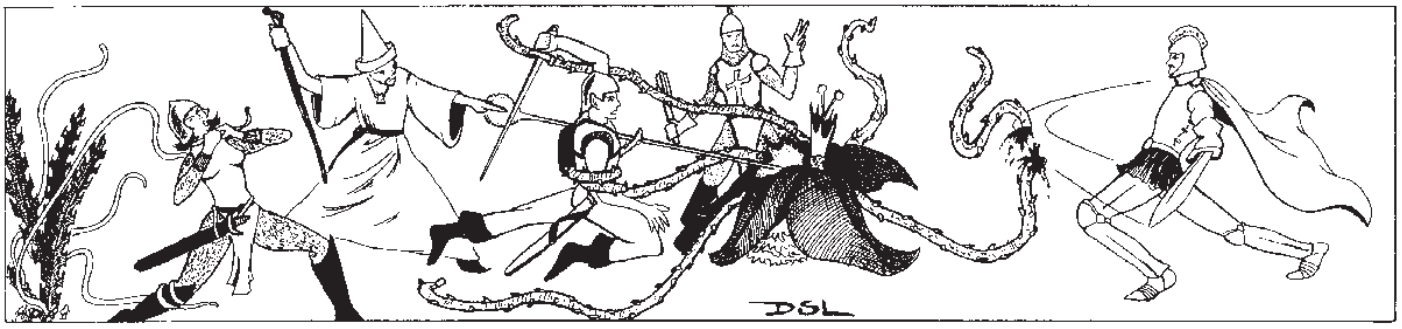
12. MOSSY PATCH: This is actually green slime — touch causes exposed flesh to become green slime in 1-4 rounds. Dissolves wood, leather, and metal. Killed by cold, fire, or cure disease treatment.

13. SQUEALER: USE **ILLUSTRATION #41**. AC 6, MV 12″/9″, HD 12, hp 71, #AT 3, D 7-12 (bite: d6+6)/1-3/1-3 (claw/claw). This creature is a fierce and semi-intelligent predator about the size of a large gorilla. It is spotted yellow and green with a pig-like head about 2′ long — most of which is mouth filled with sharp tushes! Two arm-like appendages with 3 razorsharp claws sprout from its hunched shoulders and rear quarters respectively while another grows from the center of its back. Its two forelimbs are about a foot longer than its rear limbs, and have clawed, prehensile fingers. Its head is thrust forward. The monster is able to imitate the death shrieks and distress cries of various animals, and it uses such calls to attract prey, for it feeds upon hunting animals as readily as upon the hunted. Its favorite trick is to find a tree limb sufficient to support its 400 pound bulk, squeal, and then drop down with its forepart upon its victim, retaining a hold with its three rear limbs. The beast will then draw its prey to its maw with its 18/00 strength forelimbs while it bites and claws it to death. The squealer will surprise its prey 50% of the time.

Its lair is inside one of the burrows, one of unusual size originally designed for a harmless fuzzy herbivore. Amidst the bones therein is a young squealer (half all stats above), an orange card, an incendiary grenade, and 4 gems of 100 g.p. value each.

14. LIZARD AREA: There are many lizards and harmless lizardoids inhabiting the area in a 40′ radius of the numerical key, for there are many flowering plants and their attendant insects here. These creatures live in the burrows, the shrubbery and the trees. They range from chameleon-size to 3′ and more. IF THE PARTY HAS NOT SLAIN ALL OF THE ROPERS ON LEVEL III, THERE IS A 10% CHANCE PER ROUND THAT THEY ARE IN THIS AREA THAT ONE WILL SEND DOWN A ROPE TO "FISH" FOR THE LIZARDS — or the monkeyoids and catoids which prey upon them from time to time. If the party members are on a higher tier, it is 50% probable that one of them will be grappled by a roper's strand.

15. STRANGLE VINE: As noted in the level III key, number 2., **ILLUSTRATION #21**, these plants have mobile vines which



creep at 5′ per round and squeeze for 1-4 h.p. damage, 10% chance of strangulation per round, with vines attacking as 4 HD monsters. At the root base of these plants there are only 8 of these vines, each having AC 6 and taking 18 hit points of damage to completely destroy. The whole vine is AC 5 and will take 200 hit points to destroy.

16. VAMPIRE THORN VINE: Unlike the mobile vines on level III (number 3.), **ILLUSTRATION #22**, these stem areas have 5-8 tendrils around the base, each tendril having a lashing range of 7′. These tendrils are AC 4, but each takes 10 hit points to sever, and they attack as 5 HD monsters. The plant proper takes 170 hit points to kill and is AC 3. Creatures struck by the thorn-covered tendrils lose 25% of total hit points that round and thereafter until tendril is severed, so death will occur in 4 rounds unless the vine is chopped off.

17. WOLF-IN-SHEEP'S-CLOTHING: When this encounter takes place roll as if on the wandering monster table, look unhappy, and then show the group **ILLUSTRATION #42**, "The Cute Little Bunnyoid on the Stump". Statistics of the creature are: AC 7 (eyestalks)/5 (bodystump)/3 (root tentacles), Move 1″, HD 9, hit points are: 15 (each eyestalk)/50 (bodystump)/20 (each root tentacle) 1-3 attacks plus maw, 1-4 hit points of damage plus 7-12 hit points from biting.

This predator comes from the same planet that the abundant rabbitoids seen all over the level come from. It has developed a fleshy growth atop its body which exactly duplicates one of these harmless herbivores, and it wiggles and displays this bait to lure others of this kind — or creatures which prey upon them — to it. The wolf-in-sheep's-clothing has likewise adapted its body form to resemble a tree stump, while its mobile and grasping tentacle roots appear to be nothing more than gnarled tree roots, and its eyestalks appear to be vines or plant growths. The rabbitoid lure will seem to look at approaching creatures, and then crouch and "freeze" in order to pass unnoticed. When prey comes to within 8′-10′ of the creature, the root tentacles will strike to grab, crush, and draw prey to the maw. (USE **ILLUSTRATION #43**.) It requires 1 round to be dragged to this toothy orifice, and there is a 5% chance per point of strength above 12 that the character grabbed can break free of one root-tentacle. Those with 18/% strength have a chance to actually snap the member as well, 1% for every percent of exceptional strength, provided that they first free themself from the grasp of the tentacle. Each monster has 7 root tentacles and 2-3 eyestalks.

18. FROGHEMOTH: AC 2 (tentacles)/4 (body)/6 (tongue), Move 2″//8″ (4″ in swamp), HD 16, hit points 21 (per tentacle)/105 (body)/14 (tongue), 1 or 4 attacks, damage per attack is 5-50 or 5-8. Fire does not harm the froghemoth, but it has a 20% chance of driving the thing back for 1 round (this includes laser shots). Needlers and gas do it no harm. Cold slows it to half speed and attack rate for 1 round. Lightning does 1 hit point per die of damage. Blasters cause normal damage, as do regular weapons such as swords, spears, etc. The creature is non-intelligent and larger than man-sized. USE **ILLUSTRATION #33** if encountered on the bridge.

Whether this is a mutated thing or the adult form of some specimen loosed from captivity, it is unquestionably the most fearsome of all the terrible life forms on the level. The froghemoth's 18′ long, 10′ wide body is yellow-orange on the belly, shading to a medium green on its back and thick, bowed rear legs. From its shoulder area sprout four tentacles, two from each shoulder, which are green on top and yellowish underneath. The creature's nostrils are stalk-like, and its three eyes are housed on a retractable protruding appendage which is withdrawn when danger threatens the optics. The froghemoth will often submerge its body several feet beneath the water, trail its tentacles ashore, and watch with its eye appendage at water level — this, along with the nostril stalks, appears to be a plant growth of some sort.

The frog-thing is also able to capture prey with its long, barbed tongue. This member can be flicked out to a distance of 10′. Unless the creature caught by the tongue is able to hold fast to something quickly — such as a tree, rope, etc. — it will be drawn that very round to the froghemoth's gaping jaws and torn to shreds. It will swallow prey whole on a "to hit" roll of 19 or 20. (If a character is grabbed, the chance to hold onto some object, if any exists to grab, is the roll of a d6, discounting 1 or 2 as surprised and unable to hold on to anything, compared to the roll of a d8 for the monster, if the monster's roll is higher, the character is drawn into its mouth. The tongue has an 18/50 strength, so any creature with lesser strength will eventually be pulled into the maw of the froghemoth, unless the tongue is severed. Any prey resisting the tongue will cause the creature to either grasp it with a tentacle or draw its head to the morsel and eat it that way (50% chance for each). If prey is escaping, the creature will pursue for 2-5 rounds out of the water — but only in the swampy area to the southeast of the lake.

Any searcher will find 1 gem per turn spent searching the bottom of the lake bed. An unassisted diver may remain under water one round. Base value is 100 g.p. per gem. (An insane technician spread these here after finding crates of them taken from some rich world somewhere. Of course, many are now totally lost under muck, and others are elsewhere, but not less than 51 nor more than 100 can be found in the lake.) Along the northern shore of the lake the monster has built a nest of tree trunks and debris. Therein can be found bits of skulls and bones, a twisted laser rifle, a poison gas grenade, an atmosphere analyzer (30% chance of being functional), a plastic model of the level, and a metal chest filled with small gold bars (100 bars, each weighing 12 g.p.) If the chest is carefully examined it will be noted that it has a small compartment in which is a dial. The chest and its contents can be made absolutely weightless for up to one hour per charge of a power disc. Chest capacity is 3 cubic feet.

19. 100 GASBATS: USE **ILLUSTRATION #45**. AC 8, MV 1″/9″, HD ½, all other characteristics described specially. These weird plant-animals vaguely resemble bats with the bloat. They are nocturnal, using neutral buoyancy to paddle through the night air with green-black vanes, feeding on small flying creatures such as insects. Every so often the gasbat emits a cloud of

vapors from a sack near its terminus, and these vapors cause other small creatures to move slowly and erratically. The creature then circles and devours the prey thusly made helpless. If any light is brought into the place, these creatures will react by flying crazily at it, emitting their vapor clouds in a suicidal manner, for these fumes are highly explosive, and if any flame is nearby, the vapors and the gasbat will explode causing from 1-6 hit points of damage to anyone within a 5′ radius (and totally destroying the gasbat, of course). Their droppings litter the floor, and many strange fungi grow in clumps throughout the whole area. Consuming the rose and cerise branched growths at X will give the individual the equivalent of **haste** for 2 rounds. There are 6 of these mushrooms. Baboonoids **love** these growths. The gasbats rest, floating near the top of the forest, and only light will disturb them.

ROBOBAR: Although this no longer functions, there is a 1 gallon container filled with alcohol which can be located after a thorough search. A small panel under a lid on a back counter has several dials and switches. Regardless of which are operated, there will be a grinding noise and a trembling in the area. After several rounds have passed these effects will cease. Thereafter a section of the outer hull will slide aside to reveal a glassy surface, black and flecked with points of colored light. Has the party somehow been responsible for a reactivation of the vessel? did it take off? are they in deep space? No, they have activated a mechanism which provided a "view" of the stars even when the spaceship was in an uninteresting section of space, by running taped scenes of past stellar spectacles. The whole thing can give players a few bad moments, however. USE **ILLUSTRATIONS #44** and **#44a**.

20. CREW QUARTERS: This area was for on-duty crew to take breaks, eat, nap, or whatever. There are several skeletons, a brown color card, and a paralyzer pistol with 3 charges.

21. CREW ROOM: This chamber was used to store various tools, implements, and items used by the crewmen who kept the gardens and exhibits. Amidst the litter of useless items will be found 100′ of nearly unbreakable/inseverable rope which is no more bulky than 100′ of normal rope, a pair of 10′ long plasteel poles, a portable spotlight which operates 1 full turn per charge in its power disc (1 charge left), and a 5 gallon back tank with hand pump spray nozzle for spraying weed killer (defoliant). There are 20 quart cans of powder, and if these are mixed with water, the solution becomes a defoliant which causes 2-8 hit points of damage to a large plant — or wipes out a 2′ × 2′ area of ground cover vegetation. The powder will cause 3d6 damage to any who ingest it. The sprayer ejects but 1 pint per action, any other method of defoliant use requires 1 quart of liquid to achieve the same effect. Thus, the sprayer can be used 40 times before becoming empty. The nozzle is 3′ long and sprays a distance of 3′. There is a 10% chance that each container of defoliant is no longer potent.

22. 2 TRAPPERS: As usual, these creatures pose as the stony/metallic flags/floor. AC 3, MV 3″, HD 12, hp 69, 61, crushes (4 + AC of victims in h.p. of damage per round) and smothers in 6 melee rounds; victims unable to use weapons: fire and cold do only 50% or no damage to trappers, blasters do full damage. Either of these monsters will await attack until several characters are upon it. The trapper in the garden area has no treasure, but if it is killed the entrance to the 'tween decks will be discovered. The one in the sloping passageway to level VI has a laser, jet black card, 3 full power discs, and 2 pieces of jewelry (1,000 - 6,000 g.p. value each) hidden beneath it.

KEY TO LEVEL V: SERVICE DECK 6, OR GARDEN 'TWEEN DECKS

USE **ILLUSTRATION #17**.

This service area was primarily for the water circulation machinery for the garden deck, purification of this water, spraying, and so forth.

SPLOTCH MARKED AREAS are covered with various colors of perfectly harmless mold — yellowish, greenish, pinkish, and bluish growths in mixed patches.

SOLID AREAS are continuations of the area above. They cannot be entered. Walls are plasteel.

EASTERN AREA FROM NORTH TO SOUTH at the edge of the lake's bulkhead there is an area that is covered with condensation. The floor in this region is covered with small puddles here and there. Anyone running here has a 1 in 6 chance of slipping and falling with the following results:

1-2: stunned for 2-5 rounds
3-4: knocked unconscious for 1-2 turns (head struck metal projection or deck)
5-6: knocked unconscious for 1-3 turns and suffers 1-4 hit points of damage

T. Entry way to deck above. These hatches require a brown color card to operate from this side.

1. SHALLOW POOL: A stream of water from a nearby pipe and dripping water from overhead form a very shallow pool of water which drains slowly eastwards to the drop terminus tube there. In the western third of the pool dwells a very large **slithering tracker**: AC 5, MV 12", HD 5 (treat as a 9 HD monster), hp 40; transparent 'tracker is impossible to see in the water. This 3½' long creature will strike like a snake at all who enter the pool, hoping to bring down as much prey as possible, for otherwise it must hunt below. The secretions from this particular creature cause all saving throws to be made at -2.

2. YELLOW MOLD: Growing overhead, each person 5½' tall or taller has a 10% chance of roughly contacting it (unless appropriate precautions are taken) and causing spore cloud release. Spore cloud from contact will fill a 1" radius sphere, and all within must save versus poison or be choked to death by yellow mold filling their lungs with its growth. (**Cure disease** will negate these effects.)

3. DAMP FLOOR (6 GRAY OOZES): AC 8, MV 1", HD 3+3, hp 24, 23, 20, 19, 17, 14, #AT 1, D 2-16; spells, cold, and heat (including lasers) do not effect these monsters, but normal weapon attacks, as well as needlers, paralyzers, and blasters, do. Three (even numbers of hit points) are in the western area, three are to the east.

4. WHEELY SLED: (See level II key and **ILLUSTRATION #18** for details.) This vehicle will malfunction as follows: once used for a round, the vehicle will begin to accelerate and its steering mechanism will lock, so no turning is possible. The vehicle will reach whatever rate of speed possible before smashing into something solid. Of course, players can elect to have their characters bail out . . .

5. REPAIR ROBOT FACILITY: Inside are two worker robots which do not function. If they are carefully examined, it will be discovered that an atmosphere analyzer is bolted to the case of the second, and it can be removed with relative ease.

13. RADIATION AREA: See level I key.

KEY TO LEVEL VI: THEATER, ATHLETIC, AND ACTIVITY DECK

WANDERING MONSTERS

Encounter occurs 1 in 20, check each turn.
1. 7-12 gasbats **(ILLUSTRATION #45)**
2. umber hulk
3. police robot **(ILLUSTRATION #5)**
4. worker robot **(ILLUSTRATION #6)**

CARGO HOLDS: Various foodstuffs, stasis cages, and materials such as those previously mentioned are stored. Several encounters occur in these areas according to their numerical designations.

AUDITORIUM: This large place was for general meetings. Although it has some rubbish and skeletal remains, it is in generally good repair, and all of its seats are in place and intact. A somewhat tattered curtain screens the south end of the place. Various small creatures will be heard scuttling away when the party enters.

THEATER: This area was for performance of live plays as well as other forms of live entertainment. There are bones and litter here too, and many small noises to indicate that "critters" live here.

TRAINING: This room is a special encounter (see room **2.**).

SWIMMING POOL: In addition to providing recreation, competitions were held here — swimming, diving, water polo, water ballet. There is a diving platform at the north (deep) end of the pool.

Pool depths are 4′ at the south and 30′ at the north end. The water appears relatively clean, but it is not clear as the filtration does not function properly.

The seats to the east are littered, and small things dwell there. The dressing rooms to the north are also full of litter and small things.

PATHS: These rooms were for special needs —

A - Sauna
B - Steamroom
C - Whirlpool/mineral

GYMNASIUM: This typical gym served for athletic competitions as well as other athletic activities such as tumbling and jumping. Seats were for spectators during special events. Equipment and mats are piled here and there, and many ratoids now inhabit a stack of mats along the north wall.

WORKOUT AREA: This room provided exercise equipment of mechanical nature, weights, etc. These machines and apparatus line the walls.

L: Locker room with rotting garments, lockers, skeletons, etc.

ST: Storage facility for maintenance. Nothing of value or interest, just cleaning devices and compounds, now all inert. Some are equipment storage for the exercise areas — weights, dumbbells, etc.

NUMBERED ENCOUNTERS:

1. LURKER ABOVE: AC 6, MV 1"/9", HD 10, hp 62, #AT 1, D 1-6; smothers prey in 2-5 rounds unless slain; surprises on 1-4 (d6). The lurker preys on the small creatures which roam the level, and it has grown quite large, for the robo snack bar still functions, even though all of the lighting systems for the level have been shorted out. Things coming to get a bite to eat there are usually the eaten instead. Beneath the monster are bones, husks, and other remains, but there is no treasure, for it has been taken by **9.**, below.

2. PHYSICAL TRAINING ANDROIDS: There are 3 malfunctioning androids here: AC 3, MV 15", HD 7, hp 35 each. Note that they use monster tables for attack except as noted. As soon as the party enters, the three will approach and speak, telling the party to prepare for training. Even if no translation spell or device is employed, the trio will select opponents and commence "training" exercises:

Android 1: USE **ILLUSTRATION #46**. This is the boxing and wrestling trainer, with an 18/76 strength and 18 dexterity. It no longer pulls punches nor looses deadly holds. It will throw combination punches (striking as a 7 HD monster, +2 on "to hit" dice) first in each melee round, unless the opponent is hasted. Damage is 5-12 (d8 + 4) hit points. If its opponent moves close, it will grapple and begin wrestling.

If it is determined that the android manages to grapple, the following table is used to find the hold. Note that only the android, because of his programming, may use this table. Opponents must use the table found in the DUNGEON MASTERS GUIDE. Furthermore, all damage that the android does counts towards death and not unconsciousness. As the android cannot go unconscious, any character grappling with him will do only ¼ the stated damage.

% Roll	Result	Damage	Hold or less broken
1-25	No hold		
26-45	Forearm smash	1-4 points	Waist clinch
46-60	Elbow smash	2-5 points	Waist clinch
61-70	Strangle hold	Dead in 3 rounds	Any hold
71-75	Arm dislocated	1-4 points, 2 weeks to heal	Bear hug
76-80	Leg broken	1-8 points, 2 months to heal	Hand lock
81-85	Eardrums ruptured	Deaf	Arm lock
86-90	Eye gouged out	1-6 points, no depth perception, -2 on all attacks	Any hold
91-95	Nose bitten off	1-3 points, charisma drops to 3	Any hold
96-00	Neck broken	Dead	

For the purpose of determining whether a character may break a hold, a strangle hold is the only grip the android will maintain for more than one round. It may be broken in the standard manner.

Android #2: USE **ILLUSTRATION #47**. This is the fencing instructor. It is armed with a faulty epee which delivers electrical damage of 2-5 hit points whenever a hit is scored — or even on a miss if the opponent has metallic armor! The epee will so malfunction for 6 rounds only. The android does 5-11 (d6 + 3) hit points of other damage when hitting. It gets 3 attacks per round (beginning, middle, end) or 2 attacks and a middle parry which reduces the opponent's die roll by -4 if the opponent is sword armed. Its mask and padding allow it to sustain an additional 15 hit points of damage, i.e. 50 rather than the standard 35. It attacks as a 13th level fighter when using its sword. If disarmed, it attacks as a normal android.

Android #3: USE **ILLUSTRATION #48**. This is the karate master. If its opponent is able to communicate with it, and suggests that its discipline is inferior to boxing, it will go absolutely berserk and attack android #1. Otherwise, it will attack — twice per round, doing 7-16 (3d4 + 4) hit points of damage when hitting with hit probability based on that of a 9 HD monster, +2 on die rolls. The karate master will **stun** its opponent for 2-5 melee rounds on any modified die roll of 20 (that is results of 18-20 on d20). It will ignore a stunned opponent and attack another character, but it will first disarm the stunned person, tossing the weapons into the ST area. **Note:** If the karate master and the boxing trainer fight, they will destroy each other.

The storage room is a mess of bones and junk. In this litter will be found a personal diary with an account of the colonization expedition and fatal plague (this is written in an unknown language, of course, but it can be magically read with

comprehend languages). There are also some worthless paper scraps, a smashed worker robot, an anti-grav belt with 6 charges on its power disc, and 4 pieces of jewelry (400 g.p., 900 g.p., 1,500 g.p., and 3,000 g.p.).

3. EYE OF THE DEEP: AC 5, MV //6", HD 10, hp 39, #AT 3, D 2-8/2-8 (pincers)/1-6 (bite); 3" long, 2" base diameter light flash from central eye stuns those failing to save vs. poison for 2-8 rounds; **hold monster** and **hold person** spells from smaller pair of eyestalks separately, or **illusion** spell together. The creature is very intelligent and is only man-sized due to factors detailed below.

During the plague madness, a whole laboratory aquarium tank was ordered dumped into the swimming pool by an insane technician, and of course the worker robots obeyed. This carefully watched tank contained several dozen tiny monsters taken from some strange world, and one managed to survive the transition to (nearly) fresh water — the eye of the deep. Subsequent dumpings added food creatures to the pool, so the monster could feed and grow. Although the water is too shallow and not of the proper chemical balance, the eye' manages to get along, although it is small and stunted despite its decades of age. It preys upon the smaller inhabitants of the pool (blind crayfish, fish, turtles, snails, etc.) and anything coming down to its waters to drink. The monster dwells in the deeper northern half of the pool, and when the party approaches, it will cast an **illusion** that it is a jumble of bones lying upon the bottom.

Viewers will see several human skeletons in the swimming pool, one with a glinting metal tube which contains blueprints of the outer hull of the whole starship, with an explanatory note as to its purpose in an unknown tongue. There are 27 10 g.p. base value gems, 341 p.p., and a gem encrusted necklace (10,000 g.p.) visible on the floor of the pool. The eye of the deep will watch and wait. At the best time, it will flash a light beam with its central eye in order to dazzle the bulk of the party, while it attacks a smaller portion by **charm** and weaponry.

4. 2 SHEDU: AC 4, MV 12"/24", HD 9+9, hp 52, 48, #AT 2, D 1-6/1-6; 25% magic resistance; exceptionally intelligent, larger than man-sized. Psionic strength: 100, 80. Abilities:

shedu #1	**shedu #2**
body equilibrium	cell adjustment
cell adjustment	clairaudience
detection of good/evil	empathy
detection of magic	ESP
invisibility	levitation
levitation	mind over body
mind over body	object reading
molecular agitation	precognition
sensitivity to psi.	aura alteration
suspend animation	mind bar
body control	telekinesis
energy control	telepathic projection
dimension door	
mind bar	
shape alteration	

All powers are performed at 9th level of mastery.

As with most of the other creatures aboard, these were freed from stasis, but in this case due to a malfunctioning worker robot. The ship's malfunctioning hyper-dimensional force fields prevent their escape by ethereal-astral means, and they fear to travel around the ship, for they know it has very dangerous creatures. The hold they are in extends under the tiers of seats (dotted line shows this extension) in the swimming pool area, and the 2 shedu dwell in this hidden area, using the small north door for occasional forays. If the party is friendly and promises to show them how to get out of the ship immediately, the shedu will tell them where there are 6 power discs and a red card, and warn them that there is a mind flayer loose in the northwest ("in the large hall-with-many-seats area"). If the party is non-friendly (such as sending a nonlawful good person to converse with them), the shedu will tend to ignore the party. If they are attacked, the shedu will use their psionic powers (although they hate to do so in this place) to counter — energy control, telepathic projection, telekinesis, and molecular agitation being the most likely. Once attacked, the shedu will never befriend any member of the party. They will flee if the encounter is likely to bring them to certain destruction, but there is only a 1% chance per searcher that their treasure will be found during each round of such searching by the party.

5. 4 DOPPLEGANGERS: AC 5, MV 9", HD 4, hp 30, 27, 24, 20, #AT 1, D 1-12; surprise on 1-4; very intelligent; man-sized. ESP/imitate with 90% accuracy to mimic and gain free melee rounds if unable to kill and take the person's place; dopplegangers save as if they were 10th level fighters.

These four creatures left their fellows above for greener pastures and eventually ended up residing in the BATHS area. Whenever any creature steps into the front part of this complex, robo mechanisms cause the various baths to begin functioning, so the party will enter room A, the sauna, when it is filled with rolling steam. The dopplegangers will wait here, or in the regular steam bath room (B), and attack 4 members of the party by surprise — roll d6 for the number of free strikes which each doppleganger is entitled to. Determine if it knocks its opponent unconscious by using the pummeling table (automatic chance to hit during free rounds). Those knocked out will be killed on the following round (drowning in the whirlpool bath area is favored), and the dopplegangger will then take the person's place in the party, immediately working to slay the others. If any are spotted, the other dopplegangers will still use their imitative powers to confound the party. Hidden under a rotting heap of clothing in the locker room are 12 50 g.p. gems, a healing spray cannister with 4 charges (2-24 h.p. healing per charge), a paralyzer pistol with 1 charge in its power disc, and a ring worth 1,200 g.p. There is an obvious suit of powered armor, but it is non-functioning. A small pouch clipped to the back of the armor contains an incendiary grenade and a clip for a needler.

6. PHYSICAL FITNESS ANDROID: USE **ILLUSTRATION #49**. Another malfunctioning android awaits the party herein. As soon as the party enters it will spring into action. There are a number of plates for bar bells, dumbbells, and other heavy objects nearby, and the android will hurl these at the party. These missiles strike as 7 HD monsters, causing 2-20 hit points of damage when they hit. A score of 20 "to hit" means the victim has a broken limb (determine randomly). All the while the android is throwing these objects it will be shouting: "WORK UP A SWEAT THERE!", "CATCH! Butterfingers", "LET'S HAVE SOME **HUSTLE!**", and "You'll never make the team THAT way!". If the android is disabled and taken apart, a workable language translator will be gained.

7. TRAPPED ANDROID and 40 GASBATS: Android standard specs. Gasbats: AC 8, MV 1"/9", HD ½. These flatulent plant-animal suicide bombs conform to the statistics given for **19.**, level III. They enter and emerge from the hold via a small opening high in the east wall (a plate blasted away and never noticed).

The android is pinned under a very heavy crate which shifted and trapped it. It has been thus for many, many years, and it has shut itself down and only comes to alert when noise occurs nearby. The worker robots ignore it. It was a bodyguard for an important political official aboard, and when its master went insane, it followed him in his wandering. Eventually, the human died, here in a narrow aisle of the cargo hold, and as the android was carrying the body out the accident occured. The skeleton of the official is nearby. Amidst its tattered rags is a belt with a gray card, a power disc, and 20 base 100 g.p. gems. When the party comes near the android will call weakly for help, slowly moving an empty laser pistol back and forth

as its circuits warm up from its self-induced shut down. If the party does not attack it, the android can be freed and enlisted as a bodyguard for its rescuers. Naturally, any damage it sustains can never be regained as the repair section for androids is not part of this module of the ship.

8. 5 SHRIEKERS: The area has been filled with rubbish and materials for these creatures to feed on by the mind flayer (**9.**, below). These fungi, and some others growing in the humus, attract other creatures as well, so waiting above are 4 piercers of huge size: AC 3, MV 1", (but drop quickly), HD 4, hp 26, 21, 19, 19, 16, #AT 1, D 4-24. The noise of the shriekers alerts the piercers, and **9.** as well.

9. MIND FLAYER: USE **ILLUSTRATION** on cover of artbook to depict this monster. AC 5, MV 12", HD 8+4, hp 43, 4 tentacle attacks for 2 hit points of damage each; **mind blast**; 90% magic resistance; genius, man-sized. Psionic strength is 257. Psionic abilities are:

body equilibrium
domination
ESP
levitation
astral projection
probability travel

Abilities are at 7th level of mastery.

It is likely that this creature was taken when it was using probability travel. It is kept on the ship by the force fields. During the course of its living upon the vessel the mind flayer has accumulated:

- an orange card
- a blaster pistol with 1 charge left
- a portable spotlight
- 1 poison and 2 sleep gas grenades
- 37 base 10 g.p. gems
- 5 pieces of jewelry (1,000 - 6,000 g.p. value)
- 109 p.p.

All but the spotlight are on the creature's body. There is a 10% chance that it will be away, checking up on the shedu, which it hates and fears. If the mind flayer is away, there is a 20% chance per turn that it will come back. As soon as it hears the shriekers — or sees intruders — the monster will attack. As it fears to use its psionic strength, it will use the blaster and grenades, hoping they will suffice. If given warning, the mind flayer will set up the spotlight, with a trip cord by the north door, so that when the party is in the PROPS section they will trigger the light (about the position of the second P in PROPS). The mind flayer will then cut loose with its blaster, hurl grenades, and head east, then through the south door, west, and back through the auditorium service doors (staying behind the curtain), if all opponents are not killed by the first weapons used. Sneaking up from behind, the mind flayer will give the party a **mind blast** as a last resort.

10. 6 WORKER ROBOTS: USE **ILLUSTRATION #50**. This cargo hold is nearly empty, for it contained many stasis cages, and these worker robots have been periodically ordered to unload such by the computer. They are shut down now, although the computer can reactivate them at any time. If the party enters the hold there is a 10% chance per round that this very thing will happen! If it does, the robots will grind to action, tossing the characters out through the open cargo hatch. If they resist, or attempt to re-enter, the workers will summon 5-8 other workers to aid them, as well as 2-5 police robots. These reinforcements will arrive in 2-5 rounds. When the characters are all out of the hold, the robots will toss out a stasis cage containing a bulette, and shut the hatch. USE **ILLUSTRATION #51**. The bulette will be out of stasis the next round.

VARIOUS EXPLANATORY MATERIAL IS FOUND HEREAFTER.

This completes the EXPEDITION TO THE BARRIER PEAKS. We hope you and your players have found it amusing and challenging!

TECHNOLOGICAL ITEMS

In this section are found tables for the DM to use for determining the successful use of any technological item found on the ship. Following these tables are descriptions of the weapons and major items on board. Information necessary for the DM is given and some descriptions are included to be given to the players. These descriptions are couched in terms that reflect the characters' ignorance of advanced technology. The DM is encouraged to show the appropriate picture and to describe the steps taken whenever players attempt to learn the use of an item.

DETERMINATION OF PROPER USE

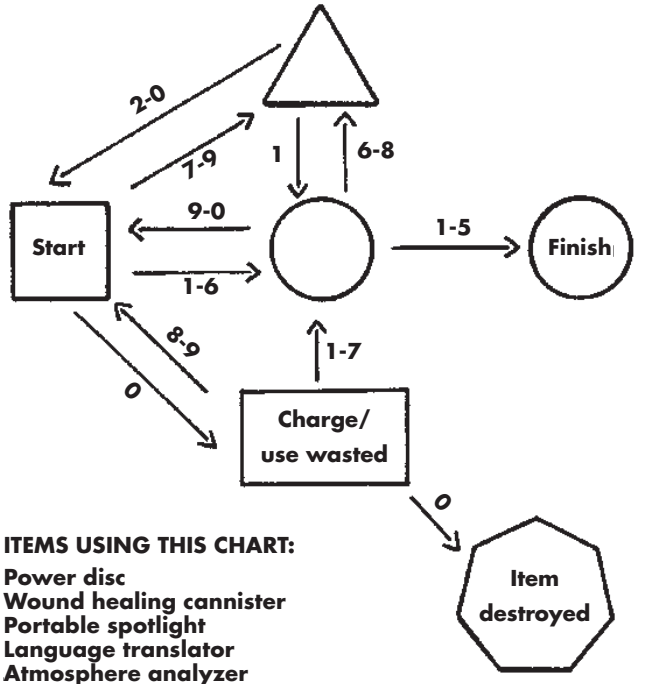
Whenever a new item is discovered, the character may operate it or merely stow it for later inspection. Any attempt to use such items must use a flow chart to simulate ignorance. Four charts are given below. The first two are for simple and complex non-lethal items. The second pair are for simple and complex lethal items. Place a marker at the start position, and have the character roll a d10, once for each round spent working with the item. He or she may elect to stop before any roll, beginning at the start again the next day, but once the die is rolled RESULTS ARE FINAL FOR THAT STEP. Modifiers to the roll are:

- intelligence less than 10	+1
- intelligence over 15	–1
- like or similar object observed in operational procedures	–1
- previous explanation of operation of item by one familiar with it	–2
- operated a similar item previously	–2

All modifications are cumulative. Negative die rolls are not possible.

Several persons are allowed to try to discover the properties of any item as long as it remains functional. Once one character learns how to use an item, he or she may instruct others in its use — 1 turn for simple items, 6 turns for complex ones.

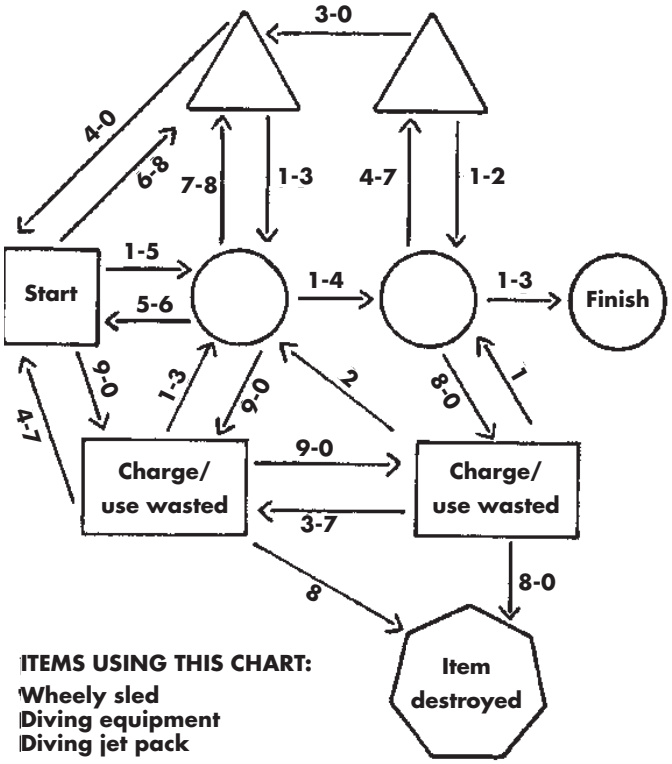
Chart I: Simple Non-Lethal Items



ITEMS USING THIS CHART:

Power disc
Wound healing cannister
Portable spotlight
Language translator
Atmosphere analyzer
Anti-grav belt

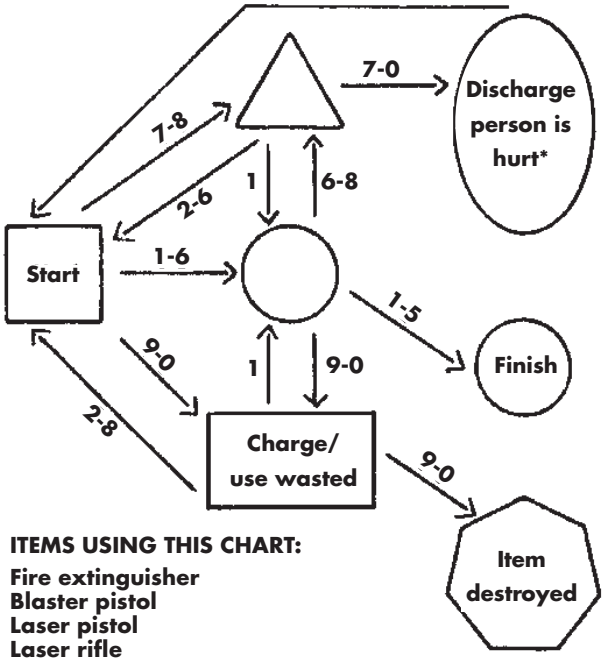
Chart II: Complex Non-Lethal Items



ITEMS USING THIS CHART:

Wheely sled
Diving equipment
Diving jet pack

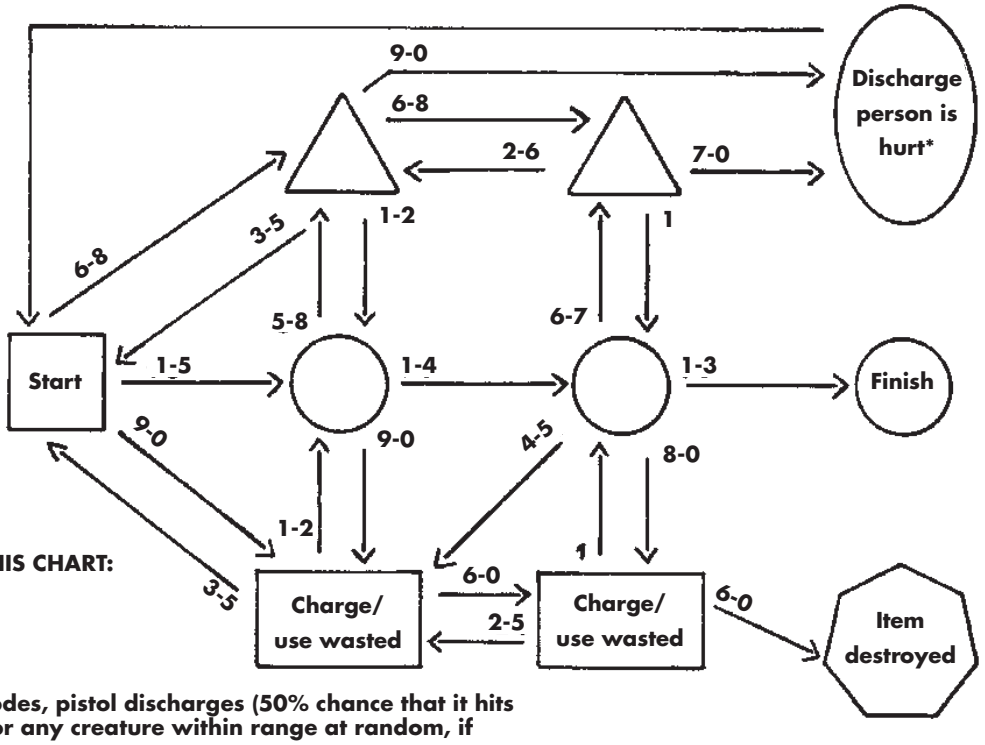
Chart III: Simple Lethal Items



ITEMS USING THIS CHART:

Fire extinguisher
Blaster pistol
Laser pistol
Laser rifle
Needler pistol
Paralysis pistol
Grenades

Chart IV: Complex Lethal Items



ITEMS USING THIS CHART:

Power armor
Blaster rifle

*Grenade explodes, pistol discharges (50% chance that it hits handler, 50% for any creature within range at random, if applicable), etc.

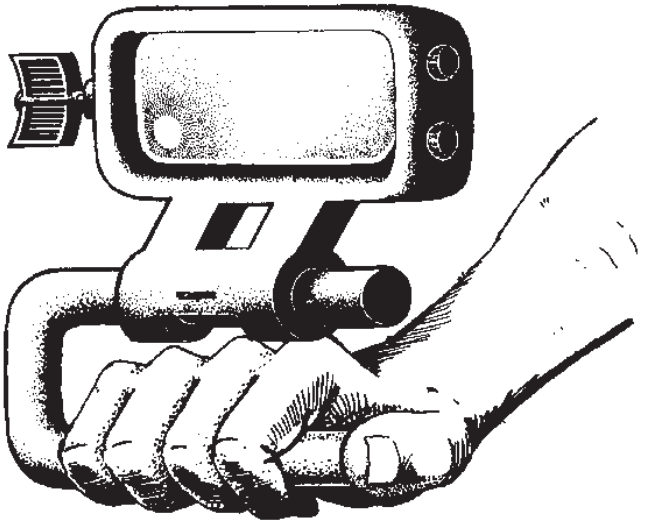
Blaster Pistol: USE **ILLUSTRATION #52**.

Range: S=3", M=6", L=9"
Area of Effect: 1' beam
Power Disc Drain: 1/use
Rate of Fire: 2/round
Damage: 5-30 hit points
Save: Unarmored = ½ damage; armored = no damage (but save for armor required)

When found, this item will usually be folded. It weighs about 1½ lbs. and will unfold to about 1 foot. It is composed of a U-shaped section of metal rod with a black rivet on one end and an attached piece of thick glass mounted in a frame. This glass is about the size of a hand mirror. On one side of the frame are 2 raised discs, while on the other is a fine mesh, mounted on a rod. The two sides of the glass are dark on one side (the firing side) and clear on the other (the viewing side). In the hinge joining the handle and glass frame is a slot about the size of a coin.

The pistol is operated by turning the top dial. On the viewing side of the screen, crosshairs and range figures (in an unreadable language) will appear. The second dial will magnify the scene slightly. Once a target is selected, the pistol is fired by pressing the black button in the handle.

Saving throw is versus petrification. Armor which does not save is effectively destroyed. Each time armor is hit by a blaster its saving throw is adjusted thereafter by –3 cumulative, or in the case of a shield, –2 and the shield is destroyed (or no minuses for the armor but a +2 shield is destroyed), i.e. the armor is being destroyed in the process of saving its wearer. Shields of less than +3 value are always destroyed from the first hit by a blaster.



Blaster Rifle: USE **ILLUSTRATION #53**.

Range: S=5", M=10", L=15"
Area of Effect: 1' beam or special
Power Disc Drain: 2/use
Rate of Fire: 1/round
Damage: Disruption or special
Save: All vs petrification see below

As with the blaster pistol, this item will also be usually found in a folded-up state, about 1½' long. When unfolded, it is about 3' long. It weighs nearly 5 lbs. It appears to consist of jointed metal rods, a curved metal plate, a hardened leather band or collar and a pane of glass, framed and mounted on the end of a rod. There is a black rivet at the end of the U-shaped rod. The metal plate has 3 raised, colored bars — black, white, and red — and a coin-shaped slot above them. There is a blue rivet on the side above the collar. The band is made of a hardened leather or horn-like material, fashioned into overlapping plates. No stitching may be seen. The glass is thick and dark on both sides. On one side of the frame is a metal mesh mounted on a small rod.

The rifle must first be unfolded and then the left arm is thrust through the collar. This band will automatically constrict to a firm grip so that the gun need not be held constantly. It will only release when the blue button is pushed. The rifle activates when one of the colored settings is pushed. The black button on the U-shaped handle is pushed to fire. The shot originates from the screen.

The effects of the settings are:

BLACK — **Disruption beam** setting usable to maximum range. This beam will vaporize anything short of hull metal when it hits. The beam affects up to six cubic feet of material. When an individual creature is the target a save is applicable. Shields are automatically destroyed, armor and protection devices must also be saved for. If save is successful individual takes 5-30 hit points, and saving throws for armor and/or protection devices is at –5 against next blaster (pistol or rifle) attack. Target creatures are **stunned** for 1-4 rounds despite saving.

WHITE — **Heat beam** setting effective out to medium range. A wave of heat sweeps out in a 4' beam, and all in its path must save. Metallic armor reduces saving throw by –7, shields by –2, but magical bonuses are added, i.e. magic plate (+3) and shield (+3) would reduce the chance of saving by 9, but magical bonuses (+6 in this example) adjust that to only a –3. Creatures failing to save are melted, those saving take 5-20 hit points of damage and lose 1-6 points of strength for 1-6 turns due to heat exhaustion.

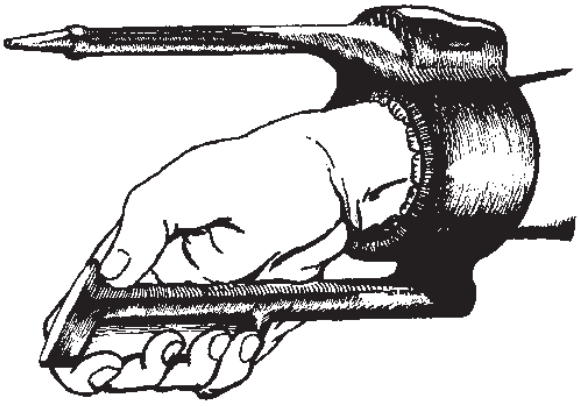
RED — **Flame plane** setting effective only to short range. A horizontal plane cuts a triangular area out to 5" (weapon's short range), with a 2½" base. Inflammable materials in this plane start burning, and creatures take either 4-24 hit points of damage or 2-12 hit points if they successfully save. This setting does not lower armor values against successive saving throws, as it does not harm armor.

Laser Pistol: USE **ILLUSTRATION #54**.
Range: S=4″, M=8″, L=12″
Area of Effect: Thin beam
Power Disc Drain: ½/use
Rate of Fire: 2/round
Damage: 2-16 hit points + AC of target creature
Save: S = –8, M = –4, L = normal; no damage

This appears as a heavy armband with 2 projections, both about 6″ long. One projection ends in a black leather grip. The other ends in a smooth, cone-shaped red stone, much like a jewel, with a slightly silvery end. There is a coin-sized slot at the base of this projection. Inside the armband are a number of overlapping plates. The entire thing is encased in a white, shell-like material.

The pistol is operated by inserting the hand through the band and applying firm pressure to the grip. The plates in the band will gently close on the wrist to hold it in place, although the hand may be slipped out with care. The beam will originate from the end of the second projection, the ruby rod.

A saving throw must be made against petrification for each shot. Each hit which is not saved against has a 10% chance of damaging a member: 1 = head (dead!), 2-3/arm or fore-member (making it useless until healed), 4-8 = leg or rear member (also making it useless until healed). A laser beam will cut through 1″ of bulkhead or deck metal along a 1′ path each time it is aimed and fired at short range. Comparatively, it will cut through six inches of steel or 1′ of iron along a 1′ line. Negative armor classes reduce damage. Dexterity is **excluded** for AC calculation.

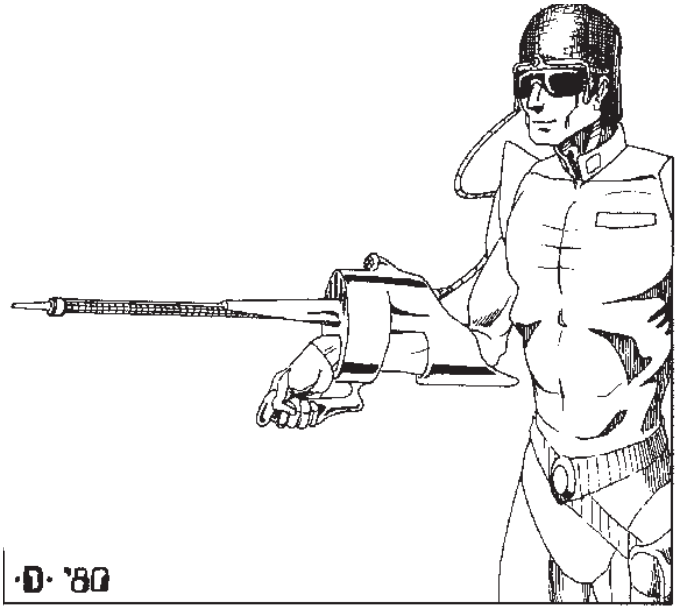


Laser Rifle: USE **ILLUSTRATION #55**.
Range: S=6″, M=12″, L=24″
Area of Effect: Thin beam
Power Disc Drain: 1/use
Rate of Fire: 2/turn
Damage: 2-20 hit points + AC of target creature
Save: S = –6, M = –4, L = normal; no damage

In appearance this is quite similar to the laser pistol, although on a larger scale. The thing is made of the same shell-like material. The two projections are the same, but longer, and the shorter one has a black rivet placed forward of the grip. One major difference is that instead of a single armband there are now 2. Both bands are lined with overlapping metal plates. There is a glass crystal or gem on the section connecting the 2 armbands. The second armband extends to form a point on one side. A smooth rope comes out of the thing just ahead of this band and connects to a mail coif and visor. This coif is of a soft, lightweight metal. The visor has thick, smoky pieces of glass mounted in a frame.

The laser rifle is worn and operated in much the same way as the laser pistol (i.e. the forearm is slipped in, the plates contract, and the grip squeezes to fire). However, the mesh hood and glasses must also be used for effective fire. The glasses will project a ghost-like image of what the laser rifle "sees" through its camera eye. The button in the grip will turn the camera on or off. If the laser rifle is used without the camera, all saves made by the target will be at +2. It is possible at all times to see normally, ignoring the ghost images.

Each shot must be saved vs. petrification. Failure results in a hit. Hits not saved against have a 10% chance of member damage as per a laser pistol (q.v.). Metal cutting rate is the same length as a pistol, but the thickness cut is double that of the pistol. Negative armor classes reduce damage. Dexterity is **excluded** from AC calculation.



Needler Pistol: USE **ILLUSTRATION #56**.
Range: S=1″, M=2″, L=3″
Area of Effect: 1″ diameter or 5′ diameter pattern
Power Disc Drain: Not applicable
Rate of Fire: 1 burst/round
Damage: 1-6 hit points/needle
Save: Special

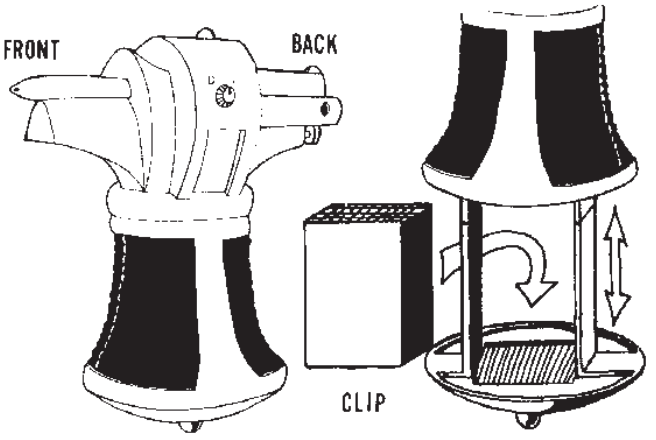
This could perhaps be a potion bottle or a flask strapped to a number of tubes. The base of the bottle (actually the handle) has a silvery lid with a knob in the center. The bottle flask is bound in black leather and silver. From the top of this, a broad metal band encircles a number of tubes. Out one end stick 3 large projecting tubes, while the other has but a single tube, with a small hole in its end. There is a fluted knob on the side with a line across its top. There are 2 markings above it — a small dot and big O.

The pistol operates by pointing the single tube at the target and squeezing the handle. After each burst the 3 tubes in the back will pump in air, creating a slight suction. If the knob in the base of the handle is twisted and pulled, a compartment will open for the needler clip. It will seem to be a small drawer and clips will appear as small, lacquered wood boxes. A clip may not be opened except by smashing.

The butt-loading clip holds 10 cluster cartridges. Each cartridge contains 10 needle-like projectiles which burst after penetration or upon flattening. The selector switch on the left of the receiver housing can be set for narrow or broad pattern — a small dot or a big O. On narrow pattern, the target creature will take from 5-8 (d4 +4) needles. On broad pattern the various targets will each take 1-2 needle hits, with a maximum of five possible creatures hit, regardless of the number of missiles accounted for (as few as 5 possible). The **maximum** damage received from each needle is dictated by the AC of the target creature, i.e. 6 hit points if AC is 6 or worse, 5 if AC 5, 4 if AC 4, 3 if AC 3, 2 if AC 2, 1 if AC 1, and NO DAMAGE if AC 0 or better*. Magical protections are considered for AC calculation, but dexterity is **excluded**. At medium range reduce the number of needles striking a single target creature by 2; at long range reduce the number by 4. On broad

pattern setting there is no range penalty, but it will only be effective to medium range.

*Optionally, you may give the target creature a saving throw regardless of armor. If a score of 1 on d20 is rolled, an eye hit has occurred, and the creature takes 12 hit points and permanently loses the eye (unless a regenerating creature).

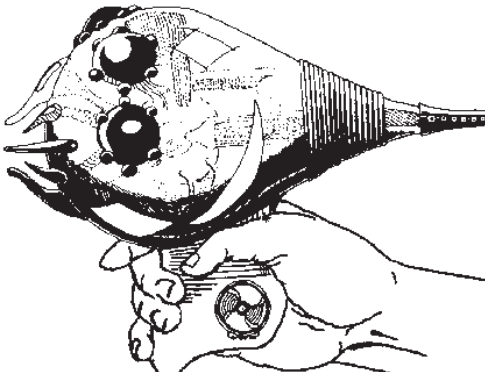


Paralysis Pistol: USE **ILLUSTRATION #57**.
Range: S=2", M=4", L=6"
Area of Effect: 6" long cone, 3" base diameter
Power Disc Drain: 1/use
Rate of Fire: 1/round
Damage: Total paralysis or slowed movement
Save: Special

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

The pistol is fired by squeezing the handle, pointing the broad end of the pistol toward the target. When fired there will be a humming noise and many flashing lights and sparks will go off inside. A small number of sparks will shoot from the golden ball at the narrow end, but the ray from the other end will be invisible. If the small button in the handle is pushed, the raised disc will pop open, revealing a spot for a power disc.

Paralysis lasts 3 turns at short range, 2 at medium range and 1 at long range. A successful saving throw at short range indicates that paralysis will last only 2-12 rounds. At medium range a successful save means that the target creature is paralyzed for 1-4 rounds and slowed to half movement and attack for 1-4 rounds thereafter. At long range a successful save means the creature is slowed for 1-4 rounds. **Note:** Slowed creatures lose all dexterity bonuses. Slowed creatures struck by the paralysis ray are automatically paralyzed for 1 to 3 turns according to the range.



Grenades: USE **ILLUSTRATION #58.**

Range: 8' maximum/strength point
Area of Effect: 10' radius sphere
Rate of Fire: 1/round
Damage: By type of grenade
Save: Special

These are about the size of a large apple or similar fruit, indented all around for grasping. They are smooth and featureless, except for 2 rivets — a large and a small one. Around the larger one are 3 markings in an unknown tongue.

The larger is a setting to determine time of explosion — 3, 4, or 5 second delay according to what setting the button is set to. The second button must be depressed, given a half turn, and depressed again. Thereafter, when the grenade is hurled, the arming pin springs out, and in 2-5 seconds the missile will explode.

Area hit is determined by rolling regular "to hit" dice. All hits and misses land and explode somewhere. Use "grenade-like missiles" rules to determine location of miss (**AD&D** DUNGEON MASTERS GUIDE).

EXPLOSIVE — 5-10 hit points damage to all within blast radius. Save equals half damage. All within the blast are stunned for 1-4 rounds and deafened for 1-4 turns. Creatures within a 20' radius are stunned for 1 round and deafened for 1-4 rounds. If the grenade is enclosed in a container of normal material (not ship's hull metal) of less than specially designed anti-explosive construction, the detonation will throw shrapnel in a 20' radius, and all within will take 0-9 additional hit points of shrapnel damage — use d10, 0 means no shrapnel hit.

GAS, POISON — All air breathing creatures within the 10' blast radius must save versus poison or die. Those saving will be nauseated and unable to engage in combat for 1-6 rounds. The cloud of poisonous vapors persist for 6 rounds in a stagnant area, but in ventilated areas it will be gone in 2 rounds. In windy situations it will last only one round. The grenade cannot be used effectively in very windy situations.

GAS, SLEEP — All air breathing creatures within the radius of effect must save versus poison or instantly fall into a comatose slumber lasting 2-5 turns. Those saving must make a second save even though no longer within the area on the following round. (This reflects persistent qualities of the gas.) Cloud persistence is the same as for poison gas.

INCENDIARY — All creatures in the blast radius take 2-12 hit points of damage, no saving throws allowed, and all materials within the area which are inflammable are set afire. Next round, and for 1-3 rounds thereafter, each creature originally within the blast area will sustain an additional 1-6 hit points of damage from residual chemicals burning. Each skin of water used will reduce damage by 1 hit point, and total immersion will negate residual burns.

Powered Armor: USE **ILLUSTRATION #59**.
Armor Class: 0
Move: 6″ = 1″ (clear hop in any direction possible)
Force Shield: 50 hit points damage before shutting down, restored at 1 point per round
Hit Points of Armor: 50
Power: Equals 18/00 strength in grasping and lifting, anti-grav as per belt
Weaponry: Laser pistol built into right arm of armor above hand; fires when chin lever triggered — all specs same as normal laser pistol

Powered armor looks like a suit of unusual plate armor. The joints appear to be finely, if somewhat strangely, articulated and an oily, black, leather-like material may be seen at major joints. The armor appears to have been worked to create the illusion of a heavily muscled man. The great helm is unusual in that it has no openings, only a broad glass plate in the front with a piece of glass above this. There are strange plates and tubing at various points and large metal bosses seem to be placed randomly on the suit. On the back of the left hand is a rectangular metal box. From this comes a short projecting rod tipped with a cone-shaped red crystal or jewel. It would seem there must be a man inside, for the armor always stands erect although unmoving.

The armor is opened by pressing two separate buttons concealed at the rear of the helmet beneath its lip. Pressing both buttons at the same time will pop open a seal down the middle of the back of the armor. A person may then climb into the armor, feet first, double over and slip his or her head and arms into the suit. Then, by arching his or her back, the armor will reseal itself. The release catches may be reached while wearing the suit, but it will take a round to operate.

Powered armor is completely sealed and will withstand vacuum or pressure equal to 1,000 feet of water. Air system provides oxygen for 8 hours of continuous use, recharging at 1 hour per hour of non-use. No gasses or viral contaminants can enter the suit.

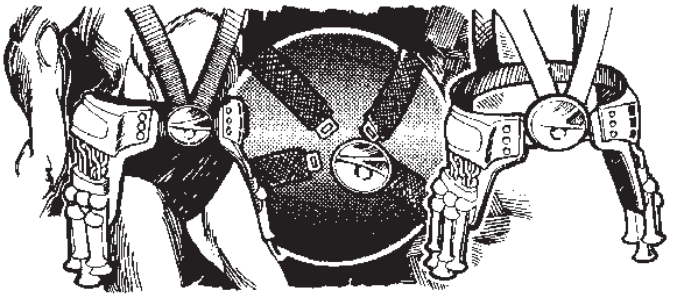
When the force shield is at 0, damage sustained is taken by the armor itself. When the armor reaches 0 it is non-functional in all systems. Damage accruing beyond that point goes to the person inside.

The anti-grav system in the armor allows the wearer to become weightless and float upwards or downwards at 2″ per round. The wearer can carry up to 500 additional pounds of weight when so doing. Anti-grav will function for 6 turns, 3 if carrying additional weight, of continuous operation. For each round of operation it must recharge 1 turn. When power is down to 1 turn of operation the suit will issue a low pinging sound, and a small orange panel will light up; pinging will recur every round thereafter, and the panel light will flash during the last round of operation before the power fails.

The armor will immediately fall, but a small reserve charge will prevent injury to the wearer, although the powered armor itself will sustain damage equal to 50% of its remaining hit points.

Powered armor has built-in atmosphere analysis equipment with a readout panel above the vision area; it also has built-in language translators. Hearing in the armor is 200% human normal, and infrared visual sensors allow vision to 12″. The suit is screened so as to make it 90% unlikely to be seen infravisually.

The wearer of the suit does not become fatigued as normal. Continuous operation for periods of as long as 8 hours is possible. Powered armor does not use power discs. It is only rechargeable at specialized terminals. None of these terminals exist on this part of the ship.



Anti-grav Belt:
Move: Float upwards or downwards at 3″/round
Load Limit: 500 pounds
Power Disc Drain: 1 charge/turn

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

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

Note that this device can be used to make an object up to 500 pounds weigh only as much as a 1 pound object, but the **mass** will still be that of a 500 pound object.

Underwater Swimming Gear: USE **ILLUSTRATION #26.**
Armor Class: 7
Move: 6″ - (12″ for six rounds with gas jets)
Power Disc Drain: 1 charge/ turn

This appears to be a bizarre set of armor. The armor consists of a padded undersuit of an odd, black leather-like material. The padded suit is reinforced with plate mail at the knees, elbows and shoulder. Over the padded armor is worn a very weighty girdle and loin protectors. Across the chest is worn an odd breastplate with a box attached to it, while the back half bears a strangely shaped pack. The helmet seems impractical, a bubble-shaped sphere mounted on a flexible neck piece made of the same material as the suit. The helmet is attached to the breast box by several cords. Lastly, there are a pair of slippers with elongated, ribbed toes, about two feet long.

This is a set of underwater diving gear, with a wetsuit and breathing apparatus, set in the front chest plate, and propulsion device, housed in the backpack. The breathing apparatus is a rebreather attached to the helmet by way of the tubes. It is turned on by pressing the right button on the front of the box and shut off by pushing the left button. The front of this housing may be detached revealing cradles for two power discs. The breathing apparatus will function for 9 turns and then a buzzing will sound to indicate that 3 turns of time remain before the pack must be recharged.

The propulsion device is operated by the lever trigger to the left of the buttons on the chest box. This consists of a gas jet that will propel the wearer under water at a 12″ movement rate for 6 rounds before becoming useless. If used on the surface, it will cause an uncontrollable hopping. The device can be shut off after one round of hopping and then turned back on. It can not be recharged.

The swim fins are independent from the rest of the suit. When in water they will react to the swimmer's motions and expand into 8″ wide fins.

The suit may be used like a gas mask while the breathing apparatus functions, making the wearer impervious to gas.

Gas Mask:
Armor Class: Treat as a leather helmet
Special Defense: makes wearer immune to the effects of gases which must be breathed

This appears to be some sort of ceremonial mask. It is made of a leather-like material and has several straps attached. A silvery metal plate covers the area of the eyes, but this does not seem to impair vision from the inside of the mask. There are no openings for mouth or nose though the mask has been shaped to accommodate a nose and chin. At the base of the mask a cylindrical metal tube is attached and metal cords run from this tube up into the metal-framed mouth and nose region.

The mask's eyepiece is a one-way mirror and permits sight out of the mask, but others can not see in. At night or in dark surroundings this mask will reduce the range of vision by 10′. The mirrored viewer will also act as **gaze reflection**, but this does not make the wearer impervious to gaze attacks.

Atmosphere Analyzer: USE **ILLUSTRATION #60**.
Range: Radiation = 6″, Gas = 4″, Mold/Spores = 2″.
Power Disc Drain: ¼ charge/use

A gray slab of a material similar to horn, this is about the size of a necklace case. In one side are three windows, all rectangular in shape. Behind each is a strip of colored paper. The papers are all white on one end and shade into another color at the other end. The window to the left is white shading to yellow, the middle window is white shading to purple, and the paper behind the right window is white shading to green. Over each window is mounted a translucent jewel, the same color as the colored paper of that window. At the front of the slab is a series of small holes. On the back is a narrow panel set in a groove. Sliding it will reveal a slot about the size of a gold coin.

The case is only ¼′ wide, ½′ long, and about a thumb's width thick. The windows are rolling gauges indicating concentrations of impurities in the air by rolling forward to darker shades of color. The yellow gauge detects spore and pollen content, the purple gauge measures intensity of radiation, and the green gauge indicates the presence of gases. Purple, green, and/or yellow lights glow accordingly. Bulkheads which are non-radioactive will screen what is behind them as far as radiation count is concerned. Likewise, sealed areas will not affect the gas or spore registers.

Language Translator: USE **ILLUSTRATION #61**.
Range: 6″
Power Disc Drain: 1 charge/turn of use

This is a club- or hatchet-shaped device with a metal dish on one end where the blade should be. Across the back are 2 colored plates — red and blue. Above these is a fine metal net, set in the handle. In the butt is a fine crack going all around the handle.

The red button is for receiving, there will be a 1 turn delay for first analysis of a foreign tongue; and the blue button is pushed for transmitting. A pull on the base opens the power disc compartment. The translation will analyze the closest/ loudest speaker in its range.

Portable Spotlight: USE **ILLUSTRATION #62**.
Range: 120 yards
Area of Effect: 10′ diameter beam
Power Disc Drain: 1 charge/turn of use

When closed, the spot forms a 1′ cube and weighs about 10 lbs. It is open at one end and has a recessed grip in the top. Inside may be seen an X formed by jointed rods, a box with a wheel and 2 rivets on it, and a coil of smooth, oily appearing rope. The other end holds a round glass panel, raised slightly, set in the surface of the box.

When opened, the rods will telescope out to form a stand for the spot. The head section will extend up to 8′ high. Each leg has clamped to it a spike and a smooth leather patch (an adhesive patch) and ends in a side of the box. The black rope (10′ cable) connects the detachable control box to the spot. The wheel controls elevation/depression/rotation, one button is the on/off control, and the second button activates magnetic clamps. A slot in the side of the control box holds a power disc. It has a special polarizing lens. Turning it a quarter turn will change the light to infrared, allowing infravision to 120′.

Repair Robot Remote Control Box:
Range: 18″
Function: Summons one worker robot and allows transmission of verbal orders
Size: 3″ × 5″
Power Disc Drain: ½ charge/turn

This appears to be a brown metal box about the size of a tinderbox, with violet labels. When the hinged cover is lifted inside a panel of white horn-like material will be seen. In the center of the panel is set a metal mesh screen the size of a coin, while in the upper right corner is set a small blue gem. At the base of this screen a black square is set.

This device is used to summon one worker robot within range to the immediate vicinity of the holder. The ship's computer moderates which robot will respond if more than one are within range or else the closest one will respond. By pressing the black square the device is activated and a worker will arrive within 1-4 turns if any are available. Once a worker robot has arrived it may be given verbal commands if someone depresses the black button and speaks into the metal grid in a language the robot can comprehend. The back panel may be removed and a cradle for a power disc may be found.

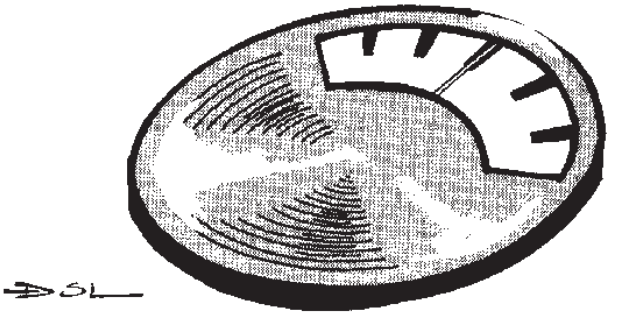
This device has its own store of power but for each turn of operation there is a 2% cumulative chance that the power pack will drain, causing the blue light to flash. In 1-10 rounds the remote will go dead. Any power disc will reduce the chance of failure by 5% per charge in the disc, but eventually this will drain too.

Power Disc:

This is a blue colored glass or slate disc the size of a coin. One side is smooth and unmarked, the other side has a white, arced band, marked like a sundial with 5 lines. A taut thread rests on one of the lines (or at either end, depending on the charge). These discs are designed to be fitted into the various slots and holders of the weapons and equipment.

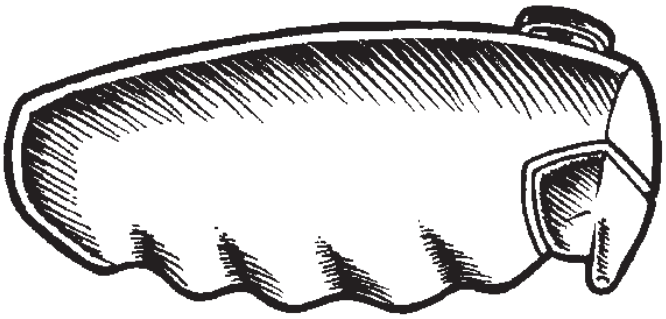
Power discs are energy storage units or batteries which were used to power the various devices on the ship. A fully charged power disc holds **6** charges and the needle of the gauge will be all the way to the right, if not malfunctioning. Power discs found in ship stores will normally be fully charged, but the charges of those found scattered about the ship should be determined randomly by rolling a d6. Power discs may be inserted either side up when installed in a device. Different devices will have different rates of power use and this is noted under each device's Power Disc Drain. It requires 2 rounds to change the power disc in a device once it is discovered how to make the change.

Wound Healing Cannister: USE **ILLUSTRATION #63**.



Wound healing cannisters appear as smooth, featureless gourds. They are indented on one side to fashion a grip, flat on the bottom, and have a small neck curving out of the other end. This neck ends in a hole. On the back of the neck is a rivet. On the flat bottom is a sundial pattern with a hair marking a line on the pattern.

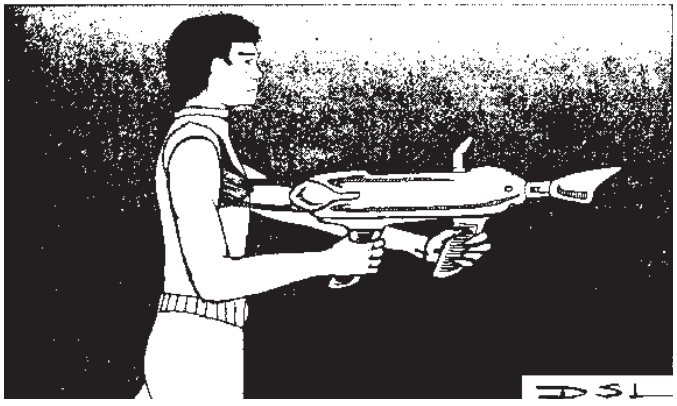
Pressing the button (the rivet on the neck of the gourd) allows a directional spray from the nozzle (the hole). This spray will heal 2-24 points of damage and cure any disease, infection, or spore infestation on the skin. A full cannister contains 6 charges; the dial on the bottom shows the number of charges remaining. One spray uses one charge.

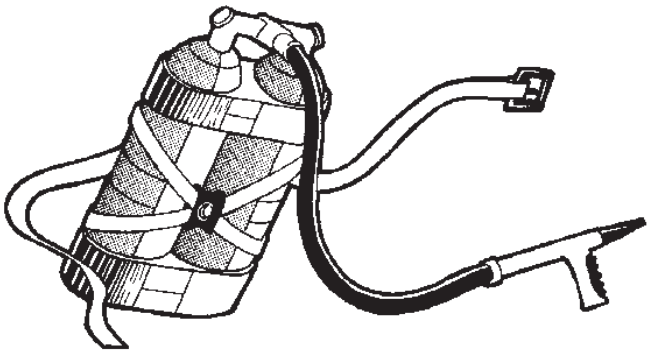


Fire Extinguisher:
Range: 5′ maximum effect, 10′ = ½ damage
Rounds: 6 maximum
Damage/Attack: 1-4, 1-6, or 3-12
Area of Effect: cone 10′ long, 5′ wide at end.

This device has a base cylindrical shape with two handles on one side. Opposite the handles is a lever and a wide-mouthed spout adorns one end. On the other end is a padded crook like that of a crutch.

To operate the fire extinguisher the lever on top must be forced back towards the shoulder rest and then pushed forward; once this is accomplished the rearmost handle may be squeezed and a cone of CO_2 will spew out the nozzle. The CO_2 will inflict 1-4 h.p. of damage to warm-blooded creatures, 1-6 h.p. of damage to cold-blooded creatures, and 3-12 points of damage to plants. If the lever is not returned to the forward position the operator will hear a beeping noise and see an orange flashing light in the handle. In 2 rounds the extinguisher will explode causing 2d6 points of damage to all within a 10′ radius.

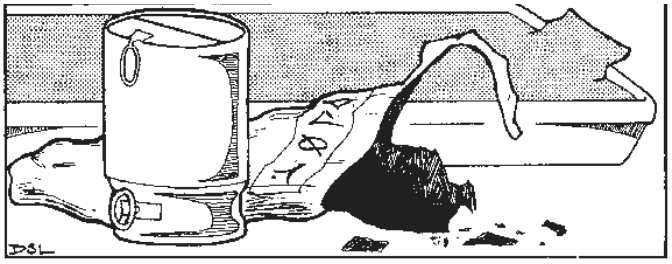




Hand Pump Spray Gun:
Range: 3′
Volume: 5 gallons (40 pints)
Use per spray: 1 pint

This apparatus appears to be two seamless barrels attached together and made of a bone-like material. Two woven straps of equal length are attached to these barrels and an oily-looking rope is fastened to the top of these barrels where they join. Upon the end of the rope is a wandlike instrument with a handle or lever.

By squeezing the lever several times in a round a fine mist will spray from the tip of the nozzle. The backpack can hold most liquids, except strong acids, and can be refilled by screwing off the top of each barrel. This device was used to spray weed control, a plant defoliant. This defoliant may be found in 1 quart cans which when mixed with 5 gallons of water becomes useable causing 2-8 points damage to a large plant or destroying a 2′ × 2′ area of ground cover vegetation.



Ship's Rations:
Each ration pack equals 1 meal for 1 person
Container: Either tray, envelope or cylinder

Whatever the shape of the rations, the container is a silvery package made of some flexible material like oiled skins. At one end of the package is a small colored ring, and attached to one side is a strange implement that looks like a spoon with serrated edges and a hollow handle.

The small rings, once pulled, create chemical reactions which cause the package contents to be heated, chilled or rehydrated. Each container may be opened by locating a black tab on the end opposite the ring and tearing back the lid. The rings are color coded: red - heat, white - chill, and blue - rehydrate. The plastic spork may be used to cut food and eat it or the hollow handle may be used as a straw. Possible contents of a rations pack are: protein stews, cero-porridges, nutrient drinks, surrogate steaks, vegetable substitutes and vita-bars.

ANDROIDS AND ROBOTS

Android:
Armor Class: *3*
Move: *15"*
Hit Dice: *7 (35 hit points standard)*
No. of Attacks: *2*
Damage/Attack: *1-8/1-8*
Special Attacks: *See below*
Special Defenses: *See below*
Magic Resistance: *See below*
Intelligence: *Average*
Alignment: *Neutral*
Size: *M*

Androids are designed to appear exactly as a human does. About half are "male", the other half "female". Each has a built-in frequency key to duplicate yellow and violet color cards. This will permit androids to gain access to all areas requiring these colored cards. Androids are programmed to be able to use any human-standard weapon. They are impervious to cold; take only half damage from acid or fire; paralysis, gas, poison, and gaze weapons are useless against them; but if hit with electrical attacks there is a 1% chance per hit point of damage they sustain that the attack will short their circuits. Immersion in water for 3 full rounds will always short circuit an android unless it is a specially built underwater model. As they are machines, spells do not have any effect unless the magic affects their components; thus, any **charm** or **hold** is useless, but a **heat metal** spell would do damage as noted with respect to hit points to the android.

Androids with various purposes have different strength ratings. Standard strength is 15 on female models and 16 on the male versions. Guard androids have human maximums. Dexterity standard is 18. Vision is 150% human norm, with infravision to 6". Audial sensors are also 150% human norm. At 7 or fewer hit points remaining there is a 50% chance per round that the android will cease functioning.

Robot, Police: USE **ILLUSTRATION #5**.
Armor Class: *–1*
Move: *18" plus 24" emergency speed*
Hit Dice: *10 (60 hit points standard)*
No. of Attacks: *See below*
Damage/Attack: *See below*
Special Attacks: *See below*
Special Defenses: *20 point force shield (restored at 1 point/round)*
Magic Resistance: *See below*
Intelligence: *Programmed*
Alignment: *Programmed lawful neutral*
Size: *M*

Police robots have built-in orange or red color card capacity, language translators, and atmosphere analysis devices. They have anti-grav units built in, and the capacity of this unit type is the robot plus 1,000 pounds. Emergency speed is usable for 1 turn every hour.

Police robots have the following attack means:
- 2 subdual tentacles of 6' length and 18/00 strength
- 2 arms which strike for 3-12 hit points of damage
- a built-in laser pistol in the cranial section which conforms to the specifications of a standard laser pistol, but which has no limit on power use, as the unit operates off the main power source of the robot
- base storage capacity for 6 grenades (3 sleep gas, 1 poison gas, 1 explosive, 1 incendiary) which can be fired by compressed air to a maximum range of 8" by the robot
- chest paralysis pistol mechanism (power disc operated)
- tractor beam which can pull an object of up to 300 pounds weight (as a **telekinesis** spell)
- pressor beam which can push away an object of up to 300 pounds weight (as a **telekinesis** spell)

Only one form of attack can be employed during a round, i.e. subdual tentacle attacks, arm strikes, laser use (2 shot per round, of course), grenade launching, paralysis attack, or tractor or pressor beam use.

Police robots can never be surprised. They have 200% human norm for both audial and visual sensors. They have infravisual capacity to 12". Their force screen must be brought to 0 points before any damage accrues to the body of the robot. They can withstand vacuum or water pressure equal to 500 feet depth when their force screen is up. Cold does not harm police robots, nor does gas, paralysis, poison, etc. Fire/heat attacks cause only one-half normal damage and acid affects them only if the force shield is down. Lightning and electrical attacks have full effect, and there is a 1% chance per hit point of damage sustained that the robot will malfunction and cease operation due to fused circuitry. Most magical attacks are useless (cf. **android**).

At 10 or fewer hit points remaining, there is a 50% chance per round that a police robot will cease functioning.

These robots are programmed to use subdual and non-lethal attack forms initially. There is a 25% chance that any police robot encountered will have lost this programming, however, so that violent and deadly attack methods will be used. For such robots, roll d6, treating a 6 as use of either pressor or tractor beam, to find which attack method will be used. Robots of this type are 10% likely to have armed themselves with some form of human weapon (blaster pistol or rifle, laser rifle, needler), and in this case use d8, with 8 being attack with the weapon held in their manipulative digits.

Robot, Worker: USE **ILLUSTRATION #6**
Armor Class: *2*
Move: *12"*
Hit Dice: *7-12 (7 hit points/die standard)*
No. of Attacks: *2 or 4 (large types)*
Damage/Attack: *2-12/2-12 or special*
Special Attacks: *Tractor and pressor beams*
Special Defenses: *Never surprised*
Magic Resistance: *See below*
Intelligence: *Programmed*
Alignment: *Neutral*
Size: *M (7-8 HD) to L (9-12 HD)*

Worker robots generally have built in violet card capacity, although 10% have yellow color card capacity also. They have atmosphere analysis equipment built in, and anti-gravity mechanisms which allow them to carry up to 2,000 additional pounds of weight by such means.

Smaller models are low clearance for work between decks. Large varieties are normally cargo handlers. Small robots have only 2 manipulative appendages, while the large ones have these plus 2 heavy duty cargo moving tentacles with a strength equivalent of 24. These latter appendages will be used only to grasp and hold. Robots of this sort will only attack if actually attacked and damaged by an opponent, and they will seek to grasp and hold first.

Worker robots are immune to vacuum, can withstand water pressure equal to 2,500 feet, are unaffected by cold, take half damage from acid, fire, and heat attacks, and are unaffected by spells except as noted previously (cf. **android**). Attack by electricity causes normal damage, and there is a 1% chance per point of damage sustained by the robot that its circuits will be fused and totally non-functioning. At 20% remaining hit points there is a 50% chance that a worker robot will cease functioning — check each round.

Worker robots have human standard audial and visual capability, and they have infravisual capacity to 9".

These machines have heavy duty tractor and pressor beams built in — capacity is 2,000 pounds for each. There is a 10% chance per round that a robot will switch on one or the other if it is being attacked.

VEGEPYGMY (Use **ILLUSTRATION #4**, or **#7** for 'tween decks)
Frequency: *Very rare*
No. Appearing: *30-300*
Armor Class: *4*
Move: *12"*
Hit Dice: *1-6*
% in Lair: *40%*
Treasure Type: *O, P*
No. of Attacks: *1*
Damage/Attack: *1-6 or by weapon type*
Special Attacks: *See below*
Special Defenses: *See below*
Magic Resistance: *See below*
Intelligence: *Low*
Alignment: *Neutral*
Size: *S*
Psionic Ability: *Nl*
Attack/Defense Modes: *Nil*
Level/X.P. Value: *1 HD — III/53 + 1/hp*
2 HD — III/81 + 2/hp
3 HD — III/120 + 3/hp
4 HD — IV/175 + 4/hp
5 HD — IV/245 + 5/hp
6 HD — V/425 + 6/hp

This refers to the level of the monster and its experience point worth.

Vegepygmies are vegetable creatures of low intelligence. They organize themselves into regional bands, living by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition.

Vegepygmies come in a variety of colors and sizes. Usually their colors will be similar to their normal surroundings. Thus, some will be splotched with green while others might be mottled grey-brown. When encountered in areas that match their coloration, they will blend into the background, surprising 50% of the time. They have from 1 to 4 hit dice, although leaders will be greater. The composition of a force will be as follows:

1 hit dice	50%
2 hit dice	25%
3 hit dice	15%
4 hit dice	10%

Those with 1 hit die will be 2' tall, with an additional ½' added for every hit die over one.

For every 50 vegepygmies there will be one sub-chief of 5 hit dice and 2-5 three hit dice bodyguards. Every band will have a 6 hit dice leader. He will have 2-8 bodyguards of four hit dice.

Attacks from piercing weapons such as arrows and spears do only 1 point of damage to vegepygmies. Electrical attacks do no damage. Fire and cold do normal damage. Vegepygmies are immune to all charm/enchantment spells except those that affect plants.

The lairs of vegepygmies are usually found in warm areas underground, although some may be found in dark forests. They form bands near their main food supply and are usually well-organized in the defense of this food supply. They co-exist well with other forms of plant life. There is a 40% chance that there will be 1-3 shriekers guarding their lair. Vegepygmies of the same tribe have the ability to pass by these creatures unnoticed. There is a 70% chance that russet mold will be found in the vicinity of the lair.

Vegepygmies are short bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of small leaves. They eat carrion and meat. Vegepygmies reproduce by russet mold or by propagating buds from their bodies. Although they do not have a spoken language, they are capable of vocalized cries. Their major form of communication is a code of chest slappings and thumping.

RUSSET MOLD
Frequency: *Very rare*
No. Appearing: *1 patch*
Armor Class: *9*
Move: *0"*
Hit Dice: *—*
% in Lair: *Nil*
Treasure Type: *Nil*
No. of Attacks: *0*
Damage/Attack: *0*
Special Attacks: *Radiation*
Special Defenses: *See below*
Magic Resistance: *See below*
Intelligence: *Non-*
Alignment: *Neutral*
Size: *S to L*
Psionic Ability: *Nil*
Attack/Defense Modes: *Nil*
Level/X.P. Value: *Not rateable*

Found only in damp areas underground, this mold is often mistaken for rust at distances greater than 30' (70% chance). It is immune to all attacks involving weapons, fire, and cold but is vulnerable to applications of alcohol, acid, and compounds harmful to plants (such as salt). It can be killed instantly by casting a **cure disease** or a **continual light** upon it.

Russet mold makes no physical attacks but emits a barely visible cloud of irradiated spores for a 3' radius, beyond which the spores settle to the floor, inert. Also, if the mold is contacted it will inject irradiated spores. All creatures passing within 3' or contacting it must save vs. poison. Failure to save results in a sickness that will kill in 2-5 turns unless a **cure disease** is cast. Those making a successful save will still suffer 5-20 points of damage from the radiation.

Any character who dies from contacting russet mold will undergo a transformation. First, their body will immediately start to sprout new growths of mold from the spores left at contact. Then, when entirely encased in mold, a vegepygmy (cf.) will rise from the remains. The entire process will take from 21 to 24 hours (d4+20). A **hold plant** spell will halt the growth of the mold for a time equal to the duration of the spell. A character may not be raised any time after the mold has grown for more than one hour.

Russet mold is golden-brown to rust-red in color. It has a lumpy texture similar to cold porridge and is covered by short, hair-like growths. These stand upright and constantly waver as if in a gentle breeze.

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Inspiration: Jim Ward and Rob Kuntz

SPECIAL MODULE CHARACTERS

The following listing of characters may be used to form a party for tournament or regular play. Alternatively, players may wish to use their own characters. **THE EXPEDITION TO THE BARRIER PEAKS** was designed for a large party of characters of moderate to high level. Suggested party size is 10 to 15 characters with most having levels between 5th and 10th. Smaller parties may adventure in this scenario but party levels should be increased accordingly, though never exceeding an average level of 12th. Multi-class characters should be considered as one level higher than their highest level. All characters should have at least 2-3 useful magic items.

If there are too few player-characters to form a suitable party, the DM may opt to include some of the characters listed below as non-player characters or each player may handle multiple characters. It is suggested that players be allowed no more than 2 characters each. They may find it difficult to manage more than this number and may not be able to identify with such "instant" characters.

Novice players may find it necessary to have characters no lower than 7th level with an average level of 9th in the party. Novice players should also be allowed another magic item per character such as a scroll of 2-4 spells, a potion (no **oil of etherealness**), or a minor **ring of protection.** Fighter characters should be allowed a +1 or +2 weapon (with no special powers) if they do not already have one. If the DM does not think his players are capable of handling multiple characters, NPCs should be used to round out the party.

SPECIAL ITEMS POSSESSED BY EACH CHARACTER

Character #	Items
1.	+3 battleaxe, +2 plate mail, +2 shield, **ring of fire resistance**
2.	Sword, **Flametongue;** +1 plate mail, +1 shield
3.	+1 spear, +1 plate mail, **scroll of protection vs. magic**
4.	+1 shield, **javelin of lightning**
5.	**Sword of dancing**
6.	+2 war hammer, +4 plate mail
7.	+2 dagger, **gem of seeing, boots of levitation, wand of cold** (28 charges)
8.	**potion of clairvoyance,** scroll with **read magic, light, comprehend languages; ring of invisibility**
9.	+1 sword, scroll with **sleep, light, fear;** +2 bolts (×10), **potion of growth**
10.	+2 mace, **staff of striking, ring of protection** +3
11.	**rope of entangling, potion of extra-healing**
12.	**robe of blending**
13.	+2 sword, **bag of holding, cloak of protection** +3
14.	+2 dagger, +1 dagger (×2), **rope of climbing**
15.	+1 sword, **oil of slipperiness**

CHARACTER ROSTER

#	Race	Alignment	Class	HP	Level	S	I	W	D	C	Ch
1	H	N	Ftr	54	12	15	14	12	13	14	16
2	H	CG	Ftr	42	7	16	13	14	12	14	13
3	H	N	Ftr	41	6	17	12	13	14	15	12
4	H	CE	Ftr	38	5	18(69)	11	10	16	17	10
5	½	LG	Ftr	24	4	15	12	11	18	16	16
6	D	N	Ftr	48	8	18(17)	13	9	13	14	12
7	H	N	MU	27	11	10	16	14	15	14	14
8	H	N	MU	22	5	11	15	13	13	17	9
9	E	CG	Ftr/MU	24	5/8	15	16	14	17	14	16
10	H	LG	Cl	34	10	12	11	18	14	12	15
11	H	LG	Cl	33	6	14	10	15	12	17	10
12	H	N	Dr	30	7	12	13	15	14	16	15
13	H	N	Th	27	10	10	14	13	17	12	7
14	½	CE	Th	23	9	12	15	8	15	16	13
15	H	CE	Th	22	5	13	10	10	16	17	10

FOR ADVANCED D & D™

EXPEDITION TO THE BARRIER PEAKS

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 8-12

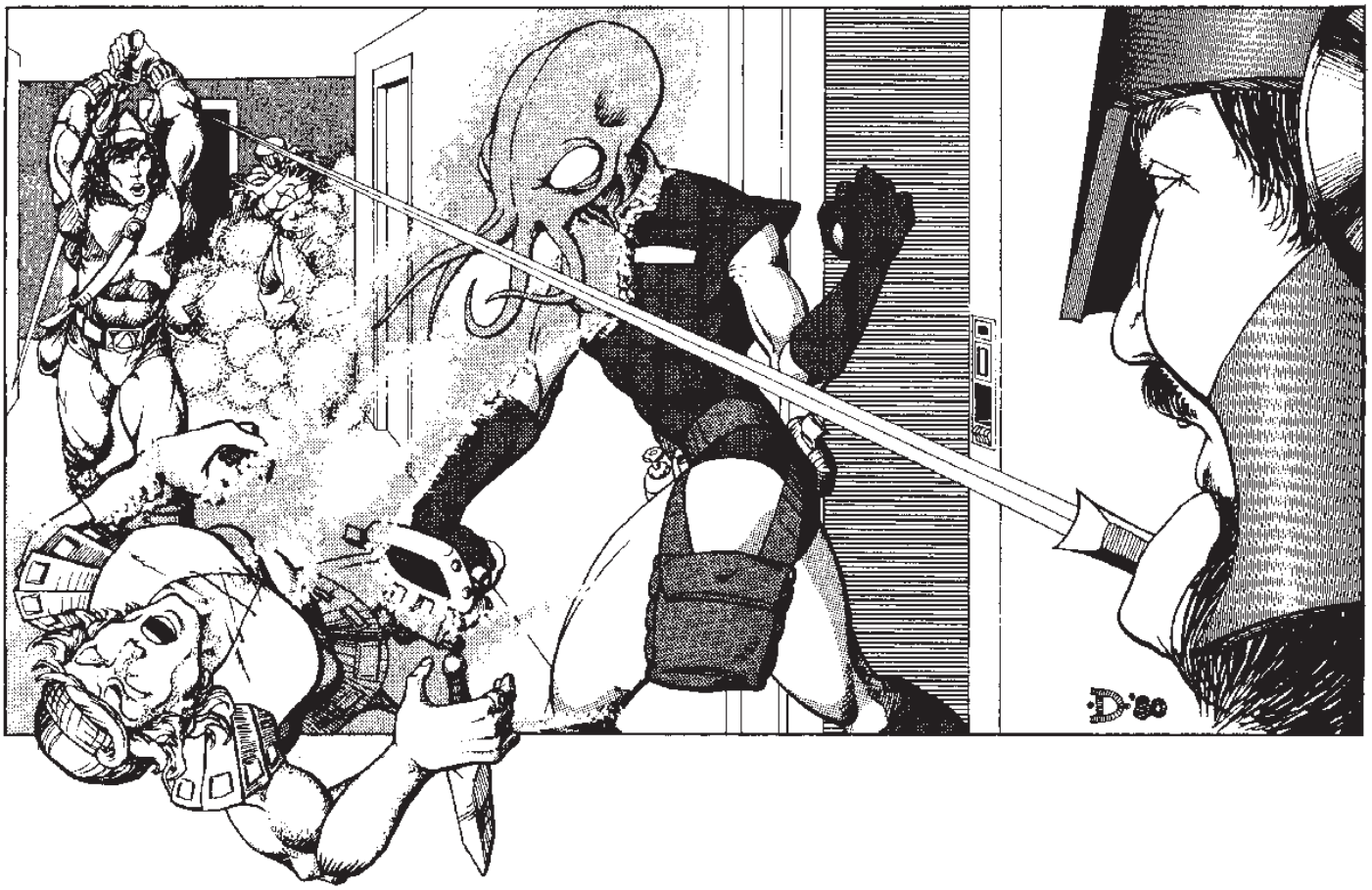
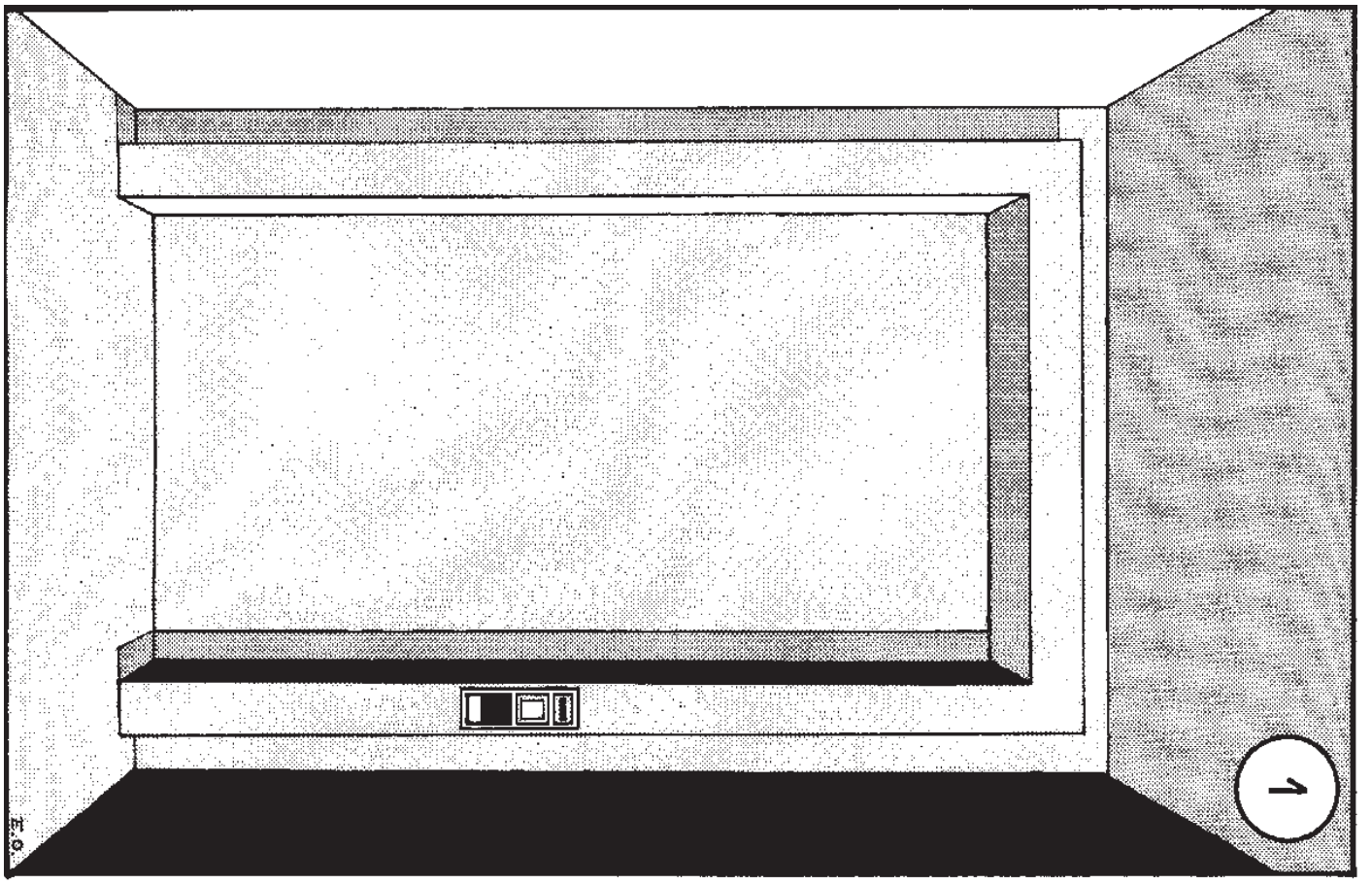


ILLUSTRATION BOOKLET

This illustration booklet is specially designed for use with the module. It contains over 60 illustrations pertaining to various features of the ship, and should be used by the Dungeon Master to show appropriate views to the players as they adventure. Each illustration within this booklet carries a number which corresponds to the rooms and locations on the master map (note that all locations are shown and some appear more than once). The descriptive copy within the other booklet indicates when appropriate illustrations should be shown.

This booklet, it will be noted, has an additional cross-fold. This allows the Dungeon Master to fold the booklet horizontally as well as vertically along the binding, and in this manner reveal to the viewing players only a single illustration of the appropriate size. The DM can place his finger or thumb over the number appearing on each picture to avoid giving any clues as to room number or location to the viewing players.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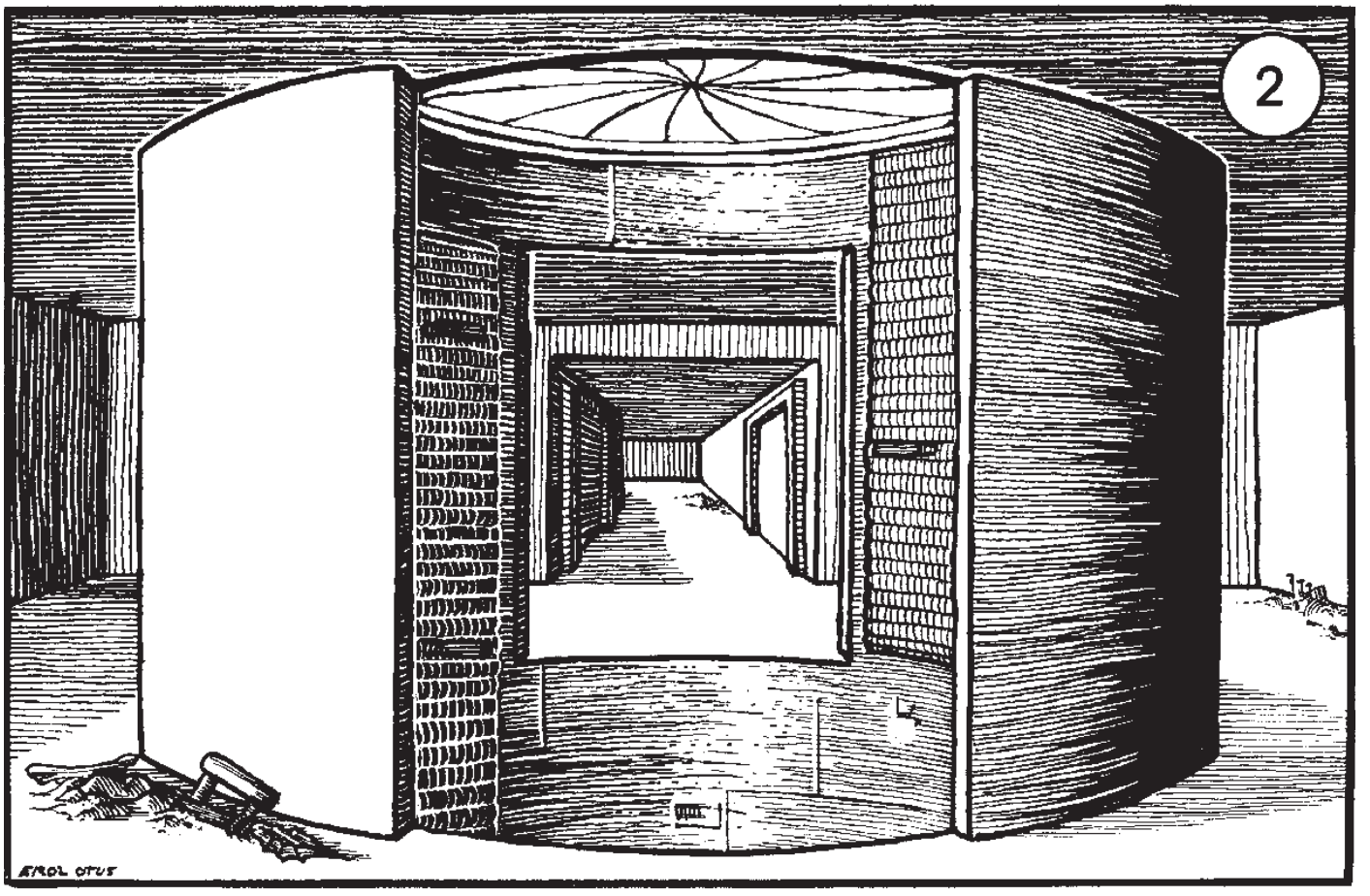
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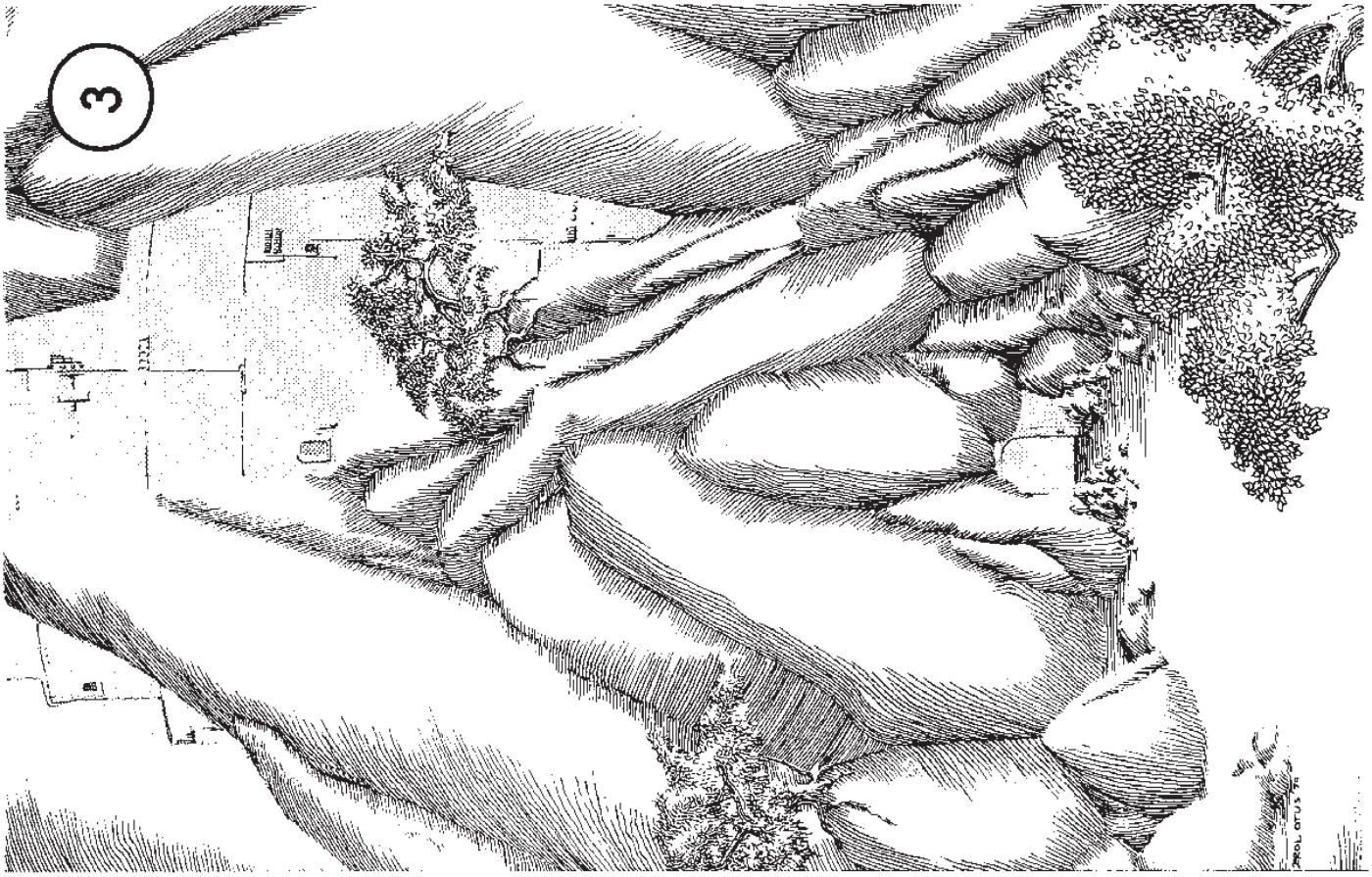
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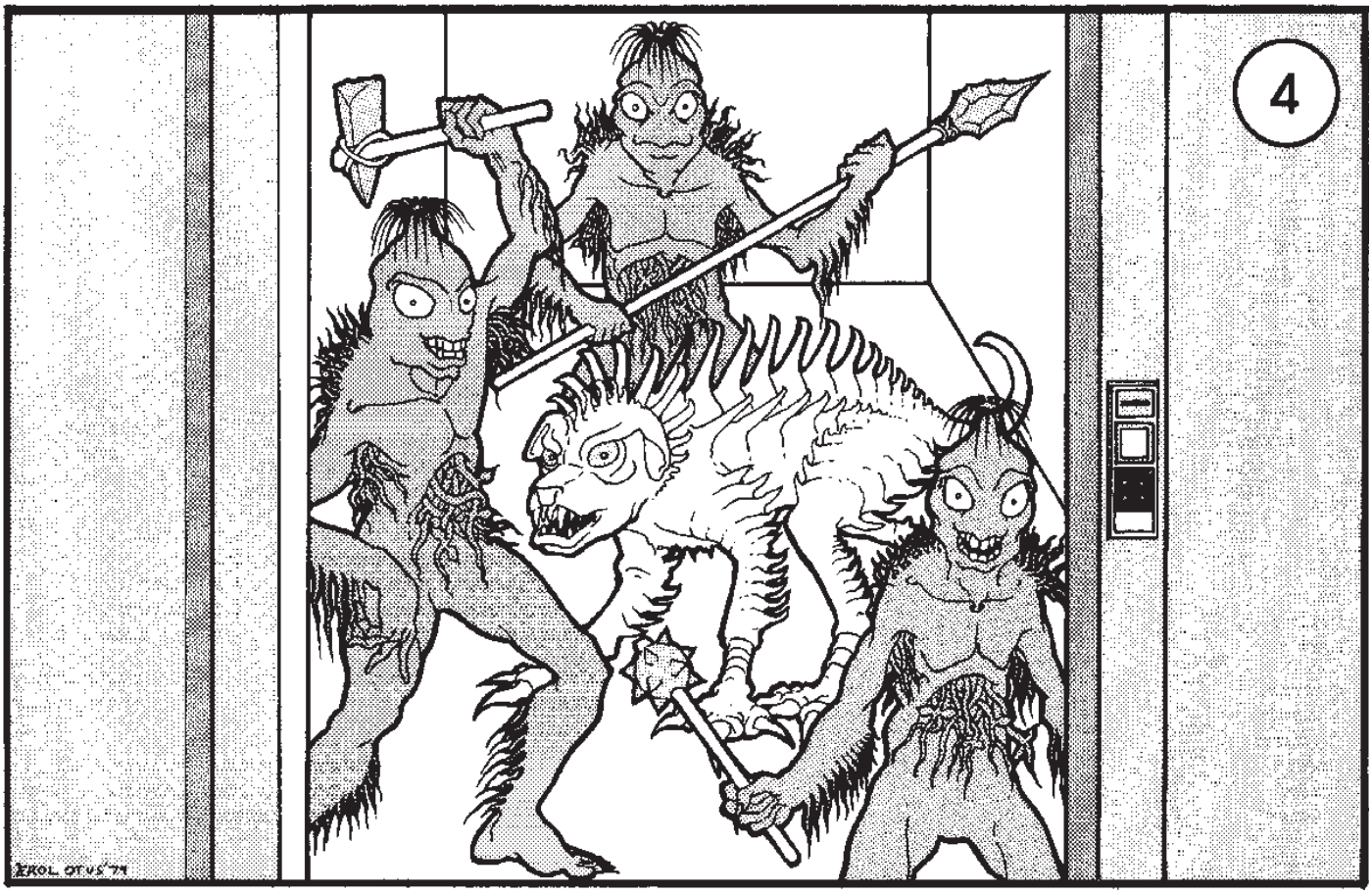
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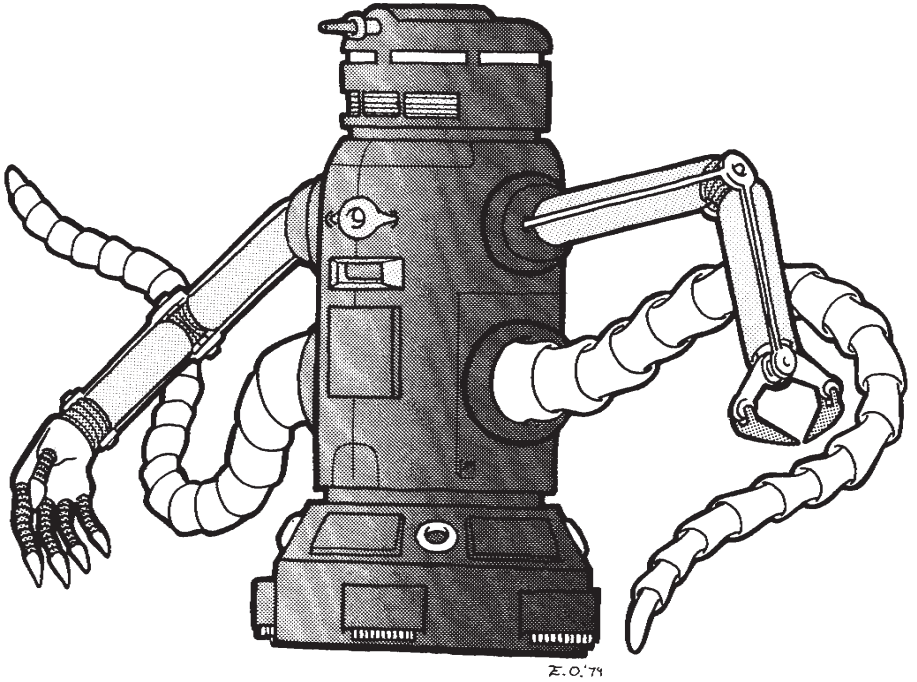

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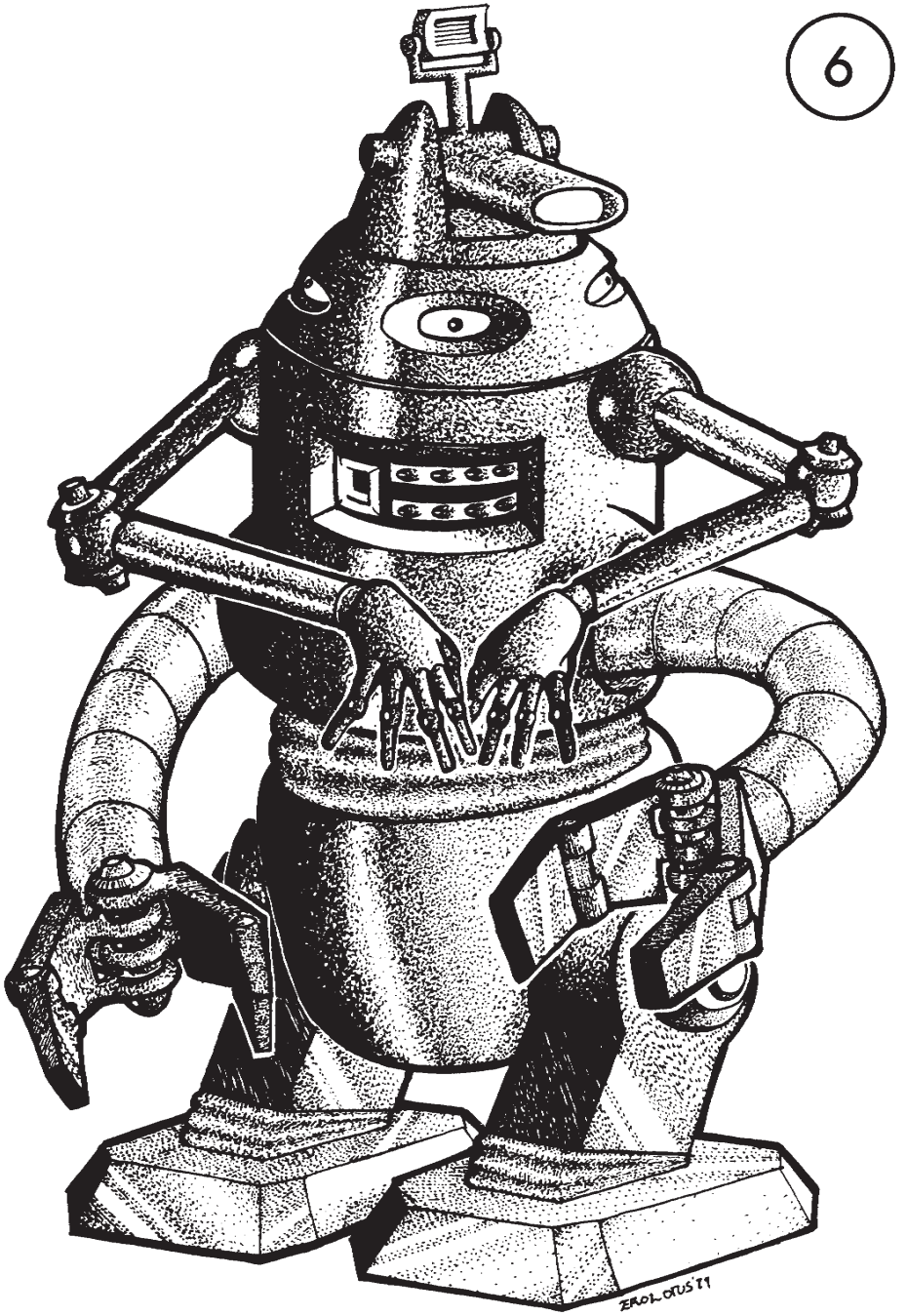

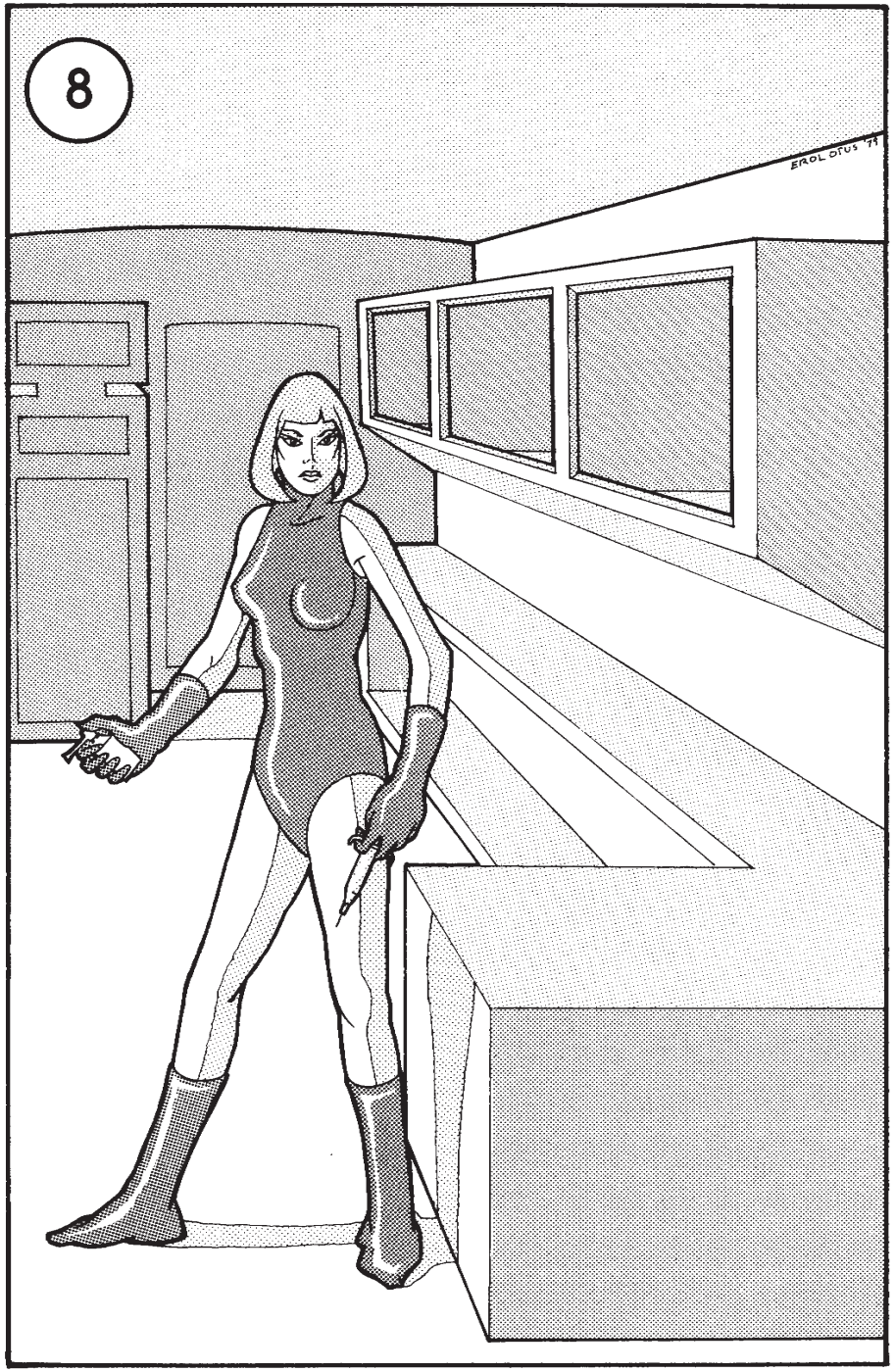
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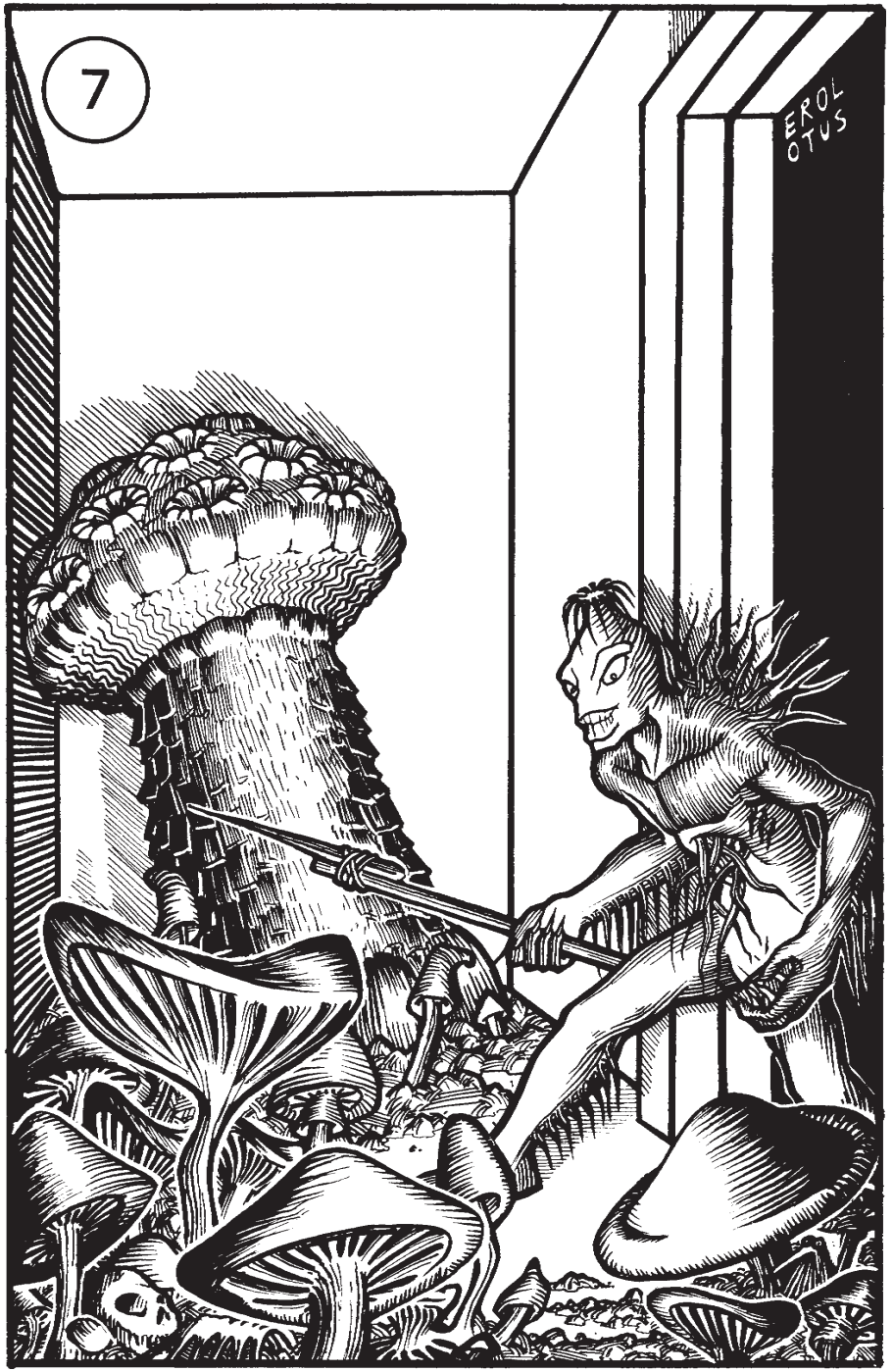
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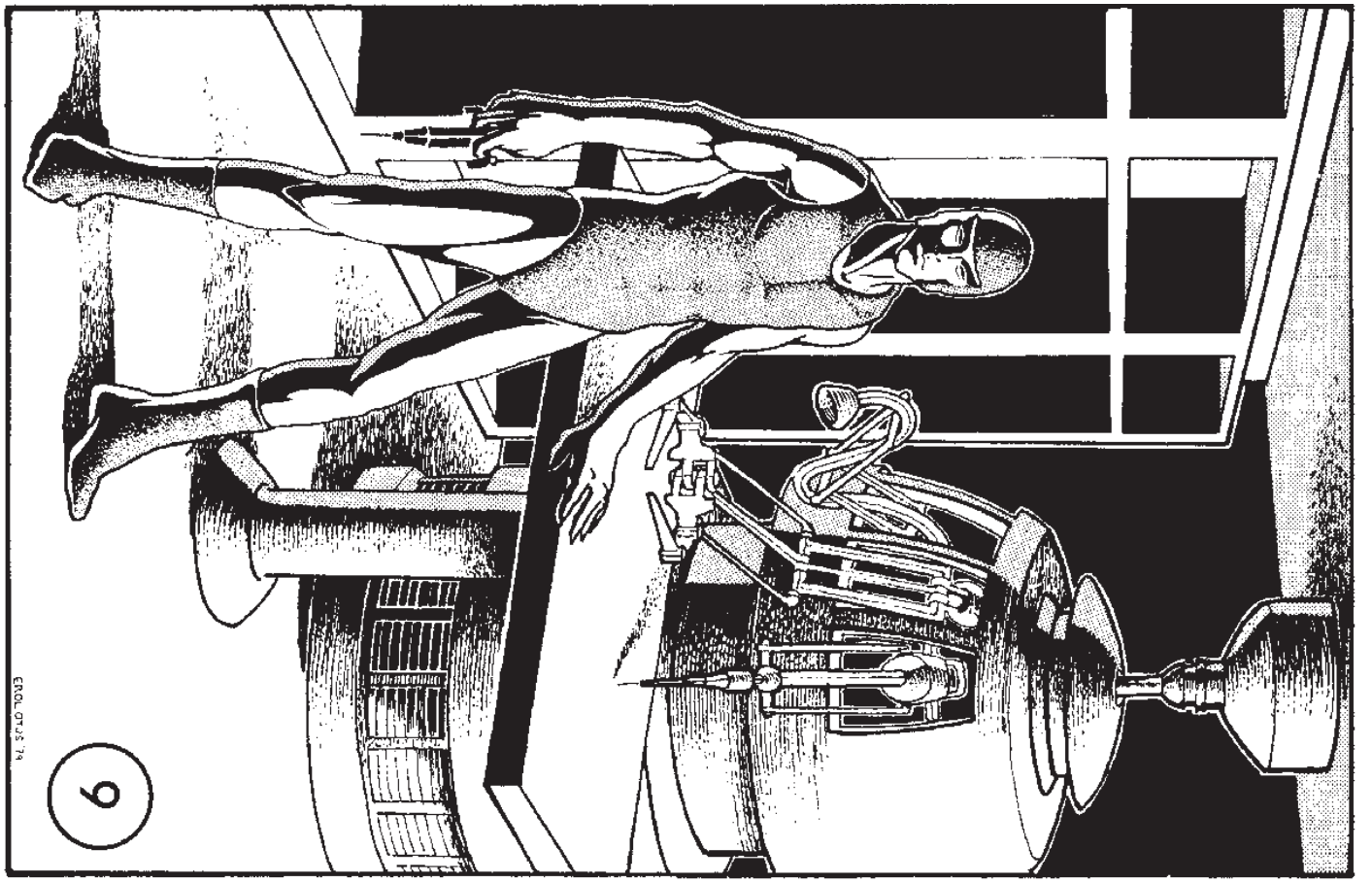
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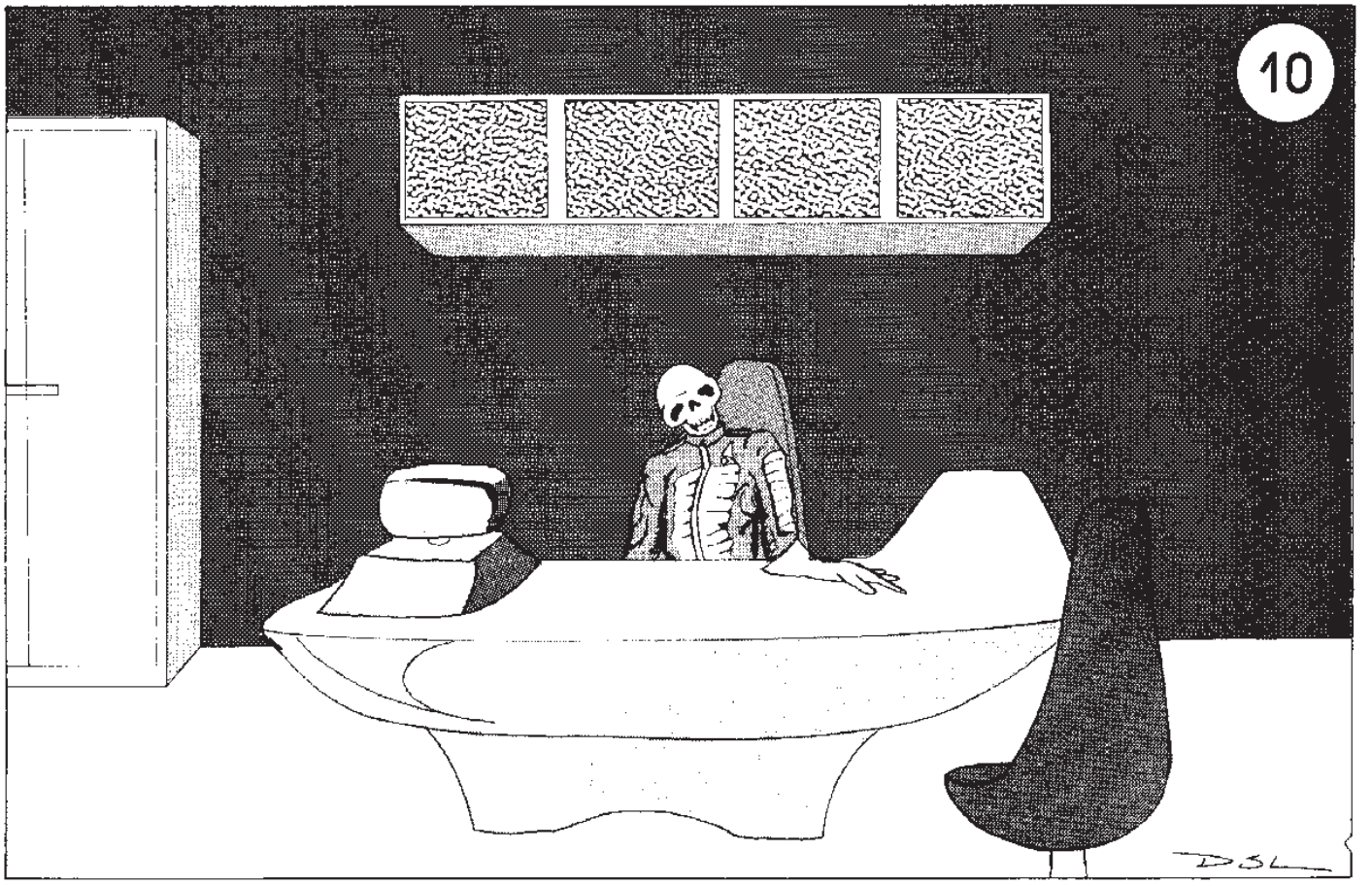
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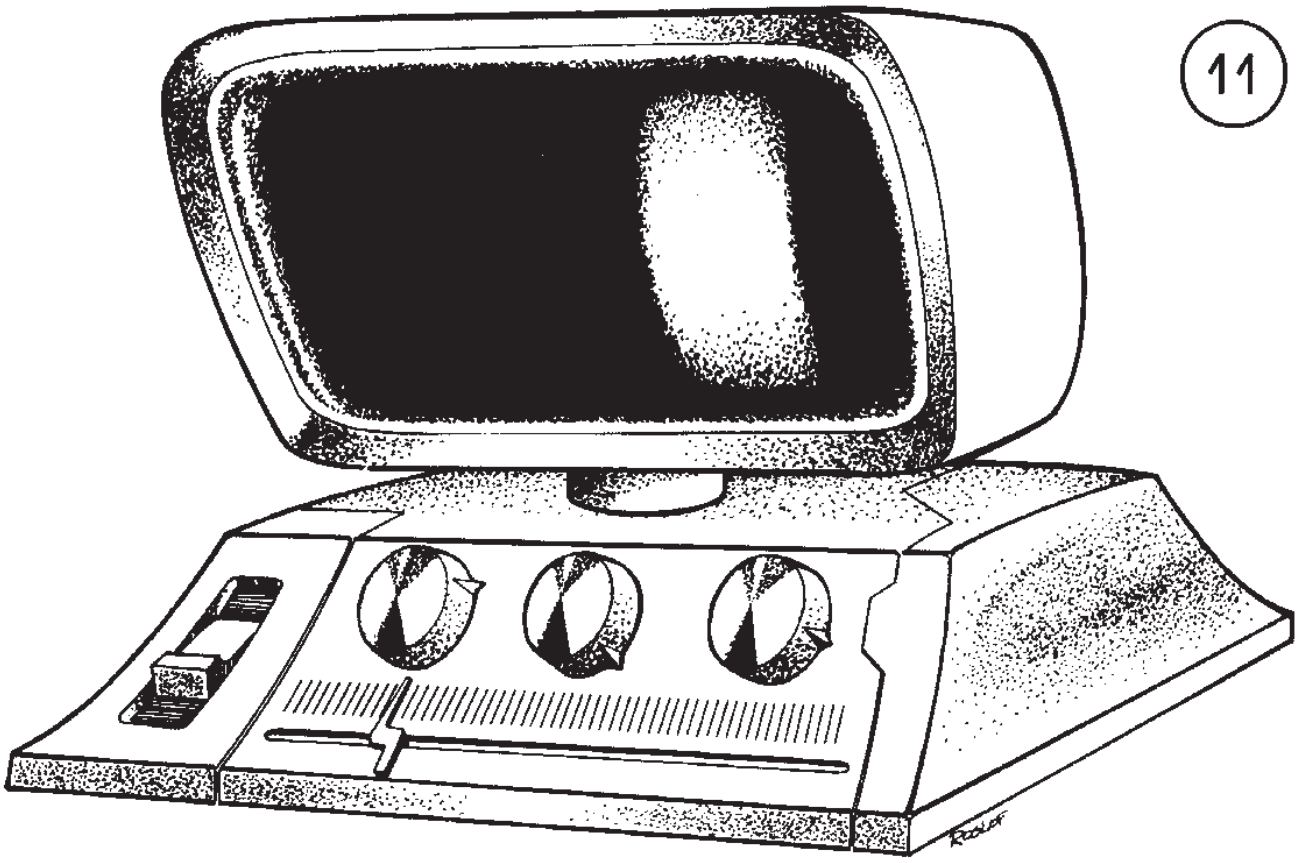
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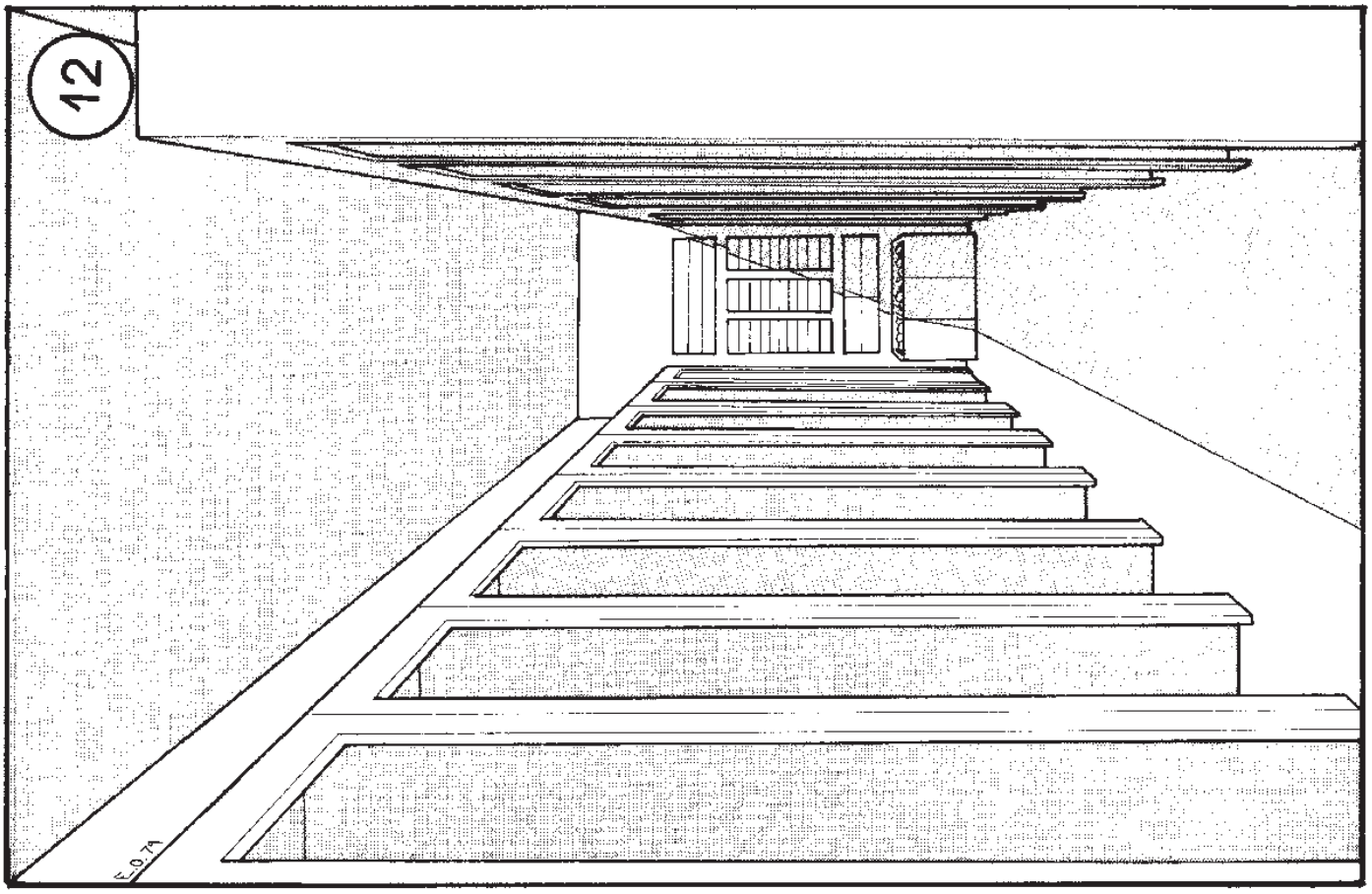
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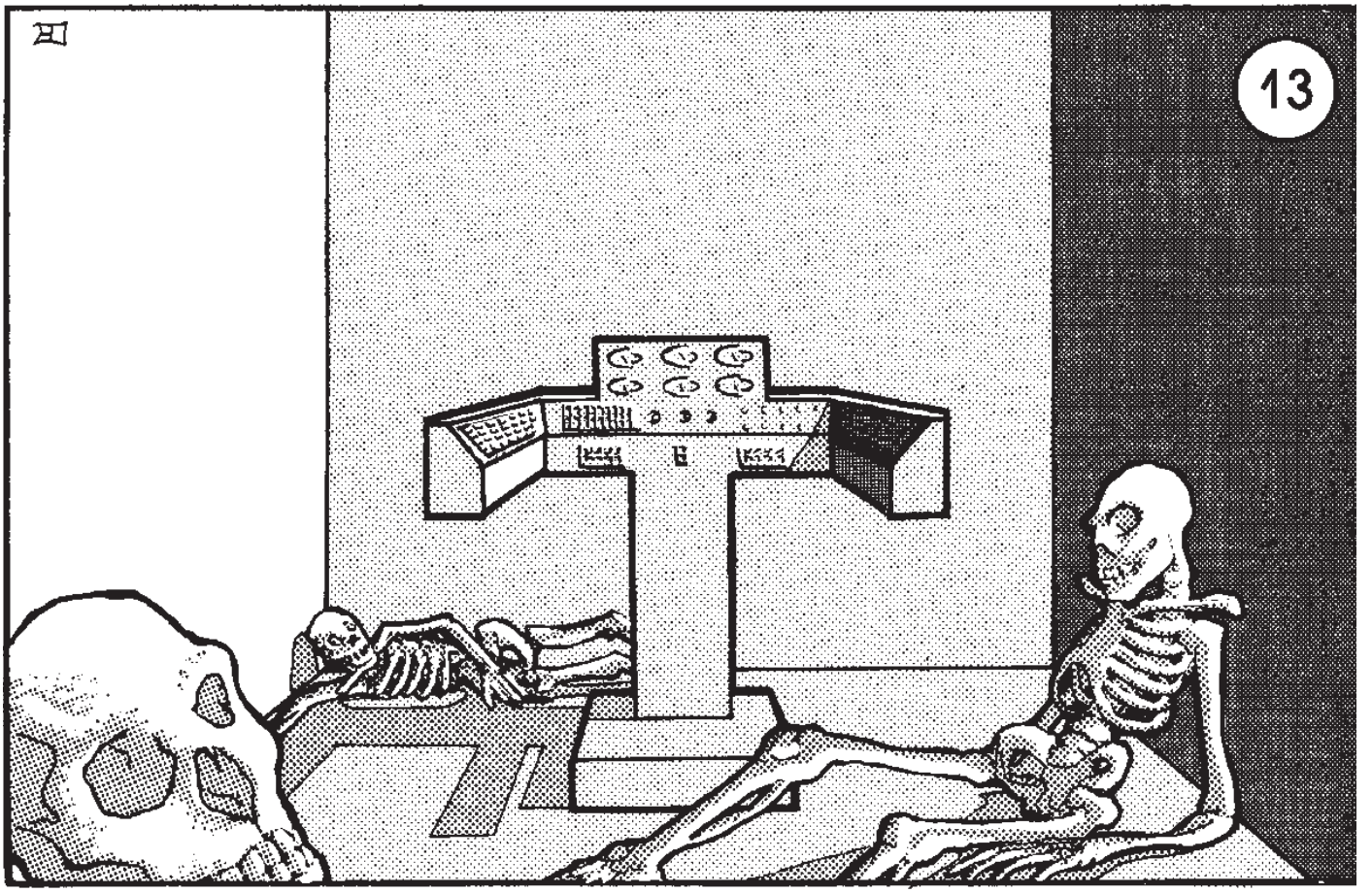
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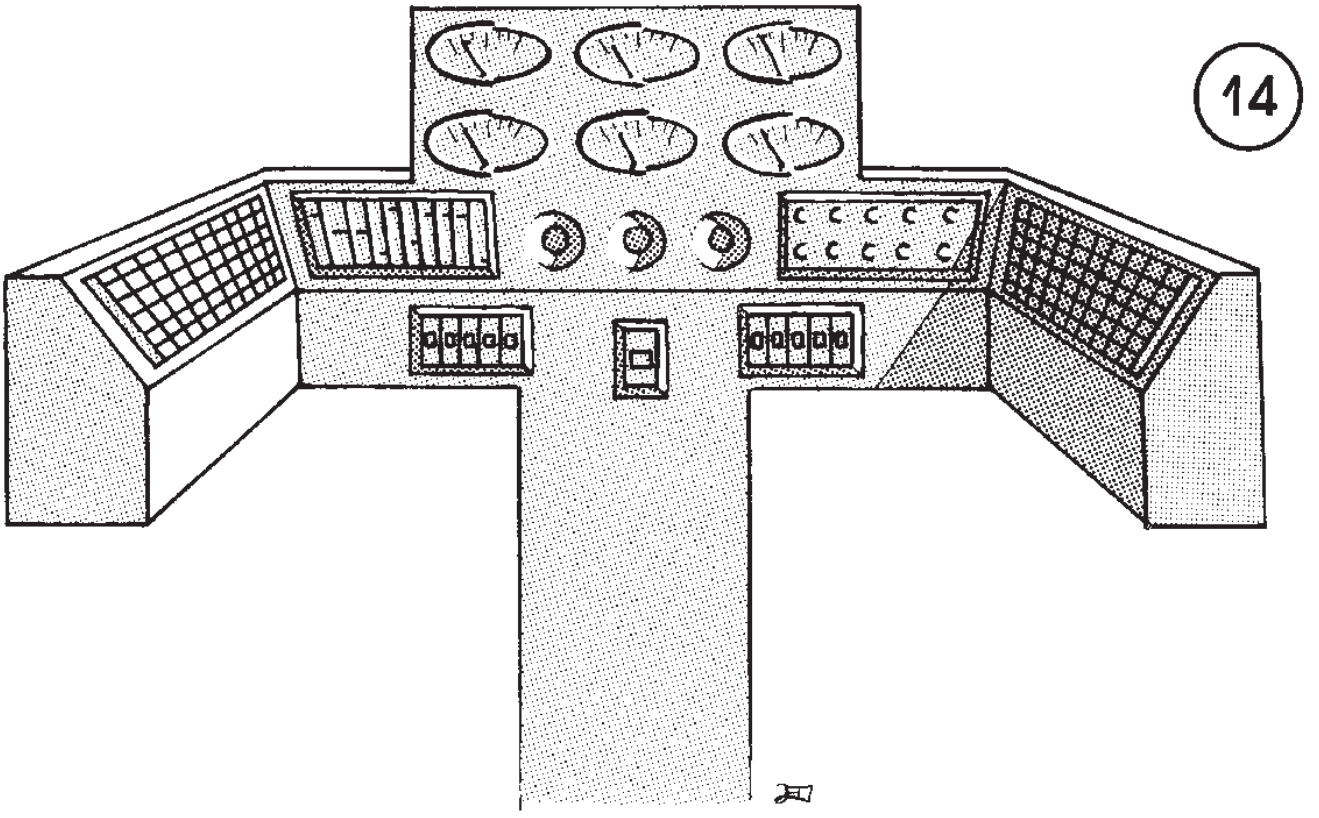
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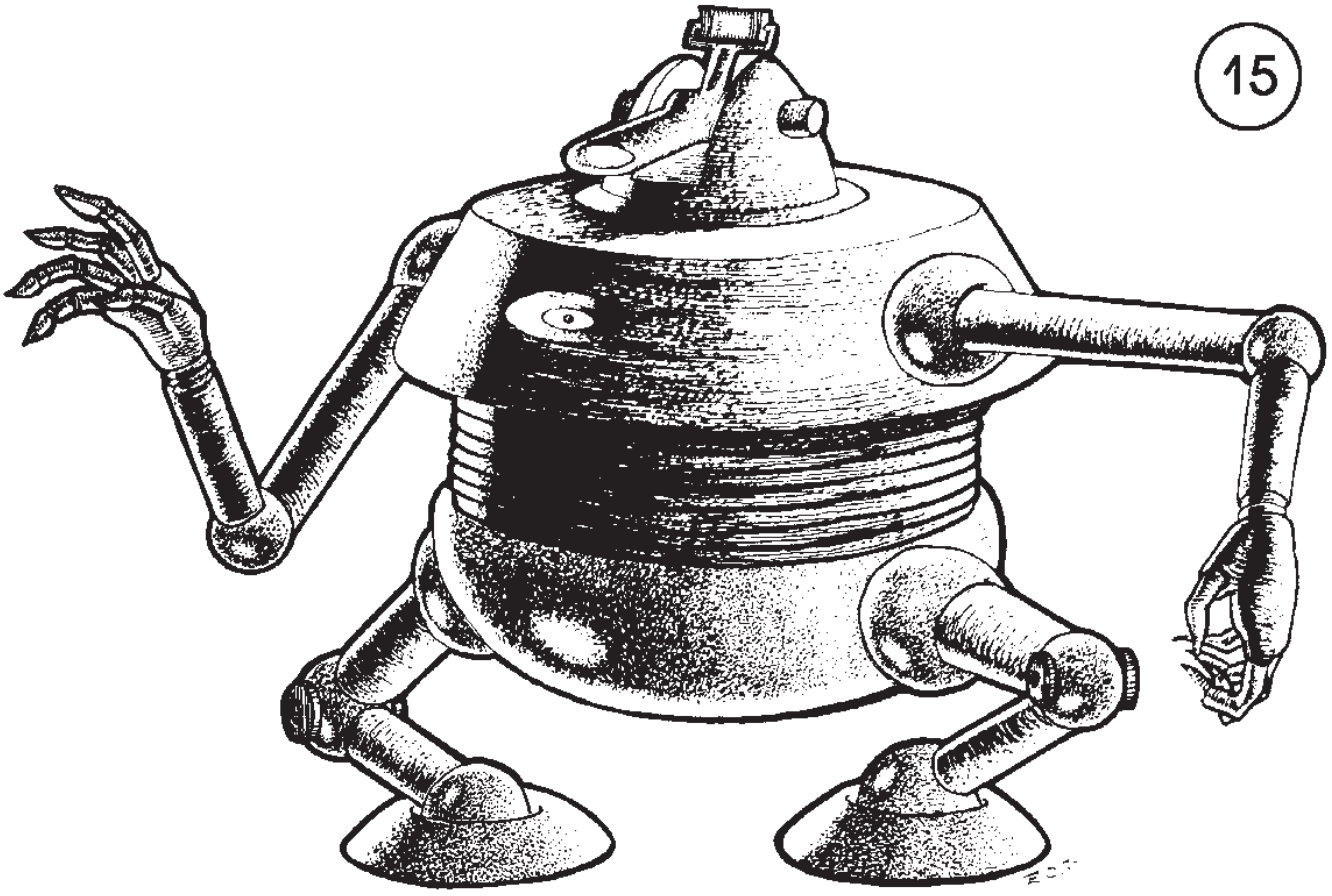
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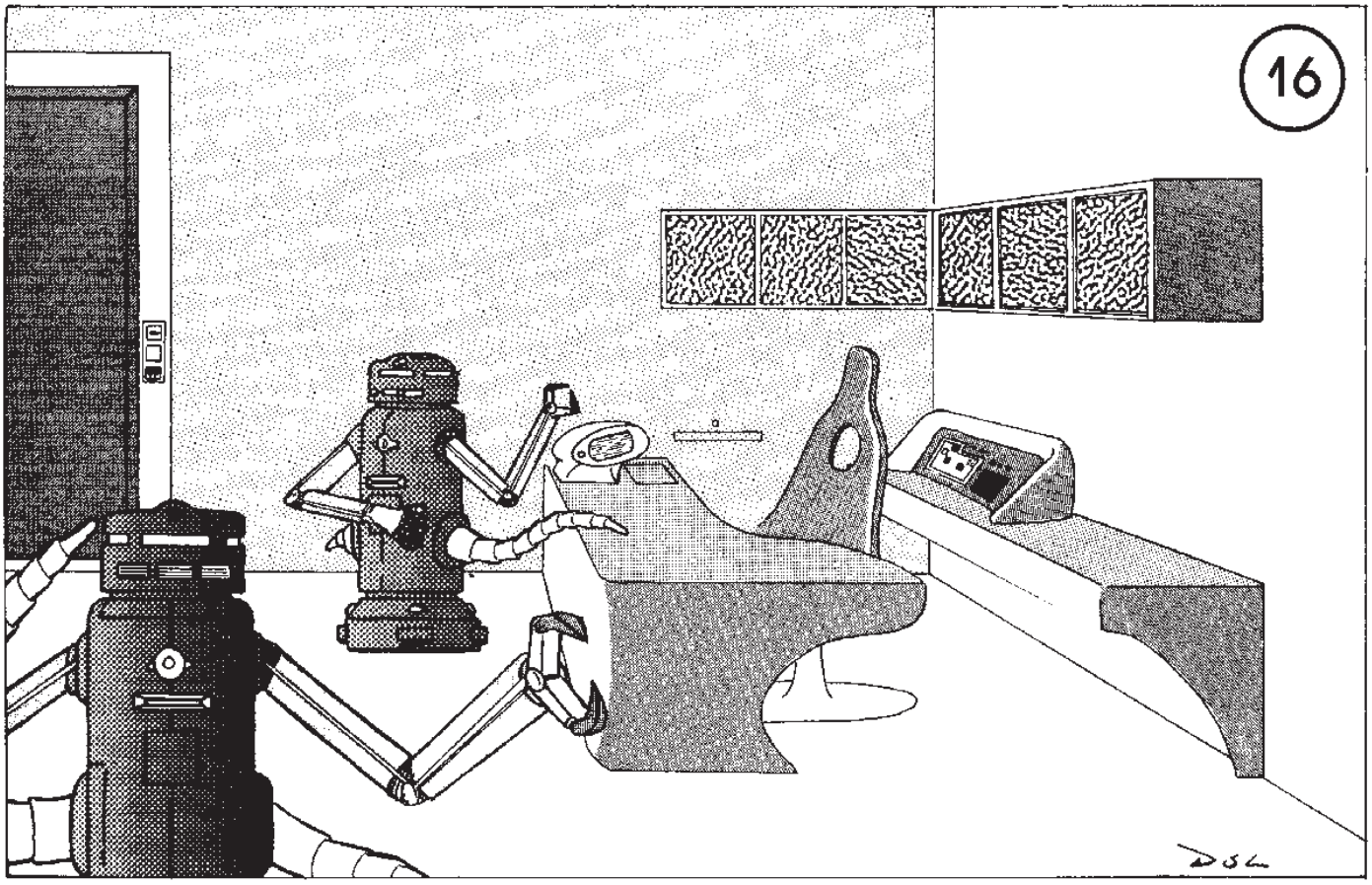
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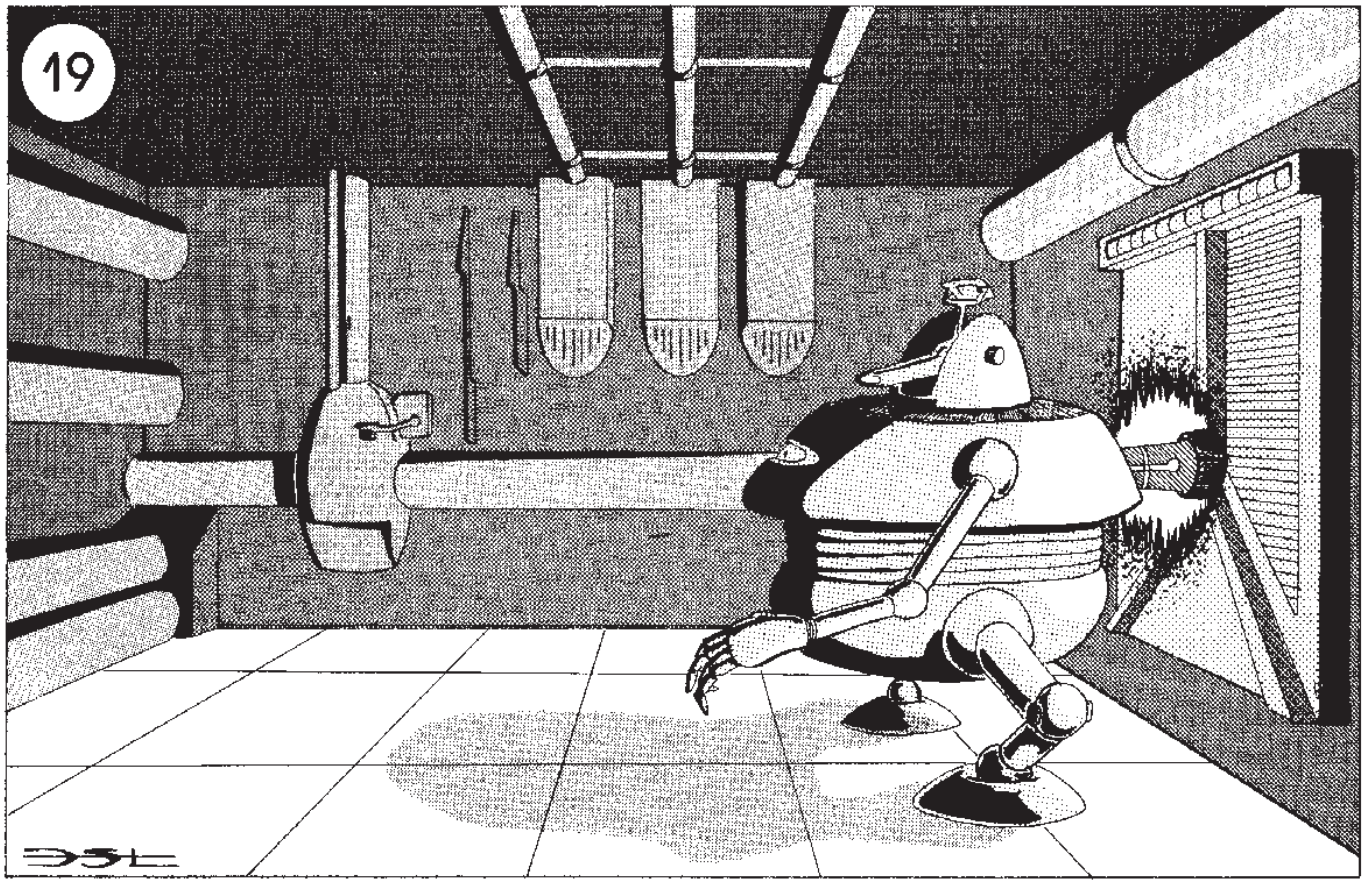
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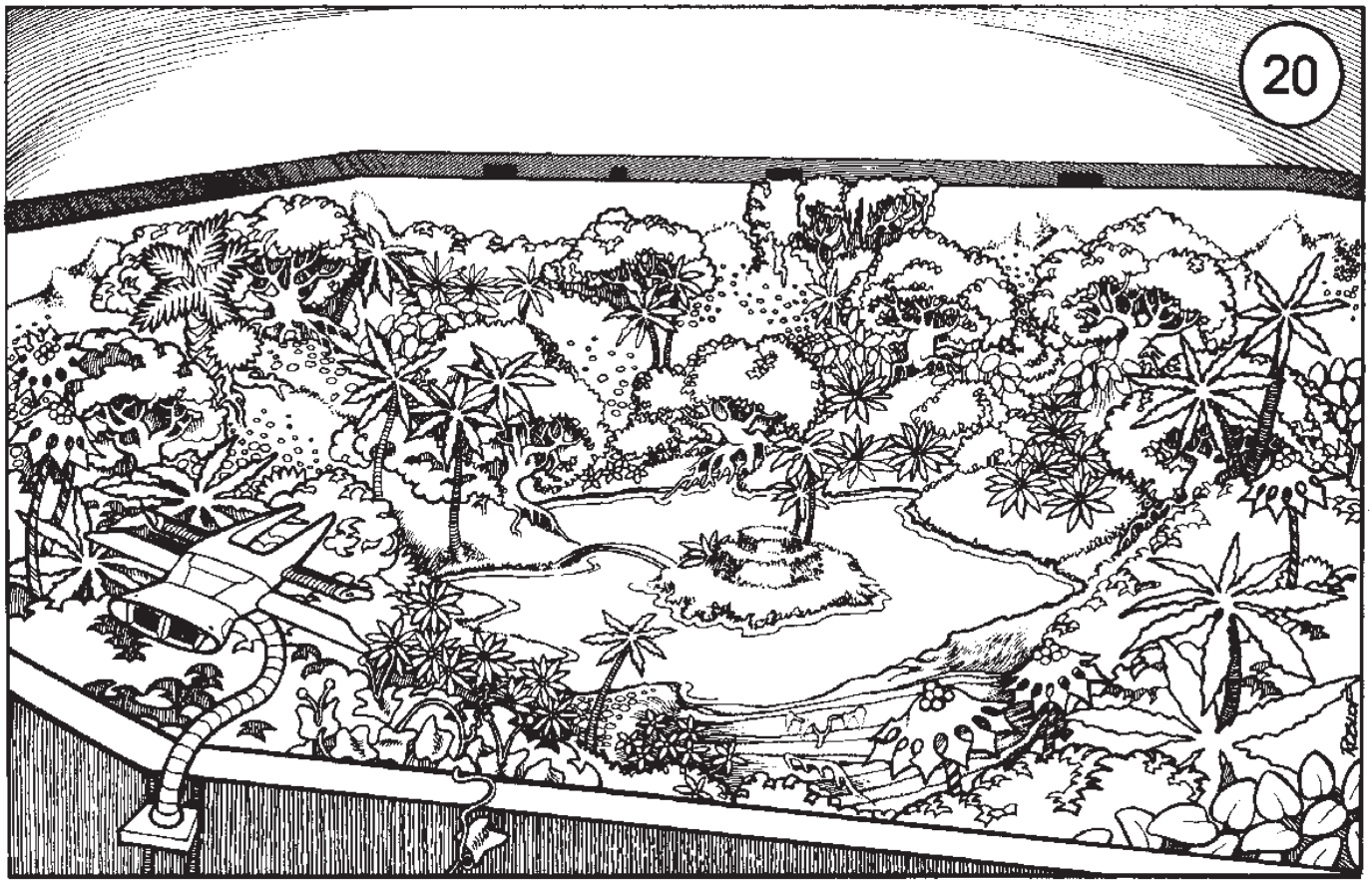
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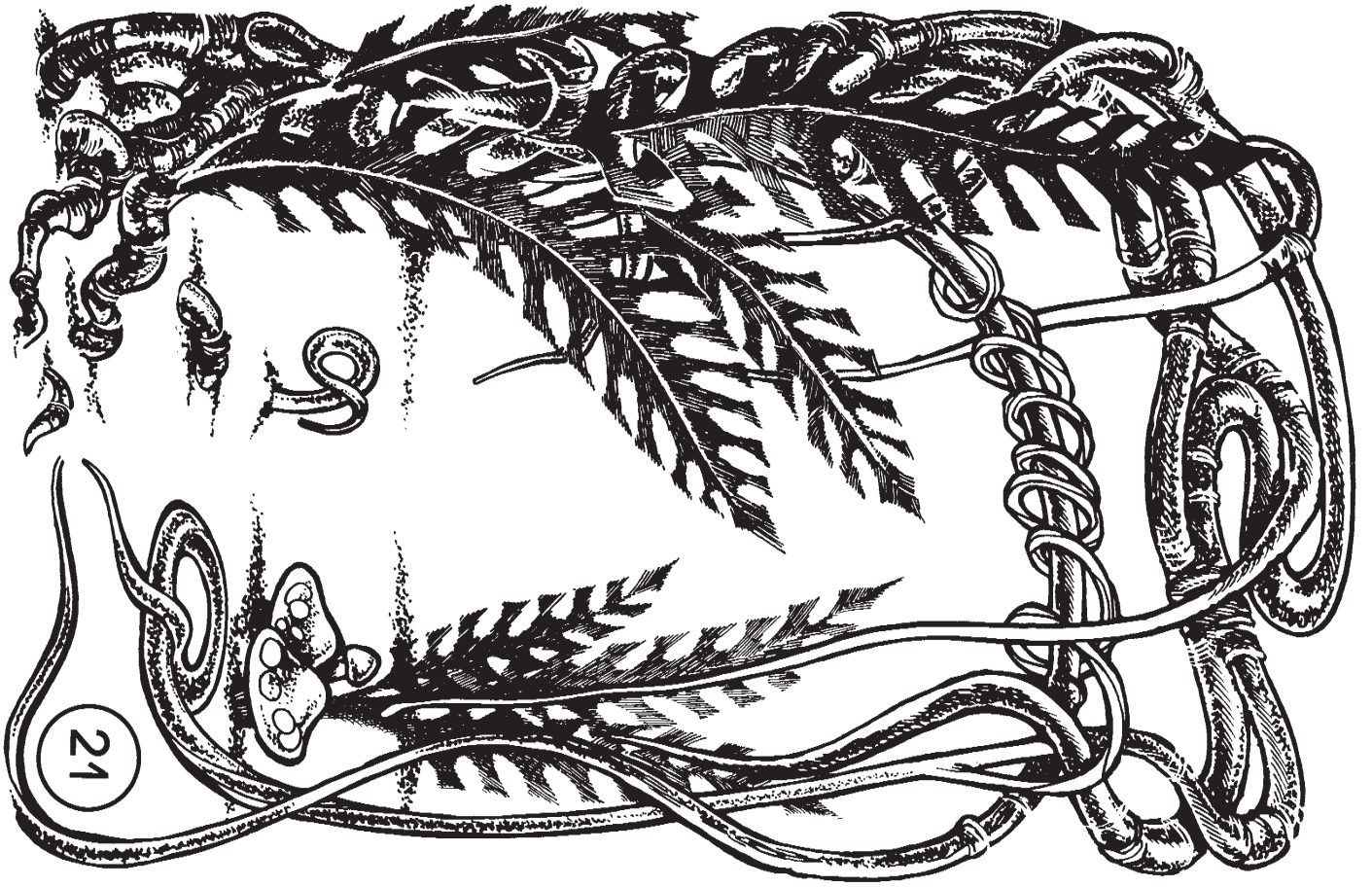

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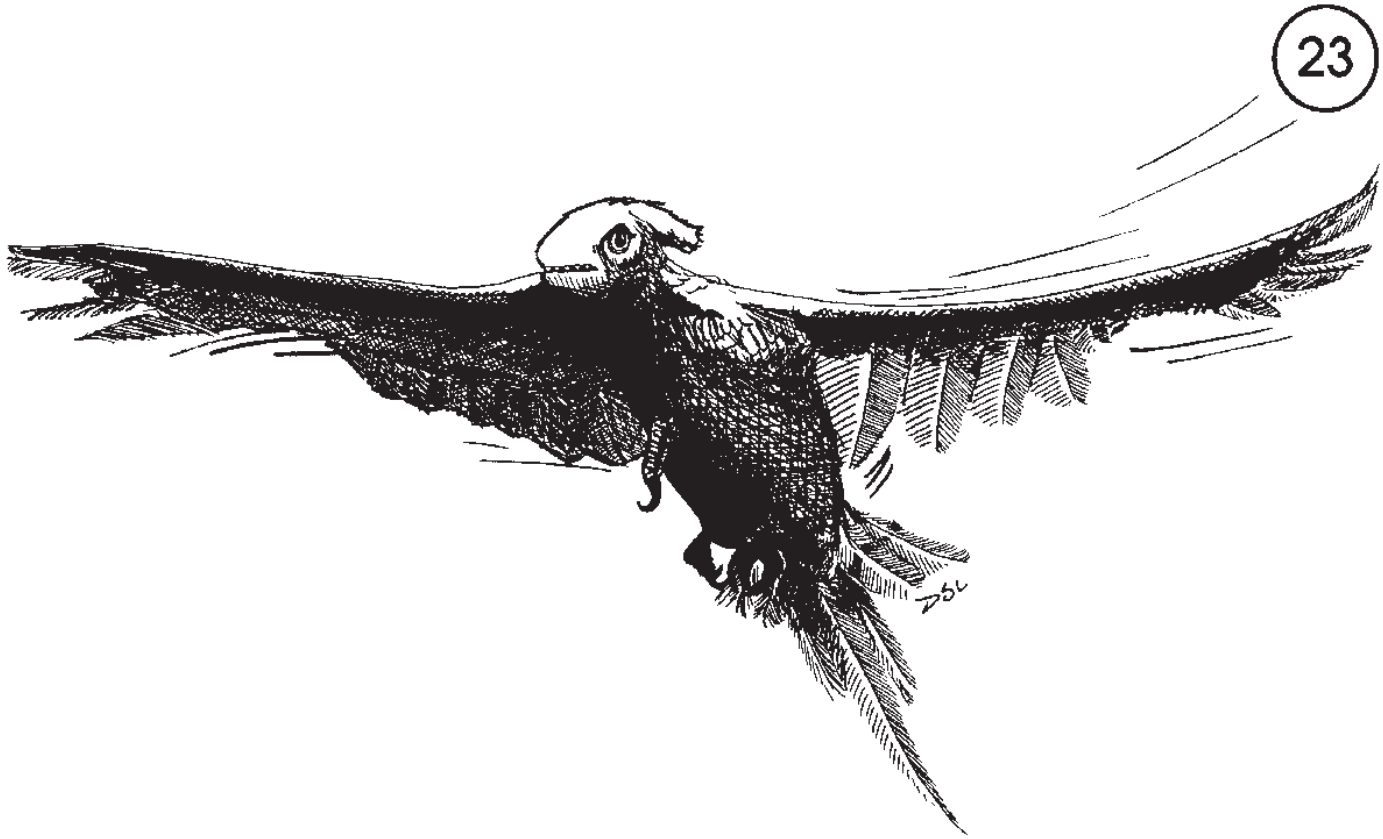

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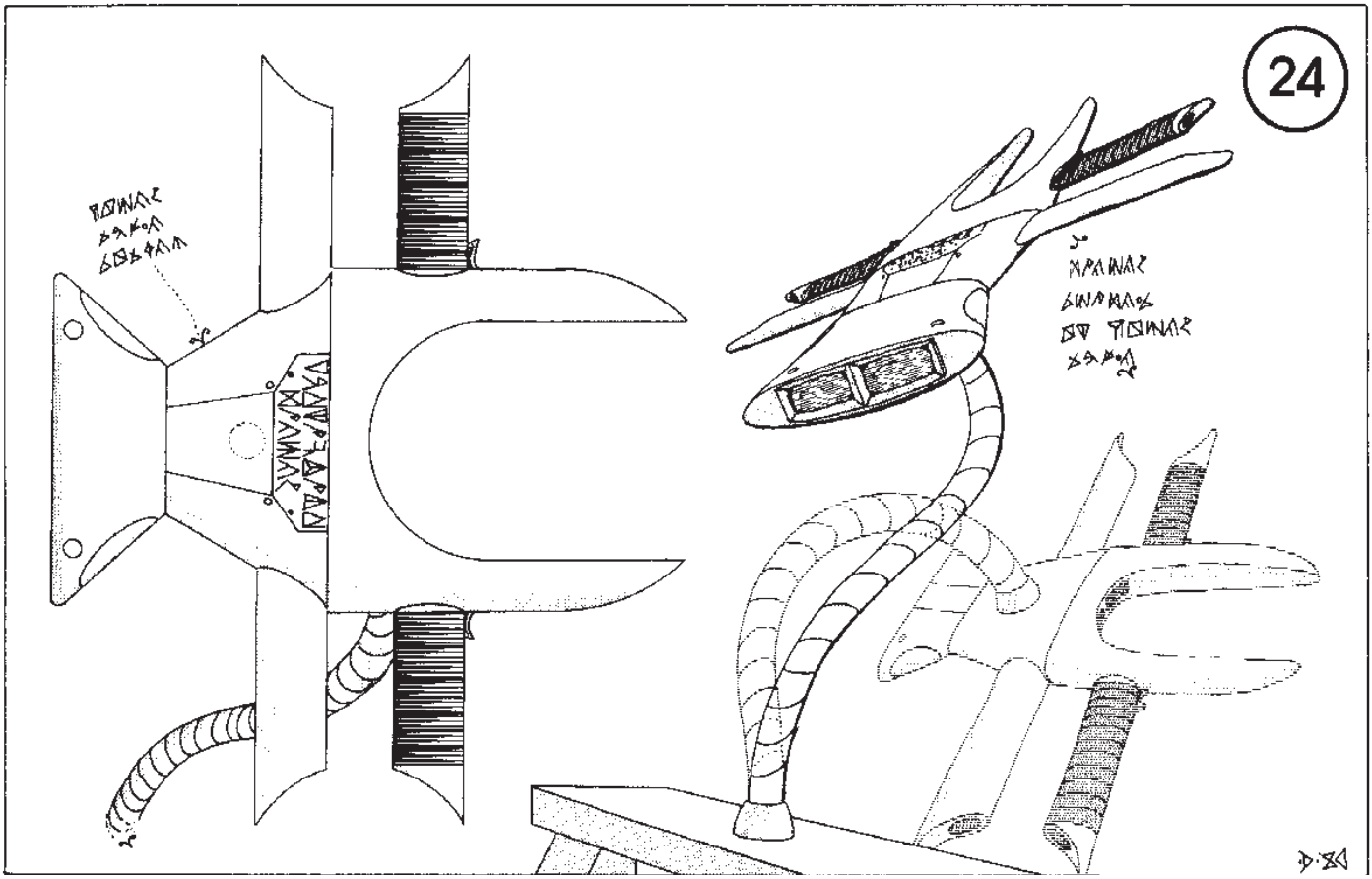

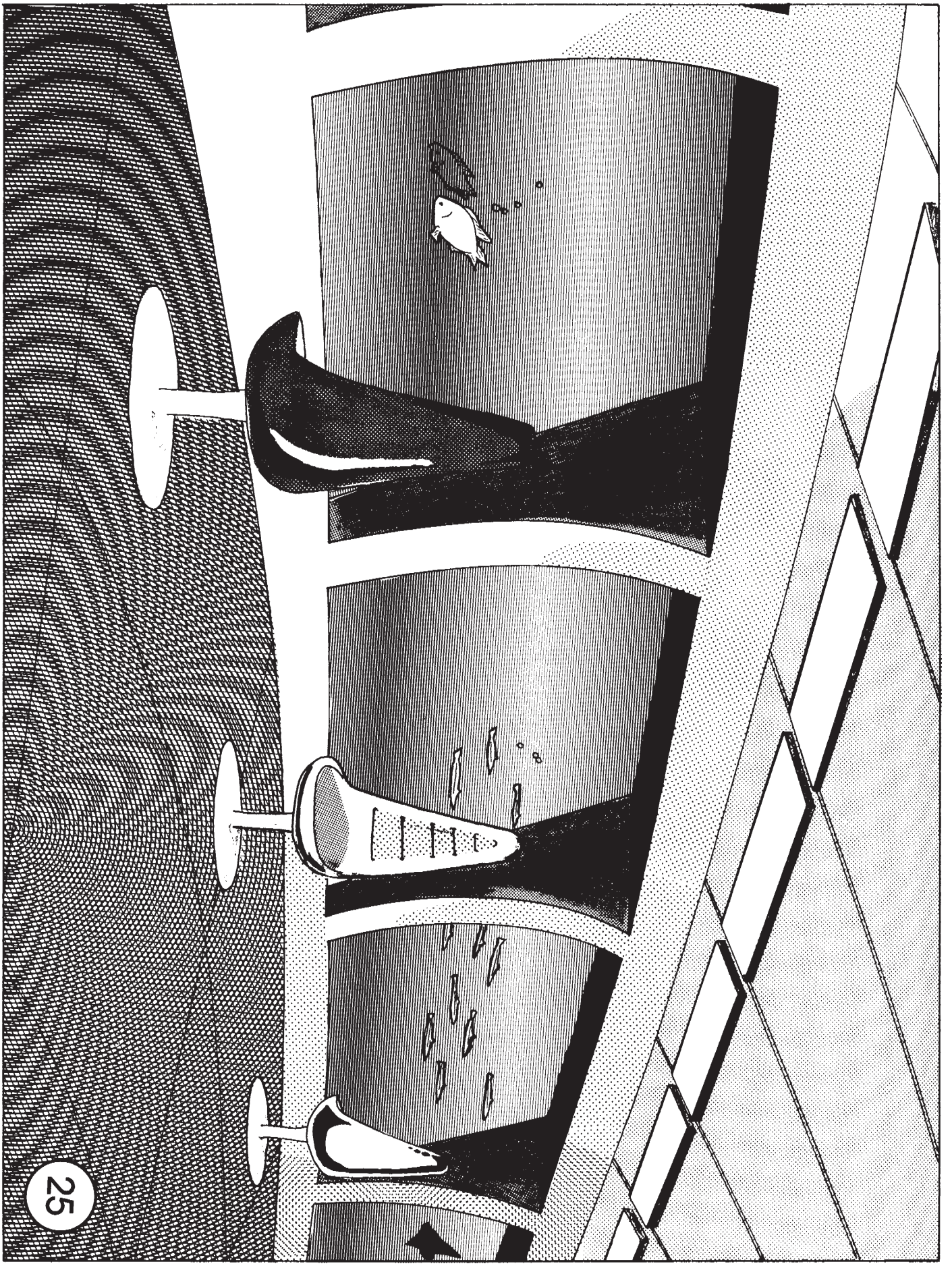
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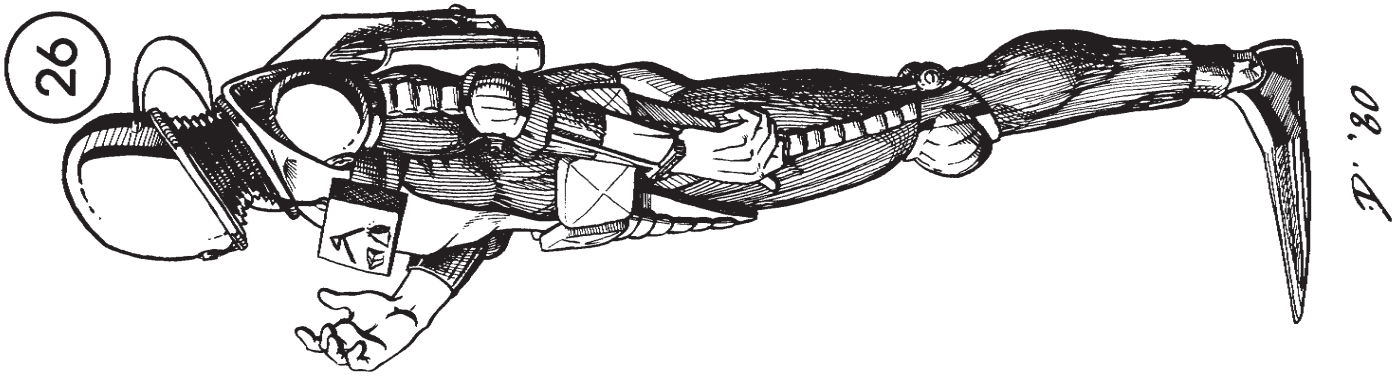
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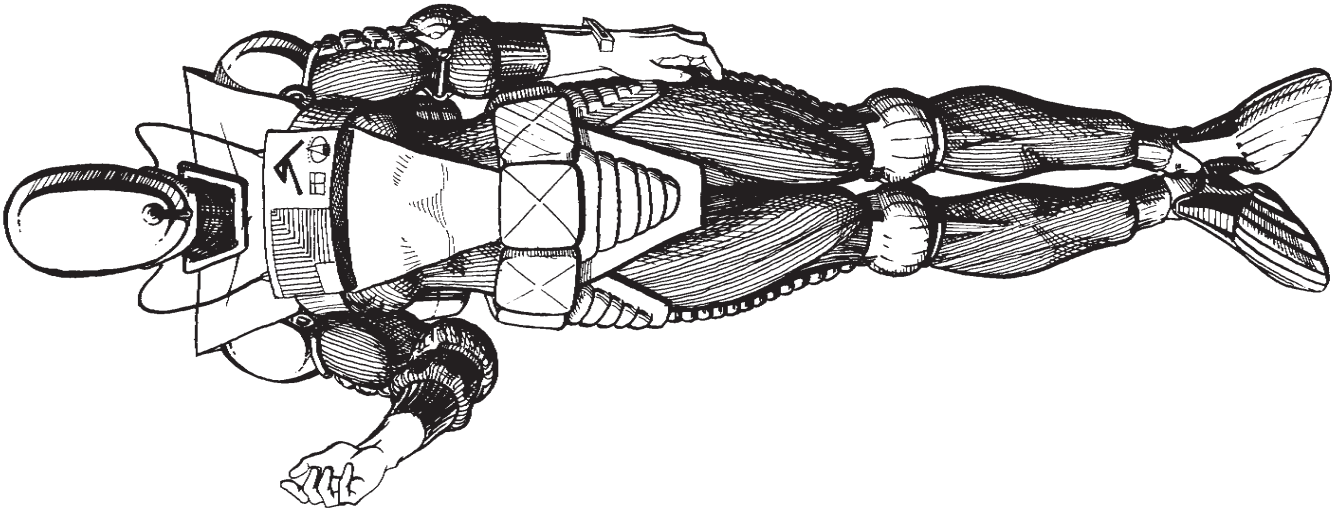

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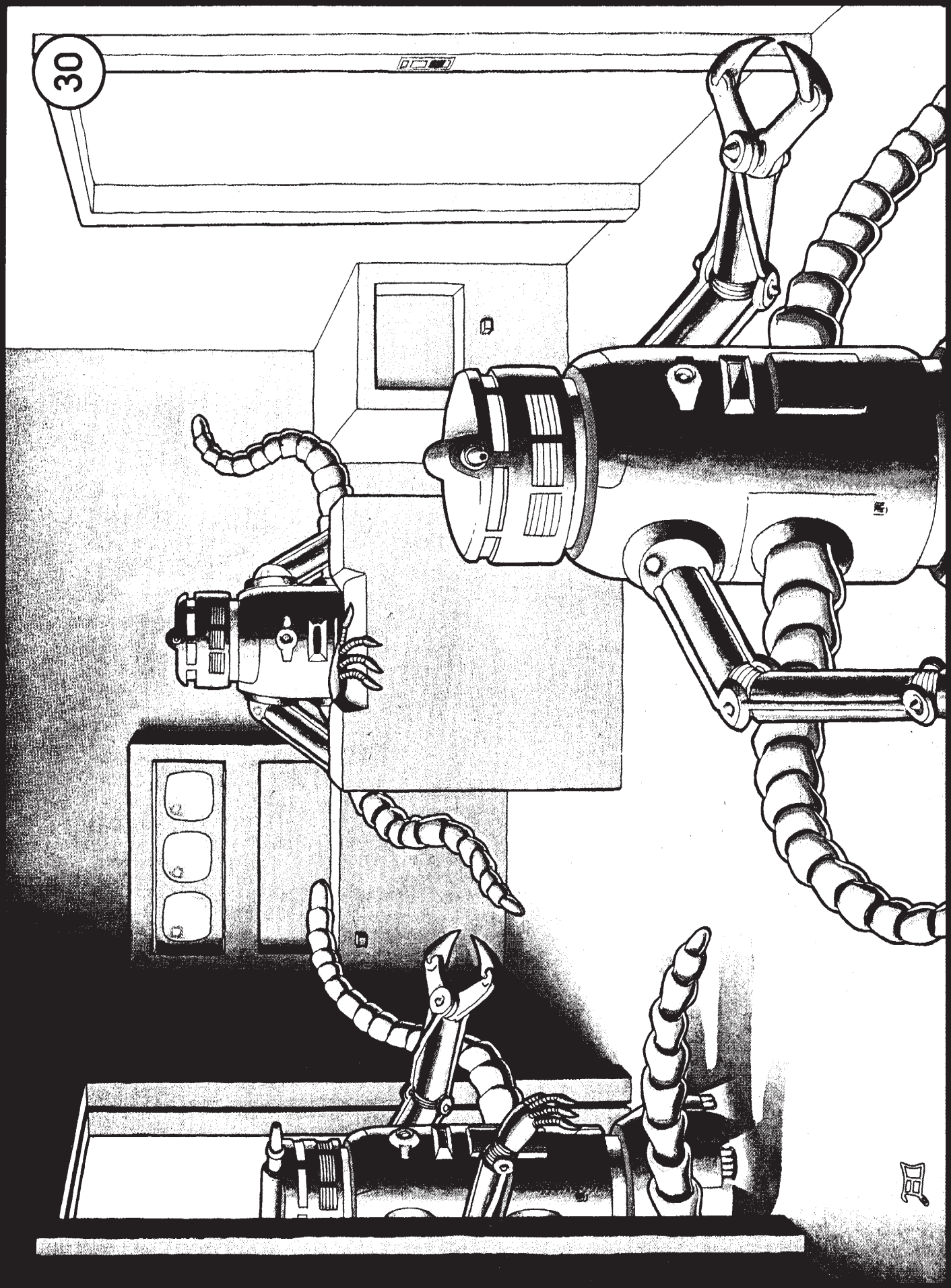
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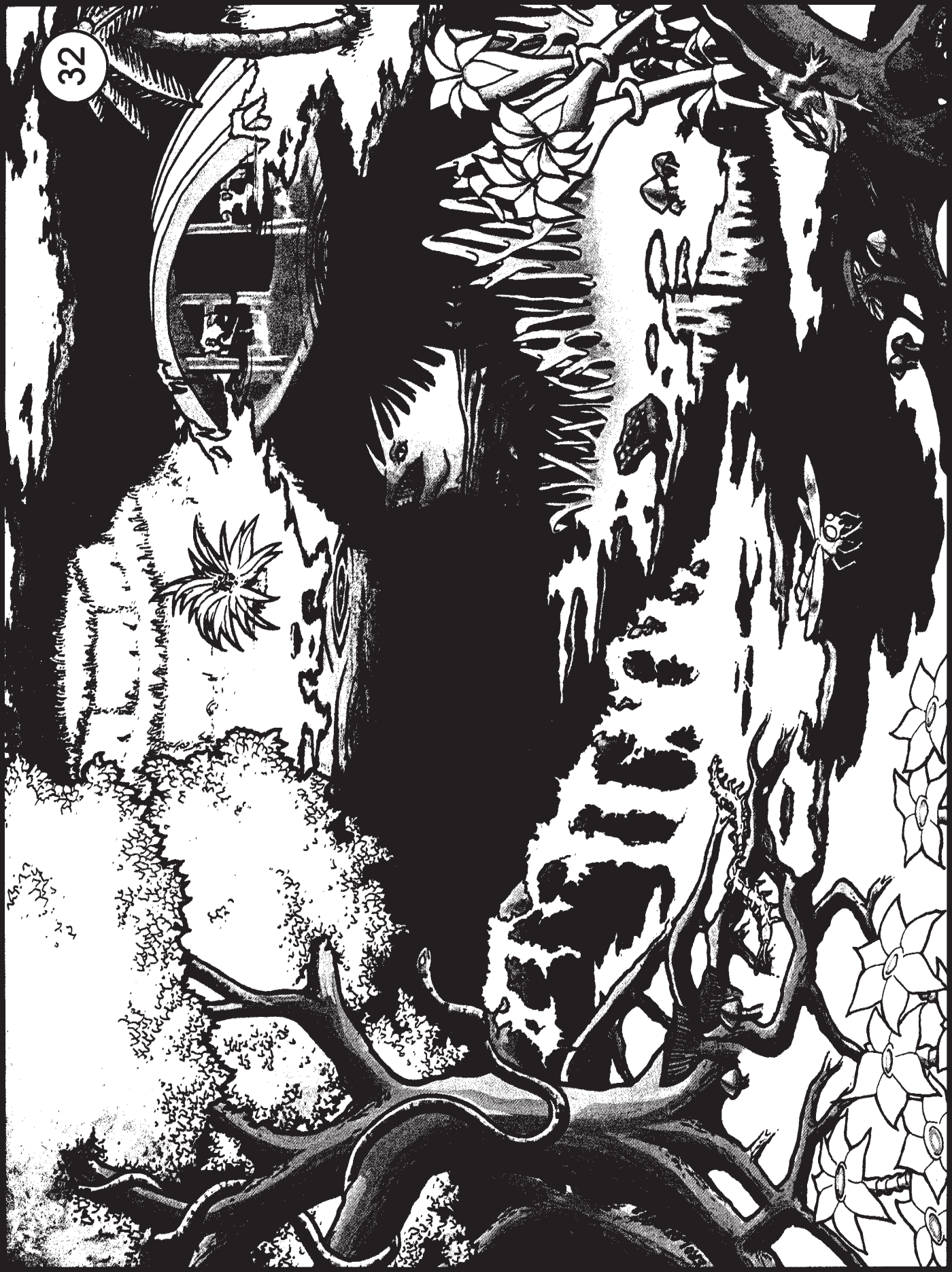
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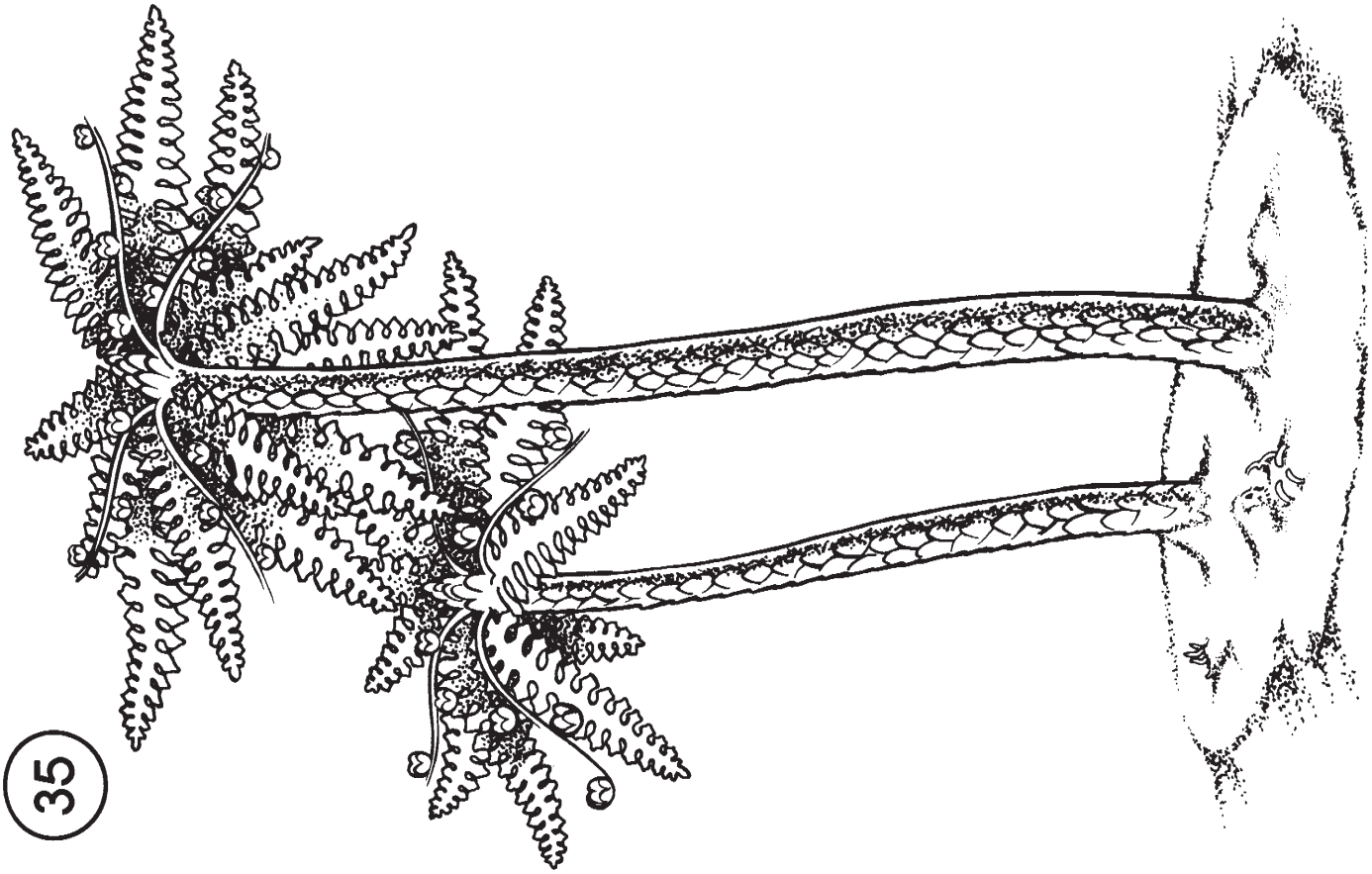

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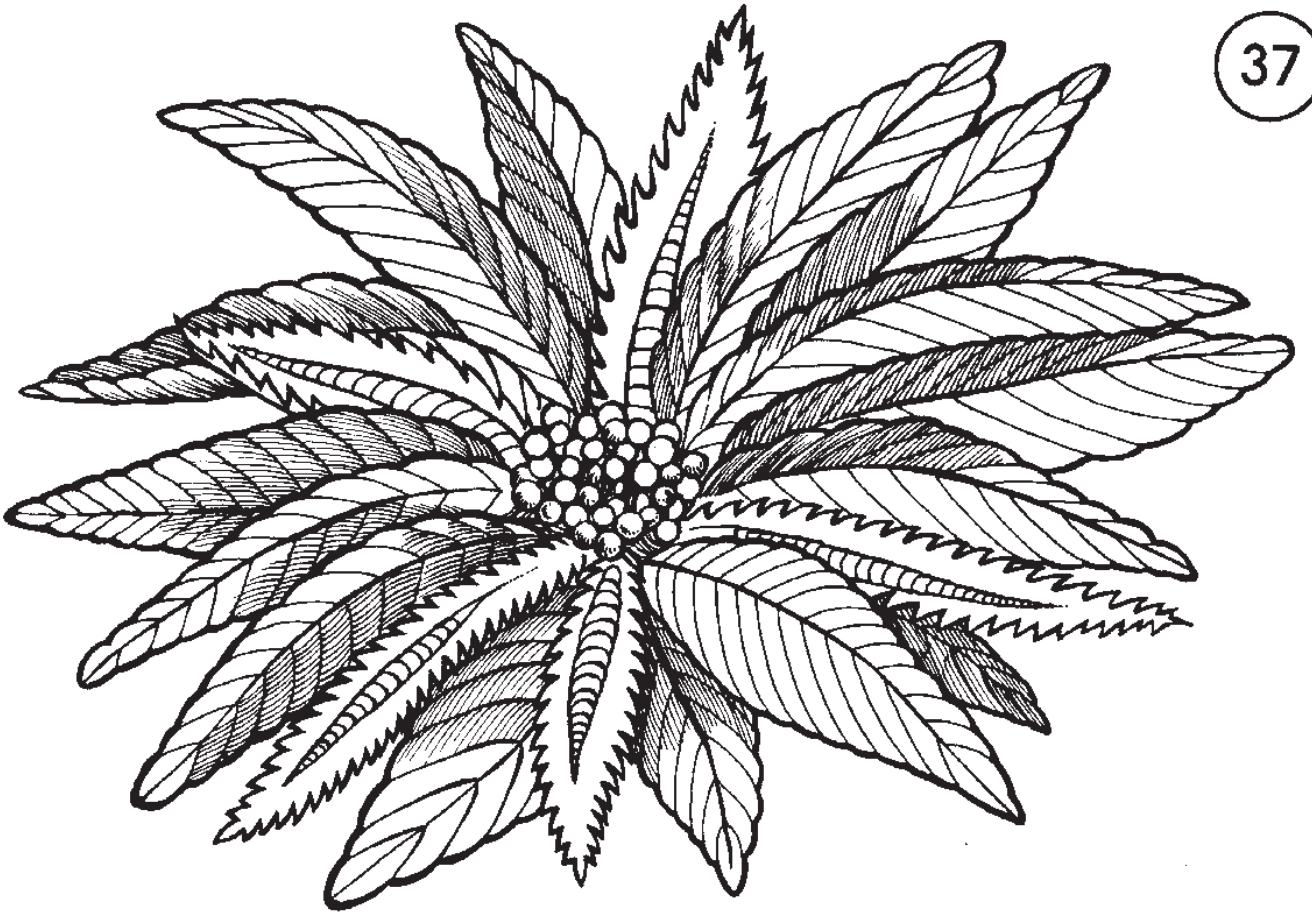

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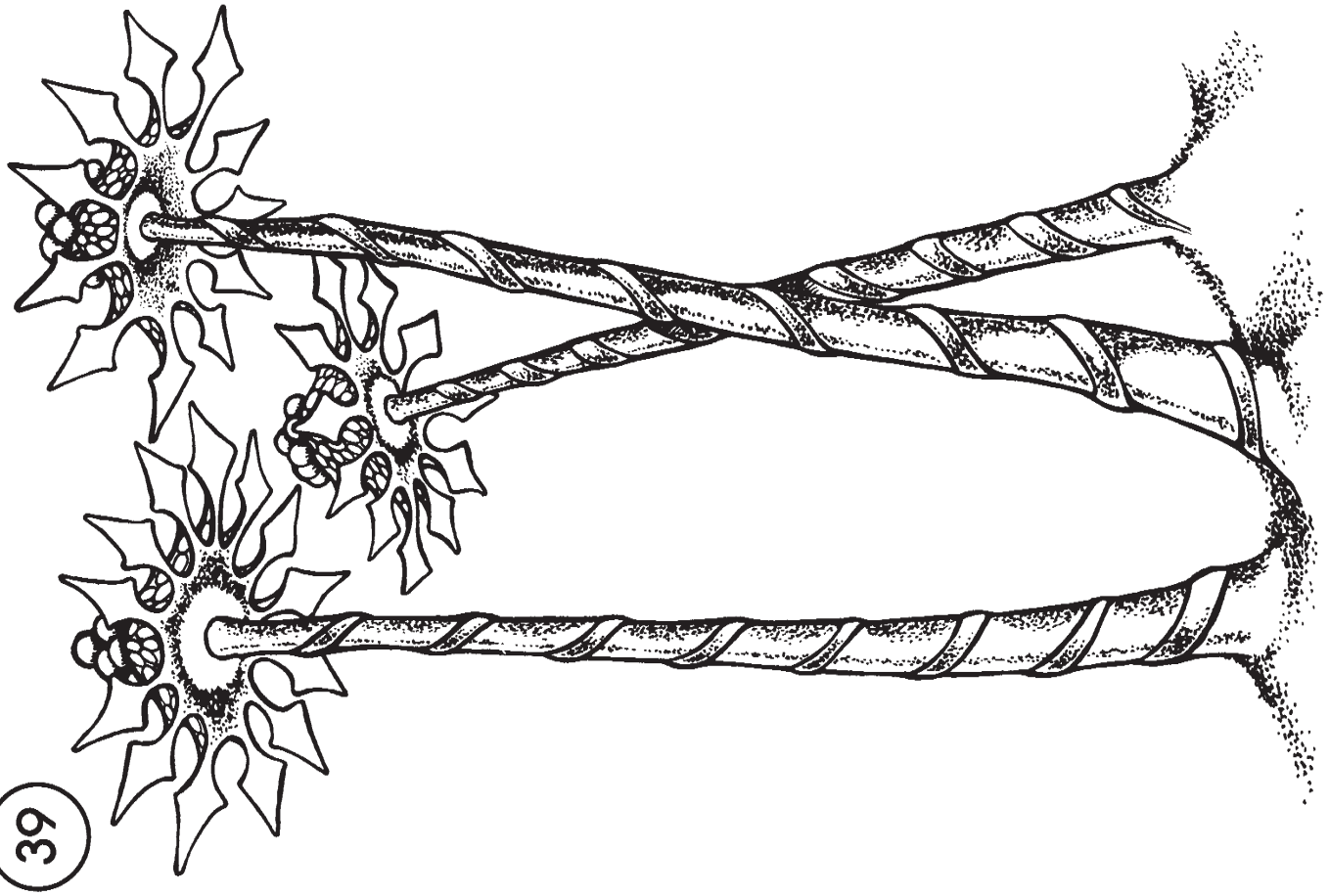

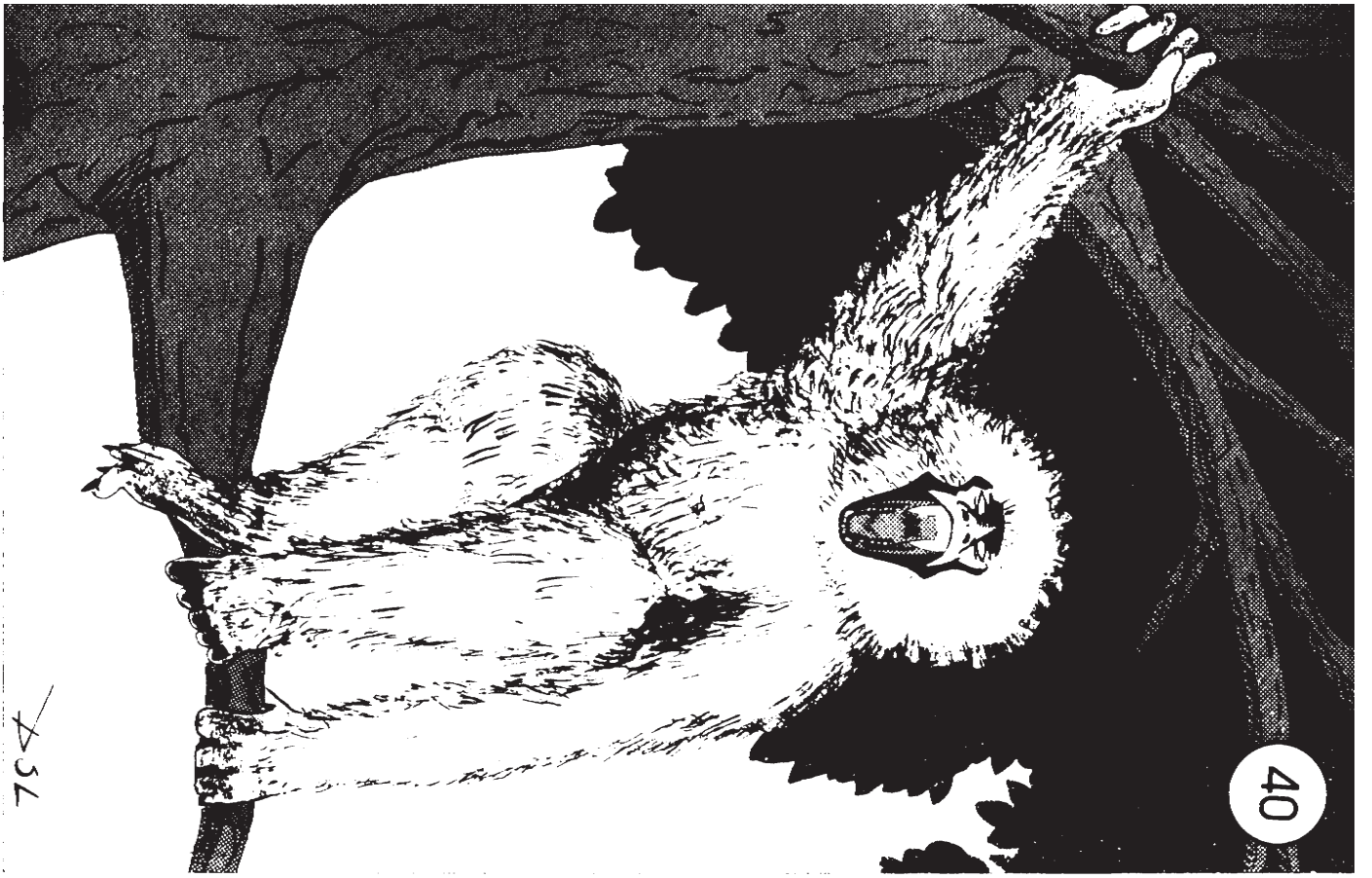
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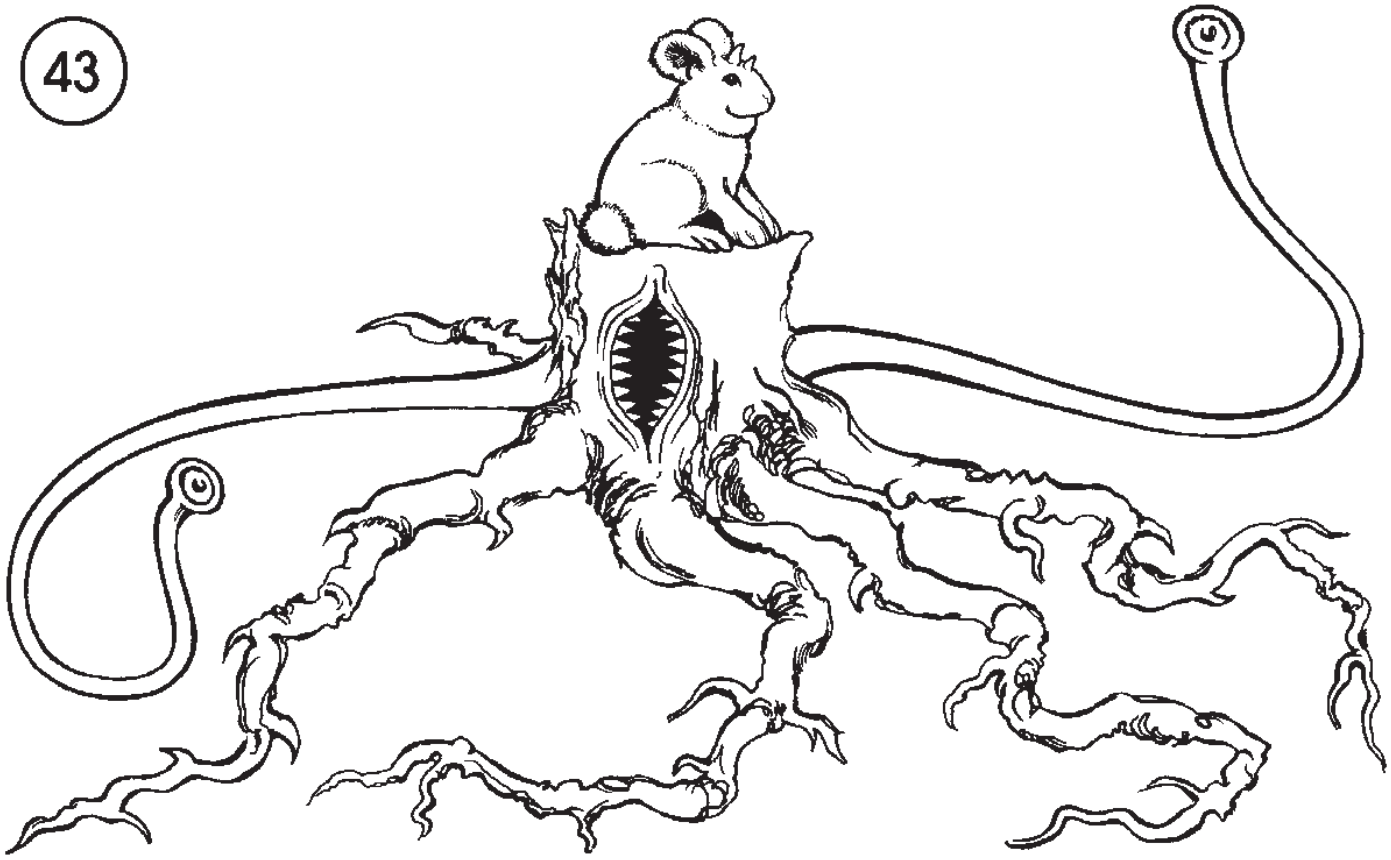

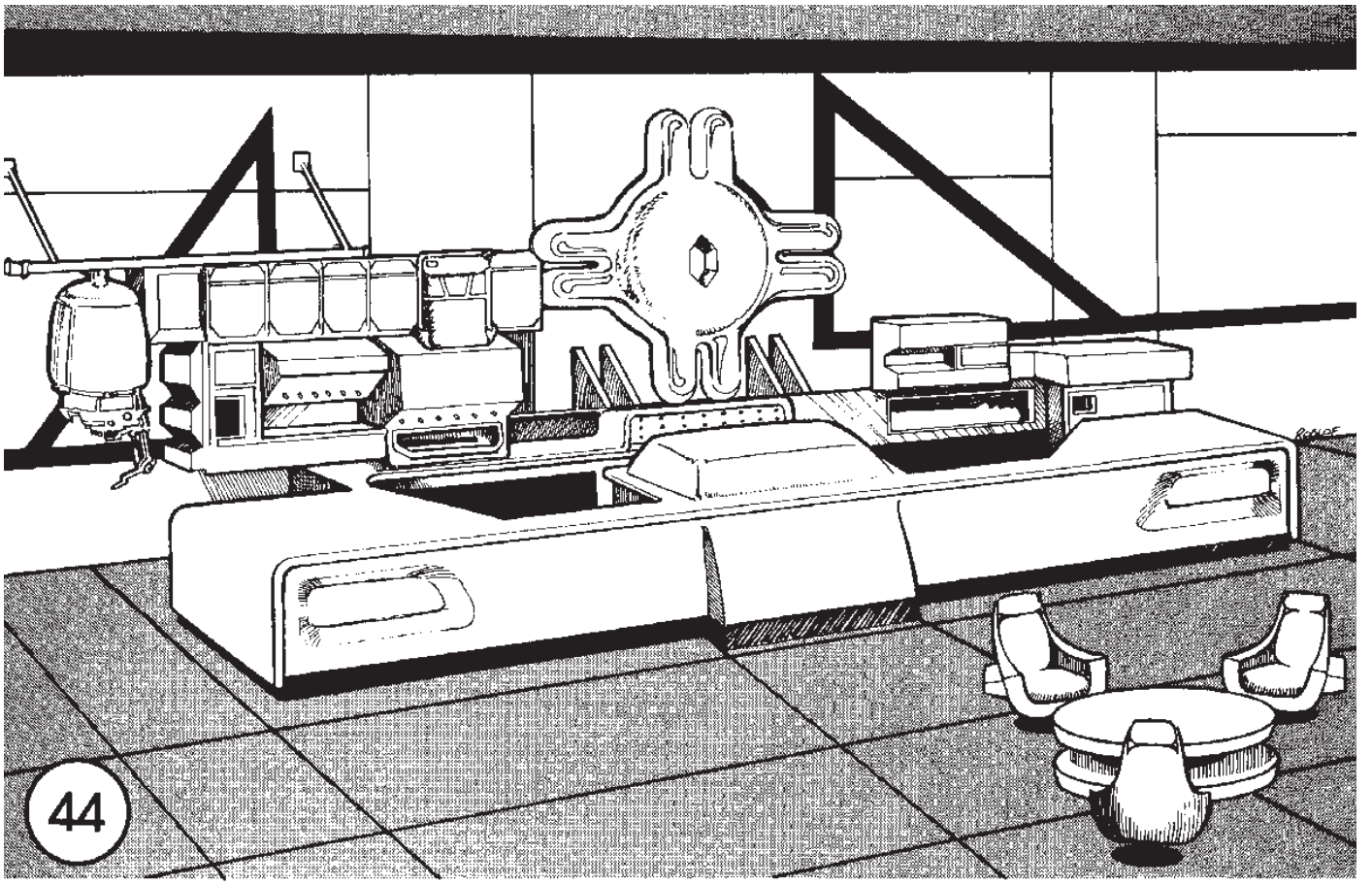
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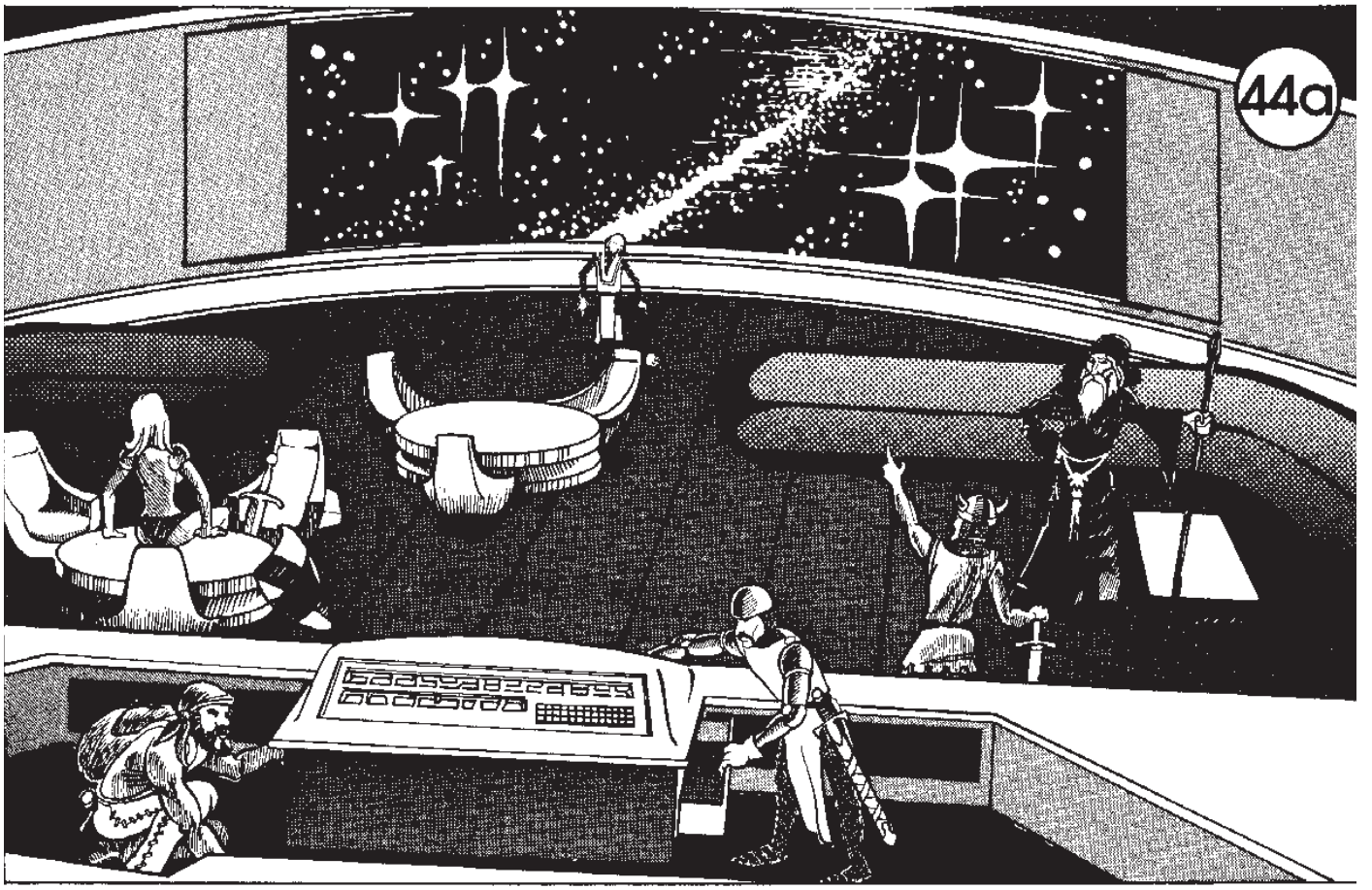
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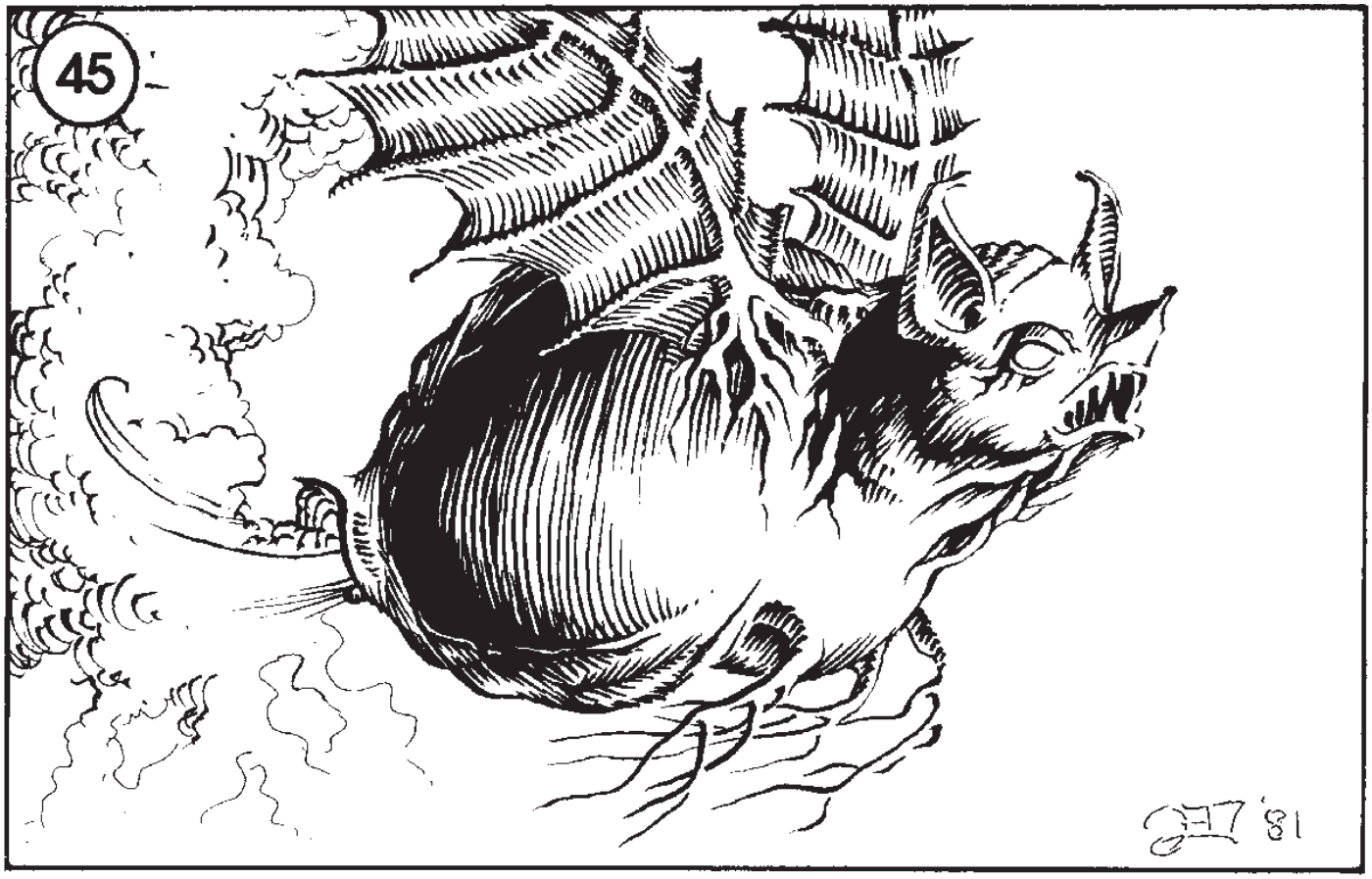

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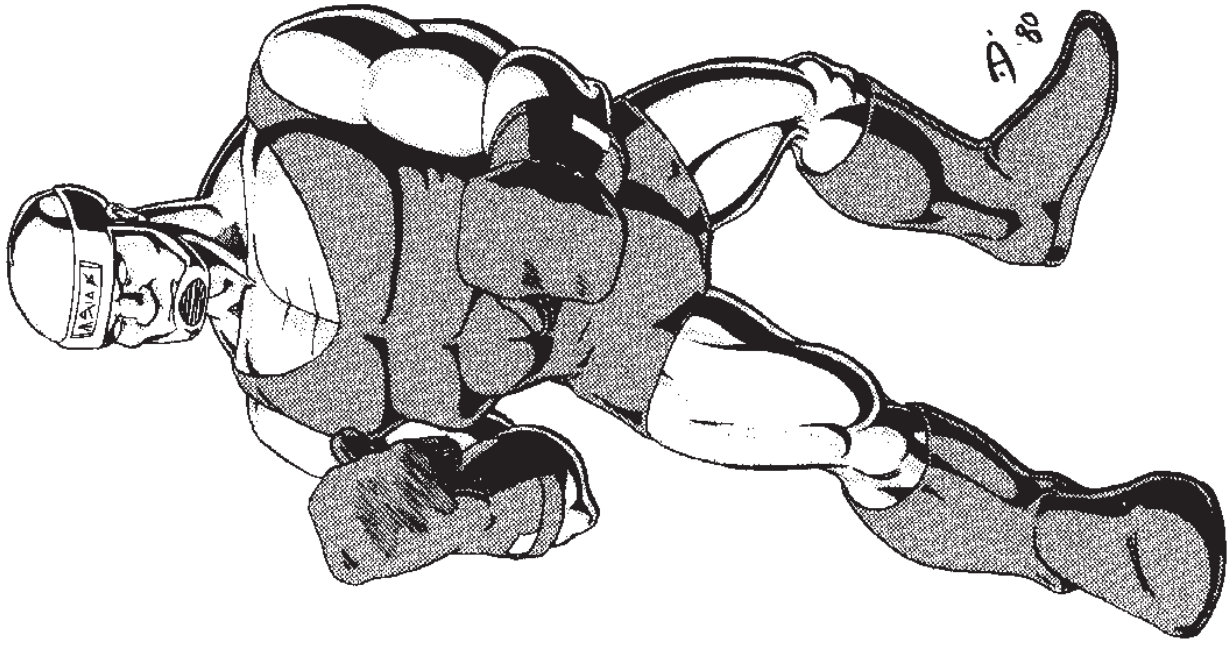

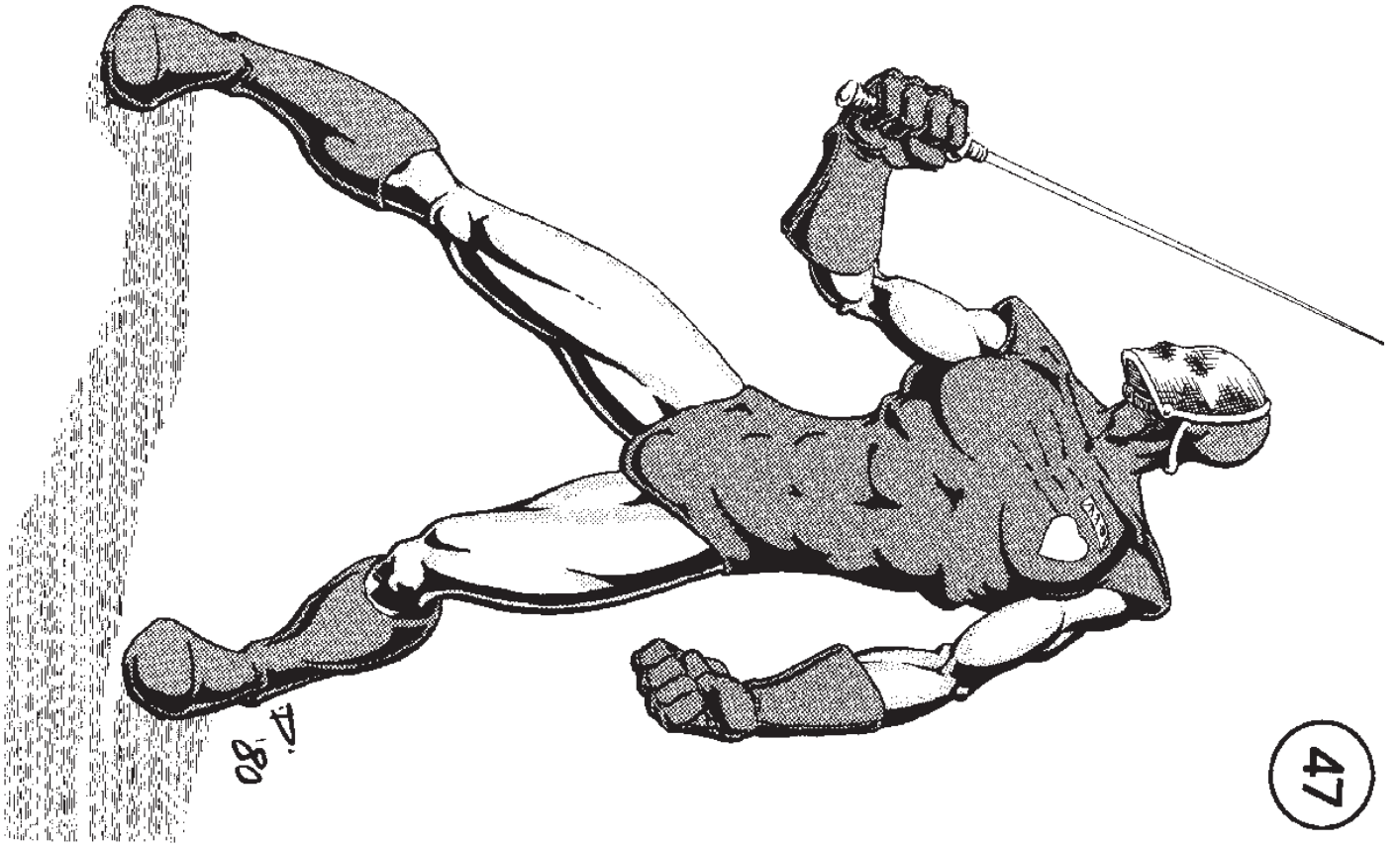
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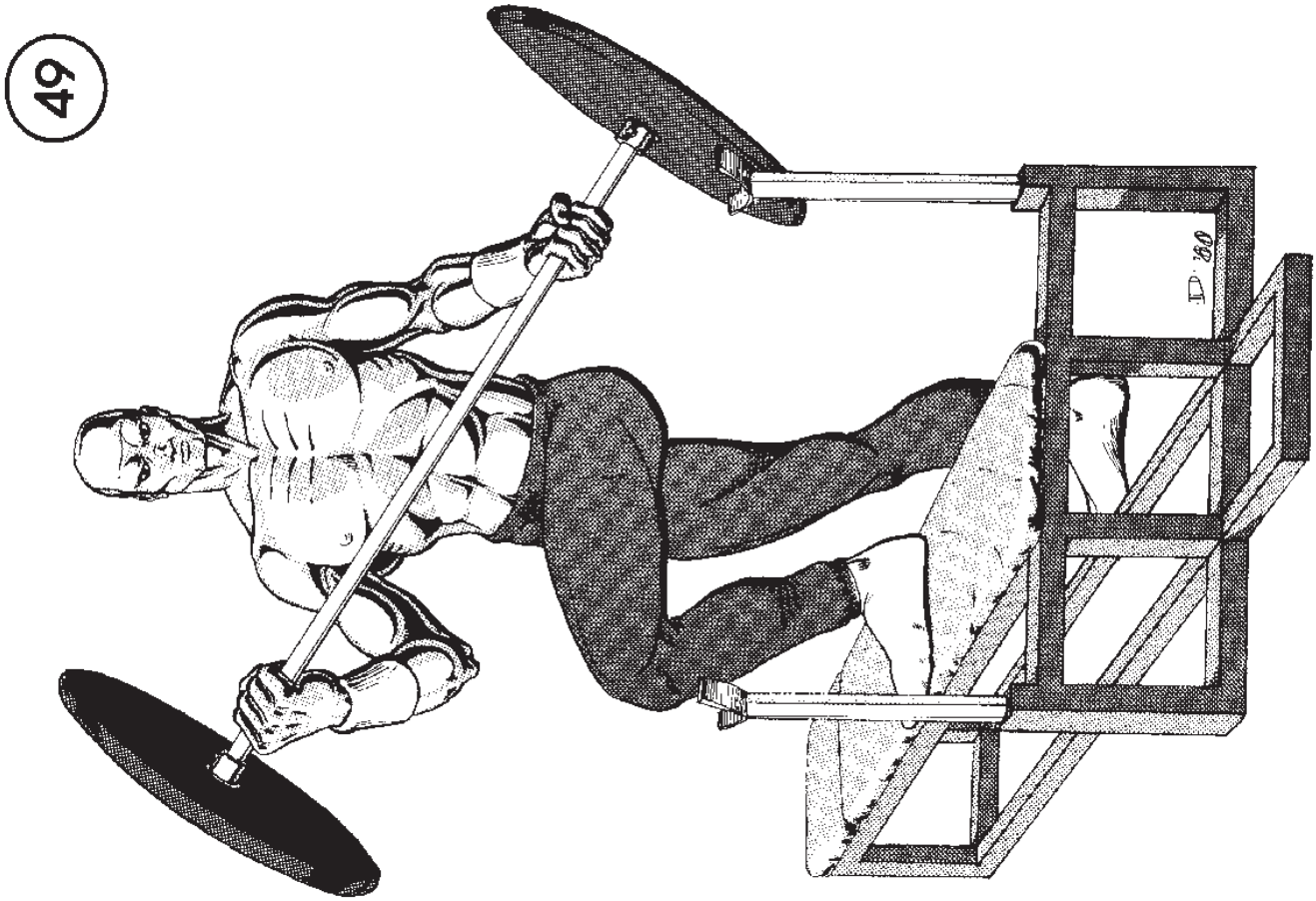
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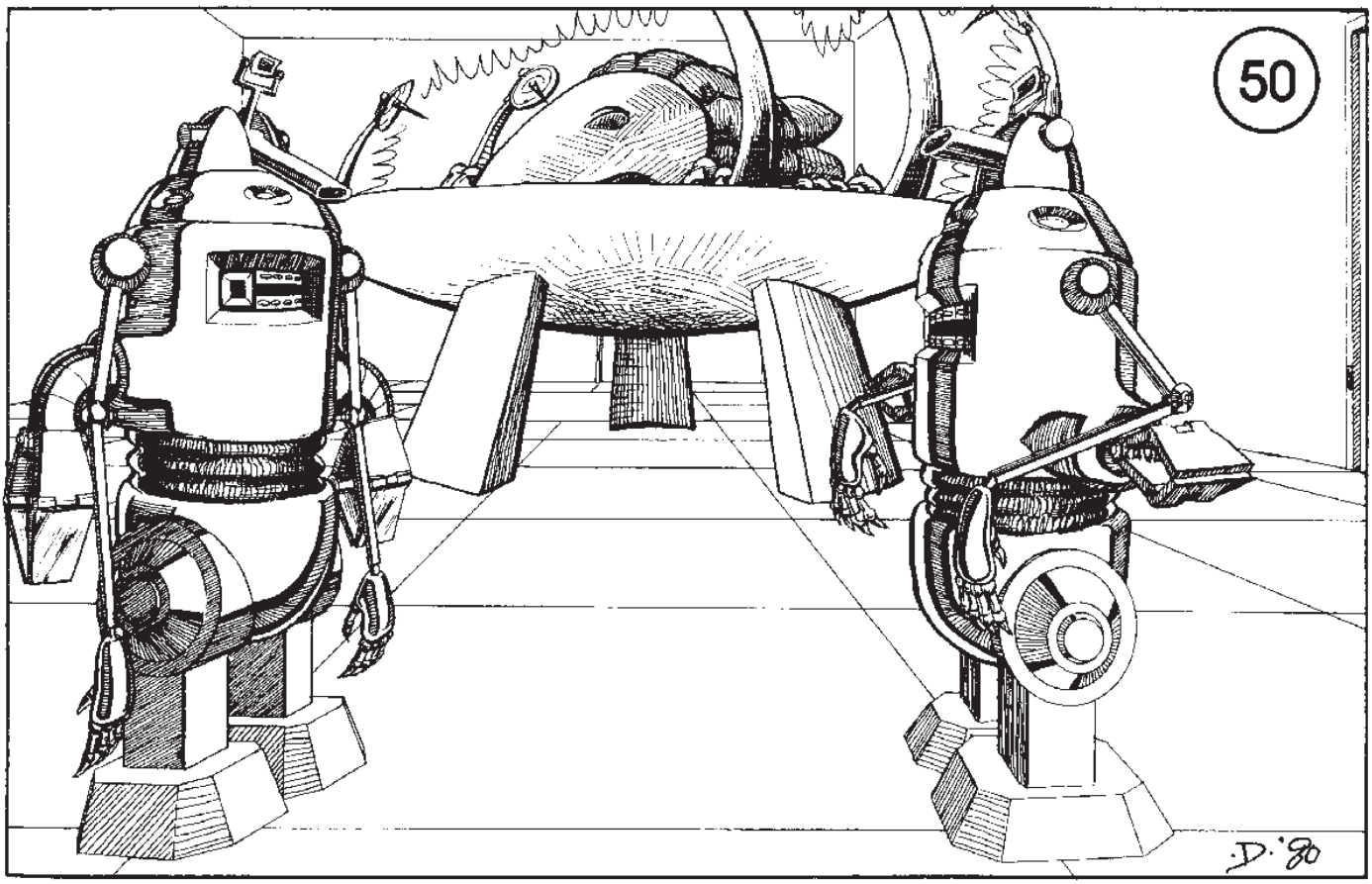
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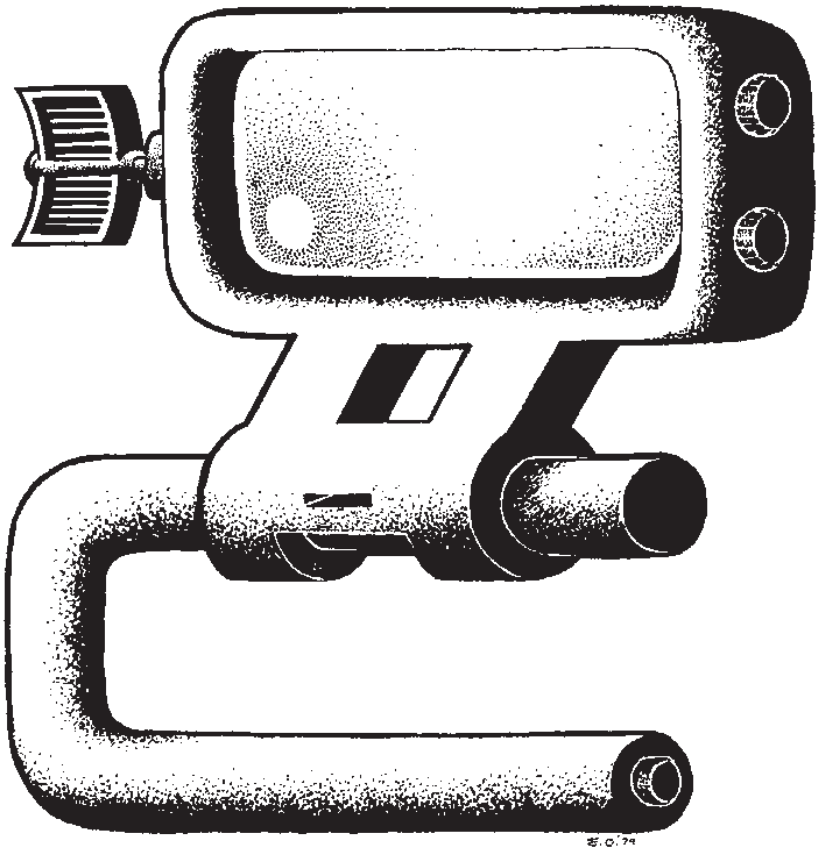

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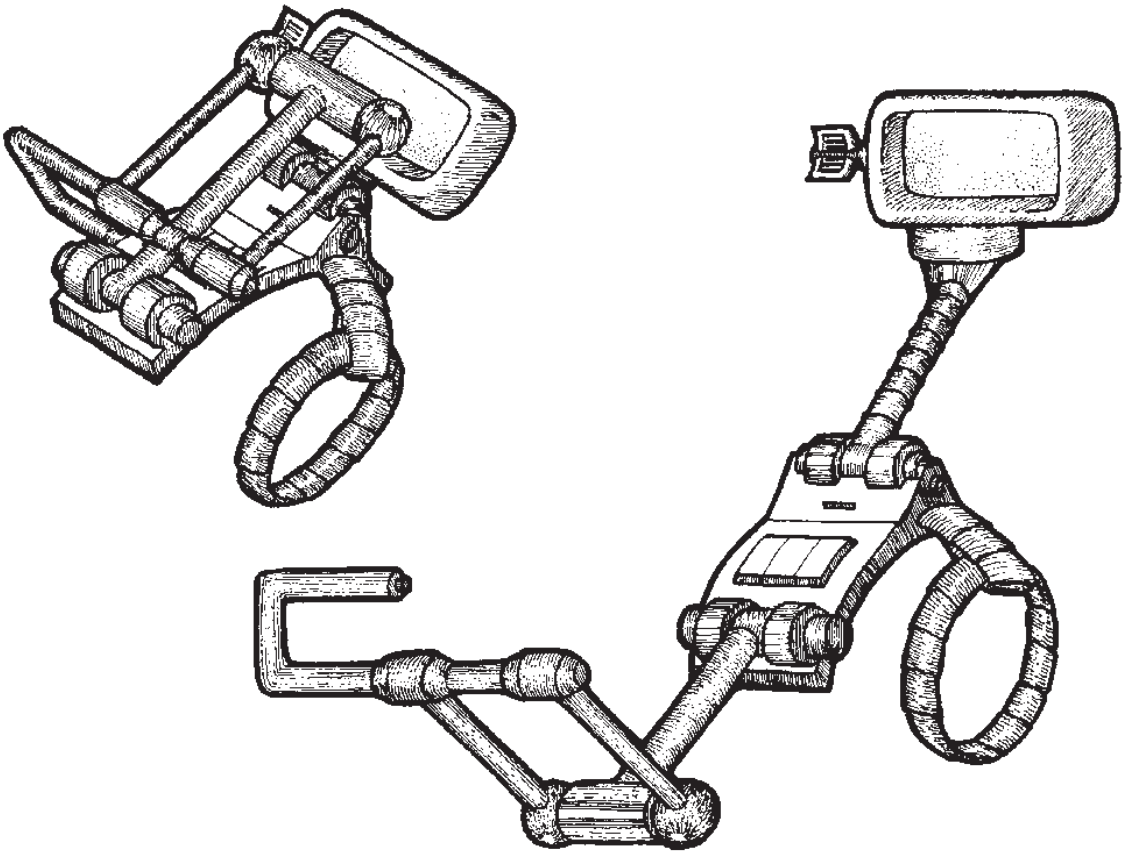

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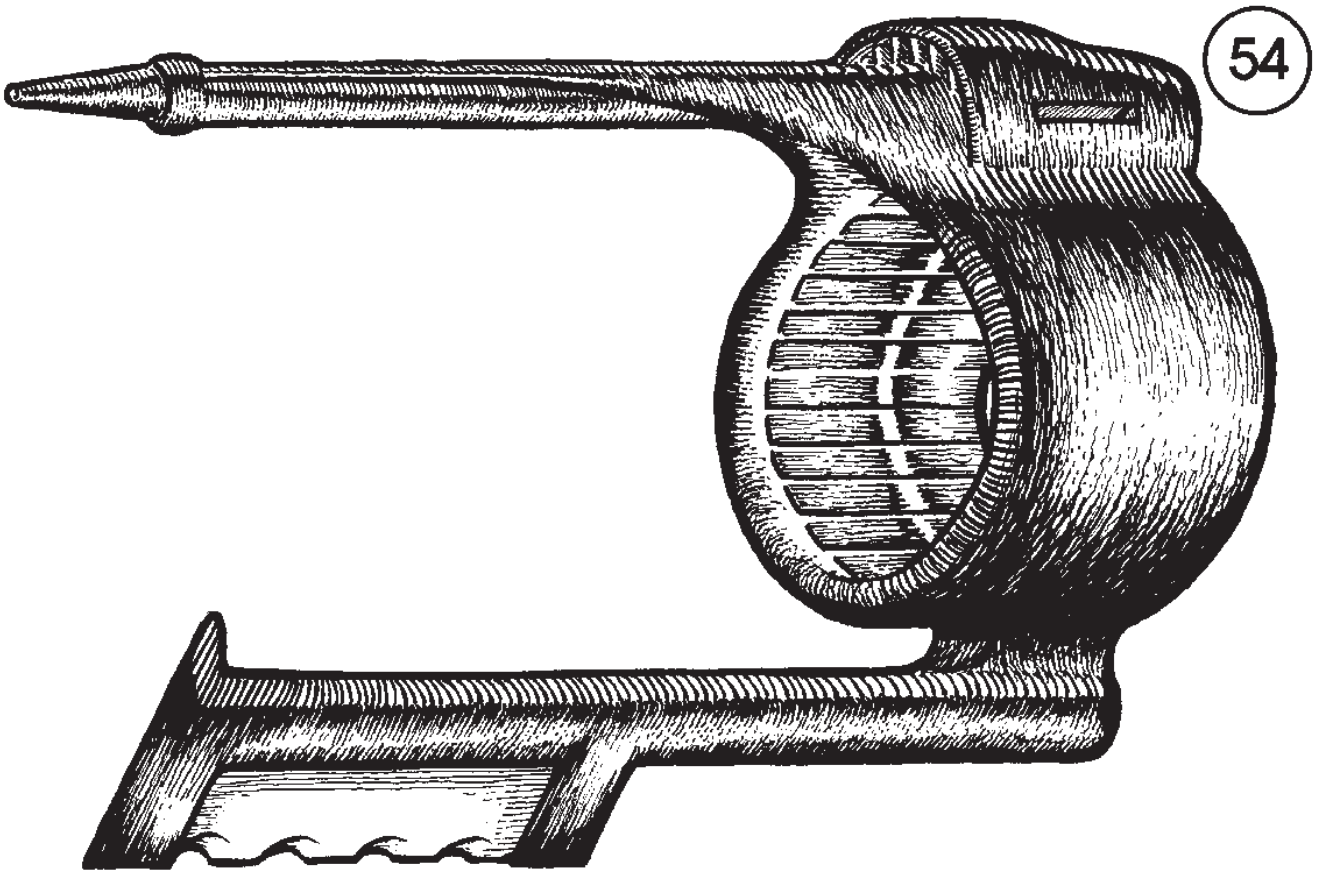
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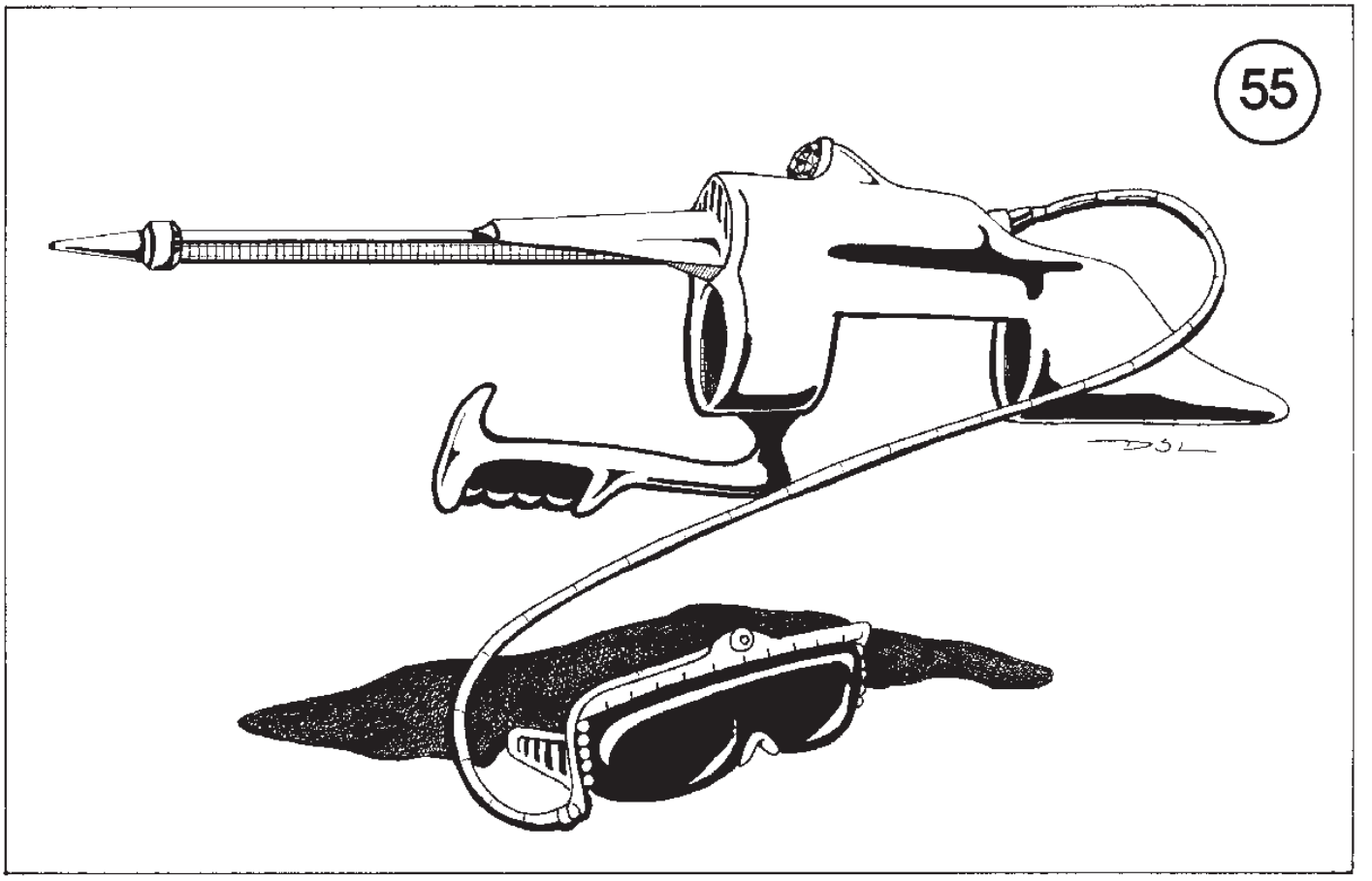
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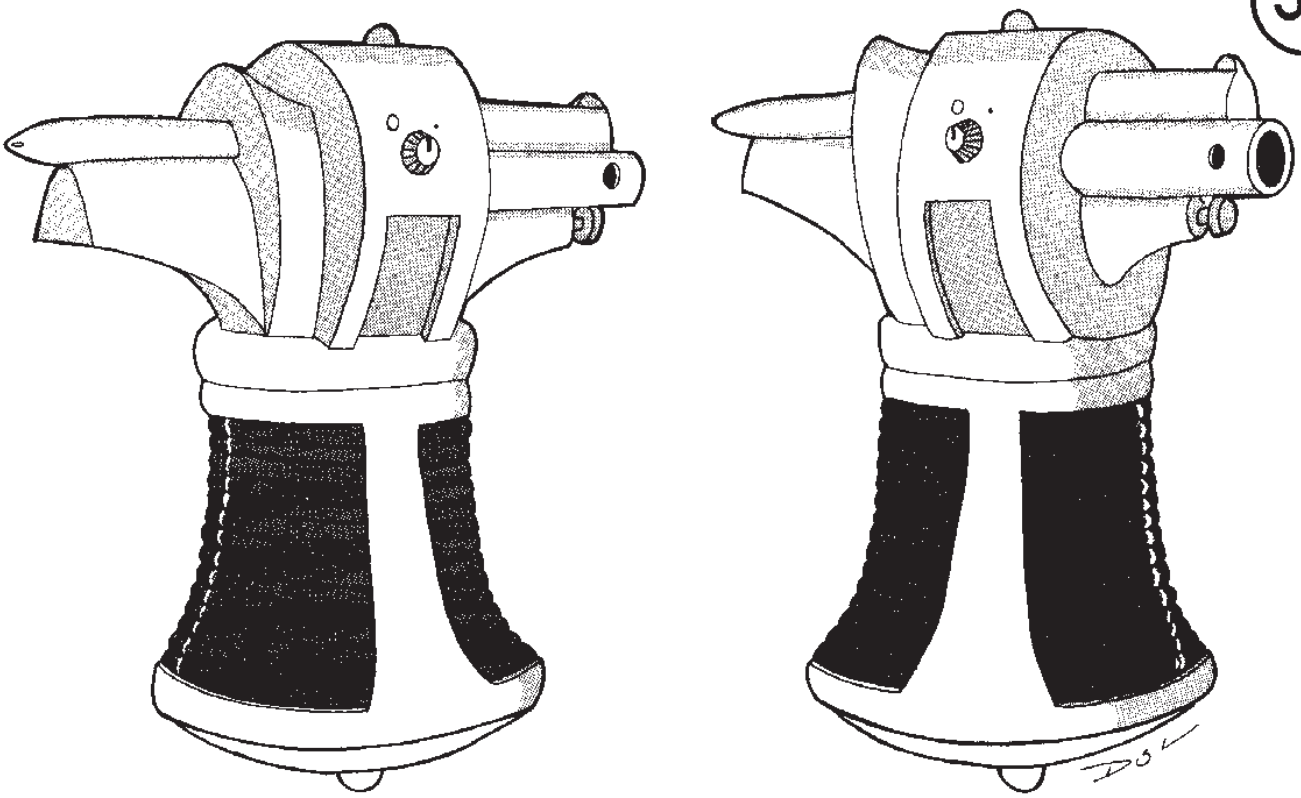

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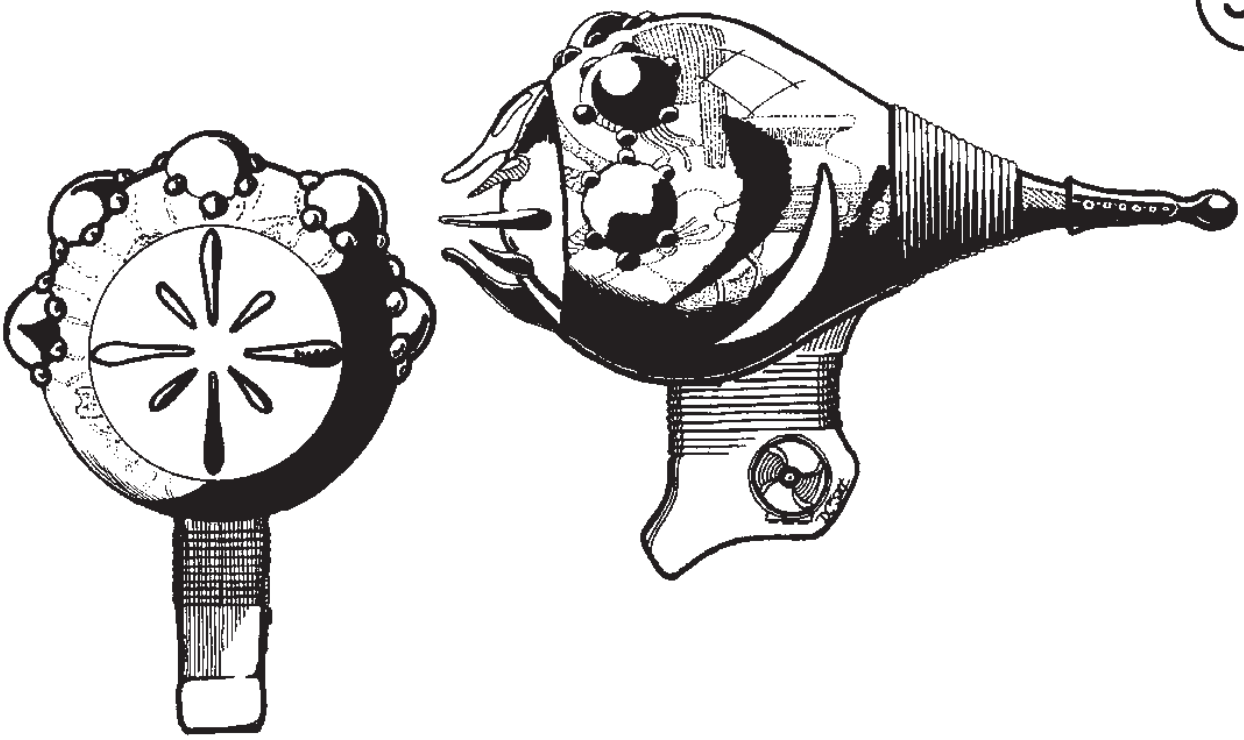

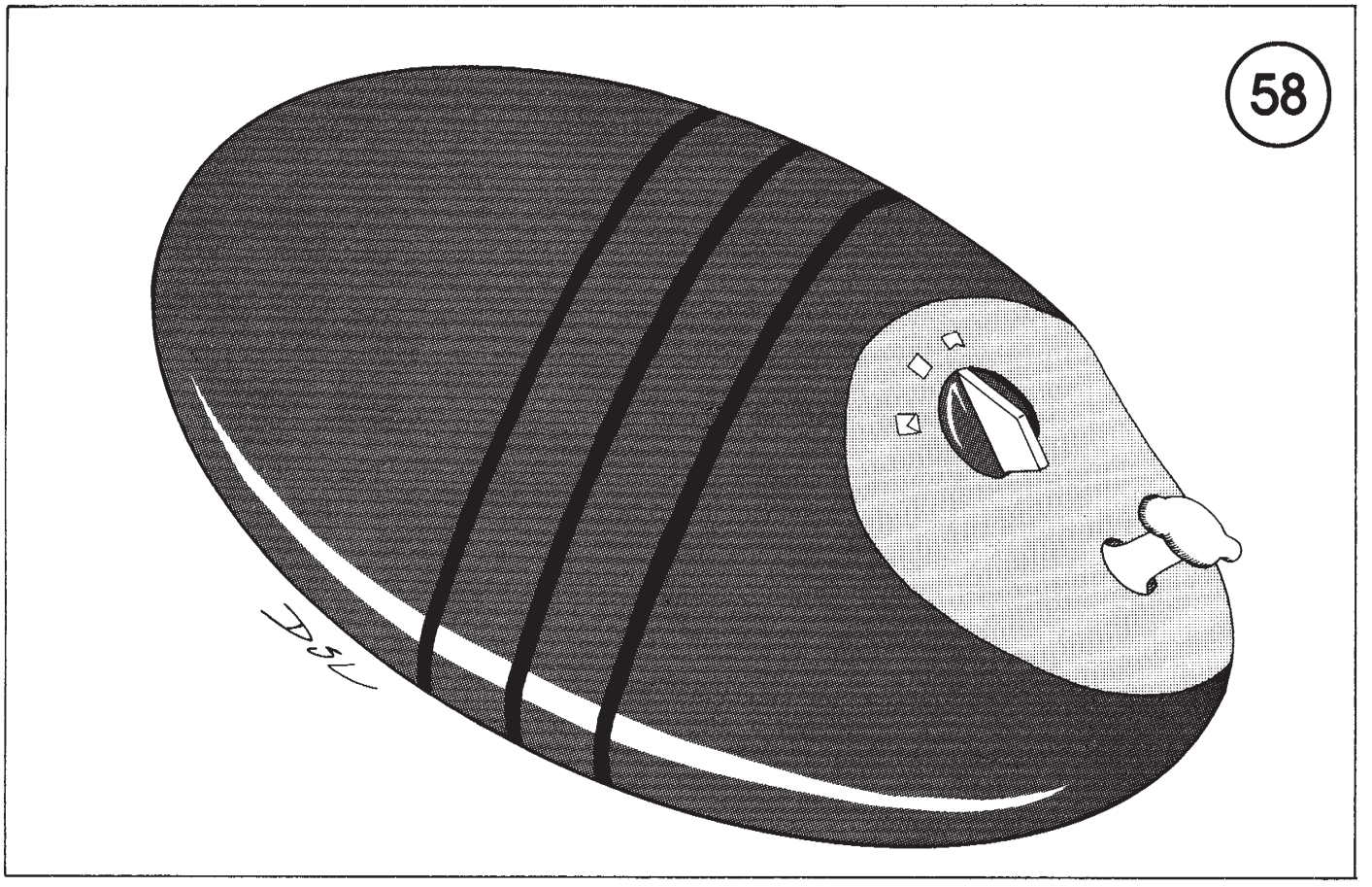
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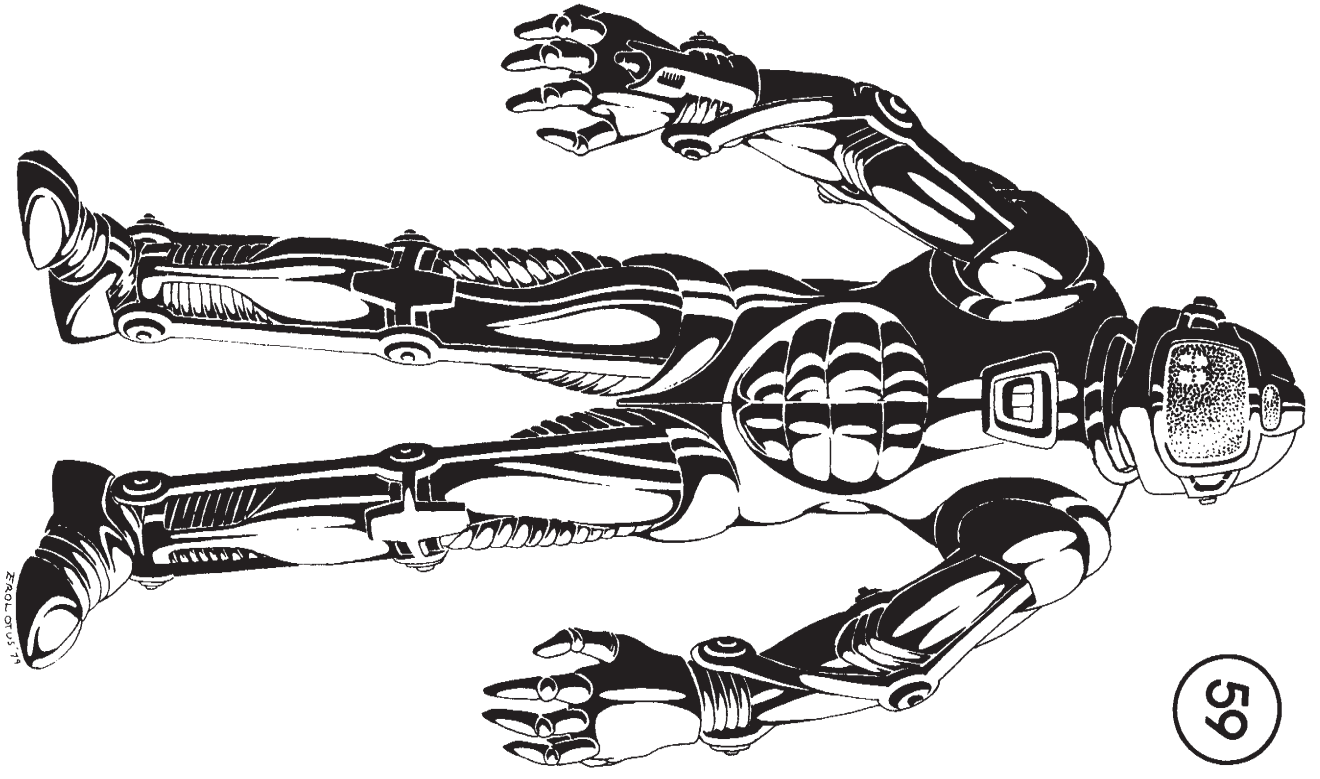
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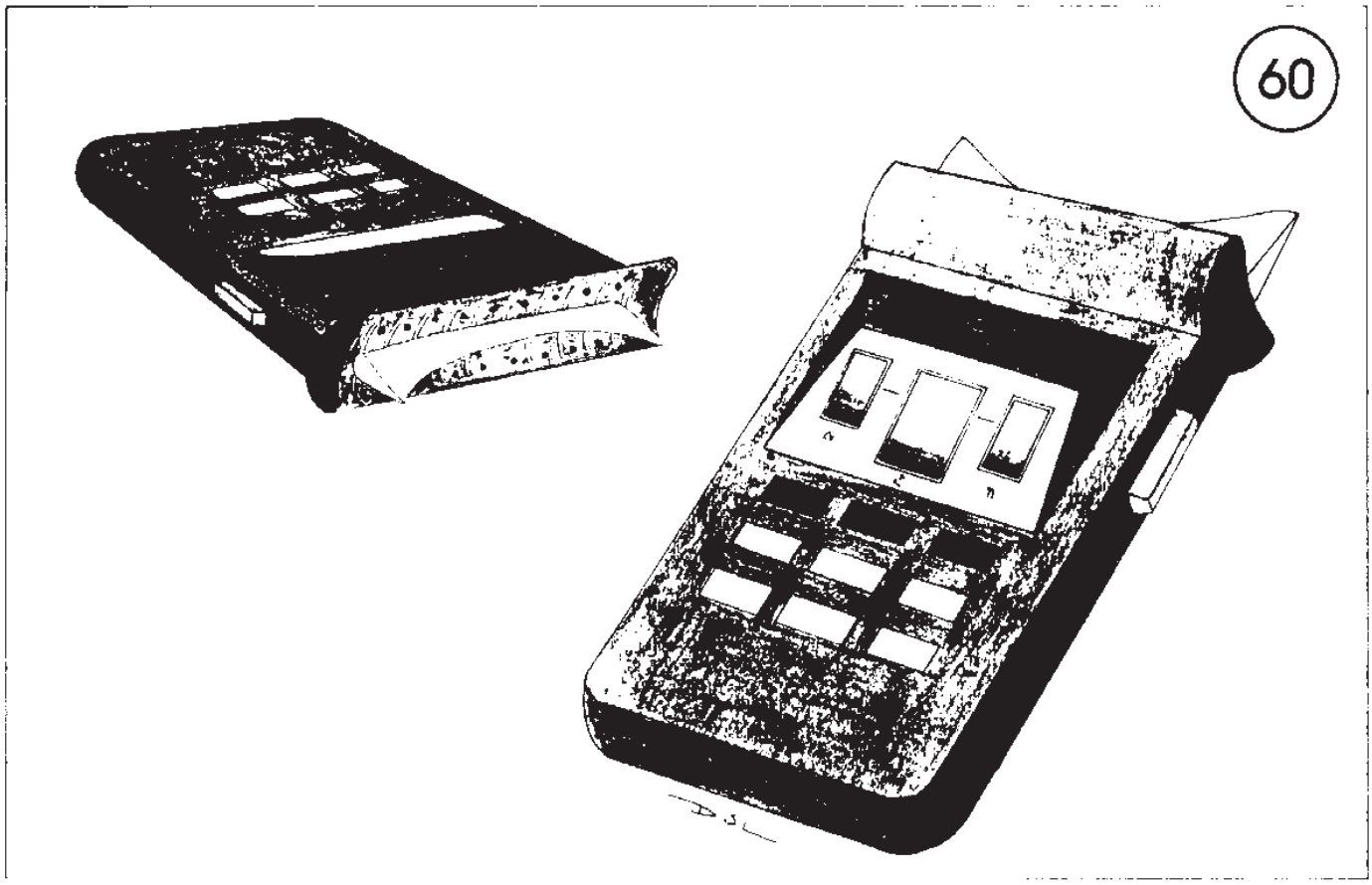
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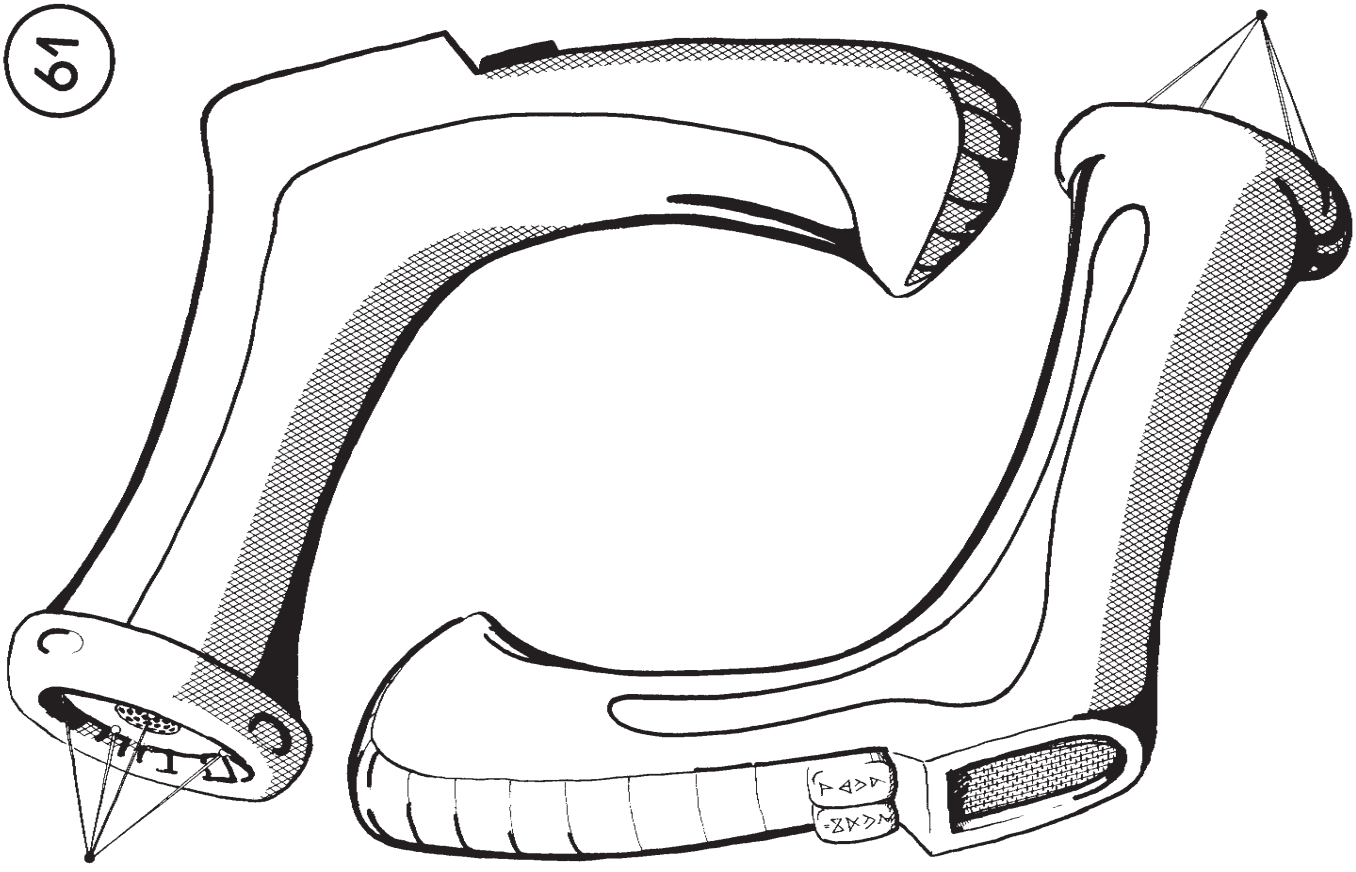
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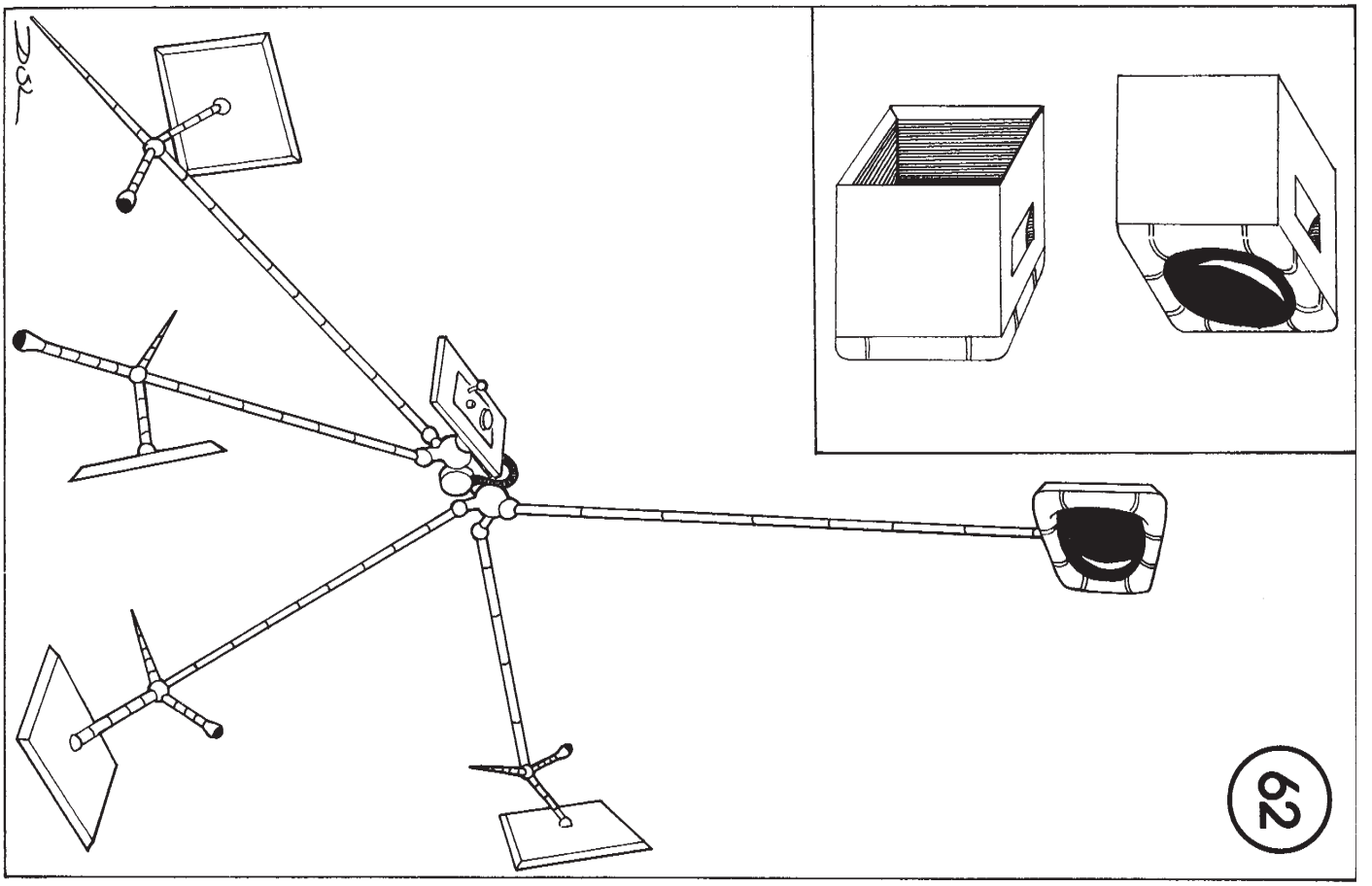

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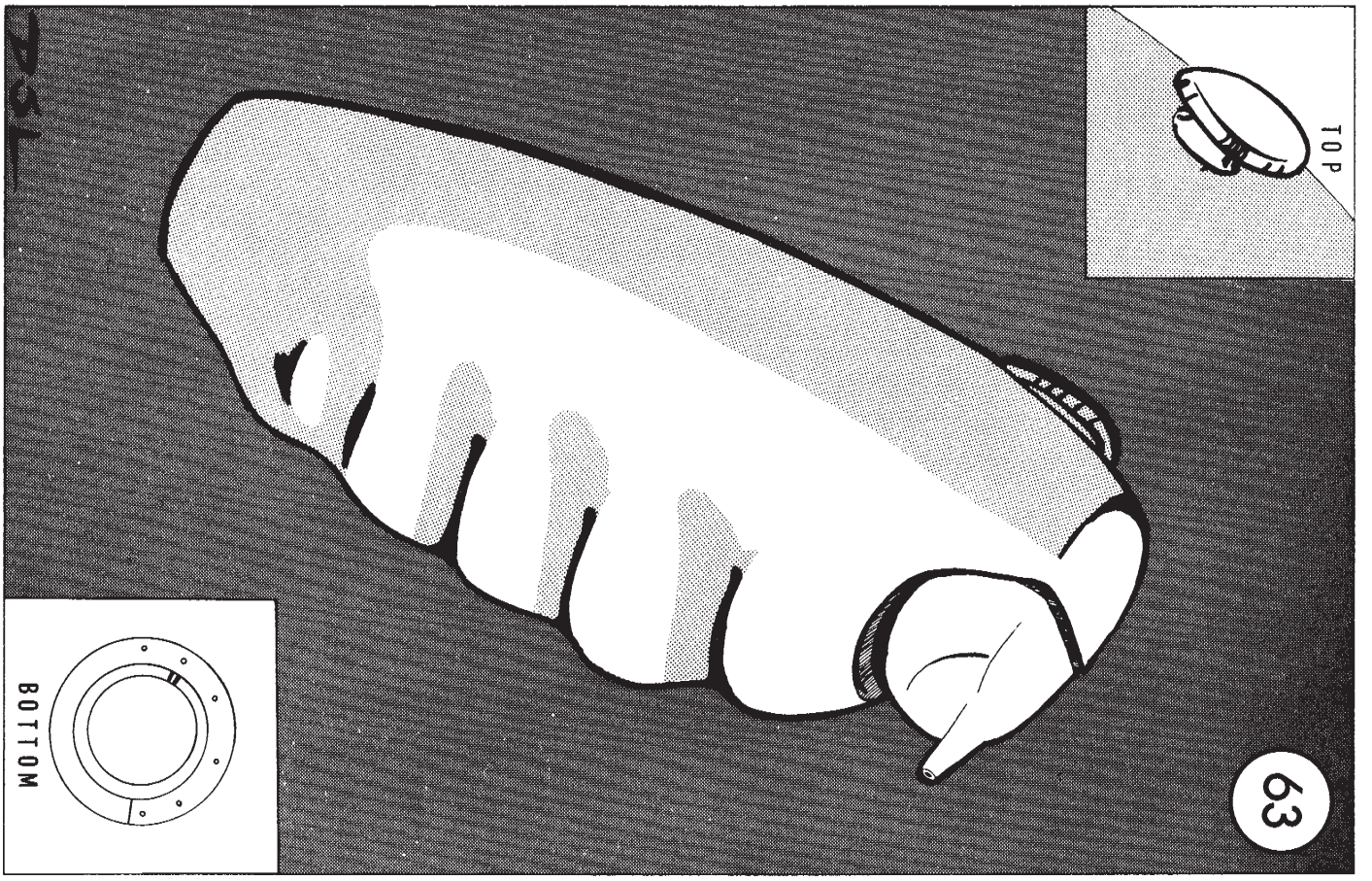

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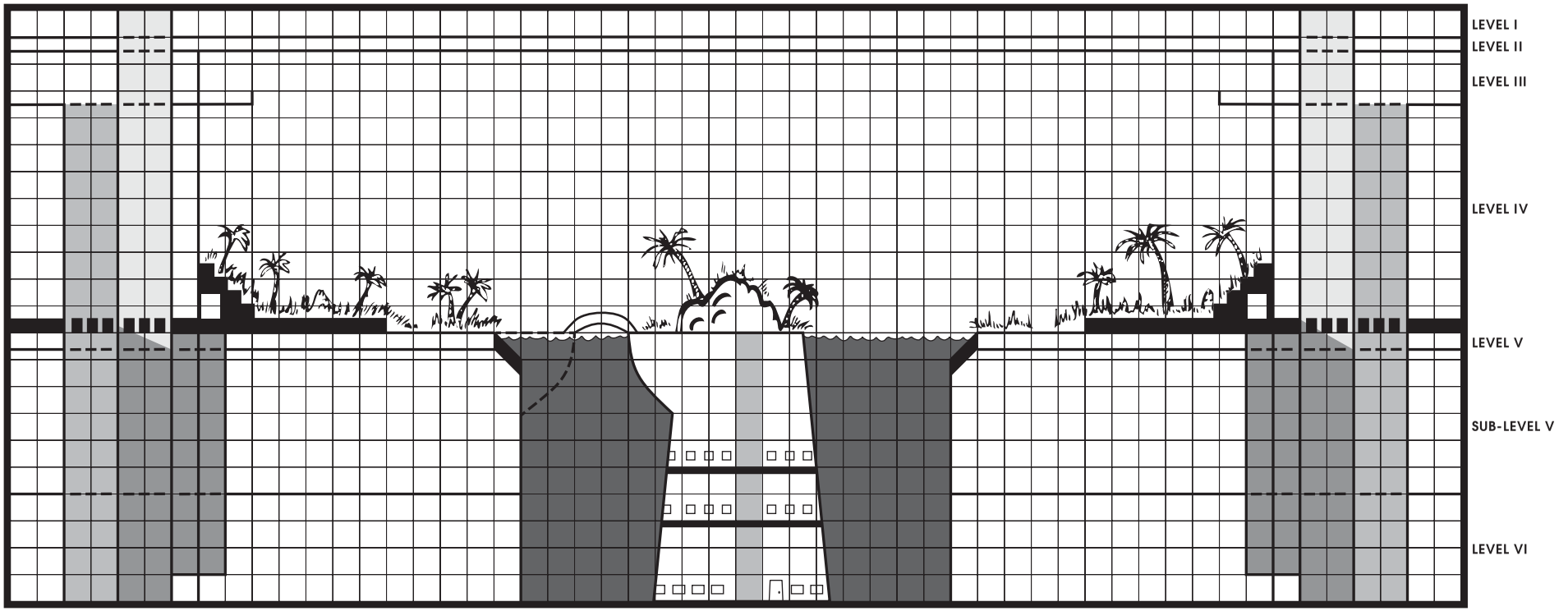
CROSS SECTION OF SHIP



Each Square = 10 ft.

Level I: Officials', officers', and technicians' quarters
Level II: Service deck 5, or 'tween decks
Level III: Upper walkway and lounge area
Level IV: Botanical gardens, rockery, and menagerie
Level V: Service deck 6, or garden 'tween decks
Sub-level V: Atmospheric ballast*
Level VI: Theater, athletic, and activity deck
*This level is inaccessable, unless by some magical means (i.e. **pass wall**, **wish**, etc.).

Drop chutes

Spiral staircase

Ramps

Lifts

Water

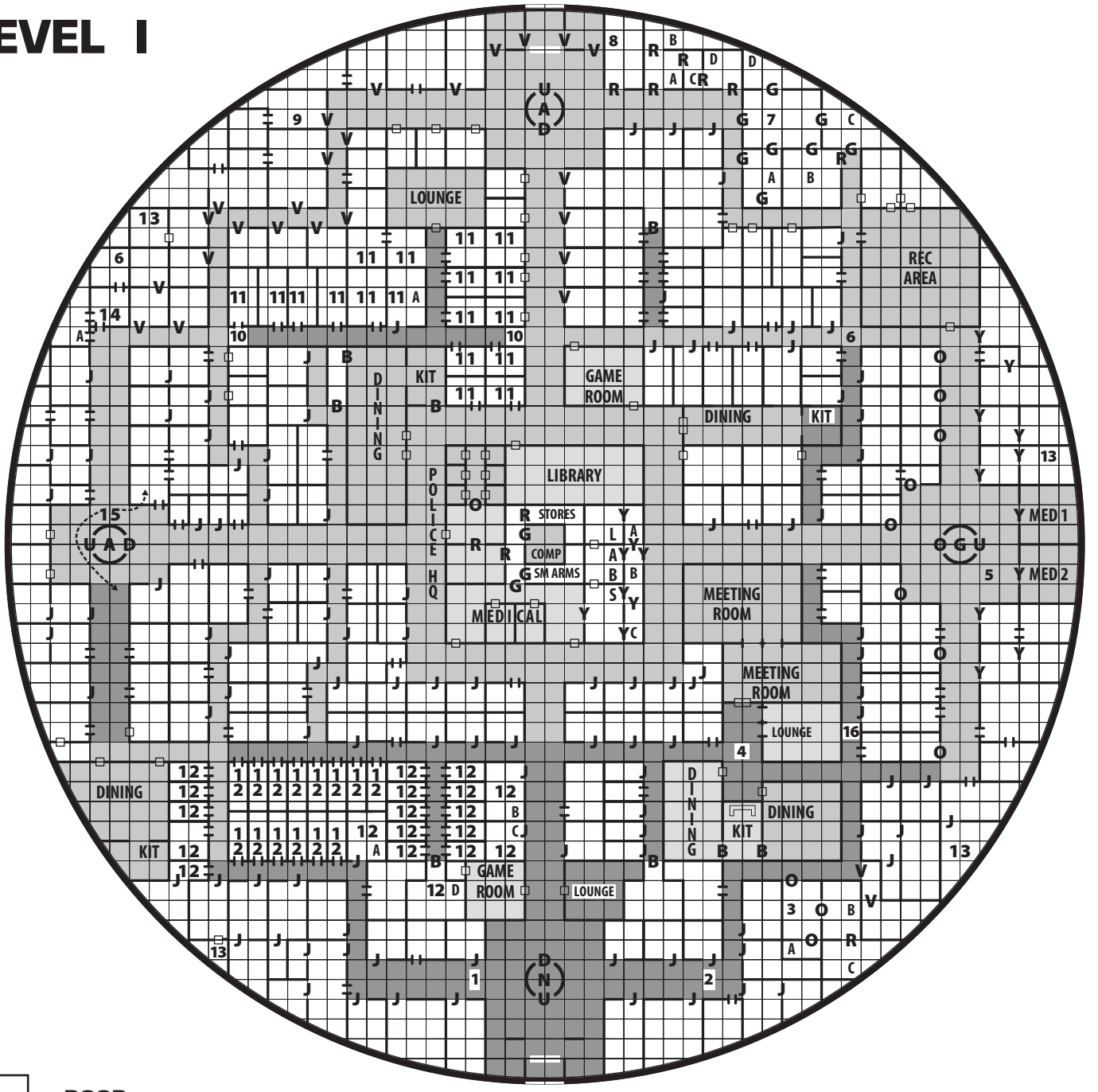
Viewports

Terrace

Bridge

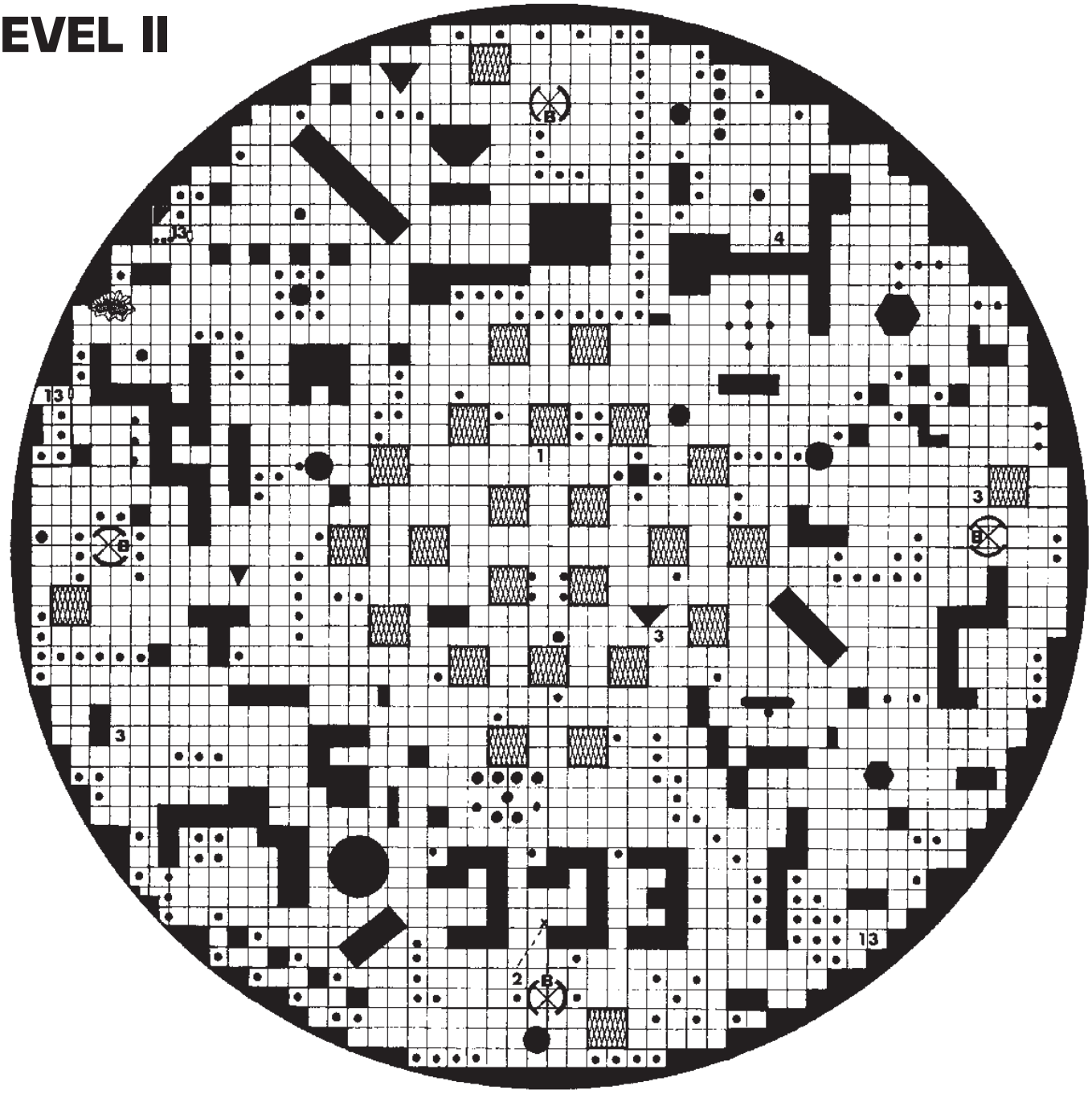
Underwater observatory

LEVEL I



	DOOR				
	DOUBLE DOOR			( )	DROP TUBE
	OPEN DOORWAY	V	VIOLET CARD DOOR		ON/OFF LIT AREA
B	BROWN CARD DOOR	O	ORANGE CARD DOOR		BRIGHTLY LIT AREA
G	GREY CARD DOOR	Y	YELLOW CARD DOOR		DIMLY LIT AREA
R	RED CARD DOOR	J	JET BLACK CARD DOOR		UNLIT AREA

LEVEL II



DOOR

BROWN CARD DOOR

MACHINERY

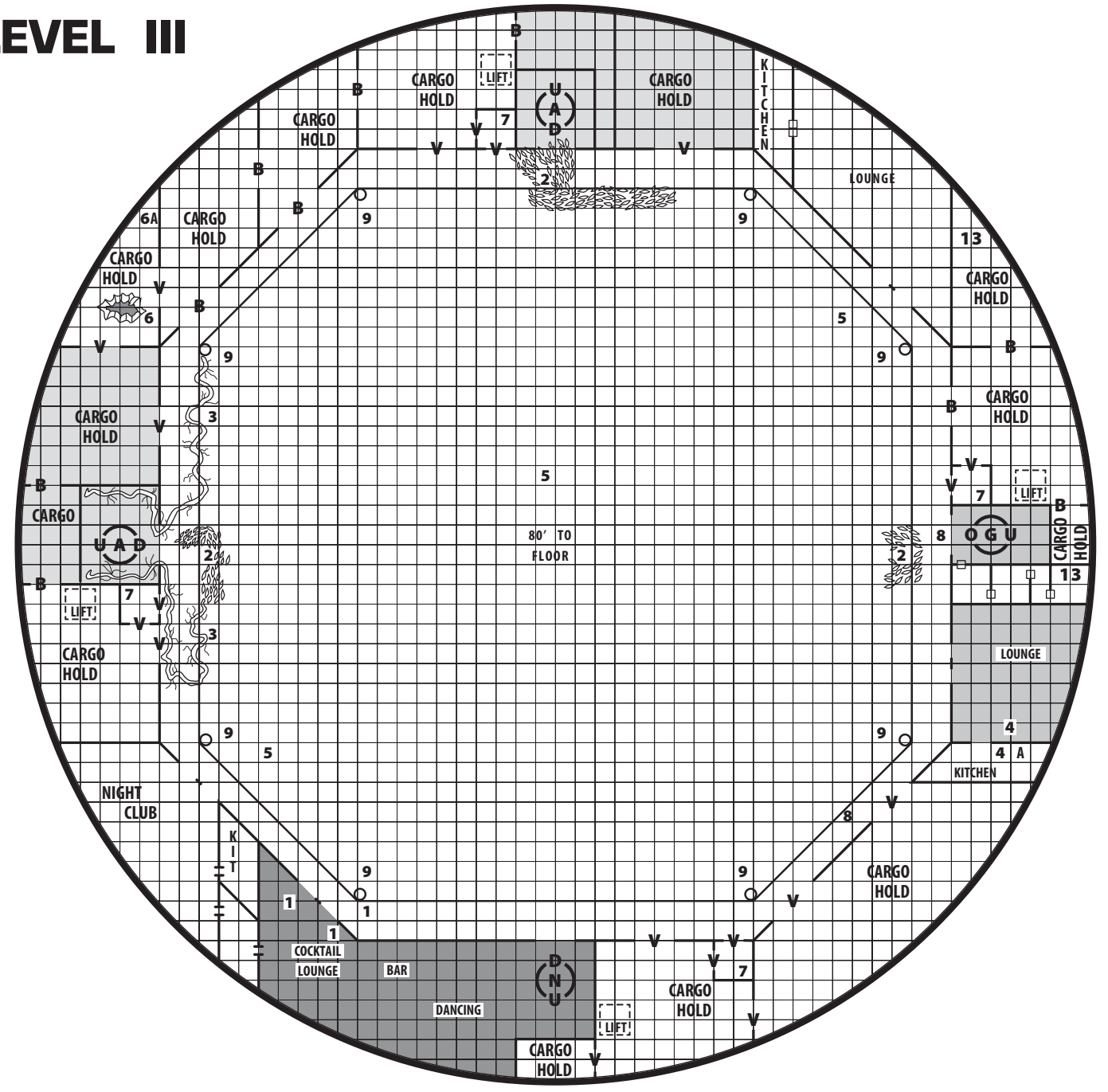
PILLARS

SPHINCTER

HOLE IN DECK

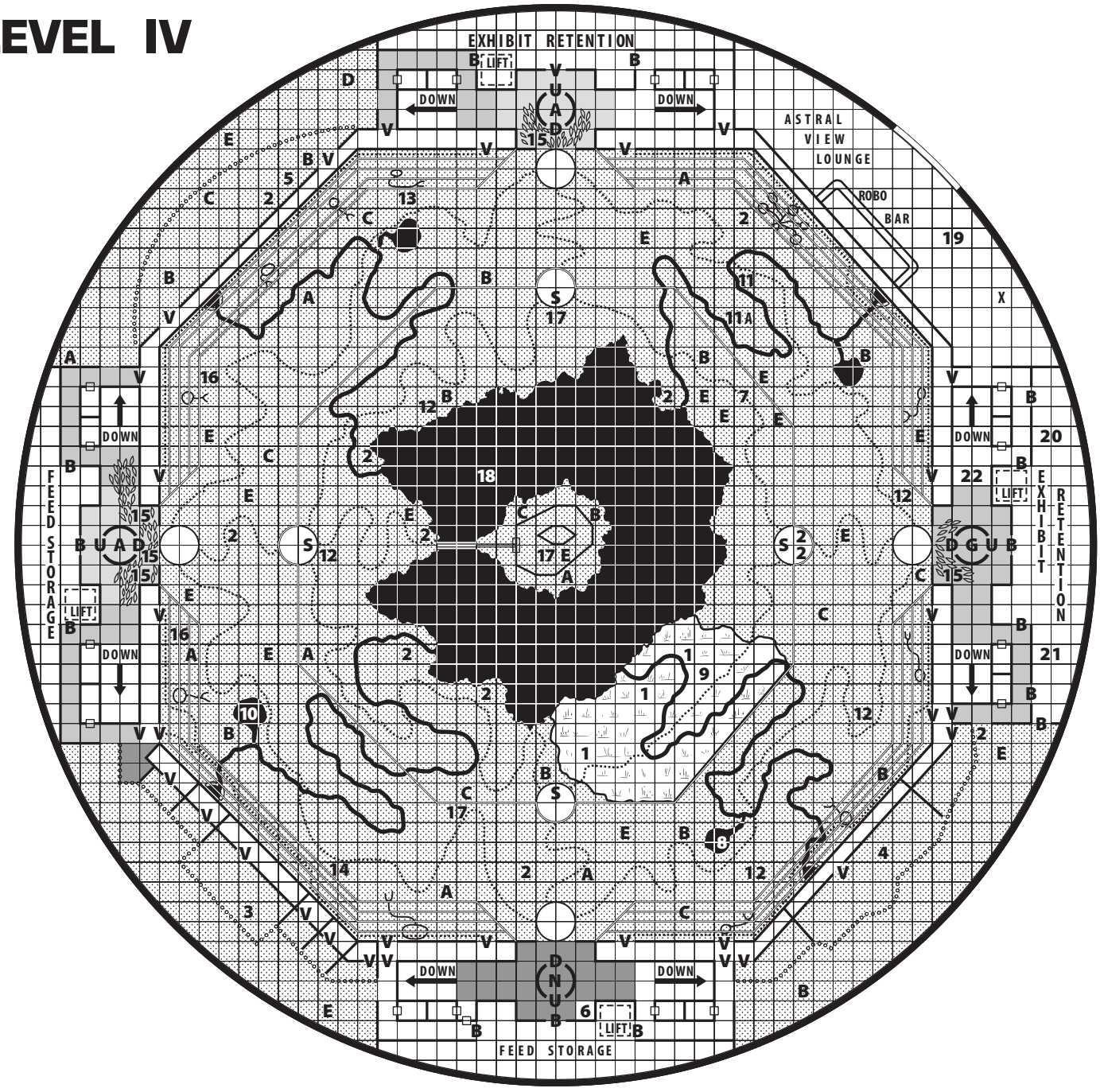
SCALE: 1 SQUARE EQUALS 10 FEET

LEVEL III



	DOOR				HOLE IN CEILING
	DOUBLE DOOR	( )	DROP TUBE		ON/OFF LIT AREA
	OPEN DOORWAY		LIFT		BRIGHTLY LIT AREA
B	BROWN CARD DOOR		FOLIAGE		DIMLY LIT AREA
V	VIOLET CARD DOOR		VINES		UNLIT AREA

LEVEL IV



LIFT

FENCE

FOLIAGE

FOLIAGE

WATER

SWAMP

STREAM

PATH

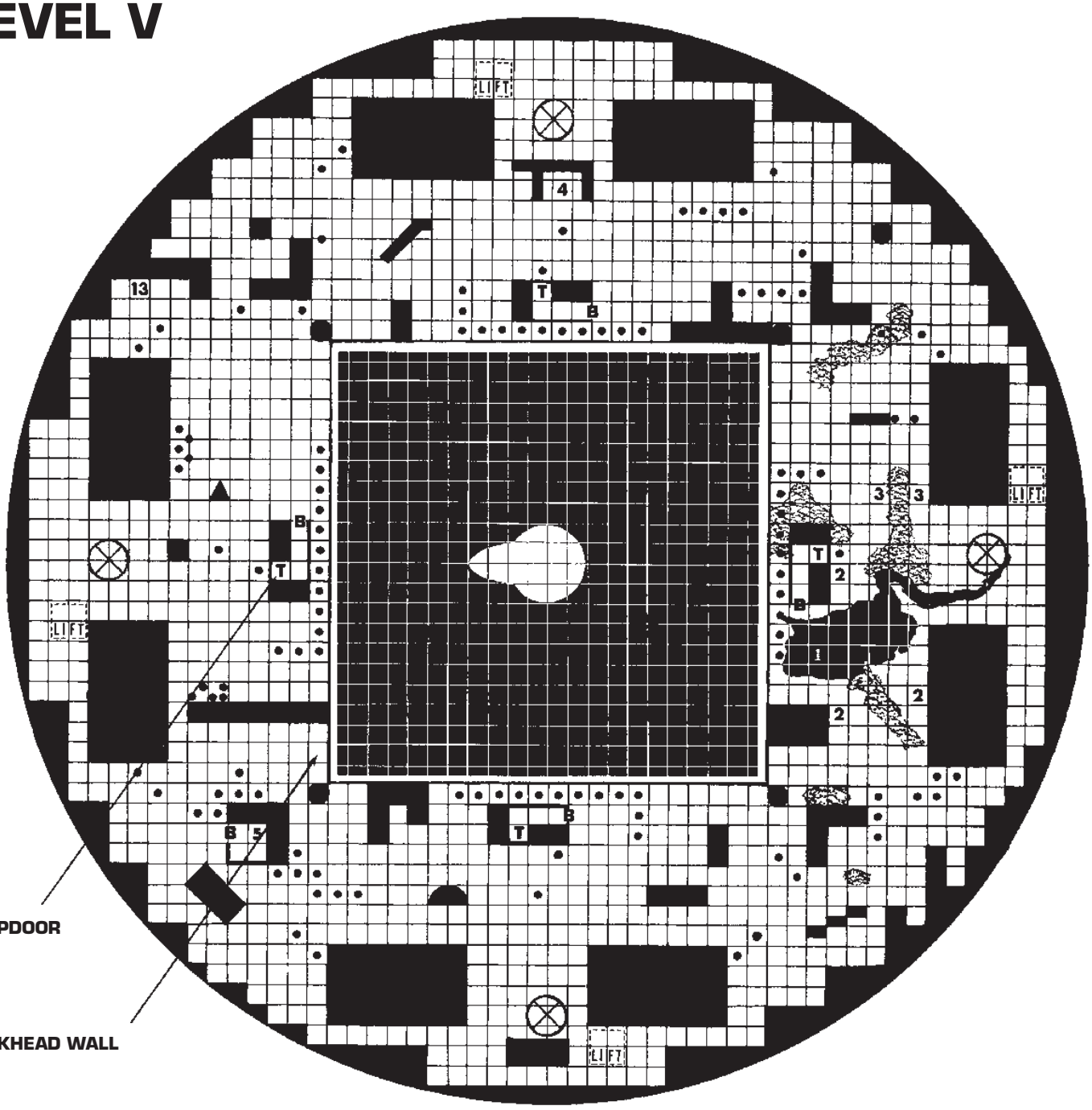
BURROW

ON/OFF LIT AREA

BRIGHTLY LIT AREA

UNLIT AREA

LEVEL V



BROWN CARD DOOR

LIFT

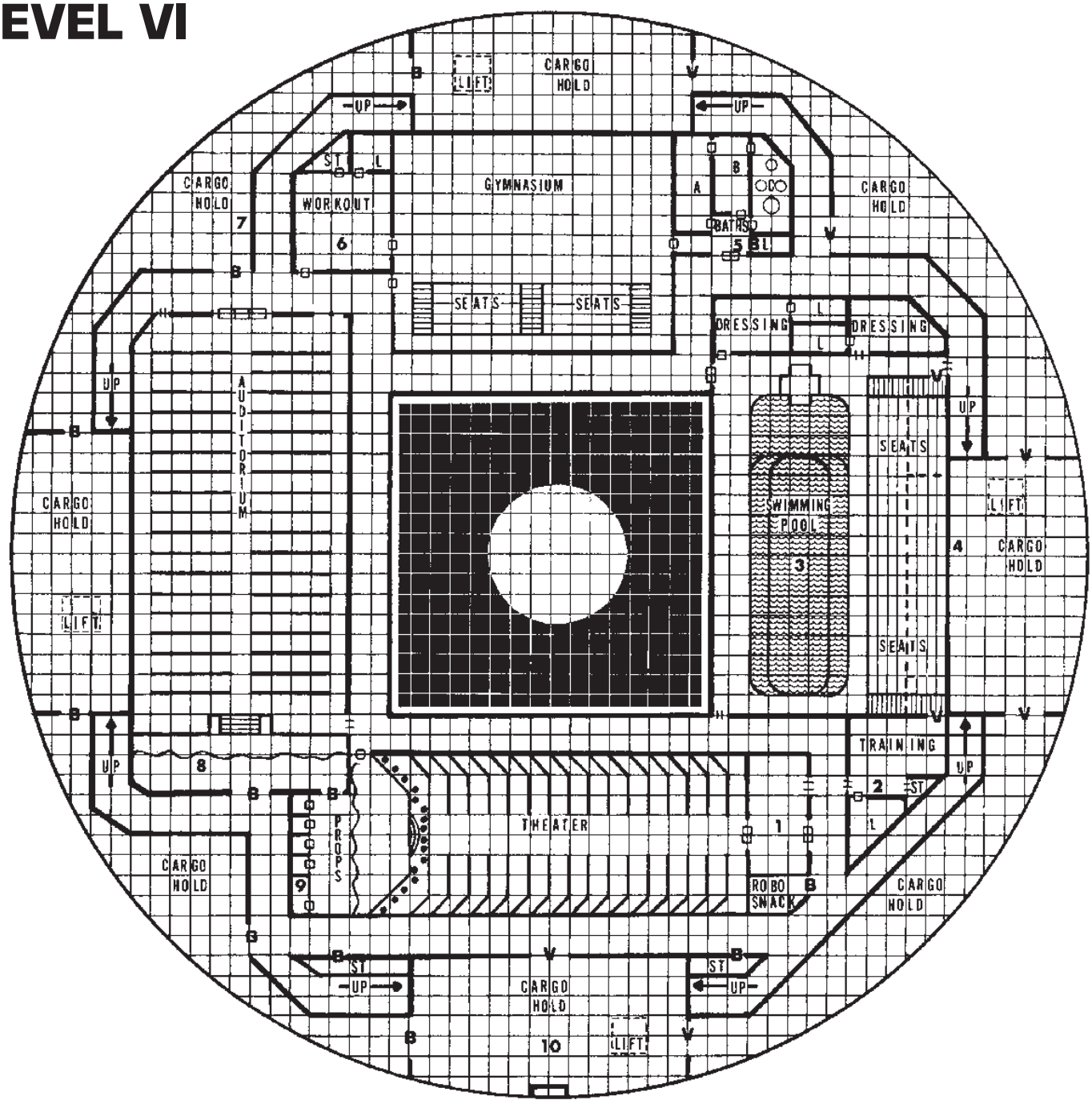
WATER

MOLD

PILLARS

SPHINCTER

LEVEL VI



	DOOR	V	VIOLET CARD DOOR		LIFT
	DOUBLE DOOR	G	GREY CARD DOOR		WATER
	OPEN DOORWAY		STAIRS	L	LOCKER
B	BROWN CARD DOOR		CURTAIN	ST	STORAGE

Dungeon Module S4
The Lost Caverns of Tsojcanth

by Gary Gygax

Booklet 1

AN ADVENTURE FOR CHARACTER LEVELS 6-10

In the Yatil Mountains south of Perrenland there is rumored to be a magical hoard of unsurpassed value, a treasure of such fame that scores of adventurers have perished in search of it. Find the perilous Lost Caverns of Tsojcanth and you may gain the hidden wealth of the long-dead arch-mage — if you live!

This module contains background information, referee's notes, maps of the wilderness and two cavern levels, and many new monsters, magic items, and spells. The Lost Caverns of Tsojcanth was originally designed for the Official ADVANCED DUNGEONS & DRAGONS™ Game Tournament at Wintercon V and contains the original tournament characters.

Advanced Dungeons & Dragons™
Dungeon Module S4

The Lost Caverns of Tsojcanth

INTRODUCTION

Nearly a century ago the Arch-mage Iggwilv sent her evil minions to conquer the lands around her abode. So successful was she that the Marches of Perrenland were subjugated for a decade, and great indeed was the loot brought to Iggwilv's lair in answer to her insatiable demands for treasure. Legend states that the arch-mage gained much of her prowess from discovering the Lost Caverns of Tsojcanth, wherein was hidden magic of unsurpassed might. It is certain that Iggwilv ruled her domain from these caverns. There she also conducted arcane experiments and rituals, trying to further increase her powers.

These experiments were her downfall, for during one she accidentally freed the demon Graz'zt, whom she had imprisoned and forced into servitude. There was a terrible battle, and although the demon was forced to flee to the Abyss, Iggwilv was so stricken from the contest that her powers and strength were forever lost. With the wane of her evil, Iggwilv's realm was sundered. Her former henchmen and slaves stole her treasure and scattered to the four winds in the face of enemy armies. The arch-mage, however, used the last of her power to prepare a hiding place in the caverns for her remaining wealth. Legends say that this included several tomes of great power and the fabled lamp called **Daoud's Wondrous Lanthorn**. What else might be hidden no one knows, for no one has yet discovered Iggwilv's hoard.

That Iggwilv is long dead and gone cannot be doubted. Until recently, though, the stories of her secret cache of treasure in the Lost Caverns of Tsojcanth were regarded as another grandfathers' tale to amuse the younglings. Cartloads of tapestries and rugs, statues and rare art objects have been recovered over the years as well as chests of precious metals, sacks of coin, and coffers filled with gems and jewelry. It was believed that all her treasure had been looted, and that no magic or wealth remained. However, recent investigations have indicated that the magical lanthorn did exist and that Iggwilv possessed it. Iggwilv's lair was definitely located somewhere between the gorge of the Velverdyva River and the hills east of the town of Krestible. The realms of Iuz, Perrenland, and Ket have sent expeditions into the Yatil Mountains seeking the exact location of the caverns; the few that have survived have all failed.

NOTES FOR THE DUNGEON MASTER

Preparing for Play: To properly referee the adventure—an undertaking likely to last several game sessions—you must read the entire scenario thoroughly first. The more familiar you are with each encounter, the greater your skill in describing it, and the higher the level of player enjoyment. So read the entire module first, re-read parts you believe vital, and only then gather your group for play.

As Dungeon Master you should enliven the module with as much of your own creativity as you wish, and then add your personality to interpret the cold lines of print and make them come alive. The details of how the party was gathered should serve as a reasonable starting point. You should also create a background of the realms seeking the treasure. This would include the power and personality of the ruler sponsoring the party's search, the strength of the ruler's political rivals, if any, and the politics of the sponsoring realm. Other nations would also want Iggwilv's treasure, and would have to be handled in the same detail. (If the WORLD OF GREYHAWK™ Fantasy World Setting is part of your compaign, the party is sponsored by the Margrave of the March of Bissel. Perrenland, Ket, Veluna, and Iuz are enemies or rivals of Bissel.) Bissel's enemies might use spies to hinder the party, or send adventurers of their own to get the treasure first. Characters could have to handle these problems long before they reach the caverns themselves.

The Map: The Dungeon Master's copy of the wilderness map shows far more than the players' copy. Each hex is approximately 3.5 miles across. It shows the border areas of Ket and Perrenland, between the Velverdyva River and the town of Krestible, as shown on the map of the WORLD OF GREYHAWK Fantasy World Setting. The trail through the mountains is indicated on both maps. There are narrower side paths not shown on the players' map that lead to lettered encounter areas (**A** and **B**) as well as the Lost Caverns. Wilderness encounter hexes are marked by large dots on the Dungeon Master's map. Special wilderness encounter hexes are numbered on both the DM's and the players' maps. All these encounters are described hereafter. If the party wanders off the trails, the DM should make an encounter check each morning and each night, with a 1 on d10 resulting in an encounter. Use the **WILDERNESS ENCOUNTER TABLE** (see **WILDERNESS ENCOUNTERS**) to determine what the party encounters.

Movement Rate: The terrain through which the party will be traveling is treacherous and rocky. The trails in this area are overgrown and in poor condition. This will slow the party, as will the need to move at the pace of the slowest party member. A party will move through the wilderness at the following rate:

Terrain Type	Mounted	Afoot
Major trail	17 mi. (5 hexes)	10 mi. (3 hexes)
Minor trail (shown DM's map only)	14 mi. (4 hexes)	7 mi. (2 hexes)
No trail	7 mi. (2 hexes)	4 mi. (1 hex)

The standard scale used on the wilderness map is 3.5 miles per hexagon (hex).

Horses: In addition to any other equipment or magical items supplied by the party's sponsor, the party has been given mountain horses, bred for strength and stamina. Their full statistics are as follows:

Mountain Horse: AC 7; MV 24"; HD 3; hp 16 each; #AT 2, as HD 2 monster; D 1-4/1-4.

Food and Hunting: If supplies run low, the party will have to hunt for food. Hunting takes an entire day's time, and means that the party cannot leave the hex in which they begin the day. One day's hunting provides food for two days. The party's mountain horses can feed on the grass and lichens that grow along the mountain trails. When off the trail, horses must spend every third day grazing. Horses not allowed to graze will lose one hit point per day. After six days without feeding, the horses will move at half speed. The horses will eventually die if not fed.

Adventuring Characters: This module was designed for six to eight characters of 6th-8th level, although it can be challenging for characters as high as 10th level. However, if more than four 9th-10th level characters are used, monster encounters will have to be strengthened to balance the party's strength. The

effective level of double-classed characters is normally the average of the two classes, plus two. However, if one class is three or more levels above the other, take the higher level and add two. If the character is triple-classed, take the highest level and add four.

The original tournament scenario of this module had six characters:

Characters	**Levels**
Half-elven fighter/magic-user/thief	4/4/5
Elven fighter/magic-user	4/9
Halfing thief	9
Human fighter	8
Human cleric	7
Dwarf fighter	6

The original tournament scenario had no outdoor adventure. To make the party equal to the challenge of the expanded scenario, the last four characters should each be increased by one level. Otherwise, a ranger and a cleric, each of 5th-6th level, can be added to the party to enable it to handle the outdoor adventure. These additional two characters have been provided, along with the original tournament characters.

Players seeking the early death of their characters should be quite satisfied with **The Lost Caverns of Tsojcanth**, for there are many opportunities for the foolish or rash to end it all. Caution the players that this is a most difficult and perilous quest, one fraught with all manner of danger. To succeed, they must be prepared materially and mentally. This is meant to serve as a word of caution to the able player. Those without real knowledge of AD&D™ game play, without ability to handle characters of the appropriate level for this adventure, will see their characters perish swiftly if the module is handled correctly.

START

For the Dungeon Master: Read the **BACKGROUND** and **Players' Start** to your players. Allow them to copy down the verse clue to the location of the cavern, if they ask. Explain to them that they are now on a narrow pathway that wends ever deep into the mountains. The sun is just emerging over the peaks to the east; it is time for them to set forth. (If the party is relatively weak in levels, numbers, or magic, use Appendix C of the DUNGEON MASTERS GUIDE (Party Magic Items, pp 175-76) to equip the party with magical items appropriate to their levels, to bring them up to strength. Tell them that the items were donated by the party's sponsor (such as His Grace of Bissel) in the hope that the expedition might meet with success.) Inform the players that their characters are mounted, with two weeks iron rations in their saddle bags. Have them list exactly what else they have chosen to take along. Warn magic-users that they must have either an ample supply of scrolls or their spell books and magical components. (You may allow magic-user characters who request it to have previously prepared smaller spell books for the journey, each containing no more than four spells of each spell level. Likewise, prepared packets of components can be carried.)

For the Players: Your party has been gathered by agents of the Margrave of the March of Bissel. He tells you that there are "political considerations," which he does not explain, that prevent him from searching for Iggwilv's trove himself. However, it is vital that the treasure not fall into the hands of his enemies. Your party's goal is to get the treasure before Bissel's enemies do. The Margrave has provided you with horses and a map showing the most probable location of the Lost Caverns. The Margrave will also give you an escort from Thornwood to a narrow trail leading from the easternmost arm of the Bramblewood Forest northward into the Yatil Mountains—the very heart of Iggwilv's old domain. You have pledged to repay the Margrave for your horses, as well as any other equipment he provided, out of the monetary treasure obtained. You will also be required to pay a treasure tax of 15% on all money taken. He tells you that the remainder, as well as any magical items taken, are your reward for undertaking this perilous quest. However, you are warned under threat of dire punishment not to allow any magical items to fall into evil hands.

An examination of your map reveals that the track through the mountains has numerous branches. At the end of each track is a number, evidently standing for something unknown. The agents of the Margrave cannot tell you anything about their significance, except that it is likely that at one of the sites are the caverns you seek. Obviously, the map is incomplete, for from what you know of this part of the world, there are mountains where nothing but blank space is shown on the chart. With this map you must somehow find where the treasure is hidden. The more direct your route to the caverns, the less the likelihood of injury or death from the many perils of the journey. A scrap of parchment with a bit of doggerel on it might be a clue, or it might be of no use whatsoever, save to mislead you.

The verse says:

The horn of Iggwilv
pierces the heart—
look over your shoulder
before you start.
How many sorrow?
Foolish men,
because they didn't
turn back then.

After a journey of a sen'night your band has reached the foothills of the Yatils without incident. Before you is the winding path leading into the grim mountains; behind is the escort of horsemen riding south for home. Fortunately, you have sure-footed, mountain-bred horses given to you to assure a swift passage to your destination. Vellum map secured safely, there is naught else to do but proceed with the quest to find the Lost Caverns of Tsojcanth.

WILDERNESS ENCOUNTERS

NUMBERED ENCOUNTER AREAS

There are six numbered areas, shown on both the DM's and the players' wilderness maps. No specific encounters are given for these six areas. The DM should choose an appropriate encounter for each area, using the **WILDERNESS ENCOUNTERS CHART** in this module. The creatures chosen for the numbered areas should be encountered only once. Do not choose numbers 1-6 simply because the encounter areas are numbered 1-6. For example, 1 could be the stone giants or the wolfwere; 2 could be the wyverns or the hermit; the tribesmen or the dragon could be at 3, etc.

VARIABLE ENCOUNTER AREAS (Dots)

Encounters in the wilderness will not occur randomly. The party will have encounters at specific points when travelling along the trails. These encounter sites are marked as heavy dots on the DM's map. If the party camps in a hex adjacent to a dot, the DM may decide to give the party a night encounter. Daytime encounters occur whenever the party stops in or passes through a hex with a dot. Variable encounters can be rolled randomly or be chosen by the DM, using the **WILDERNESS ENCOUNTER CHART** in this module. The animal and humanoid encounters can be used several times, as can natural hazards such as avalanches or rockslides.

WILDERNESS ENCOUNTER TABLE

Roll d20 and consult this table. Each encounter is detailed fully following the table.

Die Roll	Result
1	Border Patrol
2	Avalanche
3	Rockslide
4	Bears, brown
5	Gnoll Raiding Band
6	Eagles, giant
7	Mountain Tribesmen*
8	Snake, giant
9	Goblin Band
10	Hill Giants
11	Wolf pack (with wolfwere)*
12	Mountain Dwarf Band
13	Hermit*
14	Trolls
15	Wyverns*
16	Hobgoblin War Party
17	Ogres
18	Elven Warders Band
19	Blue Dragon*
20	Stone Giants*

*It is recommended that these encounters be used for the numbered encounter areas.

EXPANDING THE WILDERNESS ADVENTURES

The Lost Caverns of Tsojcanth is a module with a great deal of potential, one that can take many sessions to finish. DMs should consider stressing this to their players, because it is possible to have an enjoyable adventure before the caverns are even reached. The wilderness section includes a wide variety of possible encounters. Some of these can become the basis of several adventures.

The gnomes, dwarves, elves, and mountain tribesmen are fully described, and these entries can be used to create communities of mountain dwellers. A sample lair map, usable for the gnomes, has been included, should the DM want to fully develop this community. Befriending one of these communities could be of great value in providing the party with healing, information, or help against bands of raiders. However, gaining the trust of one of these communities usually requires that the party fights against their enemies.

An encounter with a military patrol could be a challenge to the party. A friendly patrol could tell the party how many "dangerous areas" (variable encounter sites) are on the trail ahead, but not the exact locations. Winning the trust of a patrol is very difficult, however, for it is their mission to be suspicious of all armed travellers.

A third possibility is the Craggy Dells. If the party succeeds in defeating the brigands there, they could find (at the DM's option) information that will lead them to the persons buying hippogriffs from the bandits.

1. BORDER PATROL

These patrols are typical of their kind. Their mission is to catch brigands and smugglers, prevent raids by humanoid bands and larger wilderness monsters, prevent unauthorized border crossings, and to give advanced warning of invasion or other hostile troop maneuvers.

A. Kettites (southern part of map)

Captain (AC 2; F5; hp 32; #AT 1; D 1d6+1) armed with lance and scimitar. He is mounted on a medium warhorse (hp 15).
Mullah (AC 3; C4; hp 25; #AT 1; D 1d6+1) armed with a mace. He is mounted on a medium warhorse (14 hp) and has the following spells:
FIRST LEVEL: command, cure light wounds (×2), **light, protection from evil**
SECOND LEVEL: hold person, silence 15'r.
6 Lancers (AC 4; F1; hp 10, 9, 7, 7, 6, 5; #AT 1; D 1d6+1) armed with lance and scimitar. They are mounted on medium warhorses (hp 15, 13, 2×12, 2×11).
Sergeant (AC 5; F3; hp 21; #AT 1; D 1-4) armed with dagger and composite short bow with arrows, plus four **arrows +2**. He is mounted on a medium warhorse (hp 14).
12 Horse Archers (AC 6; Lvl 0; hp 7, 3×6, 5×5, 3×4; #AT 1; D 1-4) armed with dagger and composite short bow with arrows, plus one **arrow +1** each. They are mounted on light warhorses (hp 2×14, 13, 12, 3×11, 2×10, 3×9).

Medium Warhorse (AC 7; MV 18"; HD 2+2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).
Light Warhorse (AC 7; MV 24"; HD 2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

B. Perrenlanders (northern part of map)

Commander (AC 3; F6; hp 49; #AT 1; D 1d6+1) armed with lance and hand axe. He is mounted on a medium warhorse (hp 16).
Lieutenant (AC 4; F4; hp 30; #AT 1; D 1-8) armed with long sword and light crossbow with bolts. He is mounted on a medium warhorse (hp 15).
10 Horse Archers (AC 5; Lvl 0; hp 2×6, 4×5, 4×4; #AT 1; D 1-6; armed with hand axe and composite short bow with arrows, plus one **arrow +1** each. They are mounted on medium warhorses (hp 15, 14, 5×13, 12, 2×11).
Elf Fighter/Magic-User (AC 4; F3/MU3; hp 19; #AT 1; D 1d8+1) armed with longsword. She is mounted on a pony (hp 5) and has the following spells:
FIRST LEVEL: magic missile, sleep
SECOND LEVEL: stinking cloud

4 Elven Scouts (AC 6; HD 1+1; hp 8, 2×7, 6; #AT 1; D 1-6) armed with short sword, dagger, and longbow with arrows. They are mounted on light warhorses (hp 15, 13, 2×12).

Medium Warhorse (AC 7; MV 18"; HD 2+2; hp 11; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

Light Warhorse (AC 7; MV 24"; HD 2; hp 9; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).
Pony (AC 7; MV 12"; HD 1+1; hp 5; #AT 1 bite; D 1-2).

Patrols will be suspicious of all individuals encountered. Only the leaders of either patrol will speak the Common Tongue. If there is a lawful neutral cleric with the party, the Mullah will be friendly to them, and even a lawful good cleric will prevent hostility. An elf or half-elf of good or chaotic neutral alignment will favorably impress the Perrenlander patrol. A party that acts in a suspicious or hostile manner will be threatened in an attempt to disarm them and bring them to the nearest border stronghold for further questioning. Simply stating that the party is in the Yatils adventuring and seeking to slay the enemies of humankind will generally suffice to obtain a grudging dismissal from a patrol.

Treasure: Zero level men will have 2-5 gp each. Others will have 10 gp per level. Each leader will have an additional 120+3d10 gp government funds. Neither patrol will fight long. If they are obviously weaker or outnumbered, they will seek to break off the action and return to their post to give a full report of the battle.

2. AVALANCHE

The party will hear a faint splintering sound followed by a rocky clattering and rumbling. They must immediately (before the DM counts to 10) move or else be crushed by the avalanche. The falling rocks will kill each party member who fails a saving throw versus spell (although the avalanche is not magic, of course; the save simply indicates the relative danger). If the party back tracks, they will have to cross a rockslide now on their track (see **3.,** below); if they move ahead the rock slide will block their path if they return.

3. ROCKSLIDE

An old avalanche has partially blocked the trail at this point. It will require half a day to safely get past such a place. If the party attempts to cross quickly, a saving throw versus petrification must be made by each member. Failure indicates the individual slipped and fell. Using d6, determine if only the mount is killed (1-4) or if both horse and rider plunge to their doom (5-6).

4. BROWN BEARS

3 Bears (AC 6; MV 12"; HD 5+5; hp 37, 30, 23; #AT 2 claws, 1 bite; D 1-6/1-6/1-8; SA hug for 2d6). The bears are hungry but can be frightened away by fire or stopped from attacking by throwing food to them.

5. GNOLL RAIDING BAND (32 Members)

Sub-chief (AC 4; MV 9"; HD 3; hp 16; #AT 1, D 1-10) armed with a halberd.
6 Archers (AC 6; MV 9"; HD 2; hp 14, 13, 12, 11, 10, 8; #AT 1; D 1-6) armed with club and longbow with arrows.
10 Polearmsmen (AC 5; MV 9"; HD 2; hp 2×12, 2×11, 2×10, 4×9; #AT 1; D 2d4) armed with bill-guisarme.
3 Swordsmen (AC 6; MV 9"; HD 2; hp 12, 11, 10; #AT 1; D 1-10) armed with two-handed sword.
5 Axemen (AC 6; MV 9"; HD 2; hp 13, 2×10, 9, 8; #AT 1; D 1-8) armed with battle axe.
7 Scouts (AC 6; MV 9"; HD 2; hp 12, 11, 3×10, 2×9; #AT 1; D 2d4) armed with morning star.

Individuals have 1d10+2 sp each, the leader has 1d10+2 gp. (Obviously, the group has not had much success . . . . . yet.) Unless their scouts are surprised, there is a 2 in 6 chance that they will not be seen by the party. In that case, the gnolls will lay an ambush. If more than one-quarter of their number is slain without equal loss to the party, the gnolls will flee over the trackless mountainsides.

6. EAGLE EYRIE

6 Giant Eagles (AC 7; MV 3"/48"; HD 4; hp 29, 28, 24, 23, 22, 20; #AT 2 talons, 1 bite; D 1-6/1-6/2d6; SA plummet at +4 to hit with two talon attacks only at 2d6/2d6.)

These are three pairs of mated birds whose nests are nearby. In two of the nests are 5 eggs (2 and 3 respectively). If there is a dwarf or high elf with the party, the eagles will telepathically warn the party to stay away. Otherwise, the eagles will plummet to attack if the party pauses or makes hostile gestures. Climbing to either nest will require spells or thief ability. It will take half a day to climb up and return. One nest also contains a scroll tube with a scroll of 3 clerical spells. The level of each spell is randomly rolled on a d4. The exact spell is chosen by the DM.

7. MOUNTAIN TRIBESMEN (20 members)

Chief (AC 5; MV 9"; F5; hp 40; #AT 1; D 2d4) armed with bastard sword and throwing spear. He has a +1 bonus to hit and a +2 damage bonus due to strength.

Sub-chief (AC 5; MV 9"; F4; hp 33; #AT 1; D 1-8) armed with battle axe, light crossbow with bolts, and a **bolt +3.**

Warrior (AC 6; MV 12"; F2; hp 19; #AT 1; D 2d4) armed with a morning star and three javelins. He has a +1 bonus to hit and a +2 damage bonus due to strength.

Medicine Man (AC 6, leather armor, +2 due to dexterity; MV 12"; D5; hp 29; #AT 1; D 1-6) armed with staff, dagger, and three darts. He has the following spells available:
FIRST LEVEL: animal friendship, entangle, faerie fire, speak with animals (×2)
SECOND LEVEL: charm person or mammal, cure light wounds (×2), **obscurement**
THIRD LEVEL: call lightning, neutralize poison, tree

8 Spearmen (AC 6; MV 9"; F1; hp 10, 9, 2×8, 2×7, 2×6; #AT 1; D 1-6) armed with spear and club.

4 Axemen (AC 7; MV 12"; F1; hp 11, 10, 8, 7; #AT 1; D 2d4) armed with bardiche.

4 Crossbowmen (AC 8; MV 12"; Lvl 0; hp 7, 6, 5, 4; #AT 1; D 1-4) armed with dagger and light crossbow with bolts.

These tribesmen are out hunting and watching for potential raiders—particularly humanoids. They are Neutral, and highly suspicious of strangers. They will attack weak-seeming parties that show any signs of wealth—and nearly anything is wealth to these poor mountaineers. They can be bribed with money and weapons or similar gear. They can also be enlisted as allies against known raiders, or to attack someplace and gain great and easy wealth. In no event will they serve long or explore caverns. The entire band's treasure totals 1-6 sp and 5d6 cp. (These tribesmen come from the **GNOME VALE,** area **A.** The chief of the tribesmen is a feudal vassal of the gnome lairds.)

8. GRAY-FURRED GIANT SNAKE

Snake (AC 5; MV 15"; HD 4+2; HP 24; #AT 1; D 1-3; SA surprise on 1-3; poison bite (D 2d4 + save vs. poison or die). The snake has no treasure but mountaineers consider furred snakeskin of great value (100-600 gp) for warmth and protective qualities.

9. GOBLIN BAND (70 members)

Leader (AC 5; MV 6"; HD 1+1; hp 9; #AT 1; D 2d4) armed with morning star and spear. He carries 17 gp and a base 50 gp gem.

4 Sub-Leaders (AC 5; MV 6"; HD 1; hp 4×7; #AT 1; D 1-6) armed with spear and short sword. Each has 2d6 gp.

40 Regulars (AC 6; MV 6"; HD 1-1; hp 5×7, 10×6, 10×5, 10×4, 5×3; D 1-6) armed with various weapons. Ten have spears to throw before melee. Each has 3d6 sp.

25 Skirmishers (AC 6; MV 6"; HD 1-1; hp 5×6, 5×5, 5×4, 5×3, 5×2) all armed with slings, five also have short swords. Each has 2d6 sp.

These marauding humanoids seek to rob unsuspecting travelers or to raid unprepared homes and settlements. They are working their way northwards towards the Clatspur Mountains, hoping to eventually reach the Vesve Forest. If strongly attacked, or if they take one-third casualties without hope of immediate victory, they will stop fighting and flee into the trackless mountains. They are carrying several sheep carcasses which they will drop in their flight.

10. HILL GIANTS

3 Hill Giants (AC 4; MV 12"; HD 8 + 1-2; hp 50, 42, 33; #AT 1; D 2d8; SA hurl rocks for 2d8 points of damage)

These giants live in a nearby cave and have a store of 2,300 gp, 3,600 sp, and 1,900 cp there. If they see the party and think it weak, they will attack. They will fight to defend themselves if attacked. If the party appears strong and acts very confident, the hill giants will allow them to pass.

11. WOLF PACK (14 Members)

12 Wolves (AC 7; MV 18"; HD 2+2; hp 16, 14, 13, 12, 11, 10, 2×9, 8, 2×7, 6; #AT 1; D 1d4+1)

2 Wolfweres (AC 3; MV 15"; HD 5; hp 37, 34; #AT 1 (or 2 if human weapon used); D 2d6 (plus possible weapon); SA singing causes lethargy (treat as **slow** spell) for 5-8 rounds; SD cold unforged iron weapons or +1 or better weapons to hit see the end of the module.

The wolfwere is a monster similar to a lycanthrope. It is a wolf that can assume a human or half-human shape at will. They are normally encountered in a human shape, disguised as wanderers or minstrels. The wolfweres have a den near the cave of the wolves. In it are human clothing and a lute. The pair, male and female, will take human form and attempt to move into the party's camp at night, sing them into a state of lethargy (which requires 1 round), and then summon the wolves and attack. In their lair they have 4,000 cp, 5,000 sp, 100 pp, one piece of jewelry (500 gp base value), a potion of **flying,** a potion of **healing,** a potion of **levitation,** and a potion of **sweet water.**

12. MOUNTAIN DWARF BAND (107 Members)

Noble (AC 2; MV 9"; F6; hp 48; #AT 1; D 1d4+1) armed with **war hammer +2** and **short sword +1.** He has a +2 bonus to hit and a +3 damage bonus due to strength.

Elder (AC 2; MV 9"; C4/F4; hp 30; #AT 1; D 1d6+1) armed with a **mace +1.** He has the following spells available:
FIRST LEVEL: cure light wounds (×2), **detect evil, protection from evil, sanctuary**
SECOND LEVEL: chant, hold person

2 Lieutenants (AC 3; MV 9"; F3; hp 27, 23; #AT 1; D 1-8) armed with battle axe and war hammer. Each has a +1 damage bonus due to strength.

10 Scouts (AC 5; MV 9"; HD 1+1; hp 8, 2×7, 2×6, 3×5, 2×4; #AT 1; D 1-6) armed with short sword and light crossbow with bolts.

8 Guards (AC 4; MV 9"; HD 1+1; hp 9, 2×8, 2×7, 2×6, 5; #AT 1; D 1-8) armed with battle axe and light crossbow with bolts.

30 Spearmen (AC 4; MV 9"; HD 1+1; hp 10×6, 10×5, 10×4; #AT 1; D 1-6) armed with spear and hand axe.

45 Infantry (AC 4; MV 9"; HD 1+1; hp 5×8, 5×7, 10×6, 15×5, 10×4; #AT 1; D 1-8) armed with battle axe. In addition, each of the following weapons is carried by one-third of the force: horseman's pick, mace, war hammer.

10 Bannerbearers (AC 4; MV 9"; HD 1+1; hp 2×9, 2×8, 3×7, 3×6; #AT 1; D 2d4) armed with guisarme-voulge and long-sword.

This group of sturdy dwarves is bent upon wreaking revenge on a tribe of hobgoblins that has established its encampment in the mountains nearby. They will not listen to talk which would prevent or delay this mission. They will ignore any party of neutral or good aligned characters—or anyone else who does not hinder or attack them. If attacked, these mountain dwarves will fight fiercely until their leaders are killed (at which time they will retreat while fighting). Each normal dwarf has 5d6 gp. Leaders will have 10 gp per level, 1 base 50 gp gem per level, and 1 piece of jewelry per level.

13. THE HERMIT

Sitting before a small cave is a gaunt, dirty, disheveled man with matted hair and beard. He wears a tattered cloak over soiled loincloth, hair shirt, and rough leggings. Worn sandals are strapped to his feet. This seemingly harmless old coot has the psionic power of **mass domination,** at the 19th level of mastery (see the PLAYERS HANDBOOK**,** Appendix I). He can **dominate** 5 creatures, each of 20 HD or 20th level. He will use this power only if attacked, severely threatened, or abused. Those attacked must save vs. spell at –4 or obey his commands. Orders that conflict with a character's alignment or that command suicide will not be obeyed. Those dominated will obey his commands for 95 turns (approximately 16 hours). The time of a character's obedience is reduced 1 turn for each point of intelligence, wisdom, or charisma above 14. The hermit is not evil and seeks revelation in mountain solitude. If the party pesters him with questions, he will be happy to give them directions that will aid them in finding their goal—just to be rid of them. He can impart this information immediately:

1. A tall mountain is called Iggwilv's Horn.

2. The Lost Caverns of Tsojcanth are said to lie south of that peak.

3. A narrow track does go to the caverns, for when Iggwilv ruled, there was much coming and going to and from the caverns.

4. Rumor has it that the caverns are a nexus of planes, and many odd monsters now inhabit the caverns.

5. There are at least two levels of caverns in the place.

If the party will trade some valuable item (which the hermit will then keep in store for some future deal) and some small amount of food and perhaps a new cloak, the fellow will give them a page from the journal of the lone survivor of a past expedition to the caverns. The parchment says:

"The small cave was the secret, for in back, hidden by (here the text is blurred beyond any reading)… *and we descended. There was no certain path, so we* (smudged)… *and this is told of above, for it is where Yaim and Brelid met their end. Our persistence paid. The right way was beyond and narrow, so* (writing covered with dark stain)… *—eam lies straight pas—* (more stains)… *—pe the span swiftly to plunge to doom where the wat—* (here smudges and stains obliterate several lines) … *They were right. It is more dismal here than above. Only the two of us su-* (blotch) … *We pray that the lucky* (smudge) *is true, for we are now going to attempt entry fo—* (large rusty smears have wiped out the next words) … *of no help. I managed to escape. Why did we* (here the remaining few words are smeared and unreadable, save for the last word) … *beautiful."*

(You should place this encounter at a location that is most useful to the players. Place it near the caverns if they are not doing too well, at some distance if they are highly capable.)

14. TROLL CAVE

4 Trolls (AC 4; MV 12"; HD 6+6; hp 39, 32, 29, 28; #AT 2 claws, 1 bite; D 1d4+1/1d4+1/2d6; SA can attack three opponents at once; SD regenerate 3 points/round, three rounds after taking damage).

These very hungry monsters will immediately attack the party when it enters their lair. In the noxious heap of sticks, leaves, bones, and dung which is their nest is scattered the following treasure: 1,983 gp, 104 pp, and 2 potions of **vitality** (see the end of the module for data).

15. WYVERN ROOST

2 Wyverns (AC 3; MV 6"/24"; HD 7+7; hp 39, 30; #AT 1 bite, 1 sting; D 2d8/1d6; SA poison sting in tail).

This mated pair of wyverns has a clutch of three eggs (value 2,000 gp each) in their lair. Because of this, they are very aggressive and will attack until slain. Their treasure is: 450 ep, 10 gems (100 gp base value), a suit of elven chainmail, and a quiver with 7 normal and 3 **arrows +1** in it. (The bones of the elf are scattered nearby.)

16. HOBGOBLIN WAR PARTY (81 Members)

War Chief (AC 3; MV 9"; HD 3; hp 16; #AT 1; D 2d4) armed with bastard sword and spear. He has a bonus of +1 to hit and +2 damage due to strength.
2 Sub-Leaders (AC 4; MV 9"; HD 2+1; hp 11, 10; #AT 1; D 1-8) armed with longsword and whip.
8 Guards (AC 4; MV 9"; HD 2; hp 4×9, 2×8, 2×7; #AT 1; D 1-8) armed with longsword and composite longbow with arrows.
8 Scouts (AC 5; MV 9"; HD 1+1; hp 7, 3×5, 4×4; #AT 1; D 1-8) armed with longsword and composite longbow with arrows.
10 Spearmen (AC 5; MV 9"; HD 1+1; hp 2×7, 2×6, 2×5, 4×4; #AT 1; D 1-6) armed with two throwing spears each.
20 Infantry (AC 5; MV 9"; HD 1+1; hp 2×9, 4×8, 4×7, 2×6, 4×5, 4×4; #AT 1; D 2d4) armed with morning star. They are also armed as follows: 50% carry longsword, 50% carry spear.
32 Polearmsmen (AC 5; MV 9"; HD 1+1; hp 2×9, 4×8, 6×7, 8×6, 6×5, 6×4; D by weapon). The force is armed as follows: 25% have fauchard, 25% have fauchard-fork, 25% have military fork, 25% have glaive-guisarme.

This small group of hobgoblins is in the pay of Ket, with orders to prevent or report human movement along the Kettite border area. Of course, these creatures will attack nearly anything-especially if they think they can easily win. If they take 20 casualties without causing equal losses, they will flee. Each has 1d12+4 cp and 2d4 gp. Guards have double the amount of treasure. Sub-leaders have double treasure and 1-4 pp. The war chief has 15 gp and 11 pp, a base 50 gp gem, and an ivory necklace worth 230 gp.

17. OGRE DEN

6 Ogres (AC 5; MV 9"; HD 4+1; hp 30, 27, 25, 23, 22, 19; #AT 1; D 1-10) armed with club. Each carries 20+1d4 gp.

These monsters have a cave hidden by a large boulder. Inside they have a crude table and benches, a great skin of beer, bags of miscellaneous food (cheese, dried meat, etc.), six piles of leaves and ratty bedding materials, and little else. Hidden in 10' high nook in the back of the cave is an old leather bag which contains 900 ep and 20 pp, 6 base 50 gp gems, and a potion of **rainbow hues** (see the end of the module for data).

18. ELVEN WARDER BAND

Captain (AC 2, elven chainmail, includes +3 due to dexterity; MV 12"; F5/MU5; hp 29; #AT 1; D 1-8) armed with **sword +1** and **dagger +1**. He has the following spells available:
FIRST LEVEL: charm person, shocking grasp, spider climb, ventriloquism
SECOND LEVEL: audible glamer, mirror image
THIRD LEVEL: slow

Aide (AC 4; MV 12"; F3/C3; hp 24; #AT 1; D 1d6+1) armed with a **mace +1**. He has the following spells available:
FIRST LEVEL: bless, cure light wounds, light, protection from evil
SECOND LEVEL: hold person

Lieutenant (AC 4; MV 12"; F4; hp 33; #AT 1; D 1-6) armed with **spear +1** and longsword.

12 Archers (AC 5; MV 12"; HD 1+1; hp 8, 2×7, 2×6, 3×5, 2×4; #AT 1; D 1-6) armed with short sword and longbow with arrows.

12 Guard Infantry (AC 5; MV 12"; HD 1+1; hp 2×9, 2×8, 2×7, 4×6, 2×5; #AT 1; D 1-10) armed with two-handed sword.

24 Spearmen (AC 4; MV 12"; HD 1+1; hp 4×8, 4×7, 4×6, 8×5, 4×4; #AT 1; D 1-6) armed with long spear and short sword.

12 Scouts/Animal Handlers (AC 5; MV 12"; HD 1+1; hp 2×8, 2×7, 2×6, 4×5, 2×4; #AT 2 or 1; D 1-6) half armed with longbow, half armed with spear.

3 Elven Dogs (Cooshee) (AC 5; MV 15"; HD 3+3; hp 23, 21, 18; #AT 1; D 1d6+6; SA forepaws; SD camouflage (see the end of the module)

This group of elves watches the mountains near the eastern edge of the Yatils to give advance warning of a humanoid raid to the inhabitants of the Velverdyva river valley. The elves are very cautious and will question thoroughly anyone encountered. Each elf has 1-4 each ep, gp, and pp. Leaders have the same amount per level. The captain wears a jeweled bracelet worth 600 gp.

In combat, the cooshee and handlers will attack the right flank, with the spear unit in support, the bows will fire against the other flank, and the guards will be used as a reserve force. If needed, the leaders will attack the center or the left flank. When faced with obviously overwhelming odds, the elves will stop fighting and retreat along the trackless mountainsides.

19. DRAGON

Sub-adult Blue Dragon (AC 2; MV 9"/24"; HD 10; hp 30; #AT 2 claws, 1 bite; D 1d6/1d6/3d8; SA lightning).

This monster moved into the area several years ago and has raided the surrounding lands in ever-widening sweeps. Although it can speak, the dragon does not have any spell casting ability. It has just awakened from a long nap, and it is now flying in search of prey. Its lair is nearby, a narrow-mouthed cavern of considerable size in which it has: 8,000 cp, 5,200 sp, 2,750 ep, 800 gp, and 55 pp amassed in a vast heap. Mixed into this pile are 15 base

10 gp gems, 7 base 50 gp gems, and 4 base 500 gp gems, a jeweled cup worth 650 gp, a silver dagger with ivory and lapis handle worth 400 gp, a scroll of six clerical spells (**know alignment, dispel magic, remove curse, tongues, cure critical wounds, gate**; at the 17th level of spell use) in an electrum tube worth 130 gp., and a **javelin of lightning.** This creature will allow the party to pass unmolested if they appear strong, do not attack, offer at least one horse for a snack, and give a bribe of at least 1,000 gp value. In combat, the blue dragon will stay aloft and attempt to pick off the strongest party members with bolts of lightning. Saving one breath for emergency situations, she will then land and begin clawing and biting.

20. STONE GIANTS' PLAYGROUND

2 Stone Giants (AC 0; MV 12"; HD 9+1-3; hp 56, 53; #AT 1; D 3d6; SA hurl rocks for 3d10 points of damage).

This pair of stone giants has made a playground of an area where a minor rockslide once obstructed the pathway. They have cleared the area to make a broad ground to run around on, and there they play catch with boulders. The field is littered with rock fragments and boulders of all sizes. If the stone giants believe that they are in danger, they will scoop up these stones and hurl them at intruders. They will continue to do so until engaged in melee. On the other hand, if the party converses politely with them, the giants will be friendly but cautious. If they are offered food and drink, the giants will offer to trade a scroll they cannot read for coins or gems. For a minimum of 2,000 gp, the giants will trade. Of course, they will ask for far more first, and bargain down. They have a cave about one mile away, holding their treasure. The giants have 4,000 sp, 5,000 sp, two base 500 gp gems, and a scroll of two magic-user's spells (**shocking grasp, Bigby's crushing hand** (AC 6, hp 35; at the 15th level of spell use). The scroll is in a leather tube.

LETTERED ENCOUNTER AREAS

A. GNOME VALE

This wooded valley is home to a large clan of gnomes, a group which is unusually reclusive. They have established individual dwellings along the northeastern edge of the area. These are usually natural caves improved with worked areas, or burrows in choice glens. There are several ponds and springs in the vale, and the gnomes raise sheep and goats there. The pass leading into the vale is guarded by the following force:

Chieftain (AC 1; MV 6"; F5; hp 31; #AT 1; D 1-6) armed with **short sword +1** and spear.
Lieutenant (AC 2; MV 6"; F3; hp 20; #AT 1; D 1-6) armed with short sword and spear.
Cleric (AC 2; MV 6"; C4; hp 18; #AT 1; D 1-6) armed with club. He has the following spells available:
FIRST LEVEL: command, cure light wounds (×2)**, detect evil, detect magic**
SECOND LEVEL: hold person, know alignment, speak with animals
4 Bodyguards (AC 4; MV 6"; F2; hp 14, 12, 11, 10; #AT 1; D 1-6) armed with short sword and spear.
Illusionist (AC 5, bracers, includes +3 due to dexterity; MV 6"; I2; hp 9; #AT 1; D 1-6) armed with a staff. He wears **bracers of defense** (AC 8) and has the following spells available:
FIRST LEVEL: color spray, wall of fog
20 Archers (AC 6; MV 6"; HD 1–1; hp 2×6, 8×5, 8×4, 2×3; #AT 1; D 1-6) armed with short sword and short bow with arrows. The strongest two have two **arrows +1** each.
20 Polearmsmen (AC 5; MV 6"; HD 1–1; hp 4×6, 6×5, 8×4, 2×3; #AT 1; D 1-6) armed with glaive and dagger.
10 Advanced Guards/Runners (AC 7; MV 9"; HD 1-1; hp 3×6, 4×5, 3×4; #AT 1; D 1-6) armed with club and sling with bullets.

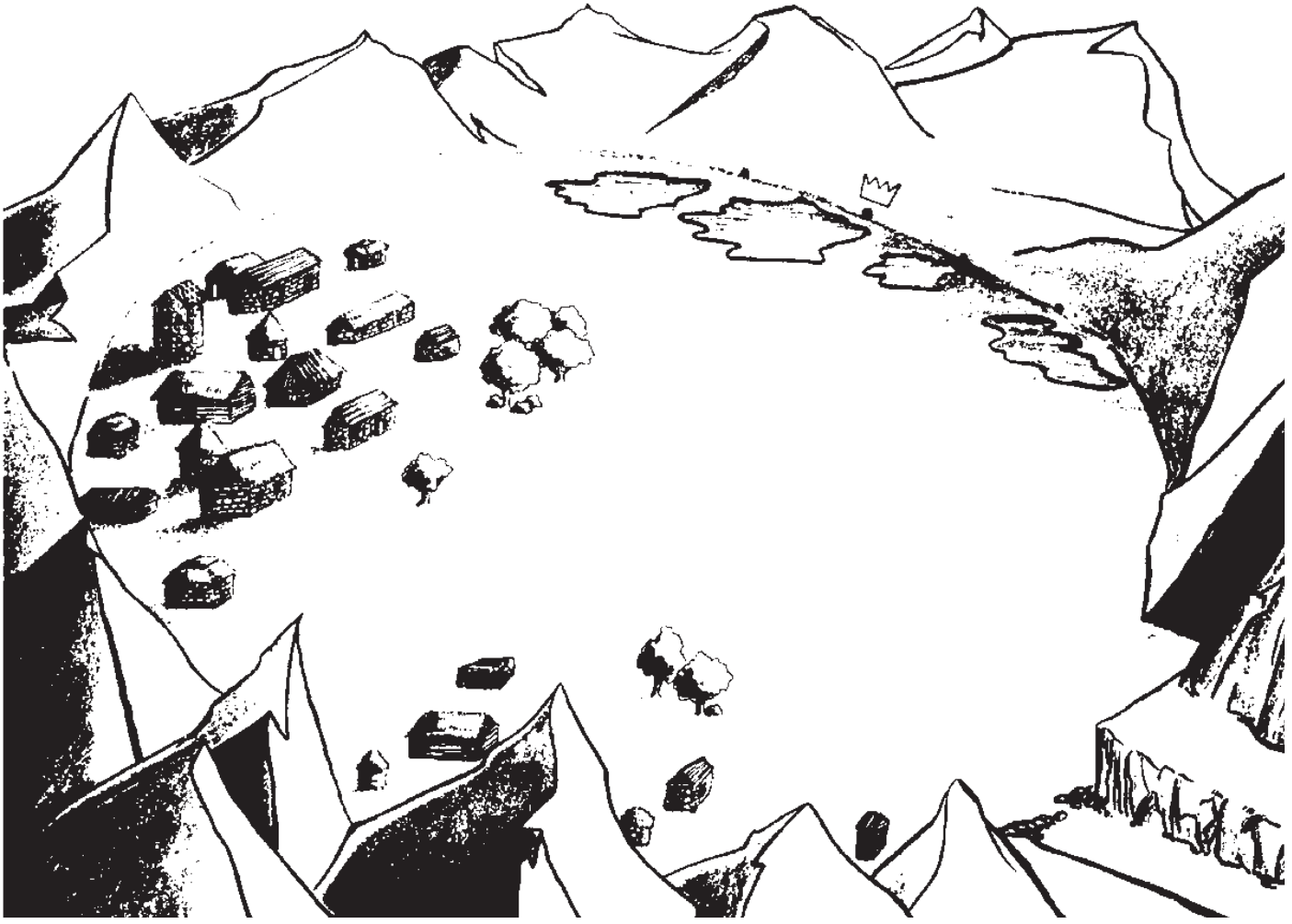
This group is deployed so as to be able to defend the entryway into their homeland. The advanced guards are chosen for swiftness, and when they sight any enemy or other intruder, two runners are sent to alert the camp. The force then takes position behind a stone wall, archers mixed with pole-armed troops. The leaders and bodyguards stay behind the archers as a second line and reserve: If the force is attacked, the slingers climb above the enemy and fire from flanking positions. Several will work their way back to break off and alert the clan chief. Reinforcements will be sent from the gnome lair in four groups, each arriving at intervals of one half hour:

Group 1:

Laird Furduch Na'Gwaylar (AC 0; MV 6"; F5; hp 34; #AT 1; D 1-6) armed with **spear +2** and short sword. He has a bonus of +1 to hit and +2 damage due to strength.
Captain (AC 2; MV 6"; F4; hp 17; #AT 1; D 1-6) armed with spear and short sword.
2 Lieutenants (AC 4; MV 6"; F3; hp 18,15; #AT 1; D 1-6) armed with spear and short sword.
40 Infantry (AC 5; MV 6"; HD 1–1; hp 5×6, 10×5, 20×4, 5×3; #AT 1; D 1-6) armed with spear and short sword.

Group 2:

Chieftain (AC 3; MV 6"; F5; hp 26; #AT 1; D 1-6) armed with short sword and **short bow +1** with with arrows.
Lieutenant (AC 3; MV 6"; F4; hp 18; #AT 1; D 1-6) armed with short sword and short bow with arrows.



Cleric #1 (AC 4; MV 6"; C3; hp 14; #AT 1; D 1d4+1) armed with war hammer. He has the following spells available:
FIRST LEVEL: cure light wounds (×3)
SECOND LEVEL: spiritual hammer

Cleric #2 (AC4; MV 6"; C3; hp 11; #AT 1; D 1d4+1) armed with war war hammer. He has the following spells available:
FIRST LEVEL: bless, cure light wounds (×2), **remove fear**
SECOND LEVEL: chant, speak with animals

20 Archers (AC 5; MV 6"; HD 1–1; hp 4×6, 8×5, 6×4, 2×3; #AT 1; D 1-6) armed with short sword and short bow.

Group 3:

The Laird Gwaylar, clan chief (AC –1, shield, armor, +1 due to dexterity; MV 6"; F6; hp 43; #AT 1; D 1-8) armed with **shield +1, plate mail +1, longsword +1,** and dagger. He has a bonus of +2 to hit and +3 damage due to strength.

3 Sergeants (AC 4; MV 6"; F3; hp 20, 16, 13; #AT 1; D 1-6) armed with spear and short sword.

Chief Cleric (AC 2; MV 6"; C7; hp 37; #AT 1; D 1-6) armed with staff. He has the following spells available:
FIRST LEVEL: bless, command, cure light wounds, light, sanctuary
SECOND LEVEL: hold person (×2), **silence 15' r., speak with animals** (×2)
THIRD LEVEL: animate dead, dispel magic, prayer
FOURTH LEVEL: cure serious wounds, sticks to snakes

Under Cleric (AC 3; MV 6"; C5; hp 25; #AT 1; D 1d6+1) armed with a **mace +1**. He has the following spells available:
FIRST LEVEL: bless, cure light wounds (×2), **detect evil, detect magic**
SECOND LEVEL: chant, hold person, resist fire (×3)
THIRD LEVEL: dispel magic

4 Lesser Clerics (AC 4; MV 6"; C2; hp 14, 12, 11, 9; #AT 1; D 1-6) armed with two clubs each. Each has the following spells:
FIRST LEVEL: bless, cure light wounds, protection from evil

20 Infantry (AC 5; MV 6"; HD 1–1; hp 5×6, 10×5, 5×4; #AT 1; D 1-6) armed with spear and short sword.

40 Militia (AC 6; MV 6"; HD 1–1; hp 5×6, 5×5, 15×4, 15×3; #AT 1; D 1-6) armed with spear and club.

12 Animals Handlers (AC 5; MV 6"; HD 1–1; hp 2×6, 4×5, 6×4; #AT 1; D 1-6) armed with short sword and club.

3 Giant Badgers (AC 4; MV 6"; (3"); HD 3; hp 20, 19, 17; #AT 3; D 1-3/1-3/1-6). They obey the Laird Gwaylar, his son, their handlers, or clerics using spells to communicate.

Group 4:

Captain (AC 4; MV 6"; F5; hp 35; #AT 1; D 1-6) armed with **short sword +1** and sling.

Lieutenant (AC 4; MV 6"; F4; hp 24; #AT 1; D 1-6) armed with spear and short sword.

2 Sergeants (AC 5; MV 6"; F2; hp 13, 12; #AT 1; D 1-6) armed with spear and club.

30 Slingers (AC 6; MV 6"; HD 1–1; hp 4×6, 10×5, 10×4, 4×3, 2×2; #AT 1; D 1-6) armed with club and sling with stones.

100 Militia Infantry (AC 6; HD 1+1; hp 10×6, 20×5, 30×4, 20×3, 20×2; #AT 1; D 1-6). One-third of the force is armed with short sword, two-thirds are armed with spear. All carry clubs as well.

Each male gnome has 2d4 gp. Higher-level gnomes also have 1-4 pp, with the die roll for both gold and platinum multiplied by level. Females will have 1-4 each electrum and sp. Young will have 1-8 cp.

The burrows and caves of the higher-level gnomes will contain 1-4 gems. There are 20 such caches. The cave of the Laird Gwaylar wherein the other highest level gnomes also dwell, has the following treasure: 2,000 cp, 2,300 sp, 700 ep, 3,100 gp, 6 base 1,000 gp gems, 3 pieces of jewelry (75% base value each), a scroll of six clerical spells (**raise dead** (×3), **heal, restoration, resurrection:** at the 16th level of spell use), a **stone controlling earth elementals** (flawed, with a 5% chance of losing control of the elemental summoned—thus the gnomes will not use it except in life-or-death situations). The gnome's treasure is stored in great iron chests, in a room hidden by a secret door, and guarded by several stone traps that only these gnomes know how to avoid.

If the gnomes are attacked and the pass cannot be held, the gnomes will fall back to their caves and burrows, making a stand in the cave complex of the Laird Gwaylar. There are the following additional forces at this place:

Illusionist (AC 4, ring, +4 bonus due to dexterity; MV 9"; I7; hp 33; #AT 1; D 1-4) armed with **dagger +2,** a **wand of illusion,** and a **ring of protection +2.** He has the following spells available:
FIRST LEVEL: change self, color spray, detect invisibility
SECOND LEVEL: blindness, hypnotic pattern
THIRD LEVEL: invisibility 10' r.

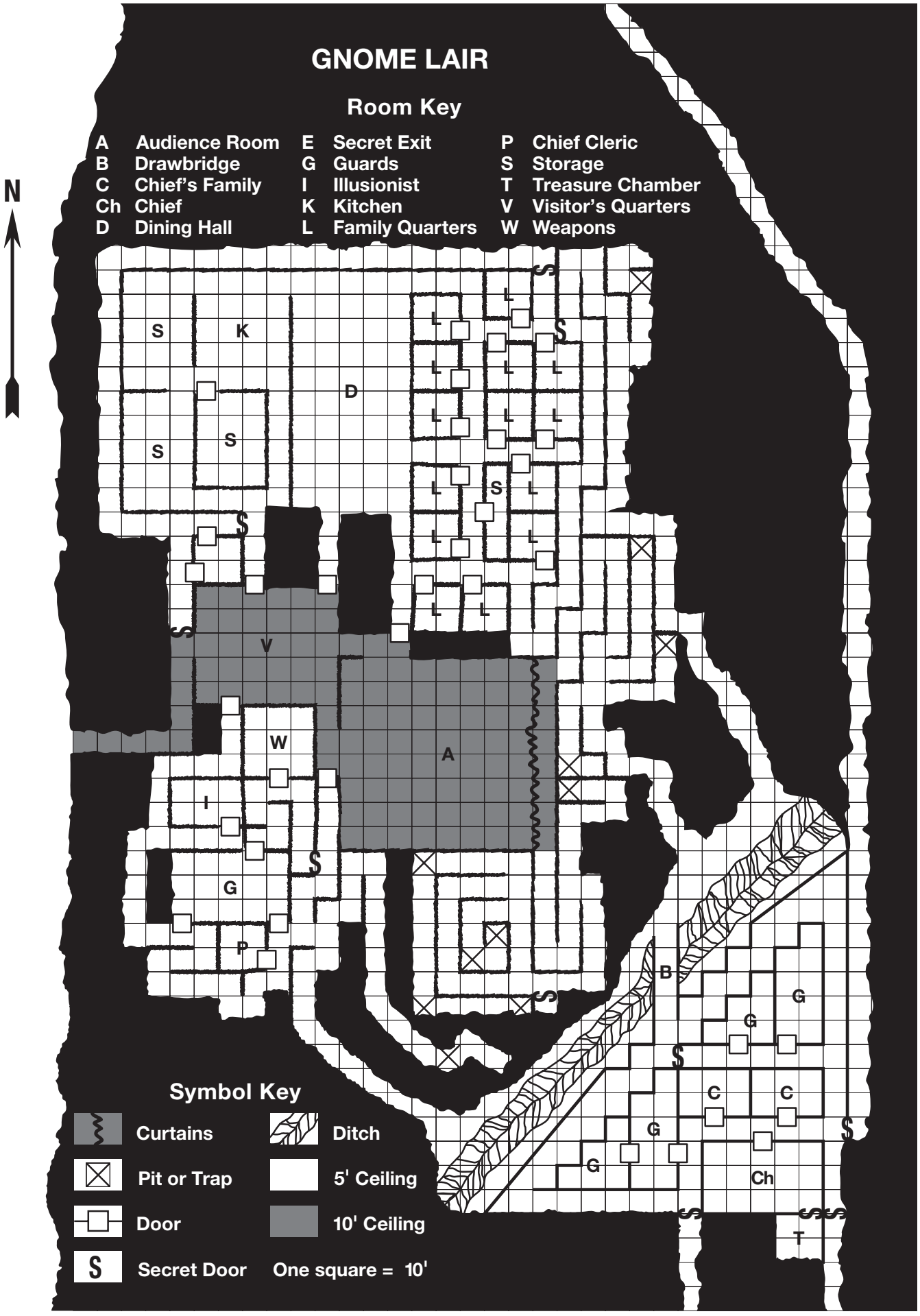
12 Guards (AC 4; MV 6"; HD 1; hp 8, 5×7, 6×6; #AT 1; D 1-8) armed with longsword and dagger.

200 Female Gnomes: Non-combatant
120 Young Gnomes: Non-combatant

If the party is friendly, the gnomes will not attack them, and if the party is of good alignment, they will be permitted to enter the vale and use it as a place of safety and rest. If the party has fought and defeated humanoids or ogres, trolls, etc., then the gnomes will befriend them, healing the party's wounds and diseases, and supplying food. They will tell a trusted party the general whereabouts of the caverns. (The gnomes have a fair knowledge of the locale and can point it out on the blank area of the party's map.) For particularly heroic actions, the party will be rewarded by the gnomes. They have the following treasures which they will bestow:

1 man-sized **shield +1**
1 man-sized suit of **chainmail +1**
1 potion of **diminution**

Their Chief Cleric will also use a **raise dead** spell from a scroll to save a party member slain in battle against enemies of the gnomes. In no event will any gnomes agree to accompany the party on its quest. (Exception: If you determine that the party is too weak to succeed without aid, you may allow one or two gnomes under 5th level to agree to an adventure as full partners.)


GNOME LAIR
Room Key
A Audience Room
B Drawbridge
C Chief's Family
Ch Chief
D Dining Hall
E Secret Exit
G Guards
I Illusionist
K Kitchen
L Family Quarters
P Chief Cleric
S Storage
T Treasure Chamber
V Visitor's Quarters
W Weapons
N
Symbol Key
Curtains
Pit or Trap
Door
Secret Door
Ditch
5' Ceiling
10' Ceiling
One square = 10'

B. THE CRAGGY DELLS

This isolated place is one of rugged beauty, with rock spires and jutting mesas rising from a dish-shaped valley. The rock formations make the place a series of meadows and dells. There are scattered shrubs and a few copses of trees, but most of the area is covered with lush grasses. Game is common amidst the dells of the valley. The towering peaks serve as home to a herd of hippogriffs:

9 Adult Hippogriffs (AC 5; MV 18"/36"; HD 3+3; hp 26, 20, 19, 18, 17, 16, 15, 2×14; #AT 2 claws, 1 bite; D 1-6/1-6/1-10).

This group consists of a male and his harem. There are eight nests with a total of three fledglings in one pair of nests and four eggs in two others. This flock nests at the far southeastern edge of the valley.

A group of renegade humans and orcs, led by a particularly vile half-orc, is currently camped in the **CRAGGY DELLS**. They are capturing hippogriffs and fledglings to sell them later to certain powerful individuals who have promised to pay well for the creatures. The band consists of:

Boss (AC 0, includes +2 due to dexterity, magic armor; MV 12"; half-orc F6/A6; hp 43; #AT 2; D 2d4) armed with **splint mail +2,** bastard sword, dagger, and **crossbow of speed** with bolts. He also has three **bolts +2** and two bolts coated with type D insinuative poison. His assassin's and thief's abilities are as follows:

BOSS TABLE

Level of Victim	Chance of Assassination	Thieving Ability*	
4-5	60%	pick pockets	40%
6-7	50%	open locks	42%
8-9	35%	find traps	40%
10-11	20%	move silently	33%
		hide in shadow	25%
		hear noise	20%
		climb walls	93%
		read languages	10%

Surprise backstab = triple damage*

*Cannot be used while in metal armor

His treasure consists of 3 ep, 11 gp, 21 pp, two base 100 gp gems, a jeweled earring of 350 gp value, and a jeweled silver brooch worth 1,200 gp.

Number Two (AC 2, includes +1 due to dexterity, magic shield; MV 9"; F7; hp 60; #AT 3/2; D 1d6+1) armed with **shield +1,** flail, and short sword. He also has a **rope of entanglement.** He has a bonus of +1 to hit and +3 damage due to strength. His treasure is 30 gp and 11 base 50 gp gems.

Number Three (AC 3; includes 3 due to dexterity, MV 9"; HD 3, orc; hp 21; #AT 1; D 2d4) armed with bardiche and dagger. He has a bonus of +1 damage due to strength. He is an orc chieftain with a treasure of 26 gp, one base 100 gp gem, and a belt buckle worth 75 gp.

Witch Doctor (AC 6; MV 9"; orc C4/MU3, fights as HD 2; hp 13; #AT 1; D 1-6) armed with club. He has the following spells available, as a cleric and magic-user:
FIRST LEVEL: cure light wounds, cause light wounds, darkness (cleric); **affect normal fires, shield** (magic-user) **SECOND LEVEL: chant, speak with animals** (cleric); **scare** (magic-user)

His treasure is 17 gp, a necklace of gems worth 2,700 gp, and a potion of **heroism**.

10 Brigands (AC 7; MV 12"; Lvl 0; hp 7, 3×6, 3×5, 3×4; #AT 1; D 1-6) armed with hand axe and light cross bow with bolts.
12 Brigands (AC 5; MV 9"; Lvl 0; hp 2×7, 3×6, 3×5, 4×4; #AT 1; D 2d4) armed with broadsword and spear.
8 Orcs (AC 6; MV 9"; HD 1; hp 8, 7, 2×6, 3×5, 4; #AT 1; D 2d4) armed with guisarme-voulge and hand axe.
8 Orcs (AC 5; MV 9"; HD 1; hp 3×7, 2×6, 2×5, 4; #AT 1; D 1-6) armed with spear and short sword.

Each man and orc carries 1d10+2 gp. There is a pouch with 50 base 1 gp gems (large but low-value, with a maximum value of 50 gp on any stone) hidden in the Boss' saddle bags. The encampment is near the center of the valley, with the party's 26 light saddle horses (the orcs all walk, except for the chief) hidden in a cave. Tents are pitched haphazardly. The orcs and some of the men sleep beneath overhanging ledges. The encampment is fairly well concealed, cook fires are in a small cave, but the guards are very lax, except at night.

If the party of adventurers enters boldly, making noise or taking no precautions, the renegades will have normal chances of surprise and will surround them when they attack. The leader is a bit berserk, so as long as he is alive and leading the attack, the rest will continue combat. As soon as the Boss is slain or otherwise out of the fray, the remainder will scatter and flee.

About one-quarter mile away from the camp is a cavern. The renegades have used boulders and heavy logs to make it into a prison pen for captured hippogriffs. There are a number of hippogriffs penned inside, and the Witch Doctor has actually managed to tame three of them to a point where they could be controlled by a bold and skillful rider. The captives are:

4 Hippogriffs (Untamed) (AC 5; MV 18"/36"; HD 3+3; hp 25, 21, 18, 17; #AT 3; D 1-6/1-6/1-10).
3 Tamed Hippogriffs (AC 5; MV 18"/36"; HD 3+3; hp 16, 15, 14; #AT 3; D 1-6/1-6/1-10).
5 Fledgling Hippogriffs (AC 7; MV 12"/—; HD 1+3; hp 10, 8, 7, 6, 4; #AT 3; D 1-2/1-2/1-4).

If the adventurers find this place and use some spell to communicate with the hippogriffs, they will discover that the creatures will not attack if freed, as they have sufficient intelligence to recognize benefactors. If extra effort is made, it is possible to get the three partially tamed hippogriffs to remain behind as potential mounts for the party. These animals must be coaxed and well-fed by the adventurers. The fledglings will stay if fed and cared for. They will gain full movement ability and normal AC in two weeks. They also each gain another hit die. They will not attain full size and can't be ridden for another year. At that time each gets its final additional hit die. The fledglings will consider the party friends (and providers) and stay with them if they are fed and cared for initially.

THE LOST CAVERNS OF TSOJCANTH

The track into this area leads to a cavern with an entrance that seems like a fanged maw. The top is jagged and there are rising cones of stone below. The cavern is 40′ wide, 70′ long, and over 20′ high in the central area. It has obviously been used much in the past. The walls and ceiling are blackened by soot, and there are bits of broken furniture and discarded gear scattered around. At the back of the place is a smaller cave 20′ wide, 30′ long, and 15′ high. At the northernmost end of the cave is a 10′ wide passage slanting steeply down. Steps have been roughly hewn in its floor to allow easier passage. The tunnel leads down into the heart of the mountain. It is about 130′ long and has some 60 broad stairs, each with a drop of 1′. At the end of the passage is the entrance to the lost caverns—where the real adventure begins.

General Notes: All of the passageways and chambers in both the **LESSER CAVERNS** (first level) and the **GREATER CAVERNS** (second level) are natural, with few signs of mining. The floor is generally smooth and worn-looking, although there are some rugged places with fallen stone or stalagmites. Ceiling height varies from 10′ to 15′ in 10′ wide passageways in the **LESSER CAVERNS**, and a 13′ to 20′ height in the **GREATER CAVERNS**. Passageways 20′ or wider have ceilings 21′ to 32′ high on both levels. The same is true for smaller caves and chambers. Caverns larger than 40′ × 40′ will have walls about 15′ high and domed ceilings. These have a height of about two-thirds the longest dimension of the cavern, i.e., a chamber 40′ × 100′ would have a maximum height of about 65′ at the central part of the cavern. Exceptions will be noted. The rock formations in these caverns are quite colorful. Stalactites depend from the ceilings of most areas. At the entryway, the walls and floor tend towards drab grays and gray-browns, but further along the stone is red, yellow, green, and blue. Some areas have sparkling mica or quartz, shining, low-value, onyx deposits, or vari-colored strata of minerals that make the place look like a wonderland in torch or lantern light.

There are frequent shelves and ledges, and along these grow strange lichens and fungi. Some of these plants give off a very faint, pale gray luminescence. This glow is not sufficient to see by, but eyes adjusted to the darkness can spot movement within 10′ by its radiance. There are also some areas where sand and compost allow for the growth of huge fungi of all types, some looking similar to shriekers and violet fungi but not actually of either species. These areas of growth occur where there is plentiful water seepage from walls and ceiling.

The caverns are quite damp. Floors are slick in places, and characters moving rapidly have a 1 in 6 chance of falling. There are small rivulets and pools of water every 100′ or so. The pools support small, pale life—crayfish and fish, as well as crickets, beetles and other insects. Characters who listen closely will hear a number of small sounds, mostly those associated with the insects and other small life which inhabit the caverns.

WANDERING MONSTERS

In **The Lost Caverns of Tsojcanth**, there are no true random encounters. If the party is near a lettered encounter area and making a great deal of noise, or merely waiting quietly for more than one turn, there is a 1 in 6 chance that the monster nearby will come and investigate—providing the creature could normally leave its lair to move about for some reason. Of course, if the party is off in a dead end side passage, staying quiet, and showing no light, then there will be no monster encounters at all. Nevertheless, you should conduct periodic checks, as if the possibility of encounters existed. This will keep the characters "on their toes." Occasionally, pretend to consult the module and inform the party that they have seen a large number of bats, a few giant rats, many normal rats, huge nightcrawlers (3′ to 6′ long, no attacks), or various large-sized slugs and grubs. All are harmless. These are the usual prey for the larger creatures inhabiting the caverns.

KEY TO THE LESSER CAVERNS

A. RIVER ENTRY POINT

The tunnel ceiling lowers here to only about 8′ above the surface of the water. (In the caverns area the ceiling over the river is at least 15′ high, and in many places it is over 30′ high.) The river is from 20′ to 40′ deep and filled with fish of many sorts. The river twists and turns for over a mile; and then, at a point where a chimney rises some 60′ to the outside world, the tunnel ceiling lowers to water level. Further progress along the river is impossible. It is possible for those with thieving or appropriate magical ability to climb the vertical shaft. The exit is about one mile west of the entrance to the caverns.

1. ENTRY CAVERNS

> After descending the long flight of steps, you pass north about 20′ into a natural chamber some 70′ wide and 50′ deep. You have ignored a narrow passageway to your left (west) in order to enter this area, for your light has glinted off something on the far wall of the place. Now you see that there are weird faces carved in bas-relief around the walls of this cavern. There are, in fact, six such visages hewn from the rock itself. Each face is by the side of one of six tunnels leading off in one direction or another from the cavern to unknown. Although each face is slightly different from its fellows, all are strange and doleful looking: one has dog-like ears, another protruding tusks, a third drooping wattles, etc. There seems to be no relationship between the size of the passageway and the stony visage beside it. Nothing else in the chamber seems remarkable. There are a few stalactites on the ceiling above, a few fallen to the floor amid a handful of stalagmites.

Each of these bas-relief carvings has an animated mouth with a permanent **magic mouth** spell cast upon it. When any party member comes within three feet of one of these faces, the mouth will move and it will say with a bass, mournfully dire tone: "TURN BACK … THIS IS NOT THE WAY!" This will be repeated endlessly each time the same or another individual comes within three feet. If any member watches the stone mouth, he or she will note that it has something glittering within it. Each mouth has a gem in it. The colors are, from left to right, amber, purple (amethyst), pale blue (aquamarine), deep red (garnet), olive green (peridot), and dark pink (tourmaline). Regardless of which is taken first, the first gem is worth 1,000 gp. The others, although just as large, are flawed and worth but 100 gp each. The stone of these faces is very hard and nearly impossible to break. Each mouth will bite for 1d10+2 points of damage if anyone attempts to take the gem within. A **command** spell or a demand for the gem will not avail. However, if any character simply asks the face to stick out its tongue, or open its mouth and stick out its tongue, or any similar request, the face will obey. The mouth will open, the sound "AAAHHH" will be heard, and the gem will be on the tongue. If characters attempt to speak with a visage, it will only repeat its deep-voiced warning. However, if the word "truth" is used in any question or demand, then each face will lie and state majestically: "MY WAY IS THE RIGHT WAY." Only the visage in the far southeast, beside the 2′ wide passageway south, will say anything different. That mouth will speak as follows: "I WATCH THE ONLY WAY!"

2. STREAKED CAVE

> You have entered a small cave—perhaps 20′ or so by 30′ in length. Its walls and floor are covered with streaks and blotches. There seems to be no exit.

This cave is the lair of 20 stirges (AC 8; MV 3″/18″; HD 1+1; hp 2×9, 2×8, 4×7, 4×6, 2×5, 2×4, 2×3, 2×2; #AT 1, as 4 HD monster; D 1-3; SA 1-4 points of damage automatically after first hit, limit 12 points of additional damage). These monsters lurk in the nooks and crannies of the cave. Once two or more victims are in the place, they will flutter down and attack. They have no treasure.

3. SLATE CHAMBERS

> This squarish cave is in an area of slate and shale. The flat gray and blue-gray stones seem to absorb light. There are several weapons scattered around the place—a spear, a battle axe, a bastard sword, and a pair of daggers.

A berserk clay golem (AC 7; MV 7″; HD 11; hp 50; #AT 1; D 3d10; SA damage cured only by **heal** from 17th level cleric, **haste** once per day for three rounds, SD +1 or better blunt weapons to hit, immune to most spells) lurks in the small alcove in the northeast. It blends with the walls and is camouflaged until it steps out. It will do so as soon as it sees light or hears intruders in its lair. Once it confronts the party, it will **haste** itself and begin double-speed movement and attacks. This monster has no treasure, but one of the daggers on the floor of the cave is a **dagger +2** "Longtooth," which performs exceptionally for a gnome or halfling. (See the end of the module for details on this weapon.)

4. GUANO-COVERED CAVE

> This large high-domed cave is covered with bat guano. The floor is inches deep in the stuff, and you can see many beetles and a few normal rats scurrying away from you as you enter. The sound of flowing water comes from somewhere in the north end of the place.

Eight **mobats** (AC 2, 7 if crowded flying conditions, 10 if not flying; MV 1″/15″; HD 4 to 6 (2×6, 4×5, 2×4); hp 29, 27, 25, 24, 23, 22, 19, 17; #AT 1; D 2d4; SA surprise on 1-3, screech paralyzes for 2 rounds opponents who fail save vs. paralyzation) have taken this cave for themselves, devouring the many smaller bats which once dwelled in the place. The eight hang from the ceiling 40′ above. When the party enters, they will swoop down one at a time. The first attack has a 50% chance of surprising the chosen opponent. The mobats will attack in rotation, one at a time, each voicing its piercing screech. After each has attacked once, there is a chance that several will attempt to attack at the same time on the ninth round and thereafter. Roll 1d6, and a 2, 3, or 4 indicates the number of bats that have swooped to attack. This means crowded flying conditions, giving the bats AC 7. Any unmodified "to hit" score of 20 on a wounded mobat means it has been knocked out of the air, and it will be on the ground next round with an AC of 10.

On the north wall of the cave, 30′ up, is a broad, projecting ledge. A tunnel leads to the underground river beyond, the surface of the water being about 40′ below this opening. (The mobats use this place to take off on their forays for prey, flying up and down the waterway, catching fish and any other prey.) On the ledge are a scattering of 10d10 of each type of coin, 2d6 gems, and 1-4 pieces of jewelry. It will take a thief's climbing ability or some magical means to reach the stone shelf. (See the end of the module for details of the mobat.)

5. LITTERED CAVE

> The small cave you have just entered has bones scattered throughout it. There is a low mound of dung in the middle of the place, and what appears to be a crushed minotaur skeleton at the south end of the cave. Beside the skeleton are two leather sacks. The floor and ceiling are fairly smooth.

Attached to the ceiling is a lurker above (AC 6; MV 1″/9″; HD 10; hp 51; #AT 1; D 1-6; SA surprise on 1-4, smother prey in 1d4+1 rounds; SD entrapped prey must have short, stabbing weapon in hand to fight). The lurker above is quite hungry, not having eaten in some time, so it will certainly attack as soon as anyone moves beneath it. The skeleton is that of a minotaur. One sack holds 102 sp and 167 pp. The latter are beneath the silver, and a hurried examination means a 90% chance of mistaking the platinum for silver. The other bag contains 281 gp. There are 5 gems imbedded in the belly of the lurker above, but they will not be seen unless the party turns the monster over.

6. GROTTO

> The walls of this place are carved and chiseled into a running series of forms and figures which extend from the floor to the arched ceiling. You do not recognize most of the forms, but fungi, blind fish, and various insect forms common to the underground world are familiar. The work is bas-relief of a caliber superior to that of the stone faces. There are stone chips on the floor. You note a worked shaft about 4½′ high and 2′ wide running northwest from the far end of the grotto.

If the party lingers in the grotto for three or more rounds, they will hear the clanking sound of metal on stone. If they shine light down the small tunnel, they will alert and arouse seven **pech** (AC 3; MV 9"; HD 4; hp 30, 28, 27, 25, 24, 20, 18; #AT 1; D 1-3; SA **stone shape, stone tell,** each four times per day. Four pech working simultaneously can cast a **wall of stone** at the 16th level of spell use. Eight pech can cast a **stone to flesh** spell. Hits by pech always do maximum damage to lithic monsters, +3 damage bonus due to strength; SD immune to petrification). These thin, dwarf-sized creatures are busily working to cut a flight of stairs upwards into the mountain where they know there is a large, sealed cavern. Light will cause them to shout in all of the languages they speak (Dwarf, Gnome, Goblin, Common, and their own tongue): "Douse that cursed light, STUPID!" They will come to investigate and be somewhat friendly if the party complies. If more light is used, the pech will become increasingly angry and hostile. Several rounds of light (1d4+4) will cause them to come out and attack the light source. If it is a **light** spell, they will have a **wall of stone** spell to secure themselves against its rays and then continue to work to get to the new cavern. If the party shows them any courtesy, they will be relatively friendly. They will even aid the explorers against the clay golem (area **4** above) if offered not less than 2 gems or 1 piece of jewelry each. They have no treasure. (See the end of the module for details of pech.)

7. FUNGI CAVERN

> This place is filled with all sorts of small and medium-sized fungi growth—floor and walls sprout many sorts of the stuff. Several large, whitish forms can be seen amongst the fungi. It appears that several passageways radiate from this cavern.

This cavern is the favorite feeding ground of five **giant cave crickets** (AC 4; MV 6", jump 3"; HD 1+3; hp 9, 7, 6, 5, 5; #AT 1 kick; D 1-4; SA 1 in 6 chance of jumping attack for automatic damage, otherwise normal attack; SD chirping). Many of these creatures live within the caverns, but this is a preferred spot and five will always be here. If frightened by loud noise or light they have a 1 in 6 chance of jumping upon a party member. Those that miss still have normal chances to hit. Frightened crickets will also begin chirping, drowning out speech in a 90' radius. Once the chirping begins, the monsters in area **9** will come to investigate in three rounds. The crickets have no treasure. (See the end of the module for details of the giant cave cricket.)

8. SECOND FUNGI CAVERN

> You see a small cavern which is overgrown with fungi, very much like the larger chamber to the south. What appears to be another of the huge, pale crickets has just exited from the area, disappearing to the east. Upon looking around, you notice that it has been feeding near the middle of the south wall, and, in the spot it has cleared of fungus, something odd can be seen. There appears to be a mummified body wedged into a cranny at the back of the alcove-like area. Bright metal glints from it.

Hanging from the ceiling of the alcove are six green slime blobs (AC 9; MV 0"; HD 2; hp 13, 11, 10, 9, 8, 7; #AT 1, as 4 HD monsters; D Nil; SA turns flesh to slime, destroys wood and metal; SD immune to most spells). Because of the confined space, they attack as 4 HD monsters. They have no treasure. The remains at the back of the alcove are those of an elf. Wounded and afraid to attempt slipping past the green slime after being nearly gotten by several pieces which dropped, the hapless fellow expired in the niche, wedged into an upright position. He was slowly turned into a stalagmite-type formation by watery mineral deposits. The corpse looks very much like some form of undead monster, and has a normal sword and dagger. The remains of a black cloak and hood can be noted if anyone looks carefully. The elf is wearing **bracers of defense** (AC 5). The gold necklace is set with a gem (total value 600 gp). Under bits of rotten cloak on the floor is a leather bag containing 13 gems of base 50 gp value.

9. STINKING CAVE

> This bag-like cave is filled with rotting leaves, bones, pieces of white chitinous material, dung, and who knows what else. The reek from the mess is disgusting. Several skeletons and skulls indicate that humans and elves have met their ends here. There are at least three larger heaps of rotting vegetation and sticks, possibly nests.

This cave is the lair of four trolls (AC 4; MV 12"; HD 6+6; hp 39, 36, 27, 22; #AT 2 claws, 1 bite; D 1d4+1/1d4+1/2d6; SA can attack three opponents at once; SD regenerates 3 hp/round, three rounds after taking damage). These four monsters maintain the fungi cavern areas to assure themselves regular meals of giant crickets, although they also catch fish and even venture outside the caverns for prey. Every so often they take heaps of the foul stuff from their lair and spread it around in the fungi cavern to encourage continued growth of the fungi. If they hear noise from area **7**, they will come out to investigate or feed, for they are hungry. Amidst the litter in their den are: 1d4×20 of each type of coin, 1-4 gems, 1 piece of jewelry, 1 potion of **healing**, 1 potion of **vitality,** and a quiver with 9 arrows—3 broken, 2 normal, 4 **arrows +1**.

10. FUNGI-FILLED CORRIDOR

> You note that numerous small fungi cover the walls of this passageway, and that a fair growth of the stuff covers the floor, which is sandy and guano strewn. The oddly colored growth seem to match the vari-colored minerals of the walls of the area. A faint squeaking and rustling is heard when you listen.

One thousand normal **bats** (AC 4, 8 in crowded flying conditions); MV 24"; HD 1-2 hp; hp 600×2, 400×1; #AT Special; D Special) roost along the ceiling of the passageway, leaving when night falls in order to feed outdoors. Their guano feeds the fungi which fills the place. The party will have to move very quietly, and with little or no light in order to avoid frightening the bats. If the bats are frightened by the party they will fly around the entire cave, flying into people. All torches and lanterns will be

extinguished, and spell casting will be impossible. A light they cannot extinguish, such as a magical sword or a **continual light** spell, will cause them to frantically swarm over the light source. Everyone in the cavern will take 1-10 points of damage per round as the frenzied bats collide with them. There are actually thousands in the cave, and no matter how many are killed, there will always be 1,000 there effectively. They have no treasure. (See the end of the module for details of normal bats.)

11. LONG GALLERY

> The cavern widens into a gallery of considerable length and a height of well over 40′. Some smaller types of fungi grow here too, and you hear the telltale squeaking and fluttering which tells you that there are some bats above. There are some round indentations spaced along either wall of the gallery, about a dozen on each side, near the midpoint of the place.

This area is filled with bats, as in area **10**. It is also the home of sixteen **cave morays** (AC head 0/body 5; MV 1″; HD 4+4; hp 30, 27, 24, 22, 21, 5×20, 19, 18, 16, 15, 12, 11; #AT 1 bite, every other round; D 2d4; SA surprise on 1-5; SD withdraw into rock cyst). These snail-like creatures feed on bats and other creatures which come to eat the fungi along the sides and wall of the tunnel. These creatures are very long and can strike up to 8′ from the wall, so the party members have a 1 in 12 (rather than the normal 1 in 20) chance of striking the AC 5 body rather than the AC 0 head. When the party is about midway into the area of their colony, the morays will begin striking. If more than four morays are killed, the others will crawl out of their den and attack. Remember that they strike on one round, coil on the next, then strike again, etc. They have no treasure. Their colony area is indicated on the map by small dots along the walls of the corridor, showing the opening of each cyst. (See the end of the module for details of the cave moray.)

There can be considerable confusion if the party fights the bats and the cave morays at the same time. Be certain that you remember this area well and that you handle it thoughtfully and correctly. The monsters at area **12**, below, will be drawn from their lair by considerable noise from this gallery. They will arrive 6 rounds after hearing a disturbance.

12. LARGE CAVE

> This area has the smell and look of a place where particularly dirty, ogre-like monsters would live. You note that the cave is irregularly shaped and has no apparent entrance other than the passage by which your party entered. There are some bones and skulls strewn around. You see a flat rock which appears to have been used as a table—it still has the remains of some creature upon it, as if it were being carved for dinner, for a great knife is stuck into the carcass. There is a place where fires have been lit and cooking done, at the far end of the cave. You see two piles of old hides and skins. There is nothing else notable in the chamber.

Two **formorian giants** (AC 2; MV 9″; HD 13 + 1-3; hp 63, 58; #AT 1; D 4d8; SD never surprised) inhabit this lair. Each of these hideously deformed giants carries a huge shield of hide-and-wood. If they hear any racket from area **11**, they will arrive to investigate in 6 rounds. They often capture cave morays to add variety to their diet. The giants will pursue intruders—particularly tasty-looking ones—as long as possible. They will try to corner prey in the northern dead end. Under their piled bedding are; two ivory tusks (value 600 gp each, weight 1,200 gp each), a **cloak of poisonousness,** a normal cloak, a pair of **boots of levitation,** a pair of **boots of dancing** (close examination of the **boots of dancing** will reveal small metal plates on the toes and heel of the sole. Otherwise they appear to be **boots of elvenkind)**, and 1,357 gp. There is also a beaten copper bowl with lapis lazuli handles, worth 750 gp. (See the end of the module for details on the formorian.)

13. LEDGE SHELVING TO UNDERGROUND RIVER

> You immediately see that there is a wooden boat, 14′ long and about 5′ wide in its middle, resting on this shelf of stone. The craft has three oars inside it. It is unusual because it tapers to a point at either end. The swiftly flowing river beyond is dark and looks quite deep. It is about 20′ wide. The current flows northwards.

This craft is strongly magical. It can be rowed normally, with the third oar used to scull and steer, if desired. Movement upstream is at 3″ per round, downstream speed is 3″ drifting or 9″ rowing. There is a small mast and a rune-embroidered sail under the planks of the deck—there are three long planks to make the bottom inside flat, for the hull is sharply tapered. If the mast is stepped and the sail raised, the boat will move normally until a command is given: GO! and the boat will move at 18″ per round, up or down current; STOP! and the boat will stand motionless in even the swiftest of currents. Steering is easily done with the sculling oar, and there are oarlocks at either end of the craft. The wood is from an usk tree, exceptionally well seasoned and crafted so as to be as hard as bronze. If a **detect magic** spell is cast upon the boat, it will reveal an **alteration-evocation** dweomer. The magic allows the boat to shrink down to 10% of its size providing the proper command word is known. (See **GREATER CAVERNS,** area **19**, for this command word.)

14. UNDERGROUND LAKE

The river pours into this high-vaulted cavern, filling it to the walls with a miniature, ebon-hued lake. The water is fairly still here and is probably very deep indeed. Over 50′ above, great stalactites drip ringing drops of water onto the mirror-like surface of the pool. There are four streams of water entering or exiting the lake, and it appears that there are four dry passages as well.

Every round the party moves over the surface of the underground lake there is a 1 in 10 chance that one of the six piercers (AC 3; MV 1″; HD 4; hp 21, 2×19, 2×18, 15; #AT 1, D 4d6; SA 95% chance of surprise) above will drop on the party and attack. The creatures can breathe water for a short period, so they eat and then emerge from the water to reattach themselves to the cavern roof. Because of the movement of the boat on the water, determine if the creature hits its actual target (a party member) or the boat. There is a 50% chance for either to occur. If the boat is struck, there will be no damage; but there is a 1 in 4 chance that the shock and rocking motion caused will tip a character over into the water. If an attack occurs over the center area of the lake, see below.

A giant snapping turtle (AC head 5, body 0; MV 3″/2″; HD 10; hp 60; #AT 1 bite; D 4d6; SA overturn small craft; SD withdraw limbs and/or head for AC 2 protection) is asleep at the bottom of the lake, replete after devouring a large fish. It will remain sound asleep unless there is considerable noise directly above him, or unless some bright light penetrates the water to the 90′ depth where it sleeps. If awakened, it will swim slowly up to the surface to see what is there for it to attack and eat. There is a 90% chance that anyone able to see down into the water will detect *something* coming up. If the giant snapper is not detected, there is a 1 in 10 chance that its surfacing will overturn the boat. Once on the surface, the creature will attempt to kill and eat every party member.

Characters knocked into the water will be unable to swim if wearing non-magical metal armor. Swimming in leather or padded armor is possible, but there is a 5% chance of drowning per hour. Characters in magical metal armor are considered to be encumbered. All heavy possessions must be discarded or the chance of drowning increases 2% for every 5 pounds carried other than leather or padded armor. Items that must be discarded include: armor, weapons (except for one dagger, which can be carried in the teeth), sacks or purses filled with coins, backpacks, cloaks, and hard boots.

The lake has nearly sheer sides, and it is 40′-90′ deep in the center. There are many large white crayfish and fish in the water, carried into the lake by the river. The giant fish that are sometimes carried to this place are prey for the giant turtle or other monsters that live in the caverns.

B. MAIN RIVER OUTLET

The current is strongest here, for almost all of the water which flows into area **14** flows out along this passage. A drifting boat will be drawn out as indicated by the current lines on the map. Note that there are also such current lines for the other water exits.

C. AREA 14. BRIDGE

This arch is roughly carved from natural rock and forms a span over the water here. It is ordinary and unremarkable.

15. CUL-DE-SAC

You have evidently entered a cul-de-sac or small cave where some creatures dwell. A rotten stench of droppings fills the air here. There is a litter of twigs and odd bits of cloth at the back of the place. You also see a number of oddly-shaped pieces of rock. Some appear to be rather finely done sculptures of small animals—rats, bats, a small subterranean lizard, etc. The rest are broken pieces of similar statues.

A mated pair of cockatrices (AC 6; MV 6″/18″; HD 5; hp 31, 24; #AT 1 beak; D 1-3; SA touch, save vs. petrification or turn to stone) has dwelled in this area for some time now. They have a nest (the litter of twigs and cloth) at the back of the cave. The nest holds two eggs. Their nesting makes the cockatrices very aggressive, and they will immediately attack any intruder near their lair (the large cave marked **15**). They will pursue any creature they see. If the quarry has disappeared from sight, the cockatrices will pursue on a 1 or 2 on 1d6, but will move at half-speed (9″). Amid the litter of their nest is a silver tube containing a scroll of magic-user spells (**slow, stone to flesh, phase door;** at the 17th level of spell use), a large green peridot (value 2,000 gp), and a **lens of detection** (see the end of the module for details on this item).

C. WESTERN BRIDGE

This ornately carved and sculptured bridge arches to about 15′ in the center over the river. It has many strange forms and shapes in bold relief, gargoyle-like monsters leering from it. At this point a distant rumbling and thundering can also be heard. It is the sound of a vast underground waterfall some 100′ distant. If the party is afloat and goes beyond the bridge, the river's current will pull them over the falls to certain death no matter how hard they row. However, the magic boat from area **13.** will keep the party from going over the falls if they have learned to control its movement. As the party drifts within 10′ of the bridge, the DM should slowly count to 10. If the party does not know how to operate the magic boat, they must lasso the bridge to halt their movement toward the falls. If the party fails to lasso the bridge by the count of 10, they will drift to position **D.** and will go over the falls.

D. THE RIVER EXIT

Here the party will exit unless they have some supernormal means to save themselves. In about 100′ the water drops over a granite ledge to fall 400′ to a lake below. The plunge will kill anyone taking it, or else the tumble of water at the bottom will trap and drown them. The magic boat can be commanded to go up the falls (its sailing power is that great), but on the way down the falls occupants will tumble out unless they are lashed to the craft. (Unless you have an extensive map for an underground adventure prepared, it is suggested that any party so careless and foolish as to pass unwillingly over the falls and down to the area beyond be considered casualties of the Lost Caverns of Tsojcanth.)

16. RAINBOW CAVERN

This high-domed cavern displays a rainbow of colors on its walls and floor. Even the many stalactites above hang like colored icicles. Various mineral deposits in the rock have seeped into frozen curtains, cascades, and many fantastic shapes. The floor has numbers of humps and stalagmites of varied hue and strange form. In the center of the chamber is a heap of coins and metal bars.

This is the lair of the **gorgimera,** Chossos (AC 5 lion/2 other; MV 12"/15"; HD 10; hp 66; #AT 5; D 1-3/1-3/2d4/2d6/2d6; SA red dragon breath (5" long, 2" base cone, D 3d8, save vs. breath weapon for half damage), gorgon breath (3" long, 1" base cone, save vs. petrification or turn to stone), each usable twice per day; SD blow strikes AC 5 (40% chance) or AC 2 (60% chance). This monster is likely to be mistaken for a chimera, which it strongly resembles. This monster has lion, dragon, and gorgon heads. Chossos is far more intelligent than most gorgimerae, and it will attempt to lure prey into the range of its breath weapons. When it fights, Chossos will use its dragon breath first, then charge its opponents and use its gorgon breath. It will then melee, and if it takes considerable damage, it will again use gorgon breath, followed by a blast of dragon's fire. If any enemy still stands after this, Chossos will attack with fangs, claws, and horns.

Chossos speaks Common, Dwarf, Red Dragon, and a pidgin form of Hill Giant. It will attempt to dupe the party, in any way it can.

The gorgimera's heap of treasure includes: 7,000 sp, 9,000 gp, 800 pp, 21 gems, 2 pieces of jewelry, 1 potion of **green dragon control**, scroll of **protection from elementals,** a **bag of holding** (2,500 gp weight maximum), and a **horn of fog**. (For details of the gorgimera and the **horn of fog** see the end of the module.)

17. BOULDER HEAP

The well-rounded boulders here look as if some giant had stacked them up for use in a time of need. They are all about the right size for a fire giant to hurl.

The rocks look suspicious. Chossos has piled them here to block the entry to the lower level so that anyone attacking from that direction will not take him by surprise. The rocks can be tumbled and rolled aside without difficulty. If this is done, the party will see stairs going down to the west. (Note: these stairs are the only entrance to the **GREATER CAVERNS**.) In moving the boulders, the party will notice that one has a odd blue-green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet. The tablet is the **Graven Glyphs**, a magical warning to those bold enough to enter the lower area of caverns. It is found in a different part of the caverns each time a party enters the caverns, but it can always be found. With the tablet is a **ring of protection +1**. The Graven Glyphs read:

In the center lies the gate
But opening it is sure to vex
Many are the guards who wait
As you go to the middle hex

Randomly sent to find a way
Back to a different iron door
A seventh time and you may stay
And seek the glowing prize no more

You have won old Iggwilv's prize
Her hoarded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic

The DM should read the verses slowly, with pauses between each quatrain, then tell the party that the glyphs have faded into nothingness.

18. RICHLY FURNISHED CAVE

You have just entered a cave with carpets strewn on its floor, rugs hanging from the walls, and beautiful furniture scattered about it. There are plump cushions piled on the floor, the air smells of orange blossoms, and faint music—tinkling bells and chimes—can be heard. A pair of divans stand along the far wall, with a chest of rosewood between them. The glitter showing from the chest is gems. There are stands upon which rest golden dishes and silver bowls. Malachite and lapis statuettes and bowls are everywhere, upon stands inlaid with mother-of-pearl, ivory, and rare woods. Silken garments are scattered on stools and heaped in chests and wardrobes. A pair of scimitars are framed by a tapestry showing scenes of battle. A great recurved horn bow and a sheaf of very long arrows rest near the left couch. As you complete your inspection of the wondrous place, you note that there is an alcove to the west, draped with a curtain of glass beads and covered by a strangely worked and decorated folding screen. From behind it you hear a high-pitched giggle, and before your startled eyes appears a midget dressed in orange silk pantaloons, an embroidered vest of blue and white, purple slippers with curled up toes, and a large turban of pale purple, set with a deep-hued purple gem. He waves a toy scimitar, bows, and bids you welcome to the "Antechamber of the Garden of One Thousand Earthly Delights."

With that the small fellow smiles, bows, and waddles over to the screen. He pushes it out of the way so that you can see what is beyond. There is a marble passageway some 20' long and in it are two rather comely girls. They are accompanied by a fat, puffing chap who might be a eunuch. He is trying to prevent them from coming out to greet you. All three are dressed in a fashion similar to the strange, hopping and skipping little midget who is now urging your party to follow him into the bright corridor and the sunny garden you can see beyond it.

These four monsters are **dao** (AC 3; MV 9"/15" (6"); HD 8+3; hp 50, 48, 43, 38; #AT 1; D 3d6; SA spell-like powers; SD move through earth (including rock) at 6" speed) under **change self** spells in order to dupe the party. These evil creatures from the Elemental Plane of Earth have used **spectral force** to create an illusionary corridor and garden. If the party enters enters the alcove area, the "midget" will cast a **wall of stone** spell to seal off the area, and the dao will then attack. If the party hesitates, the monsters will come out, and the "midget" will cast the **wall of stone** so as to seal off the whole chamber. If the fighting goes against them, the dao will cast **rock to mud** under the party to mire them in the stuff, for the dao can move at a 6" speed through mud. **Invisibility** will be used to get behind adventurers and gain an attack advantage. If things go badly, the dao will eventually attempt to move through the solid rock of the walls to escape with their lives. If forced to surrender, any dao will grant a **limited wish** to a member to the party, and then twist the meaning of the wish so as to make his escape. All of the "treasure" in the place is junk. The jewelry is brass and glass, the gems worth only 1 gp each, although there are 2,168 of them, some of which are very large and appear valuable to an untrained eye. Amidst the brass junk and cheap stone ornaments is a bottle with a captured djinni. If this fellow is freed, he will perform but one service for the party—including smashing down a **wall of stone,** if needed. He will not accompany the party afterwards. (See the end of the module for details of the dao.)

19. SMALL LAKE

> The narrow watercourse has brought you to a cavern where many tiny rivulets carry away the water to places unknown. The liquid has completely flooded the place save for an island in the center. Even from this distance you can see sparkles of something interesting scattered over the rock of the central isle.

This is the Isle of Rebuke. If the party sets foot on the isle, a spell will be invoked. A peal of loud, ghastly laughter will echo in the cavern. As the gales of derisive mirth end, a great voice will yell out: "FOOLS! You are in a DEAD END. FLEE back to the south and take the way the water enters or stay here and DIE! You were stupid to enter at all, so you will probably stay here. A deserved fate for niggling MORTALS!" The surface of the island has 3,000 gems of 1 gp value scattered about.

20. BLACK WATER

> The water surrounding the islet is particularly dark. You note that there seem to be some sort of particles suspended in it making it look so inky.

Six lacedon-ghasts (AC 4; MV 15"; HD 4; hp 29, 28, 18, 17, 16, 15; #AT 2 claws, 1 bite; D 1-4/1-4/1-8; SA stench causes –2 on the rolls "to hit" unless save versus poison is made, hit causes paralysis unless save is made; SD immune to **charm** and **sleep** spells) dwell in a shallow cave under 20' of water at the northern edge of the cavern. They will hear the magical voice speak if anyone sets foot on the islet, and they will swim out and surround the isle in 6 rounds. They will then clamber up onto the rocks and attack. The water surrounding the islet is about 30' deep. The party will be able to see only about 5' into the murky water. The lacedon-ghasts' lair has the following treasure: 1,000 ep, 2,000 gp, 6 base 100 gp value gems, 2 potions of **water breathing,** and a **battle axe +2, +4 vs. undead and Negative Material Plane creatures).**

21. CAVE OF CRYSTALS

> This cave is striated with veins of crystalline minerals so that light reflects and makes the place beautiful to see. Although none of these formations appears valuable, some of them are very large and wonderful to behold. The area appears to be blind to the west, but there are three passageways in the eastern portion where you entered.

Three xorn (AC –2; MV 9"; HD 7+7; hp 47, 43, 39; #AT 3 claws, bite; D 1-3 (×3)/6d4; SA surprise on 1-5; SD immune to fire and cold, half damage from lightning, able to pass through stone) from the Elemental Plane of Earth are in the cavern to do a bit of gourmet dining. They enjoy chewing some of the crystals. Naturally, they will demand some metals from the party—especially platinum or gold—as a nice dessert. They will settle for 100 coins each, even if they are copper, silver, or electrum. If nothing like this is offered, the xorn will attack to get the metal, for they can smell it. If the xorn are forced to flee, or if they are killed, the party will discover that the monsters have stacked up a pile of 18 uncut base 500 gp value gems along the north wall.

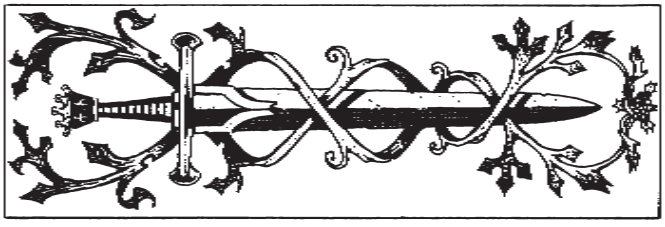
22. POOL CAVERN

> This cavern is filled with water, and there seems to be no way out other than the way you entered. The water trickles out of the place through a very low cut in the west wall, and you can hear it falling some distance as it does so. The ceiling has beautiful stalactites depending from it, and as in most other areas, the walls are streaked with multi-colored rock formations, but these are obviously of little value.

The **marid,** Kasdu'ul (AC 0; MV 9"/15"//24"; HD 13; hp 81; #AT 1; D 8d4; SA spell-like powers; SD spell immunity of limited form; MR 25%), lies in enchanted slumber in the center of the pool under 15' of water. He can only be awakened by a **dispel magic** spell. This will automatically work if cast upon him. To actually come within 10' of Kasdu'ul, however, each individual attempting it must overcome an **antipathy** spell. This marid will certainly not attack those freeing him from Iggwilv's enchantment if they do not irritate him. If they mention dao, he will surely be inclined to assist them with an **alter reality** spell in their behalf, providing the party defeated the dao. If offered a large bribe of treasure—10 or more gems, a substantial magic item, etc., the marid will be 75% likely to give the party **water breathing** ability for one day and escort them to any location along the underground waterways, should the party choose to explore them. He will not otherwise serve, nor will he be particularly grateful to the party. He will certainly defend himself. (See the end of the module for details of the marid.)

(If the DM desires, the marid encounter can be expanded by creating an underground level for the party to explore after the marid has granted them **water breathing** ability.)

LEVEL TWO, THE GREATER CAVERNS, can only be entered from area **17**, above. The level is detailed hereafter.



KEY TO THE GREATER CAVERNS

CLUES IN THE GREATER CAVERNS

Caves and caverns are real tests of playing ability when the DM referees them properly. Even mapping and moving through them is a challenge. When confronted with the teleportation corridors in area **19**, players may become disheartened if they have not had considerable experience in similar situations. If the players are unable to deal with the situation, the DM may place certain clues, to be found with monsters that have other treasure. Each clue will be one of the following lines, written on a piece of parchment and found in a scroll tube of little or no value:

Going south takes you southwest
Going north takes you southeast
Travel southeast and you are south
Northwest brings you north
Travel southwest reverse that
From northeast you go northwest

Nothing else should be said when the clues are read. After being teleported a time or two, the players should realize the meaning of the clues, yet still be challenged by the situation.

START

The party descends the stairs from area **17** of the **LESSER CAVERNS**. They traverse a long flight of 900 steps, each step about 3′ broad and 1′ high. At last they reach the bottom (**X** on the map). The **GREATER CAVERNS** are not so much larger than the ones above, although they are higher. Their name seems to come from the oppressive sense of depth and alien quality of these stone chambers. The party of explorers can now go in any one of four directions.

1. SMALL CAVE WITH MANY TUNNELS

This low-domed chamber has its ceiling literally dripping with stalactites. Including the passageway by which you entered, there are eight tunnels leading to/from this cave. The still air of this place reeks with a mixture of odors—rotting refuse, growing fungi, and some even more unpleasant stench. The thick fungi growth seems to be deliberately cultivated, for a compost of manure and other substances is spread over the floor.

A tribe of 18 troglodytes lairs in the five small tunnels which radiate from this cave. Their disposition and composition is as follows:

Leader (AC 5; MV 12″; HD 3; hp 21; #AT 1, at +3 with javelin; D 2d4, SA revulsion stench—save vs. poison or lose 1-6 strength points, 1/round, 10 rounds to recover; SD chameleon power), armed with 2 javelins and a morning star.

9 Males (AC 5; MV 12″; HD 2; hp 15, 14, 2×13, 2×12, 11, 10, 9; #AT 1, at +3 with javelin; D 2d4; SA stench; SD chameleon power) armed with javelin and morning star.

8 Females (AC 5; MV 12″; HD 1+1; hp 8, 7, 3×6, 2×5, 4; #AT 2 claws, 1 bite; D 1-3/1-3/1d4+1.

Unless the party is exceptionally quiet and shows no light, the troglodytes will be lurking in ambush for them, and they will surprise the party on a 1-4 (d6)—1-2 if a ranger is *leading* the way. Three trogs live in each of the small passages, and six (including the leader and four non-combatant young) are in the large, three-branched tunnel. If they gain surprise, the male trogs will hurl javelins and then close. In a non-surprise situation, circumstances will dictate their actions. On the third round of combat, a special troglodyte will appear:

Champion (AC 4, includes +1 due to dexterity; MV 15″; HD 4; hp 30; #AT 1; D 2d4; SA stench; SD chameleon power) armed with a **cursed broadsword +1**. The cursed broadsword is absolutely neutral in alignment, and it has the power to generate **illusion** (as a wand) even though it has no discernible intelligence. Such **illusions** last for 1d4+4 melee rounds, and operates periodically after an interval of from 3d6 turns.

When the "great" leader appears from its den along the north passage from the area, the other trogs will pause for one round while their hero steps into the fray, croaks its horrible challenge, and wades into the enemy. Immediately upon so doing, the **illusion** of a horde of huge troglodytes pouring out of the place the "great" leader came from will be generated by the sword. On the next round the actual trogs will resume the attack. Only at this point will these creatures begin exuding the revulsion stench, for their hero brings them to an immediate frenzy. Because of the small area and the great ardor for battle the trog hero arouses, characters must make three successive saving throws versus poison, one per round, in order to be safe from its effects.

There is no treasure in any of the lairs, save that of the hero trog. There are four unhatched troglodyte eggs in the largest lair. Each is worth 1d4×100 gp if sold on the open market of a town or city. The hero has one piece of jewelry and a crystal flask with a potion of **extra-healing** in it. (The flask alone is worth 250 gp.)

2. CAVERN OF CORPSES

One look around this gruesome place shows that something awful uses this place as either a burial crypt or a trophy room! The walls of this vaulted chamber are lined with limed-over corpses. A whole circle of barely-distinguishable forms creates a lower tier. A fresher ring of calcified corpses, seemingly standing upon the heads and shoulders of those beneath, decorates the cavern walls at a height of about 12′ or so. What at first seemed to be rock formations at the base of the lower ring

of petrified bodies is evidently many similar remains—dwarves, gnomes, halflings, elves—the shorter standing, the taller kneeling or sitting. The steady drip and splash of water from the ceiling down the walls and over the stoney corpses creates a pool of water in the northeastern portion of the cavern. It flows out a tunnel there.

The gruesome place is the home of a **bodak** (AC 5; MV 6"; HD 9+9; hp 54; #AT 1; D 1-4; SA gaze, save vs. death magic or die; SD cold-wrought iron or 1 or better weapon to hit, immune to **charm, hold, sleep, slow, poison,** half damage from electricity, fire and gas). The bodak dwells in the small cave where the pool runs off and drains away. This grotesque thing has long dwelt in the **GREATER CAVERNS,** and it has spent years carefully decorating its "parlor" with the grim remains of adventurers it has slain and placed in a danse macabre motif. The bodak stands amidst its calcified "art," 90% indistinguishable from the limed-over corpses due to its pearly, grey-colored skin and featureless body. Only its eyes give it away. It will attempt to slay as many of the party as possible without being detected. Once seen, it will charge the party and seek to use its gaze to slay them all.

The troglodytes (area **1.**) are on good terms with the bodak. Even their leader regards it as an ally and demi-god. It only occasionally slays one of them, and to propitiate the bodak, the trogs sacrifice treasure to it, so that the back of the thing's lair is full of valuables which it and the trogs have garnered. This treasure is: 187 cp, 3,440 sp, 207 ep, 4,196 gp, 289 pp, 20 base 50 gp value gems, 14 pieces of jewelry, a potion of **diminution**, a potion of **poison**, a potion of **polymorph self**, a clerical scroll of four spells **(resist fire, remove curse, raise dead, heal**; at the 12th level of spell use), a magic-user's scroll of six spells (**write, fool's gold, magic mouth, dispel magic, distance distortion, statue**; at the 15th level of spell use), a scroll of **protection from possession,** a **ring of warmth**, **bracers of defense** (AC 7), a **candle of invocation** (chaotic good), a **serpentine owl**, a **short sword +1** (NSA), a suit of elf-sized **scale mail +2**, and a **spear +2**.

3. GREAT GALLERY CAVERN

This place is well over 200' long and varies from about 20' to 40' in width, with a ceiling height of from 25' to over 50'. There are many shelves and ledges along the walls, while the roof is icicled with many stalactites with a scattering of stalagmites beneath. As in most of these caverns, you note that there are numbers of fungi growing here, with many small creatures feeding on them—as well as each other. Careful examination detects many bones scattered about helping to feed the foul growth of the fungi.

The **behir,** Lludd (AC 4; MV 15"; HD 12; hp 67; #AT 2 or 7; D 2d4/1d4+1 or 2d4/1d6 (×6); SA lightning breath once per turn for 4d6+24, save vs. breath weapon for half damage, constriction; SD immune to electricity and poison) lives in this cave. For its kind, Lludd is a very smart fellow. It has lived scores of years and has slowly gained knowledge and wisdom. Lludd can speak a bit of many human and creature languages—learned from its victims before it devoured them. The behir lies in wait on a ledge near the entrance to its chamber, a place some 15' up the south wall, waiting for some morsel worth dining upon. Although Lludd has no treasure it knows of (there is a **periapt of proof against poison +3** inside its stomach), the sly monster will direct powerful characters to the "vast treasure" to the west (area **4.**) in order to save its skin or merely to avoid a conflict which it fears losing. (For the details of the behir see the end of the module.)

4. GALLERY CAVERN

A large gallery with many ledges and shelves stretches some 110' east and west and 30' north and south. The arched ceiling is about 30' high at either end with a middle-area dome of about double that height. There are numbers of colorful rock formations here, including both stalactites and stalagmites. The many forms of fungus growing here compete with mineral deposits for the eye's attention to the most phantasmagoric series of shapes: here a spired deposit which could be an efreet castle, there a pocked toadstool looking like some hunched monster. As is so common, there are many insects here, as well as rats and bats. Metal glints on the floor — coins!

Five **marlgoyles** (AC 2; MV 6"/12"; HD 6; hp 36, 34, 2×32, 31; #AT 2 claws, 1 horn, 1 bite; D 1d6/1d6/2d4/2d4; SA 80% likely to attack by surprise; SD +1 or better weapon to hit) lurk along the walls, their stony bodies appearing to be part of the cavern itself. If the party fails to see these monsters—and the coins are likely to distract attention—roll a d4 to see how many effective free attacks each marlgoyle will get. They will plummet down upon their chosen opponents, each gaining +1 on both chances "to hit" and on each die of damage on the initial attack. On the floor of their lair are: 107 cp, 89 sp, 64 ep, 284 gp, 59 pp, 10 gems each of 10 gp base value, and 3 pieces of jewelry. On a ledge 20' above the cavern's floor, in the bulge in the southwestern part of the chamber, are a pair of **wings of flying** and a **horseman's pick +1**. (For details of the marlgoyle, see the end of the module.)

5. UNEVEN-FLOORED CAVERN

You note that the large cavern you have entered is terraced. The floor rises and drops in a manner which makes it impossible to move across the place without using great care, for the stone is moist and slippery. The walls are striated with bands of color. There are a large number of stalactites on the curved ceiling.

Waiting in the alcove is an umber hulk (AC 2; MV 6" (6"); HD 8+8; hp 50; #AT 2 claws, 1 bite; D 1d10+2/1d10+2/1d6+1d4; SA gaze causes **confusion**). This monster has recently burrowed up through a pipe of blue clay. (This shaft is indicated by a small **X** in the northern alcove of the cavern.) The shaft slants down and away for several score feet, then levels and gradually rises for about one mile, intersecting four small caves along its route to the outside. It emerges on the north face of the mountain. The monster is very hungry and will attack the party immediately. If the party manages to examine the monster's area, they will note a band of blue clay which was not disturbed by the umber hulk. It is small, and if they dig it out (about three rounds time) they will find a round diamond worth 5,000 gp.

(The umber hulk's tunnel and the caves it intersects are not shown on the map of the caverns. The details of the tunnel are given so that the DM can use it to create additional encounters if desired.)

6. SMALL GALLERY

This place is fungi-filled as is usual with many of these caverns. You note that there are several tracks through the growth, as if various creatures have gathered or grazed upon the fungi. This place is not remarkable in any other way.

A huge subterranean lizard (AC 5; MV 12"; HD 6; hp 40; #AT 1 bite; D 2d6+4 (due to great size); SA can move along ceiling or wall, double damage on an unmodified roll of 20) clings to the wall to the west and will rush forward to attack, surprising the party on a 1-4, unless they are silent and show no light. This monster is both hungry for flesh and angry because its mate was recently slain (by the bar-lgura which the reptile justly fears). The lizard has a den at the far end of the chamber but there is no treasure there or elsewhere—the lizard has none.

7. SMOOTH CAVERN

> The most notable feature of this place, other than the smooth walls and ceiling, are the large, round boulders scattered around. As you look the floor over, a drain-like slope to a great sinkhole in the center catches your attention. It might be that at one time a flow of water filled this place but later drained away with the opening of the sinkhole. The latter is a shaft funneling down to a pipe of about 8' diameter. Light reveals that it goes down over 50'.

The sinkhole actually goes straight down 75', jogs northeast at an angle of about 45 degrees downwards for another 35', and then narrows to about 4' diameter and plunges straight down another 100' into an underground stream.

Two gas spores (AC 9; MV 3"; HD 1 point; hp 2×1; #AT 1; D contact with exposed flesh is fatal unless victim gets **cure disease** within 24 hours; SD damage releases 6d6 hp explosion (save versus rods for half damage) rest amidst the boulders; and if the party nears the central portion of the chamber, one will rise up at a distance of 10'-30' and move towards the party to touch them. Check to see if the party recognizes it as a gas spore or believes it to be a beholder (90% chance of mistake at 10' or greater distance, 25% at under 10'). The second creature will follow the first at a distance of 15', and if either is damaged, the resulting explosion will cause the other to explode. There is no treasure in the cavern.

8. CAVERN OF STALAGMITES

> This large chamber is over 60' high and has many shelves and irregularities along its walls. Many stalactites hang from the stony roof far above, and some are of great size and exceptional beauty. The floor is littered with occasional stalagmites, and there are several central formations of massive dimension, each being well over 20' high.

Crouching atop four stalagmites are four **bar-lgura** (AC –3; MV 9"/15"; HD 6+6; hp 42, 39, 37, 34; #AT 2 claws, 1 bite; D 1d6/1d6/2d6; SA 40' leap, spell-like powers; SD half damage from cold, fire, gas and lightning, can change coloration, 45% magic resistance). They have changed their coloration to match the stone. This makes them 95% impossible to detect before they leap to attack the party. As many as possible will spring down and attack immediately. Those unable to do so will use their power of **invisibility** to move undetected to a position behind the combatants and then **telekinese** the smaller members of the party, causing them to collide with others and hamper their fighting. Those in melee will, after attacking normally, use **fear** on the second round, attack the next, then use **fear** again, etc.

If the combat is turning against them, the bar-lgura will **cause darkness,** retreat to a position amid the rock pillars, and then jointly create a **spectral force** illusion of a dozen type I demons flying into the cavern and swarming towards the party to attack. During this distraction, the bar-lgura will use their **change self** power to assume the forms of mountain dwarves and pretend to enter the cavern and help the party to fight the illusory vrock. (If they were badly outmatched, the bar-lgura will not return to the fray; they will attempt to slip away in dwarven guise.) Once they have joined the party, the bar-lgura will again attack by surprise. Each demon wears its own treasure. The first wears a bracelet of gold and rubies of 4,500 gp value. The second has a platinum neck chain of 600 gp value. The third wears an electrum necklace with a gold pendant (a **necklace of missiles** with a single missile equal to a 9 dice **fireball**) with a seeming value of 400 gp. The fourth has a jade ring worth 550 gp. (For details of the bar-lgura, see the end of the module.)

9. GLOWING GROTTO

> This irregular chamber has a growth of some unusual form of fungi or lichen which appears to give off a soft bluish radiance akin to **faerie fire**. It is reflected and possibly enhanced by many crystalline growths around the periphery of the floor, jutting from the walls, and along the arch of the ceiling. The overall effect is to provide a luminosity which pervades the entire grotto as if it were bathed in full moonlight.

Any members of the party who enter the teleportation area (shown on the **GREATER CAVERNS** map) seemingly disappear from view. This will happen to any and all who enter the grotto, for the place is dweomered to instantly teleport entrants to one of four places in alternate dimensions, similar to, but not the same as, the entrants' own. Teleportation is random. It is quite possible to have members of the party in each of the four possible dimensions. Use a four-sided die to find which area a particular individual or group is sent to.

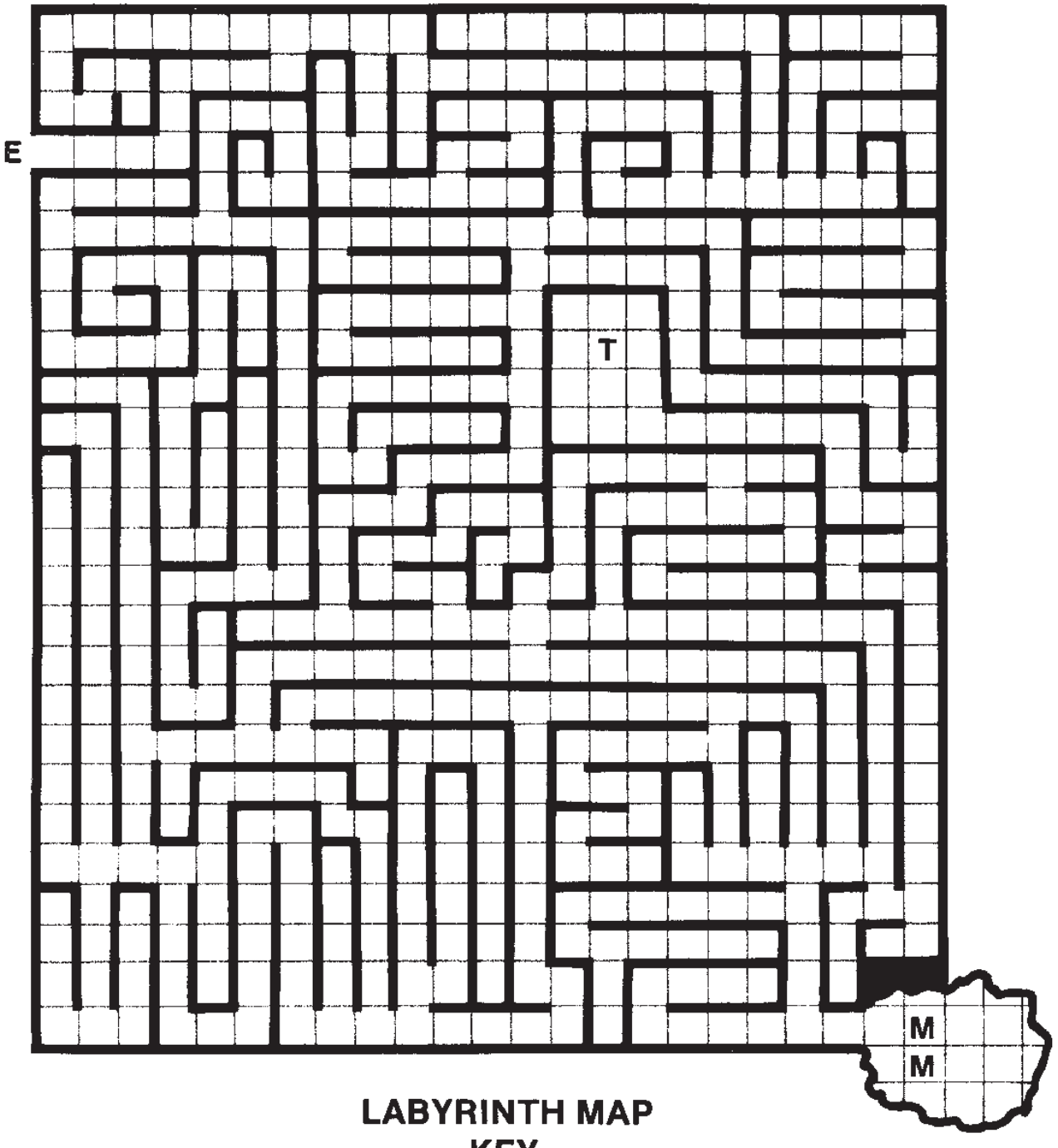
The means of returning to the caverns is given in the descriptions of the areas that follow. Characters who successfully return will find themselves in area **9.**, just outside the teleportation area.

9.1. THE DARK LABYRINTH

> As you enter the grotto, there is a brief flash, and then the entire place is dark. You hear snorting sounds and smell cattle.

Visitors are in for trouble, because this area contains two minotaurs (AC 6; MV 12"; HD 6+3; hp 40, 36; #AT 2 (1 unless dismounted); D 1d4/2d4 or by weapon +2; SD surprised only on a 1) armed with flail. These monsters are mounted on two bulls (AC 7; MV 15"; HD 4; hp 25, 23; #AT 2; D 1d6/1d6). The minotaurs are set as guards to prevent anyone from returning to the **GREATER CAVERNS**. The minotaurs are at the entrance of the labyrinth and will attack immediately. While mounted, the minotaurs will attack only with their flails. If the bulls are killed, the minotaurs will run back into the maze. When intruders enter the labyrinth, the minotaurs will stalk them and attack from ambush, as they know the labyrinth very well. The minotaurs will fight to the death to keep people from exiting the maze. The minotaurs' treasure, as well as the only way back to the caverns, is inside the labyrinth. The treasure room has a locked iron box with a poison needle trap (save vs. poison or die). Inside the box are 1000 gp and a **battle axe +2.** If the party steps through the exit arch they will be immediately returned to area **9.**, outside the teleportation area.

LABYRINTH MAP



LABYRINTH MAP KEY

M = Minotaur Position

E = Teleport Exit

T = Treasure

1 square = 10′

9.2. THE ARMORED AUTOMATONS

Individuals teleported to this area will find themselves in a featureless room with no visible means of exit. Inside the room are three empty, yet animated, suits of armor (AC 2; MV 6"; HD 5; hp 30, 30, 30; #AT 1; D 1-8; SD immune to all spells that affect living minds only (such as **charm**, **sleep**, **illusions**, etc.) armed with longswords. The only escape from this place is by defeating an automaton and donning its helmet. All those wearing the helmets will be teleported back to area **9.** When three people are teleported away, another three automatons will appear in the room. The consequences could be grim . . .

9.3. CANYON OF CENTAURS

This area is in bright sunlight, and individuals teleported here will find themselves stranded in a box canyon, among six centaurs (AC 5; MV 18"; HD 4; hp 31, 29, 26, 25, 24, 22; #AT 2 hooves or weapon; D 1-6/1-6/by weapon). The two leaders have light lances, two others have composite longbows, the last two have morning stars. If the party members attack, they will fight the centaurs at -4 on the first round and -2 the next round, due to the bright sunlight. If attacked, the bow-armed centaurs will each fire two arrows and the others will charge. If the party is neutral or friendly, the centaurs will ask for aid in escaping from the box canyon.

There is a gully about 10' up one wall of the canyon which the centaurs can negotiate if the party members can get them up to its mouth. There are no rocks or loose material to make a ramp. There is a huge oak tree. The tree is magical, and cutting it down will be a labor of days. No matter how many party members cut its trunk, they will be exhausted before the oak is hewn through. Upon resting, they will awaken to find the tree nearly healed. It will take 12 full days to chop it down.

The best way to escape is to have a party member climb up into the gully. Beyond a distance of 30' it is filled with debris and rocks. A large stump holds the whole mess back. If the stump is moved, a small avalanche of rubble will pour down the gully and form a ramp. If this is accomplished by hand, the person so doing will take 10d10 points of damage. If a rope is fastened to the stump, the centaurs can haul it and loose the cascade of rubble, but the party members cannot do so without help from the centaurs.

Around the neck of each centaur is a horseshoe on a silvery rope. If a character unties one of the horseshoes, he and all other party members within a 10' radius will be teleported back to area **9.**, along with everything they carry and wear. (Unless the party uses the horseshoes carefully, there may not be enough to teleport everyone back to the caverns.)

(If the party does not discover the secret of the magical horseshoes, they will be stranded in the centaurs' world. The DM can provide alternate means of returning them to the caverns. If the party chooses to explore this alternate dimension, the DM must create adventures in this area. The centaurs' world is similar to the world of Greek Mythology.)

9.4. HALL OF PENTACLES

Teleportation to this area brings the party into a dim, seemingly endless, pillared hall. They are in an open area with a star-shaped ceiling above. Each separate party member is trapped within a pentacle of glowing blue-green metal inlaid in the stone floor. These confine them as surely as the strongest prison. The metal of the pentacles can not be touched or affected by spells. Occasional footsteps can be heard in the distance, but no creature can be seen. Distant chiming and a strange chanting are periodically heard, but the captives can detect no difference in light nor note any hunger or thirst. Time seems to drag and fly past all at the same moment. The imprisoned individuals can remain here forever, just as they are, and only other captives will join them. One minute of time in this place is equal to 10 minutes of the captives' time in their own reality.

If one captive can **levitate** (a **fly** spell does not work), an attempt to escape can be undertaken. In addition to normal forms of magical **levitation,** if a character inscribes a pentagram within the pentacle this will enable the individual to slowly rise up to the multi-peaked, star-shaped ceiling. There, set into the polished marble are five small pentacles set in a star shape. If all five are touched at once, the pentacles in the floor below lose their power to imprison for five rounds. If four are touched, the individual so doing is sent back to area **9.** If three, two or one, are touched, the individual is teleported to the correspondingly numbered area (noted above). There are small pentacles above each prison pentacle, and in order to escape, each captive must **levitate** and perform the correct action. (If the pentacle-prisons are brought down and the captives choose to wander around in the hall, the DM must devise any encounters. The hall might be part of the stronghold of a clerical order or a powerful magic-user, or anything else the DM wishes to create.)

(The only means of returning to the Lost Caverns of Tsojcanth is by using the pentacles as described above. If the party chooses to leave the hall they will be stranded in the alternate dimension until they return to the hall. The DM must create a scenario if the party wishes to adventure in this dimension.)

10. JAGGED CAVERN

This small cavern is unremarkable except for the splintered bones and broken skulls scattered about. One complete skeleton still wears a cloak and appears to have its backpack onevidently a slain adventurer.

Resting in the cul-de-sac to the west are three loathesome creatures. These horrible half-human, half-fly things are fly demons, **chasme** (AC –1; MV 6"/21"; HD 7+2; hp 46, 40, 39; #AT 2 pincers, 1 bite; D 2d4/2d4/1d4; SA spell-like powers, droning causes **sleep**, special save vs. character's level; SD half damage from cold, fire, gas, lightning, immune to poison; MR 40%).

Upon detecting the presence of the party, they will fly out to attack, buzzing all the while to cause sleep. Initial attacks upon non-sleeping individuals will be by pincers and proboscis (with the droning buzz continuing to cause **sleep**). Any successful hit causes **fear** also, unless the victim saves vs. wands. If getting the worst of the battle, the demons will fall back into their lair area. Two will levitate chunks of stone to drop on the party (stones attack as 7+2 HD monsters, damage 1d10+2) while the other attempts to **gate** in another demon. They do not bother to collect treasure, but the body in the cave has a bit. The skeleton wears a **cloak of elvenkind** as well as **boots of elvenkind.** Its dagger is broken, but in the backpack are four vials of holy water, 203 pp, and a scroll of three illusionist's spells (**color spray, non-detection, maze**; at the 11th level of spell use). (For details of the chasme, see the end of the module).

11. CAVE OF THE SKULL

> This small and non-descript area has a strange box in its center. Atop the box is a skull—probably that of a human or elf.

Lurking in this cave is a trapper (AC 3; MV 3"; HD 12; hp 73; #AT 1; D 4 + points equal to victim's AC; SD trapped victims smother in 6 rounds, victims cannot use weapon, cold or fire does half damage to creature, creature is 95% indistinguishable from stone). This huge monster will envelop any creature who comes within 3′ of its center. If brought below 20 hp the creature will scuttle to one side after releasing its trapped prey, seemingly offering its treasure in return for sparing its life. There is a silver box atop a large carpet in the depression which the trapper covered. The carpet is a **rug of smothering**. Inside the silver chest (value 750 gp) are 9 base 100 gp value gems, a potion of **plant control**, and 2 jars of **Keoghtom's ointment**.

12. PILLARED CAVERN

> The stalactites and stalagmites here have grown together, to form columns extending from floor to ceiling. The latter is only about 20′ high, which explains how the pillars were formed. The colors here are particularly bright.

Hiding among the calcite deposits south of the entry are two ropers (AC 0; MV 3"; HD 12, 10; hp 66, 57; #AT 1 bite; D 5d4; SA 6 poisonous strands, one per round, causing 50% strength loss per hit in 1-3 rounds. Victim is dragged 10′ per round toward roper; SD immune to lightning, half damage from cold, saves vs. fire at –4, +1 damage per die of fire). If a victim is dragged to the roper's mouth, bite damage is automatic. A victim has a chance to break a roper's strand equal to the chance for opening doors. Six points of damage from an edged weapon will cut a strand. Roper #1 has 1 × 50′, 2 × 40′, 3 × 30′ strands. Roper #2 has 1 × 40′, 3 × 30′, 2 × 20′ strands. The effects of the ropers' strands last 1-3 hours, but are negated immediately by **slow poison**, **neutralize poison**, or by **Keoghtom's ointment.** The long duration of the weakness is due to extremely potent venom.

13. LARGE CAVERN OF ROTTING FUNGI

> Your nose is assailed by the dank stench of rotting fungi. There are some growing here, but generally the whole chamber is strewn with parts and pieces of virtually every sort of fungus and mushroom growth imaginable.

Two shambling mounds (AC 0; MV 6"; HD 10, 9; hp 60, 54; #AT 2; D 2d8/2d8; SA 2 hits in a round entangle victim, causing suffocation in 2d4 rounds; SD immune to fire, cold causes half damage or none, lightning causes 1 HD growth, weapons cause half damage) lair at the far end of the cavern. If they hear noise or detect light they will shamble out and attack, as they always seek a refreshing change of diet. In their den is a heap of shiny objects they have collected: 75 cp, 397 gp, a silver tube worth 125 gp with a scroll of five magic-user's spells (**darkness 15′ r., forget, fly, animal growth, cloudkill**; at the 9th level of spell use), a potion of **clairaudience**, and a **brooch of shielding**.

14. LARGE, IRREGULAR CAVERN

> This place is obviously the lair of some monster, for there is a litter of bones and refuse in the northwestern portion of the cavern. A large black rock rests in the middle of the area.

The rock is actually a rhinocerous beetle (AC 2; MV 6"; HD 12; hp 68; #AT 2; D 3d6/2d8). This monster is held in place by a thick iron chain which allows it about 15′ of movement in any direction. It is the guard of the cavern's inhabitant.

A mighty hill giant (AC 3 due to heavy pelt he wears; MV 12"; HD 8+2; hp 57; #AT 1; D 2d8+1 points of damage) is the beetle's master. The shambling mounds nearby will not attack the giant — the giant's beetle would quickly devour them. If intruders come, the hill giant will immediately release the beetle, scoop up a boulder, step into an alcove, and attack the intruders when they arrive. The insect will not attack him, but it will attack any other creatures entering the cavern, for it has been carefully trained to do so. The giant will hurl 1-4 boulders and then attack with his huge club. Noise from the shriekers in area **15.** will alert the giant to the presence of intruders. The hill giant has a large leather sack containing 1,276 gp. He wears an ivory necklace of 500 gp weight (value 200 gp), and the belt he wears is fashioned from a giant weasel pelt (value 875 gp).

15. FUNGI CAVE

> This cave is filled with large mushrooms and other fungi. From the compost on the floor, it is likely that the fungi are deliberately cultivated.

Eight shriekers (AC 7; MV 1"; HD 3; hp 20, 17, 14, 13, 11, 10, 9, 7; SD noise (light within 30′ or movement within 10′ stimulates the noise) grow here along with the other fungi. The hill giant in area **14.** grows and cultivates the fungi, especially the shriekers, which warn him of approaching danger. The shriekers are also food for the giant, his beetle, and even the shambling mounds in area **13.** If noise from this cave lasts for more than four rounds, the giant will release his guard and both will move to investigate what is happening. It will take them three rounds to arrive.

16. GREAT CAVERN

> You are surprised to note that the ceiling of this place is quite high—perhaps 70′ at its peak. Heaped along the west wall is a mound of coins and other treasure.

Here lives the horrid **dracolisk** (AC 3; MV 9″/15″; HD 7+3; hp 55; #AT 2 claws, 1 bite; D 1d6/1d6/1d10+2; SA acid breath (stream 1/2″ wide, 3″ long, D 4d6, save vs. breath weapon for half) gaze weapon (20′ range, save vs. petrification or turn to stone); SD 90% chance of not being harmed by own gaze). This monster is resting but not asleep. It lairs here and uses the southeasterly passage to raid the countryside. The passage slopes upwards, running for about one-quarter mile to another larger cavern which, in turn, has an opening in its west face which is 40′ off the cavern floor and about 300′ up the mountainside. Its treasure is: 1,106 cp, 5,018 sp, 98 ep, 111 gp, 988 pp, 7 base value 100 gp gems, 5 pieces of jewelry, a jeweled sword scabbard (value 1,850 gp), and an ivory case worth 300 gp containing a **wand of magic missiles** with 100 charges. (For details of the dracolisk, see the end of the module).

17. CAVE CHAMBER

> This smooth-sided passageway leads to a large cave. You feel a sense of peace as you enter. The low ceiling is pleasantly colored, as are the many-hued walls. A small trickle of water splashes into a basin-like pool about 2′ off the floor. Somehow you feel that you would be safe here.

This cavern is a special **antipathy/sympathy** area created long ago by one of Iggwilv's enemies. It served as a haven for those seeking to overcome her evil. It has an **antipathy** effect on all evil creatures—note this if any party members are of evil alignment—and a special **sympathy** effect on all of good alignment. Monsters will not enter the area, Party members of good alignment will be attracted to this place, and can rest and recuperate here. However, they will not have to make saving throws in order to leave. The party will find mushrooms near the fountain pool. There are 12 reddish ones which cure 1 point of damage, 7 purplish ones which give infravisual capability of 90′ range for 1d4+4 turns, 9 yellowish-gray ones which give an immunity to poison for 1d6+6 turns, and many brown ones which are wholesome and satisfying food.

18. GROTTO OF THE DEMON IDOL

> This curving place has only one feature which is peculiar—a huge stone idol 10′ tall and very broad. It is roughly chiselled into the shape of a type IV demon. Its eyes glitter a fiery color due to inset gems (2 jacinths of 10,000 gp value each). To either side of it are strangely shaped copper weapons. One is similar to a fauchard-fork, the other is a large sword with a wavy blade and leafed tip. Each rests in a brass stand.

The demon idol is actually a stone golem (AC 5; MV 6″; HD 14; hp 60; #AT 1; D 3d8; SA 1″ range **slow** spell every other melee round; SD +2 or better weapon to hit, immunity to most spells) This creation of Iggwilv is made in the guise of an idol to lure adventurers to their doom. As soon as one or more humans or demi-humans enter the cavern, a **magic mouth** spell cast upon the idol/golem speaks: "LEAVE ONE MAGICAL ITEM BEFORE ME, AND YOU MAY HAVE YOUR CHOICE OF THOSE OTHERS HAVE LEFT PREVIOUSLY!" As this is uttered, a chest appears magically in the hands of the statue, and the idol grinds stonily as it places the huge iron box at its feet. The lid magically opens, and inside are swords, daggers, maces, axes, javelins, boots, cloaks, scarabs, brooches, amulets, tubes, small boxes and coffers, bags, helms, arrows, bows, rods, wand cases, rings, flasks, bottles, jugs, gauntlets, bracers, gems, jewelry—in fact, nearly everything imaginable! It is all, in fact, an **illusion,** programmed to begin as soon as the **magic mouth** speaks. The **illusion** has all components necessary to make it seem totally real, drawing all eyes to it. Unless the members of the party state *immediately* that they are attempting to disbelieve the illusion, their minds will be affected by desire and greed, caused by the illusion. This will mean a -4 modifier on further attempts to disbelieve, and will require that characters save vs. spell at -4 in order to cast **detect illusion** or **detect invisibility** spells. This will remain in effect even though the party will be able to hear the golem moving, and feel the vibration caused by its movement, as it steps backwards and moves to a position which blocks exit from the cavern. The golem will become invisible as soon as its **magic mouth** ends and the **illusion** program begins. Unless some character detects the **illusion** or the invisible golem, the party will be trapped. The golem then waits for opponents to come to it.

All of the treasure in the place is illusory, and the copper weapons are absolutely useless against the golem—or just about anything else due to the soft metal of their blades. The golem's jacinth eyes are the only valuables in the entire cavern.

19. GREAT IRON DOORS

You see a pair of riveted iron valves. Each door is 9′ wide and 21′ tall. From the look of the hinges set into the stone, each of these great doors must be at least 1′ thick. On each valve are many leering demon visages in bronze. Weird symbols form a crabbed tracery around the border of each great iron portal. In the center of each is a plaque with the following runes:

Iggwilv's treasure rests within.
Her curse on any who disturb it.
Seek no further to steal it, nor
To free she who is prisoned here,
For a fate worse than death is
Sure to come to those fools who
Violate this circumscribed place.

The metal gates open outward, but only if three or four characters pull with all their might, i.e. each person trying must roll a successful score to open a door, or three out of four if four attempt it.

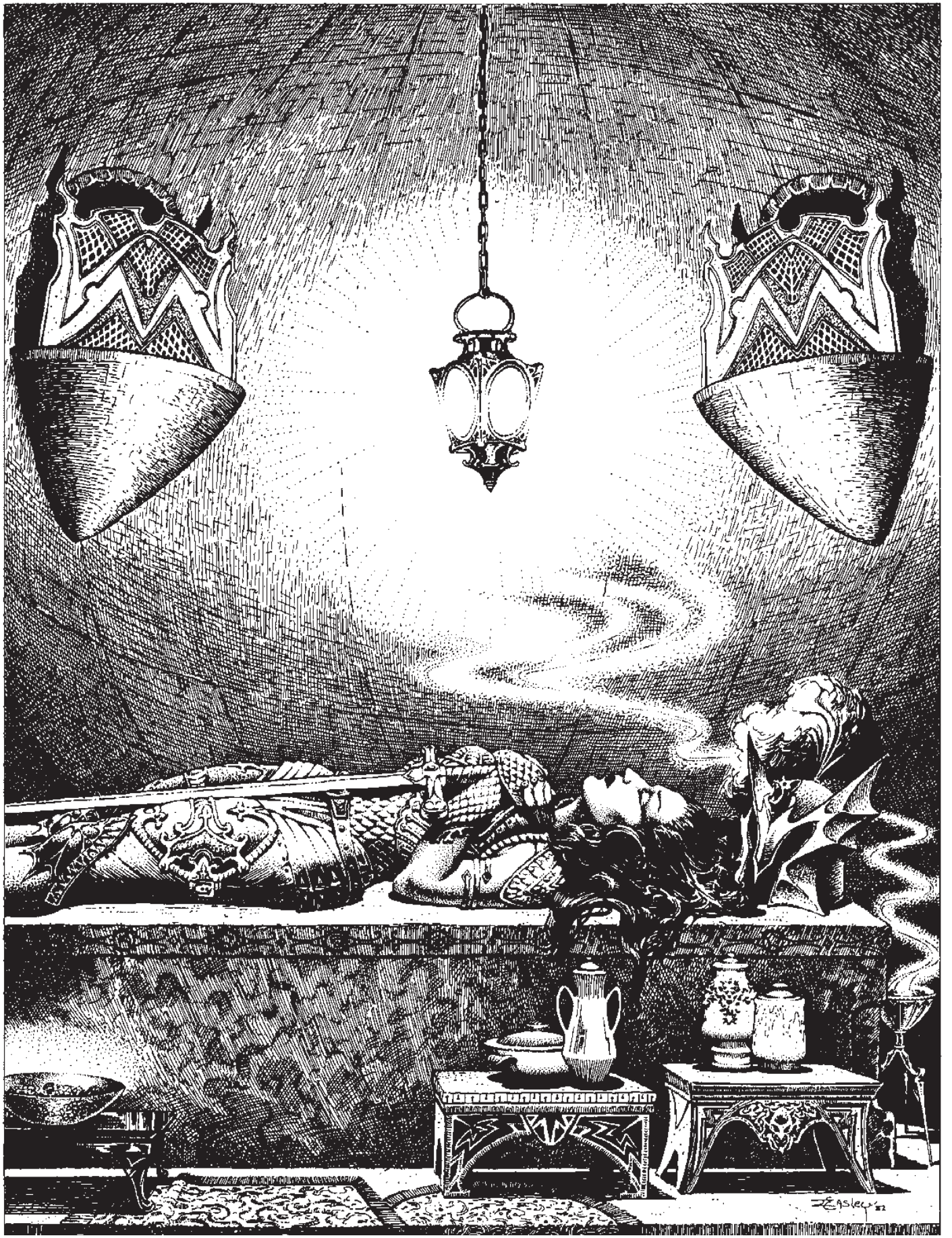
CORRIDOR OF RED MARBLE

Beyond the iron doors is a corridor with walls of red marble. A thick black carpet runs from the entry to an ebony door some 40′ distant. The arched ceiling is of black marble shot through with bands of scarlet. The walls and floor are polished and dust-free. From the entrance you can see the gleam of silver hinges, studs, and ring set in the far door. A dim red glow seems to come from the ceiling. This eerie light pervades the entire passageway.

A painting shows a 14′ wooden boat with a lovely, black-haired lady at the tiller, smiling under a stormy night sky. This painting is of the magical boat from **LESSER CAVERNS** area **13**. The boat in the painting has a name on the prow—the name "SHRIMPKIN"—which is also the command word that will shrink the magical boat. (Note: the DM should consider placing the painting in the first corridor the party enters, though they must enter all of them to get to area **20**.)

As the party moves down the corridor towards the black wooden door at the end, they will feel a tingling in the air – a perceptible magic. The ebony portal's silver hinges are kept magically bright and oiled, so the slightest tug on the ring will swing it open. As this is done, the iron valves inexorably close. At the very instant of the wooden door's opening, the party will see a brief flash of golden radiance, and then they will be transported to a 30′ square area in the **GREATER CAVERNS.** Each such area is lettered, and the door opened has a corresponding letter. Thus each time an ebony door to the nexus is opened, the party, including all in the corridor leading to the door, disappear from where they stand and appear elsewhere in the caverns, after which the black door closes. This teleportation cannot be avoided. All of the six inner doors must be opened once in order to enter area **20.**, although this need not be done in sequence.

The nexus prevents any magical scrying, or entry by spell such as **teleport, passwall,** or even **wish**. No sight nor hearing can penetrate the area save by actual experience of the characters. They must tug open the iron gates and do likewise with the inner door. Each of the six inner doors must be opened once individually. The seventh time any of the doors is opened, the party will be able to enter the room beyond.



20. THE INNER SPHERE

The room beyond the door is brightly lit. You step through the door onto a ledge of green serpentine. A decorative openwork screen stands at the end of the ledge. You see that other doors open onto ledges like the one on which you stand, each with its own screen. The chamber is spherical, and the doors and ledges are symmetrically arranged along the equator of the sphere. The upper hemisphere forms a dome of lapis lazuli, as dark as the night sky at the top, as pale as a twilight horizon at the equator. The lower hemisphere is of serpentine, pale green at the equator, deep green at the bottom of the bowl. The sides of the sphere are perfectly smooth, and look as if they cannot be climbed or walked on.

Your screen is carved from rare wood and inlaid with ivory and mother-of-pearl. Through the openings in its intricate carvings you see a jeweled lanthorn on a golden chain, hanging from the center of the dome. Within the lanthorn a steady amber flame burns. Its light is magnified by crystal lenses set in the framework of the lanthorn. The warm and comforting light from this lanthorn makes the very air seem to dance with motes of sunlight and moonlight combined.

The lanthorn hangs above a broad stone dais. Atop the dais is a block of rose-colored marble, 6′ long, 3′ wide; and 3′ high. On the dais surrounding the marble block are small carpets and a pair of beautifully fashioned stands upon which rest rare porcelain vessels. At the foot of the marble block is a low table with a crystal bowl filled with a rainbow of gems. At the head of the block is a silver tripod with a small brazier which emits a tiny plume of sweet-smelling smoke.

Atop the marble block is a slab of white alabaster, inlaid with gold sigils—moons, stars, and strange symbols. A woman sleeps on the alabaster slab.

The sleeping maiden is armored from toe to neck in gold-chased plate mail. A long bastard sword is atop her body, its quillons below her breasts, its point near her feet. The woman's gauntleted hands are crossed over the sword's pommel. Her pale face seems composed. Her lips are bright red and her raven-hued tresses are lustrous. A helmet with plumes as black as the maid's hair rests on the slab just above her head.

If you wish to investigate further, you must either slide down the smooth sides of the sphere or use some form of magic to move through the air to where the warrior-maid lies.

The sleeping warrior-maid is actually a fighter/vampire (AC –3 magic armor, 4 due to dexterity; MV 12″/18″; F13; hp 96; #AT 2; D by weapon of 1d6+4 (vampire); SA drains two energy levels **charm** at –2 to save, summon rats or bats; SD regenerates 3 hp/round at will, can assume **gaseous form** or **polymorph** to bat, immune to poison, **charm, sleep,** or **hold** spells, takes half damage from cold or electricity; S 18/76, I 15, W 14, D 18, C 17, Ch 17). This is Drelnza, Iggwilv's daughter. She is Iggwilv's "treasure" and a guardian of the dead arch-mage's wealth.

She rests in a form of stasis until a black door is opened a seventh time. Drelnza will then awaken and be fully aware, but she will remain still until someone enters the chamber. Drelnza will then sit up slowly, pass a hand across her brow as if coming out of a strange coma, and then blink her eyes open. When she sees the party, she will smile sweetly and welcome her "rescuers" —using a vampiric **charm** on each member of the party. She will attempt to **charm** as many persons as possible before the whole party comes down into the lower portion of the sphere. As soon as a lawful good cleric comes within 10′ of her, Drelnza's sword will spring into her hands, and she will smite the cleric. Drelnza has a bonus of +2 to hit and +4 damage with weapons, due to strength.

Her sword is a chaotic evil **bastard sword +4** with an intelligence of 17 and an ego of 20. Its special purpose is to *slay lawful good clerics,* and any such cleric struck by it must save vs. paralyzation or be paralyzed for 1-4 rounds. The sword also has the following powers: **detect good, detect magic, detect invisibility, flying**. The sword can communicate telepathically, **read languages, read magic,** and speak Common, Hill Giant, Minotaur, and chaotic evil. Drelnza wears **plate mail +2**, and **slippers of spider climbing** (see the end of the module for details on this item).

In a melee situation, Drelnza will either use her magic slippers to run along the curved walls of the chamber in order to fight the party members one at a time, or else she will use the flying power of her sword and attack as a vampire, causing 1d6+4 points of damage and draining two energy levels with each successful touch attack. She will not assume gaseous form unless she is reduced to zero hit points.

Party members will be unable to stand anywhere except on the ledges before the six inner doors or on the 3′ wide dais at the base of the marble block. In the latter case, two characters can stand on either of the long sides, one at either end. In melee, damage to the various treasure items will occur. Make certain that you note this. The spherical chamber has the following treasure:

6 folding screens (6′ × 1½ × ½)	1,000 gp each
2 carpets (4′ × 2′)	750 gp each
2 inlaid stands (3′ × 1½′ × 1½′)	2,000 gp each
4 porcelain vessels (1′ × 1′ × 1′)	1,500 gp each
1 table (2′ × 2′ × 3′)	800 gp
1 crystal bowl (1′ × 1′ × 1′)*	3,250 gp
1 silver tripod and brazier (3½′ × 1′ dia.)**	750 gp

*Contains gems of the following value: 400 × 1 gp, 300 × 5 gp, 200 × 10 gp, 100 × 50 gp, 10 × 100 gp, 1 × 500 gp.
Contains a block of **everburning incense that can be sold to a religious institution for 1,000 gp.

Above Drelnza's stone couch hangs the artifact, **Daoud's Wondrous Lanthorn.** (For details of this item see the end of the module). The gold chain it hangs on weighs 500 gp and is worth 1,000 gp if intact. The chain is non-magical and can be broken or opened by a **knock** spell.

If Drelnza is reduced to zero hit points, she is forced to assume **gaseous form**. This gaseous cloud will be seen to drain into the top of the marble block through a small hole in the alabaster slab atop it. The characters may remove the slab, but its weight is 3,000 gp. Beneath it the marble is hollowed out to form a cavity 2′ wide, 4′ long, and 2′ deep. This space holds only a small brass cage. Inside this cage are several pieces of platinum jewelry studded with diamonds and rubies—a tiara worth 27,000 gp, a necklace worth 20,000 gp, a bracelet worth 12,000 gp, earrings worth 9,000 gp, and a ring worth 6,000 gp. The cage is magical, and its bars cannot be bent. (For details of the cage, the **Prison of Zagig,** see the end of the module.)

If the cage is touched, a globular black creature with many ray-like tentacles materializes. It hovers near the marble block, staring at the party with its dull metallic eyes. This weird alien creature is the **xeg-yi** (AC 0; MV 6″; HD 8; hp 39; #AT 1; D 1d6+6; SA negative energy bolt every other round (10′ range, D plus chilling, individual target), psionics; SD +1 or better weapon to hit, broad spell immunity; MR 15%). It will attack anyone within the chamber, but will not leave it. Wood, cloth, leather, and normal metal are destroyed by the attack of a xeg-yi. Magical items will survive if

they successfully save vs. lightning. If the xeg-yi is killed, all within 10′ suffer 12+2d6 points of damage. Normal and magical items are affected by the explosion of negative force.

Careful examination of the upper rim of the marble block will show a hairline crack. There is a small lip around the inner edge of the cavity discovered by removal of the alabaster lid. If the lip is grasped, a tray-like portion of the marble block can be lifted out to reveal yet another cavity, but the inner tray-block weighs 6,000 gp. Beneath it is the coffin of Drelnza, and there she will be found. She will be re-forming her corporeal body and will be effectively helpless. This cavity also contains seven tomes: the **Demonomicon of Iggwilv**, a **Manual of Bodily Health**, a **Manual of Gainful Exercise**, a **Manual of Quickness of Action**, a **Tome of Clear Thought**, a **Tome of Leadership and Influence**, and a **Tome of Understanding**. The **Demonomicon of Iggwilv** is bound and sealed. If the seal of the book is broken, another guardian appears.

This new creature is silvery and has golden eyes. It has tentacles and a shape similiar to the xeg-yi. This is the xeg-yi's opposite, a **xag-ya** (AC 0; MV 6″; HD 8; hp 39; #AT 1; D 1d6+6; SA energy blast every other round, (10′ range, D 1d6+6 plus heating, individual target), psionics; SD +1 or better weapon to hit; MR 15%). The xag-ya will immediately attack the party, and will fight to the death. Wood, cloth, leather, and normal metal are burned by the touch and energy blast of the xag-ya. Magical items will survive if they successfully save vs. lightning. The xag-ya will not deliberately destroy the books it guards. However, if it is killed, anyone within 10′ will suffer 12+2d6 points of damage due to an energy explosion. If this happens, the books and all other magical items within range must save vs. lightning or be destroyed.

If this monster is brought into being when the xeg-yi is in existence too, they rush together and explode in a 30′ radius blast doing 4d6+24 points of damage to all within it. The magical books must save vs. lightning or be destroyed. For details of the xag-ya and xeg-yi see the end of the module.)

With the defeat of Drelnza and the two alien creatures, the party has achieved its goal and obtained the fabled trove of Iggwilv. The monetary treasures, magnificent as they are, are trivial in comparison to the mighty artifacts the party has found. These items—**Daoud's Wondrous Lanthorn**, the **Demonomicon of Iggwilv**, and the **Prison of Zagig** are fully described in a following section.

AFTERWORD

GAINING EXPERIENCE POINTS: It is likely that completing the module will require many gaming sessions. Because the caverns are so far from any town or other refuge, the party will have to stockpile captured treasure in some secure place. Experience points for treasure will only be rewarded for those items that are taken back to a civilized locale when the party leaves the caverns.

At the DM's option, a party that has played well can dispose of a load of treasure in the **GNOME VALE** (wilderness encounter area **A.**) The gnomes will use their gems to buy treasure, paying 90% of the total value of the treasure they buy. This assumes that the party has managed to win the friendship of the gnomes at some point in the adventure.

During the course of several game sessions, player characters may accumulate enough experience points to qualify for an increase in level. Because the caverns are so far from any place where characters can train, the DM may allow player characters to advance without prior training, *provided* that the quality of play has been very high. Regulating the amount of time and treasure needed to train is important in the proper handling of a campaign. If you choose to allow player characters to advance in level without training, it should be because of their playing skill, and the special circumstances of this module. Advancement without training should be regarded as a reward for excellence rather than as a normal part of the campaign.

Poor play does not merit special consideration. Players will not improve if the DM pampers rather than challenges them. If your players perform badly, do not allow their characters to increase in experience level. Be most judicious in how you handle awards to player characters. Allowing foolish and ignorant players to advance their characters to high levels reflects badly upon the game and even more so upon the Dungeon Master who allowed such a travesty to occur. In effect, it is the excellence of the DM which is judged when the caliber of play by any group is discussed. Keep yours high!

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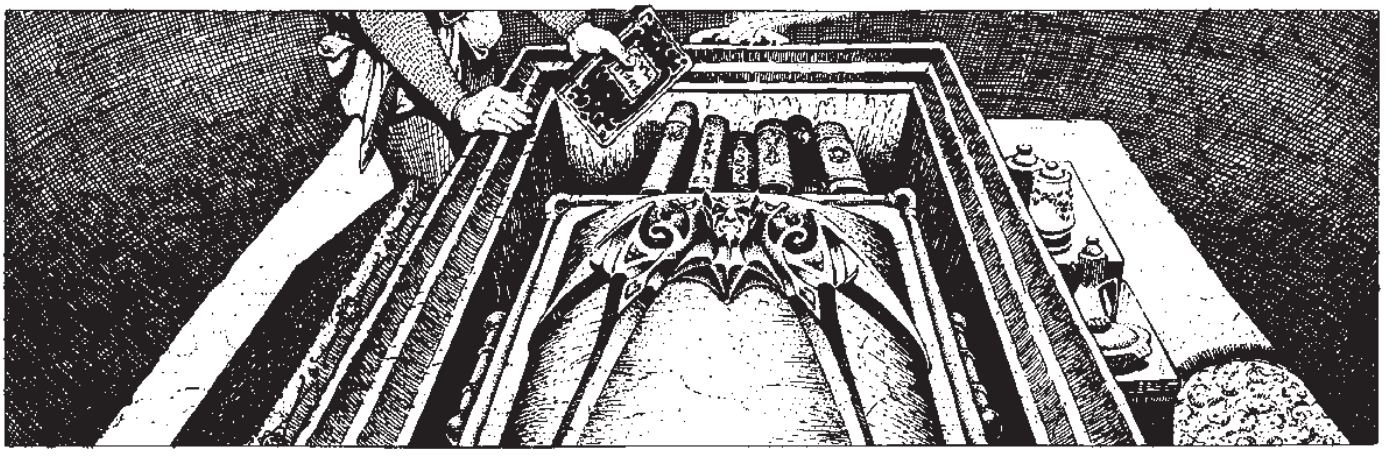
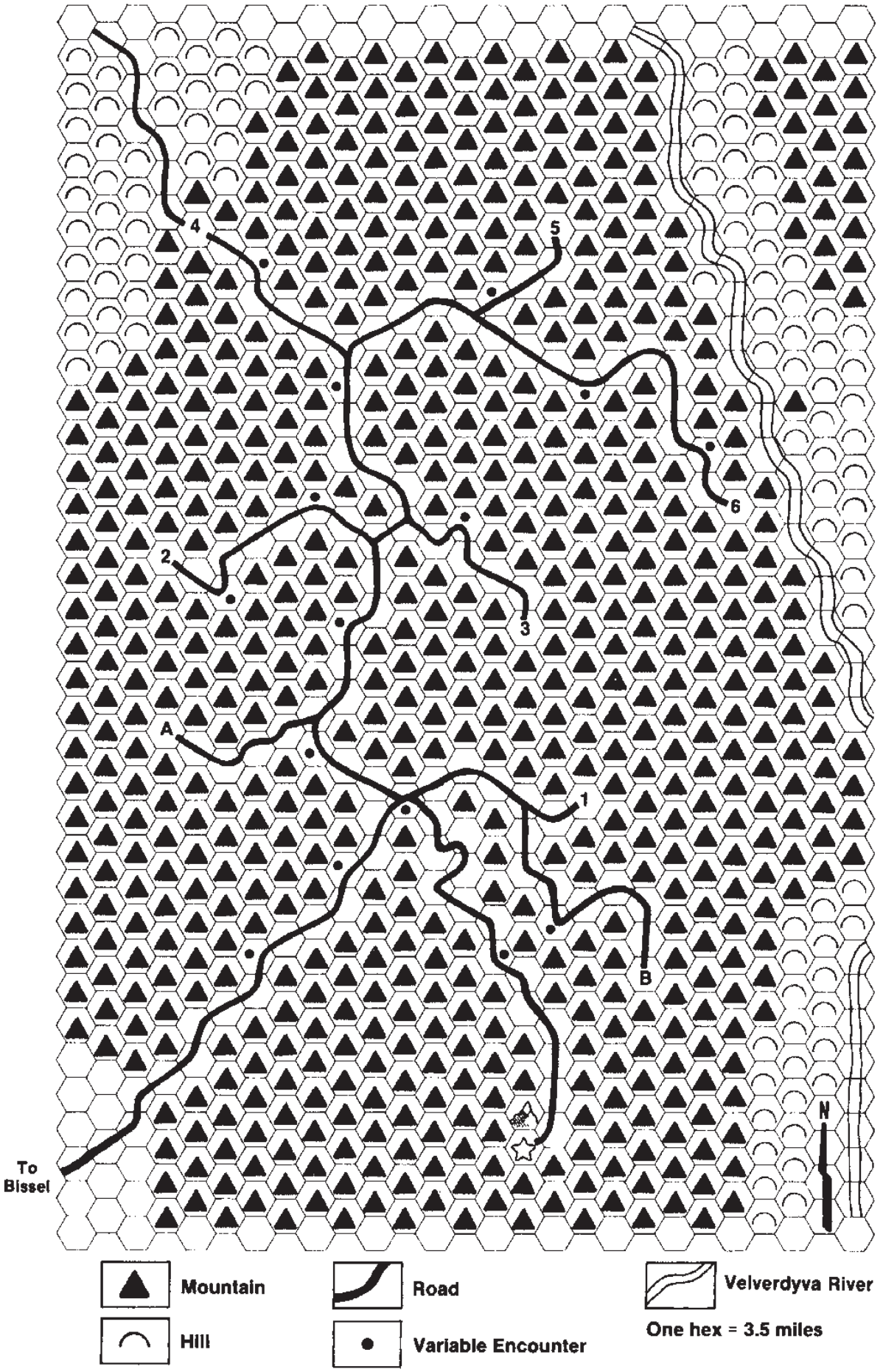


DUNGEON MASTER'S WILDERNESS MAP



LESSER CAVERNS

CAVERNS KEY

Graven Glyphs

Natural Bridge

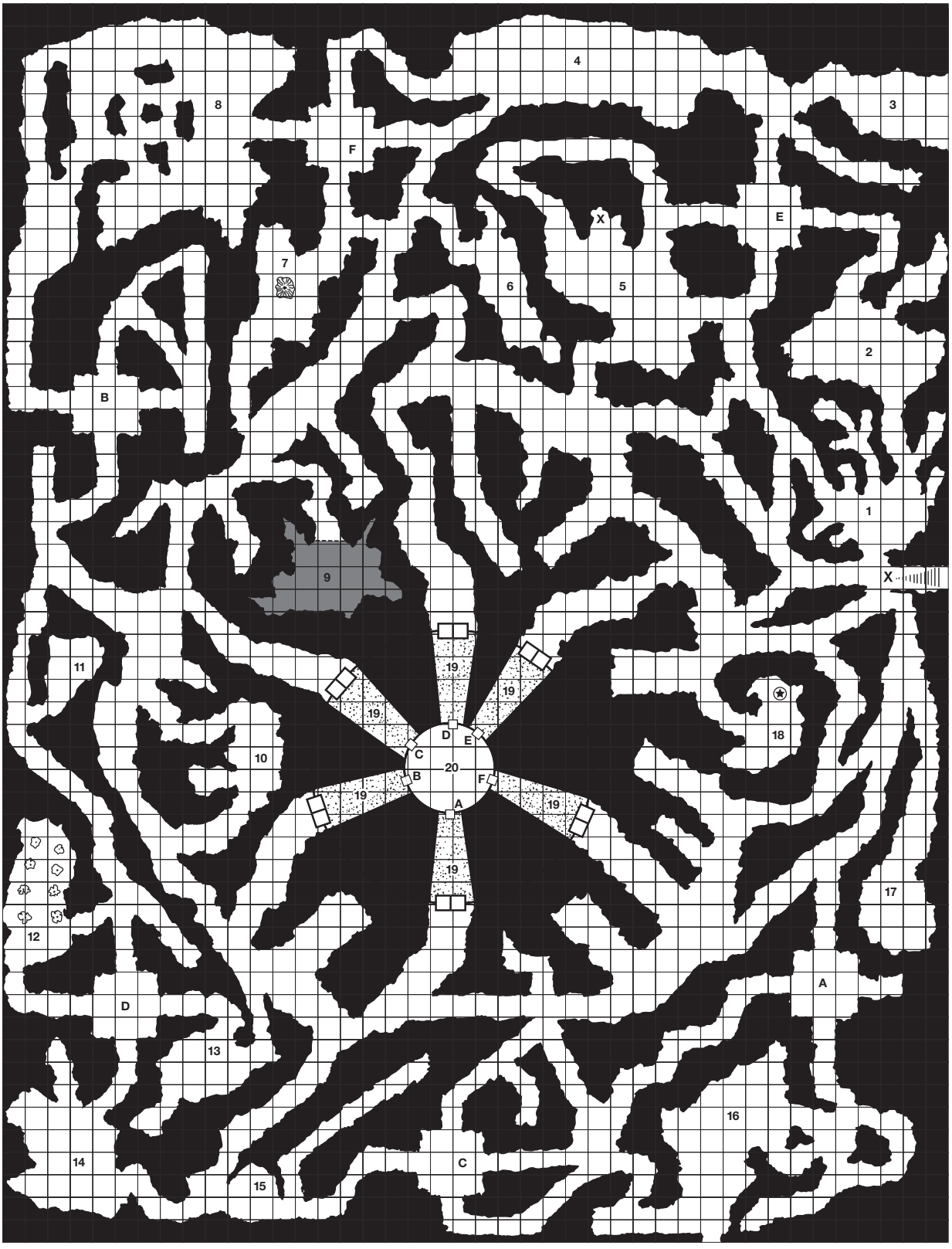
Cave Moray Lair

Stairs

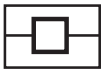
Current

Rubble

GREATER CAVERNS



CAVERNS KEY


Door

Stalagmite

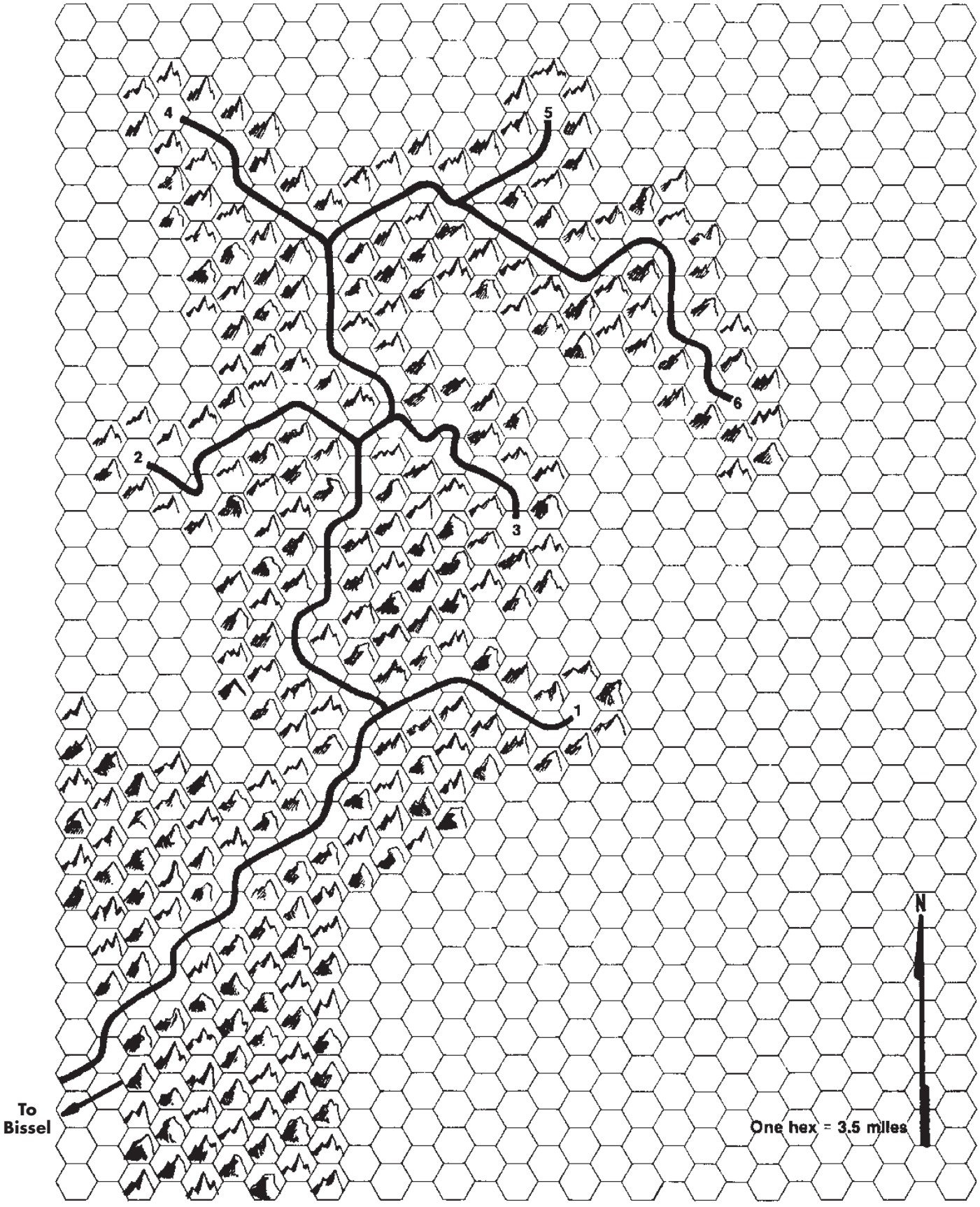
Sinkhole

Teleport Area

Water

Statue

PLAYER'S WILDERNESS MAP



Dungeon Module S4
The Lost Caverns of Tsojcanth

by Gary Gygax

Booklet 2

MONSTERS AND MAGICAL ITEMS

NEW MONSTERS

The Lost Caverns of Tsojcanth contains a great number of new monsters. Some of them are so powerful that the module would be unbalanced if they were used against a normal party. The monsters not used in the adventure itself have been included to provide DMs with a number of challenging creatures of differing strengths and abilities. These can be used to provide additional challenge and enjoyment for players in any campaign.

BAT	*Normal*	*Mobat*
FREQUENCY:	*Common*	*Rare*
NO. APPEARING:	*1-100 (10-1000)*	*1-8*
ARMOR CLASS:	*4*	*2*
MOVE:	*24"*	*1"/15"*
HIT DICE:	*1-2 hit points*	*4-6*
% IN LAIR:	*Nil*	*15%*
TREASURE TYPE:	*Nil*	*C*
NO. OF ATTACKS:	*1 bite*	*1 bite*
DAMAGE/ATTACK:	*1 point*	*2d4*
SPECIAL ATTACKS:	*Nil*	*Screech*
SPECIAL DEFENSES:	*Nil*	*Nil*
MAGIC RESISTANCE:	*Standard*	*Standard*
INTELLIGENCE:	*Animal*	*Low*
ALIGNMENT:	*Neutral*	*Neutral evil*
SIZE:	*S*	*M*
PSIONIC ABILITY:	*Nil*	*Nil*
LEVEL/XP VALUE:	*I/1*	*III/150+5/hp*

Normal bats include many varieties of their kind. They will attack only if cornered. If startled, bats tend to become frightened and will swarm around, flying into things—putting out torches, interrupting spell casting, etc. The sonar of bats allows them to fly in total darkness. Their normal AC is 4, but in crowded flying conditions their AC is 7.

In certain large caverns, there could be as many as 1,000 bats present. In these cases, the DM should run the bats as a single group, rather than as individual creatures. The whole group will swarm about intruders, extinguishing torches and lanterns and making spell casting impossible, though not harming the intruders. A light they can not extinguish, such as **light** spells or magical swords, will cause them to frantically swarm over the light source. Everyone within the cavern will take 1-10 points of damage per round as the bats collide heedlessly with them.

Mobat: The huge mobat is found only rarely, typically in warm climates where large caverns offer shelter and plentiful food. They are omnivorous but prefer warm-blooded prey which they attack with their fang-filled maws. Mobats have a wingspread of 12'-16' and must have a large area in which to take off. Once airborne, their sonics allow them to fly through narrow places, even in total darkness. They are swift and silent flyers, surprising prey 50% of the time. They can also voice a piercing screech which will cause victims to cover their ears, rather than fight, for 1-2 rounds unless victims successfully save vs. paralyzation.

The screech is always voiced if prey resists. The effective sound radius is 20'. Their normal AC is 2, due to their sonics and maneuverability, but in crowded or narrow flying conditions their AC is 7. These monsters have a dim, evil intelligence and a desire for shiny objects.

BEHIR

FREQUENCY: *Rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *4*
MOVE: *15″*
HIT DICE: 12
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *One bite and constriction or constriction and six talons*
DAMAGE/ATTACK: *2d4/1d4+1 or 2d4/6×1d6*
SPECIAL ATTACKS: *Breath (lightning)*
SPECIAL DEFENSES: *Immune to electricity and poison*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral evil*
SIZE: *L (40′ long)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VII/2,850 +16/hp*

A **behir** is a snake-like reptilian monster with a dozen taloned legs and a head like a crocodile's. Its banded scales range from ultramarine blue on its back to pale blue on its belly. It can move with considerable quickness and can climb well. It can also move like a snake by folding its legs close to its body and slithering along.

The behir attacks by biting and by constricting prey within its powerful coils. On the round after the victim is caught in the coils, the behir attacks with six of its taloned legs. Once per turn, the behir can discharge a 20′ lightning bolt for 4d6+24 points of damage (save vs. breath weapon for half damage). Since the behir is immune to electricity, it can use its breath weapon on someone caught in its coils.

Behir are large enough to swallow man-sized prey whole. A score 4 above that needed to hit, or an unmodified 20, means that the behir has swallowed its prey. Swallowed victims will die in six rounds. After twelve turns, the victim will be totally digested and cannot be affected by **raise dead** spells. A swallowed victim can try to cut free, but weapon damage is reduced by 1, cumulatively, every round the victim is inside the behir. The behir has an internal armor class of 8.

Treasure from swallowed victims sometimes lodges in the behir's stomach (10% chance, one item). If treasure is present, there is a 60% chance that the treasure is gems, a 30% chance it is jewelry, and a 10% chance that it is a non-digestible magical item.

BODAK

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *5*
MOVE: *6″*
HIT DICE: *9+9*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon*
SPECIAL ATTACKS: *Death gaze*
SPECIAL DEFENSES: *+1 or better weapon to hit*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VII/1,950 +14/hp*

Bodaks are evil humans changed into monsters by exposure to the demonic forces and substances of the Abyss.

Their muscular bodies are hairless and sexless, with dark gray pearly skin. Their heads are long with oddly distorted features. Their eyes are large milky-white ovals. Bodaks speak all demonic languages but remember few words of human speech. They are very rare because they remain on the Abyssal Planes except when called forth to serve by a foolish and evil magic-user. At certain times a bodak can take control of the magic-user summoning it, as explained below.

A bodak seldom uses a weapon, but it is 90% probable that it will possess a weapon of a random type. The gaze of a bodak has a range of 30′ and, when met, will cause death unless a save vs. death magic is successful. Bodaks can be struck only by magical or cold-wrought iron weapons. They are immune to poison and **charm, sleep,** and **hold** spells. They take half damage from cold, electricity, and fire. Direct sunlight inflicts one point of damage per round. Bodaks have 60′ infravision, as well as ultravision.

Every time a bodak is assigned a new task by its master, it has a chance to control the magic-user who summoned it. The intelligence of the bodak is randomly determined by rolling a d20 each time it is given a new task. If the bodak's intelligence is higher than the magic-user's, the bodak controls the mind of the magic-user and can enslave him or her. Note: if the magic-user's intelligence characteristic is above 18, the difference between 18 and the actual score is also added to the bodak's intelligence roll.

CAVE CRICKET, GIANT

FREQUENCY: *Rare*
NO. APPEARING: *1-8*
ARMOR CLASS: *4*
MOVE: *6″ (hop 3″)*
HIT DICE: *1+3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 kick*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *Jump/Kick*
SPECIAL DEFENSES: *Chirping*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S-M*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *I/20 + 2/hp*

A giant **cave cricket** looks exactly the same as a normal cricket, except for its size and pale gray or white coloration. It eats vegetation, fungus, cloth, or paper. A cave cricket is typically only a noisy pest. If frightened, a giant cave cricket will begin chirping, drowning out all speech in a 90′ radius. The sound has a 2 in 6 chance of attracting any predator within 90′. A frightened cricket has a 1 in 6 chance of jumping on anyone within 3″, inflicting 1-4 points of damage automatically. Crickets that do not jump still have normal chances of randomly kicking someone within 10′, using their powerful hind legs. Roll randomly for a target if more than one opponent is in range.

CAVE MORAY

FREQUENCY: *Rare*
NO. APPEARING: *4d4*
ARMOR CLASS: *0 head/5 body*
MOVE: *1″*
HIT DICE: *4+4*
% IN LAIR: *100%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *½ rounds*
DAMAGE/ATTACK: *2d4*
SPECIAL ATTACKS: *Surprise on a 1-5*
SPECIAL DEFENSES: *Withdraw into cyst*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *III/130 + 5/hp*

Cave morays resemble the rock formations in which they dwell. Their skin is brownish-gray, and their heads are knobby and mottled. These snail-like creatures live in cyst-like burrows in the rock. When prey passes, the cave moray lunges at it. Striking range varies, usually from 3′ to 5′. The creature attacks once every two rounds, for it must withdraw into its cyst to recoil for another lunge. A cave moray has an AC 5 body, but it is so quick that there is only a 1 in 20 chance of striking the body, rather than the head.

COOSHEE

FREQUENCY: *Rare*
NO. APPEARING: *1-8*
ARMOR CLASS: *5*
MOVE: *15″ or 21″*
HIT DICE: *3+3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite*
DAMAGE/ATTACK: *1d4+6*
SPECIAL ATTACKS: *Forepaws*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *111/110 + 4/hp*

Cooshee are the size of the largest dogs, normally weighing 165-210 pounds. They have huge, heavily-nailed paws and a curled tail held over their backs. These dogs are normally found only with sylvan or valley elves. They can move quickly (15″) but can move even faster in straight-line chases (21″). When fighting, they will strike with their huge forepaws to knock two-legged opponents off their feet. This attack can be used only on man-sized or smaller opponents.

The forepaw attack is rolled normally; if it succeeds the cooshee's bite attack is at +4. Cooshee avoid all other types of dogs, and usually cannot be cross-bred with other dogs.

The elven dog's coloration, coupled to its ability to move silently, gives it the ability to (75%) hide itself easily in brush, woodlands, etc. Its bark can be heard a mile or more, but it barks only to warn its master of approaching enemies.

CRYSTAL OOZE

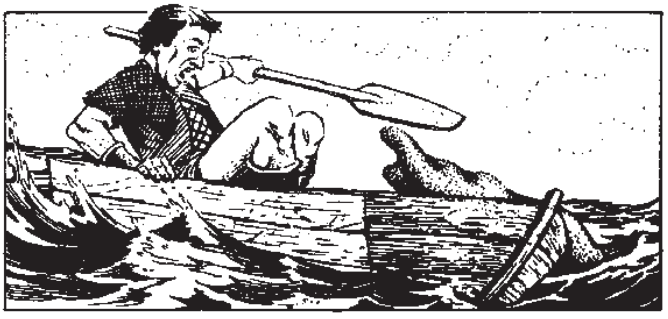
FREQUENCY: *Rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *8*
MOVE: *1″//3″*
HIT DICE: *4*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACK: *1*
DAMAGE/ATTACK: *4d4*
SPECIAL ATTACKS: *Paralysis*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *M-L*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *IV /225 + 4/hp*

Crystal ooze is a variety of gray ooze that has adapted to life in water. It lives in dim or dark bodies of shallow water, but can survive outside water for several hours. When immersed it will usually (75%) not be seen.

Crystal ooze attacks by flowing over a victim and exuding a paralytic poison. Victims suffer 4d4 points of damage and must save vs. poison or be paralyzed for 5d4 rounds. Paralyzed victims are usually consumed in a very short time. Wooden objects exposed to the poison must save vs. acid or be destroyed.

Crystal ooze is unharmed by acid, cold, or fire. Lightning and **magic missiles** cause full damage. Weapons cause one point of damage per hit.

Medium-sized specimens have 16 hit points or less. Large ones have 17 or more hit points. Those with 28 or more are about 2′ wide, 14′ long, and six inches thick.



DAO

FREQUENCY: *Rare*
NO. APPEARING: *1 (1d4+1, 10% chance)*
ARMOR CLASS: *3*
MOVE: *9"/15" (6")*
HIT DICE: *8+3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *3d6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low to very*
ALIGNMENT: *Neutral evil*
SIZE: *L (8'-11' tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VIII/1,300 + 12/hp*

Dao are related to djinn, efreet, and marids, and they originate on the Elemental Plane of Earth. They are uncommon on their own plane. They can travel in the Astral, Elemental, and Prime Material Planes, but they come to the Prime Material Plane only to work evil. A bold magic-user can sometimes force them to serve, but dao are even more resentful and treacherous than efreet. Dao hate djinn and marids, but are friendly towards efreet.

A dao normally attacks with its powerful fists. It can use **dig** six times per day. It can cast **rock to mud** three times per day. It can use each of the following powers once per day: **change self** (six times normal duration), **detect good, detect magic, assume gaseous form, invisibility, grant limited wish** (commonly used to delude and torment others), **misdirection, passwall, spectral force,** and **wall of stone**. Dao abilities are equivalent to 18th level spell use.

A dao can move through earth or unworked stone at a speed of 6". This movement is similar to that of xorn, and a dao cannot carry others with it when moving in this fashion. A dao can carry 5,000 gp weight either afoot or in flight without tiring. Twice that weight will force it to rest after three turns. For every 1,000 gp weight under 10,000 the dao can carry for an extra turn. Once tired, it must rest for six turns.

Dao are not harmed by earth-based or earth-affecting spells (such as **earthquake**). They are especially vulnerable to holy water, which does twice normal damage to them.

On their own plane, the dao live in the Great Dismal Delve, where they are ruled by a khan whose servants are hetmen and atamen. When on the Prime Material Plane they seek similar caves and caverns in which to dwell.

DEMI-LICH

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *–6 and special*
MOVE: *Special*
HIT DICE: *50 hp and special*
% IN LAIR: *100%*
TREASURE TYPE: *Z*
NO. OF ATTACKS: *Special*
DAMAGE/ATTACK: *Special*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Neutral evil*
SIZE: *M*
PSIONIC ABILITY: *Nil**
LEVEL/XP VALUE: *IX/5,950 + 16/hp*

**Possible if possessed in human life*

A supremely evil human magic-user or cleric can exist far beyond the natural span of life by using certain arcane secrets. This creature, the lich, can exist for centuries.

Ultimately, its life force eventually wanes. The lich form decays and the evil soul roams strange planes unknown even to the wisest of sages. The remaining force is a **demi-lich.** "Demi-lich" is a misleading term, in that the hearer might believe that the creature is reduced in power. The term applies to the physical state of the lich. Only a small amount of the former lich's body endures—dust, the skull, and possibly a few bones.

If the place of the demi-lich is entered, its dust swirls into the air and forms a man-like shape. The demi-lich can never be turned, in any of its manifestations. If the dust-form is ignored, it will dissipate in 3 rounds, for it can only advance and threaten, not cause harm.

Attacks on the dust-shape only strengthen it. Once attacked, the dust-form might (75%) immediately gain the powers of a wraith. Further attacks give the creature additional hit points. Although it is unhurt by blows or spells, it will waver and fall back as if hurt, all the while gaining hit points. It begins with 1 hit point, and gains 1 hit point for each physical attack against it, plus hit points equal to the level of any spell used against it (i.e., a third level spell gives it 3 hit points). If 50 hit points are gained, the dust-shape will form itself into a ghost (50 hp) controlled by the spirit of the demi-lich. The ghost will attack immediately.

If any creature is so foolish as to touch the skull of the demi-lich, a terrible thing occurs. If the demi-lich is in dust or ghost form, this manifestation instantly disappears. The skull rises into the air as if levitated, and attacks the strongest member of the party.

A demi-lich can tell who is the strongest, and will usually attack magic-users first, followed by fighters, clerics, thieves, and monks, in that order. The demi-lich can attack in either of two ways (50% chance of either). It can **howl,** instantly killing anyone within 20' who fails a save vs. death magic, or **drain** a single opponent's life force (soul or spirit, see **DDG,** p. 10-11). Victims of this attack do not receive a saving throw. The victim's life force is imprisoned within a special gem. The demi-lich has 2d4 such gems, set in the eye sockets and jaws of the skull. The body of the victim collapses into a putrid mass of corruption, and molders in a single round—totally gone. The skull will then sink to the floor, sated. If struck or touched a second time, it will rise again and either howl or drain the life force of the

second-strongest party member. This process repeats each time the skull is attacked, until the skull is destroyed.

Once all the skull's gems are filled with life force, the demi-lich can pronounce a **curse** upon its remaining opponents. Such a curse is very powerful—such as: a) always to be struck by an opponent's weapon, b) never to make a saving throw, c) never gaining experience points. The demi-lich's curse can be removed by a **remove curse** spell, but the charisma of the cursed character will be permanently reduced by 2.

The skull of a demi-lich can be harmed only in the following ways:

A **forget** or **exorcism** spell will force the skull to sink to the floor without howling or draining life force.
Each **shatter** spell thrown at it inflicts 10 hp of damage.
A **power word, kill** spoken by an astral or ethereal magic-user will destroy the skull.
A fighter with a **vorpal blade;** a ranger with a **sword of sharpness, sword** +**5,** or **vorpal blade;** or a paladin with a **sword of sharpness, vorpal blade, sword** +**5,** or **sword** +**4** can inflict damage on the skull.
A **dispel evil** spell inflicts 5 hp of damage
A **holy word** pronounced against it will inflict 20 hp of damage.

A demi-lich's skull is AC –6, and has 50 hp. If the demi-lich is destroyed, the dust, bone fragments, and other remains must be destroyed by sprinkling them with holy water. If this is not done, the creature will reform after 1-10 days.

If the skull is destroyed, any gem containing life force must make a saving throw vs. spell as if it were the character trapped within. The gems that fail a saving throw contain no life force— the demi-lich devoured it before being destroyed. Those that save successfully still contain the character's life force. A gem containing life force glows with a faint inner light, and if examined with **true seeing, true sight**, or a **gem of seeing**, a tiny human figure will be seen in the gem. The soul can be freed by crushing the gem, but a material body must be within 10' to receive the soul—a clone, simulacrum, or other dead body.

DEMON

Alu-Demon *(Demi-demon)*

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *5 or variable*
MOVE: *12"/12"*
HIT DICE: *6 + 2d12*
% IN LAIR: *15%*
TREASURE TYPE: *I, S, T*
NO. OF ATTACKS: *One weapon or touch*
DAMAGE/ATTACK: *By weapon*
SPECIAL ATTACKS: *Hit point drain*
SPECIAL DEFENSES: *+1 or better weapon to hit*
MAGIC RESISTANCE: *30%*
INTELLIGENCE: *Very to genius*
ALIGNMENT: *Chaotic evil*
SIZE: *M (5½'-7' tall)*
PSIONIC ABILITY: *200* (*leaders only)*
Attack/Defense Modes: *D/G, I (leaders only)*
LEVEL/XP VALUE: *VIII or IX/3,000 or 4,050 + 14/hp*

Alu-demons appear quite human, with vestigial horns and small bat-like wings. They are rumored to be offspring of succubi and humans. As such, they are rarely encountered.

They are always female, and due to their human blood, character statistics are rolled for them, using 2d6+6 for each characteristic except intelligence. Intelligence is 10+1d8. Alu-demons receive all bonuses applied to high characteristics. Alu-demon leaders, those of genius intelligence, possess magical and psionic abilities, as explained below. Some 20% of alu-demons are chaotic neutral.

Alu-demons can wear armor, but only magical armor. If the protection of the armor is worse than AC 5, they gain only the magical bonus. Otherwise, they gain the full protection of the armor. Thus, **leather armor +1** adds +1 only, while **plate mail +1** provides AC 2. Alu-demons can use any type of weapon. A touch attack, scoring a successful to hit roll, drains 1-8 hit points from the victim (this can be cured normally). The demon gains half the hit points drained from the victim (rounded up).

An alu-demon can use each of the following powers once per round, to a maximum of three times per day for each power: **charm person, ESP, shape change** (to any human or humanoid form of approximately their own size and weight), and **suggestion**. Once per day an alu-demon can use **dimension door**. All these abilities are at the 12th level of spell use. All alu-demons have 90' infravision.

Alu-demons can be wounded only by magic or cold-wrought, unforged iron weapons. They take half damage from cold, electricity, fire, and gas. They have 30% magic resistance.

Alu-demons of genius intelligence (17-18) can be magic-users. The level of magic-user ability is rolled on a d12. Such alu-demons also possess psionic abilities. Magic and psionic ability are in addition to their demonic powers.

BAPHOMET

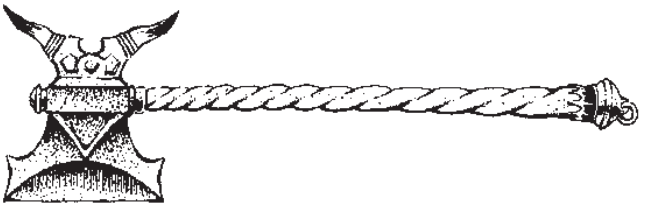
FREQUENCY: *Unique*
NO. APPEARING: *1*
ARMOR CLASS: *–4*
MOVE: *24″*
HIT DICE: *106 hp*
% IN LAIR: *40%*
TREASURE TYPE: *S, T, X, Z*
NO. OF ATTACKS: *1 weapon, 1 gore, 1 bite*
DAMAGE/ATTACK: *3d4+8/2d6/1d4+1*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Chaotic evil*
SIZE: *L (12′ tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *X/45,000 (for destroying material form only)*

Baphomet has an ogre's body, a bull's head with large horns that curve downward and outward, broad feet, a bovine tail, and thick, powerful hands. His body is covered with coarse black hair. Minotaurs are his worshippers and servants. The mutual hatred of Baphomet and Yeenoghu is legendary, and each strives to overthrow the other. Baphomet is usually (75%) attended by 1d4+1 minotaurs of maximum hit points. He can summon an additional 1d8+8 normal minotaurs within one round. This summoning can be used once per day. Baphomet speaks Common and Minotaur, and can communicate telepathically with animals.

Baphomet attacks three times per round, as a 16+ HD monster. He is armed with a bardiche (a huge battleaxe) that inflicts 3d4+8 points of damage and causes armor, shields, and weapons struck by it to save vs. crushing blow or be destroyed. He also gores for 2d6 and bites for 1d4+1 points of damage.

At will, once per round, Baphomet can use any one of the following abilities: **darkness 10′ r., detect invisibility, detect magic, dispel magic, levitate, phantasmal force, telekinese** 7,500 gp weight, and **teleport**. Three times per day, he can use **maze, passwall, shape change,** and **wall of stone**. Once per day he can (85%) **gate** in a type III demon. Also, once per day he can **bellow** horribly. All within 300′ who hear the bellow must save vs. spell or flee in panic for six rounds. All Baphomet's abilities are at the 20th level of spell use. He has 120′ infravision and double normal human hearing.

Baphomet can be wounded only by +2 or better weapons. He takes half damage from cold, electricity, fire, and gas. He has 75% magic resistance.



Bar-lgura *(Minor demon)*

FREQUENCY: *Uncommon*
NO. APPEARING: *1-3 (lair 1-6)*
ARMOR CLASS: *–3*
MOVE: *9″/15″*
HIT DICE: *6+6*
IN LAIR: *10%*
TREASURE TYPE: *D*
NO. OF ATTACKS: *2 claws, 1 bite*
DAMAGE/ATTACK: *1d6/1d6/2d6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *45%*
INTELLIGENCE: *Very to high*
ALIGNMENT: *Chaotic evil*
SIZE: *M (5′ tall, broad)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VIII/1,275 + 10/hp*

The **bar-lgura** appears similar to an orangutan, with its bloated belly, bandy legs, long arms, and shaggy hair. Tusks protrude from its mouth. Evil eyes sunk in its wizened face show its demonic nature. It has six clawed fingers on each hand and six clawed toes on each foot. A bar-lgura can leap up to 40′. They are normally encountered in forests, jungles, buildings, or anywhere they can climb. Bar-lgura live in small groups of their own kind, and shun all other types of demons. They terrorize weaker demons and avoid stronger ones when they can.

A bar-lgura can use any one of the following powers, once per round, at will: **darkness 10′ r., create water** (as a 6th level cleric), **cause fear** (by touch), **detect illusion, detect invisibility, dispel magic, entangle, plant growth, telekinese** 2,500 gp weight, and **teleport.** Twice per day it can use each of the following: **change self, invisibility,** and **spectral force**. Except as noted, the bar-lgura's spell-like powers are at the 7th level of spell use. A bar-lgura can (25%) **gate** in another bar-lgura. It can change its coloration for camouflage to any of the following—black, brown, gray, green, orange, purple, red—in one round. Bar-lgura have 60′ infravision.

A bar-lgura can be wounded by normal weapons. They take half damage from cold, electricity, fire, and gas.

CHASME

FREQUENCY: *Common*
NO. APPEARING: *1-3 (1-6, lair)*
ARMOR CLASS: *–1*
MOVE: *6″/21″*
HIT DICE: *7+2*
% IN LAIR: *5%*
TREASURE TYPE: *B*
NO. OF ATTACKS: *2 forelegs, 1 blood drain*
DAMAGE/ATTACK: *2d4/2d4/1d4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *40%*
INTELLIGENCE: *Average to very*
ALIGNMENT: *Chaotic evil*
SIZE: *M (7′ tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VIII/1,275 + 10/hp*

A **chasme**, or fly demon, is a particularly loathsome monster, resembling a cross between a human and a common fly. It stands on four insect-like hind legs and grasps with its two forelegs, which have chitinous pincher-fingers. It has wings and a hairy fly's body, but a humanoid head with saucer-like eyes and a tiny mouth. The chasme can walk on walls and ceilings, as a fly does.

Chasme hate other types of demons, particularly the *vrock* (Type I) and *herzou* (Type II). Chasme will flee from other types of demons unless the chasme have the advantage.

The chasme attacks with its two forelegs and with its sharp proboscis, which "bites" and draws blood for 1-4 points of damage.

Chasme can use any one of the following, once per round, at will: **cause darkness 5′ r., cause fear** (touch), **detect good, detect invisibility, telekinese** 1,500 gp weight, **teleport**. These abilities are at the 7th level of magic use. When not using its spell-like powers, a chasme can **drone** in a horrible buzzing voice. This can be used against a single opponent. The victim must roll 10% × his level (or hit dice) on percentile dice or fall into a comatose sleep for 2d4 hours. The chasme will attempt to drain the blood of the sleeping victim. The victim can be awakened by dousing with water or by vigorous stimulation. Chasme can (15%) **gate** in another fly demon.

Chasme can be wounded with normal weapons, but take half damage from cold, electricity, fire, and gas. They are immune to poison.

Dretch *(Sub-demon)*

FREQUENCY: *Common*
NO. APPEARING: *2d4 (lair 5d4)*
ARMOR CLASS: *2*
MOVE: *9″*
HIT DICE: *4*
% IN LAIR: *15%*
TREASURE TYPE: *J, K, L, M*
NO. OF ATTACKS: *2 claws, 1 bite*
DAMAGE/ATTACK: *1d4/1d4/1d4+1*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *30%*
INTELLIGENCE: *Semi- to low*
ALIGNMENT: *Chaotic evil*
SIZE: *S (3′ to 4′ tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *IV/175 + 4/hp*

The **dretch** has a round rubbery face and thin, spindly arms and legs. Its small head appears to be set squarely upon its shoulders. Its hair is sparse and bristly and its ears are misshapen and stick out. A squashed nose is set between downward-slanting eyes. Its slobbering mouth is filled with small fangs.

The dretch are the most common and least powerful of all demons, being barely capable of handling a quasit on equal terms. Their numbers enable them to hold their own against other demons.

In addition to their normal attacks, dretch can use any of the following abilities, one per round, at will: **darkness 5′ r., scare, telekinese** 500 gp weight, **gate** in a type I demon (5% chance of success). They can use **teleport** and **stinking cloud**, each once per day.

Fraz-Urb-luu *(Prince of Deception)*

FREQUENCY: *Unique*
NO. APPEARING: *1*
ARMOR CLASS: *–2*
MOVE: *12″/18″*
HIT DICE: *233 hit points*
% IN LAIR: *20%*
TREASURE TYPE: *O, P, U, Z*
NO. OF ATTACKS: *2 fists, plus bite or tail*
DAMAGE/ATTACK: *1d6+12/1d6+12/3d6 or 1d12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *70%, plus special*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Chaotic evil*
SIZE: *L (18′ tall)*
PSIONIC ABILITY: *233*
Attack/Defense Modes: *All/all*
LEVEL/XP VALUE: *X/50,000 (for destroying material form only)*

Fraz-Urb-luu's hulking body is covered with short, coarse hair. His feet are broad and splayed, and his hands very large and stubby. His face is beautiful, but cruel, with a fanged mouth. His head is large and pointed, and his two ragged ears rise beyond the top of his skull. Vast black wings adorn his back, and his hairless tail is long and cruelly barbed. He has pale blue hair and grayish skin.

Though this demon has the strength of a storm giant, he prefers to trick his enemies into defeat, as befits his title. For centuries, he was imprisoned in a bas-relief visage in the dungeons beneath Castle Greyhawk. Many unwary adventurers were destroyed after speaking to the visage, but eventually he duped a mighty cleric and a powerful magic-user into performing several heroic deeds that freed him from his carved prison. The Prince of Deception then carried the unwitting tools into slavery on his own plane in the Abyss. He has sworn vengence upon all mankind. Fraz-Urb-luu speaks all human languages and is capable of telepathic communication.

Fraz-Urb-luu attacks three times per round, as a 16+HD monster. Each of his mighty fists strikes for 1d6+12 points of damage. He can also slash with his 15′ tail for 1-12 points of damage, or he can entwine an opponent with his tail, lifting the victim to be bitten for 3d6 points of damage.

Once per round, Fraz-Urb-luu can use any one of the following abilities: **darkness 30′ r., dispel magic, hypnotic pattern, misdirection, polymorph other, polymorph self, programmed illusion, telekinese** 10,000 gp weight, **teleport, veil.** Once per day he can use each of the following: **plane shift, power word blind, prismatic spray**. All these abilities are at the 20th level of spell use.

He can (60%) **gate** in 1-4 type I demons, but he is also able (75%) to deceive another demon prince into believing that he has been summoned to the spot. The enraged prince will probably (85%) attack Fraz-Urb-luu's opponents, for the Prince of Deception will be gone before the other prince arrives. This trick is so amusing to Fraz-Urb-luu that he will (75%) use it rather than gate in other demons.

The Prince of Deception can only be wounded by +2 or better weapons. In addition to 70% magic resistance, he is immune to spells or psionic disciplines that detect or influence the mind

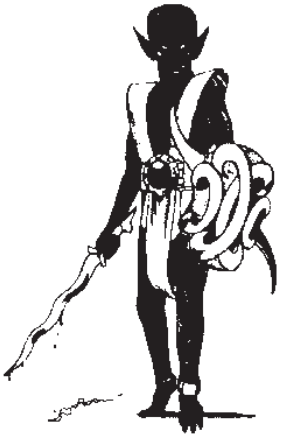
(such as **charm, command, hypnotism, suggestion, domination,** etc.) He takes half damage from cold, electricity, fire, and gas.

Fraz-Urb-luu rules an Abyssal Plane that seems to be totally flat and featureless. Actually, the substance of the plane is controlled by him, and it shapes itself into hills, valleys, caves, etc., at his command. The very plane itself is sickening and depressing to humankind. The only two individuals who have journeyed there and returned also report that magical items taken there lose their magic. They themselves lost swords of the utmost power. It therefore seems almost certain (90% chance) that magical items taken there, short of artifacts or relics, will be ruined.

The Prince of Deception's own weapon is a staff that combines the abilities of a **rod of beguiling,** a **rod of rulership,** and a **staff of command**. This weapon was stolen from him when he was imprisoned, and has since disappeared. Even the other demon princes do not wish to see this artifact recovered.

Graz'zt *(Demon Prince)*

FREQUENCY: *Unique*
NO. APPEARING: *1*
ARMOR CLASS: *–9*
MOVE: *12"*
HIT DICE: *186 hit points*
% IN LAIR: *60%*
TREASURE TYPE: *U, Z*
NO. OF ATTACKS: *2 or 4*
DAMAGE/ATTACK: *By weapon +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Chaotic evil*
SIZE: *L (8' tall)*
PSIONIC ABILITY: *266*
Attack/Defense Modes: *All/all*
LEVEL/XP VALUE: *X/66,510 (for destroying material form only)*



One of the most powerful demon princes of the Abyss is **Graz'zt,** lord of an entire layer and dedicated foe of both Demogorgon and Orcus. At a crucial moment in a battle against harpies, troglodytes, and bar-lgura, Graz'zt was magically taken to the Prime Material Plane and placed in bondage by Iggwilv, a mighty archmage. He battled free at the cost of being confined to his own plane for a century.

He is the most handsome of demon princes—at least by human standards. He appears as a huge, good-looking man. His skin is a shiny black, and his eyes have a green glow. His pointed ears and small fangs are indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

Graz'zt is served by lamias and will have 1-3 lamias with him at all times. He is also likely (50% chance) to have 1-3 succubi (50%) or a type VI demon (50%) with him in his lair.

Graz'zt attacks as a 16+HD monster. He can attack four times per round if he chooses to use two weapons, rather than one weapon and a shield. Without a shield he is AC –6. He normally uses a **shield +3** and a wavy-bladed bastard sword that drips acid at his command. The acid causes an additional 1d4+4 points of damage with each hit. When Graz'zt strikes with an unmodified 20 on the "to hit" roll, inanimate objects exposed to the acid must save vs. acid or be destroyed. Graz'zt sometimes uses a **guisarme +1** in addition to the sword. He has a bonus of 6 damage with weapons, due to strength.

Once per round, Graz'zt can use any one of the following abilities, at will: **alter reality** (for someone else), **chaos, continual darkness, dispel magic, duo-dimension, emotion, magic missile** (5 missiles per use), **mirror image, polymorph self, read languages, read magic, telekinese** 15,000 gp weight, **teleport, vanish,** and **water breathing**. Twice per day, Graz'zt can use **polymorph others**. Once per day, he can use **disintegrate, polymorph any object,** and **veil**. Once per week he can use **trap the soul**. Except as noted, all abilities are equal to 20th level spell use.

By sneer and word, Graz'zt causes **fear** in all within 60' who hear his displeasure. He can **gate** in 1-2 type VI demons without fail.

Kostchtchie *(Demon Lord)*

FREQUENCY: *Unique*
NO. APPEARING: *1*
ARMOR CLASS: *–3*
MOVE: *6″*
HIT DICE: *96 hit points*
% IN LAIR: *25%*
TREASURE TYPE: *A, I, S, T*
NO. OF ATTACKS: *1 weapon*
DAMAGE/ATTACK: *By weapon +10*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+1 or better weapon to hit*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Chaotic evil*
SIZE: *M (7′ tall)*
PSIONIC ABILITY: *230*
Attack/Defense Modes: *All/All*
LEVEL/XP VALUE: *X/42,000 (for destroying material form only)*

Kostchtchie is a powerful demon lord so hateful that he is despised even by his own kind, save for the minor demons. He appears as a giant with bandy, deformed legs that cause him to move slowly. He has a flat, oval head with slitted eyes and gross features. His body is muscular and hairless, except for eyebrows. His skin is pale yellow.

He is accompanied at all times by two leucrotta of the largest size (49 hp each). He is rumored to have an ancient white dragon that serves as his steed. He is sometimes (40%) attended by frost giants. Kostchtchie can communicate telepathically and speaks many human languages also.

Kostchtchie attacks once per round, as a 16+ HD monster. His weapon is a huge cold iron hammer, inlaid with nickel and silver, that causes 2d6 points of damage. Kostchtchie has a +10 bonus to damage due to strength, and those struck must save vs. paralyzation or be stunned that round and the next round.

Kostchtchie can use any of the following powers, one per round, at will: **command, curse** (reversed **remove curse), darkness 15′ r., dispel good, know alignment, protection from good 10′ r., speak with monsters, teleport, telekinese** 5,000 gp weight. Kostchtchie can use **poison** (reversed **neutralize poison**) and **wind walk**, each twice per day. He can use **harm** (reversed **heal**) and **unholy word**, each once per day. His abilities are equal to 20th level spell use. He can always **gate** in 1d4+1 bar-lgura (described in this module).

Kostchtchie can be wounded only by magical weapons. In addition to 60% magic resistance, he takes half damage from cold, electricity, fire, and gas.

Rutterkin *(Minor demon)*

FREQUENCY: *Common*
NO APPEARING: *1-4 (lair 1d10+2)*
ARMOR CLASS: *1*
MOVE: *12″*
HIT DICE: *5+1*
% IN LAIR: *20%*
TREASURE TYPE: *L (×10), M (×5), O, Q*
NO. OF ATTACKS: *1 or 2*
DAMAGE/ATTACK: *By weapon or 1d6+1/1d6+1*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *40%*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: *M (5′ to 7′ tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *V/425 + 6/hp*

Rutterkin look much like ugly humans or humanoids. They are nearly hairless and have pointed skulls, large features, and backward pointing ears. Rutterkin have misshapen bodies and limbs. They are one of the weakest but most bullying kinds of demons. Whether this is a pose to hide their inferiority or due to an aggressive nature is unknown. Rutterkin are hated and abused by most sorts of demons and return the favorwhenever opportunity allows, usually against a single vrock or herzou.

Although rutterkin can attack with their fists, they prefer to use a variety of strange weapons. Their favorites are: a *snap-tongs device* that causes 2d4 points of damage per hit and 2d4 points per round automatically thereafter (a victim can break free of the tongs by spending one round not attacking, but rolling a score equal to that necessary to hit); a *pole arm* with a double crescent-head that causes 1-10 points of damage against targets man-sized or smaller, and 1-12 points against larger targets; a *saw-toothed broadsword* that causes +1 damage to unarmored opponents; and a *three-bladed missile* that causes 1d6+2 points of damage against man-sized or smaller targets and 1d4+2 points against larger targets. These missiles are hurled from an atlatl (throwing stick) that has a range of 15″.

Rutterkin can use any one of the following powers, once per round, at will: **darkness 5′ r., fear** (by touch), **fly, telekinese** 1,000 gp weight. Rutterkin can **teleport** once per day. They can sometimes (15%) **gate** in a chasme, their only demon ally.

DERRO

FREQUENCY: *Very rare*
NO. APPEARING: *3d10+*
ARMOR CLASS: *Variable*
MOVE: *9″*
HIT DICE: *3*
% IN LAIR: *20%*
TREASURE TYPE: *Individuals N (×5); Q (×2) in lair*
NO. OF ATTACKS: *1 or 2*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Hooking weapons*
MAGIC RESISTANCE: *30%*
INTELLIGENCE: *Very to genius*
ALIGNMENT: *Chaotic evil*
SIZE: *S (4′ tall)*
PSIONIC ABILITY: *Nil**
LEVEL/XP VALUE: *Variable/ Variable*
**Possible in certain individuals*

The **derro** are a degenerate race of dwarven stature, rumored to be a cross between evil humans and dwarves. They are shorter than humans, and slightly more muscular in proportion to their height. Derro have pale blond hair and white skin with bluish overtones. They have large eyes and somewhat gross facial features. Derro inhabit the great subterranean realms common to drow, kuo-toans, mind flayers, troglodytes, and others.

Derro have poor (30′) infravision, but good (120′ underground) ultravision. They speak their own language, as well as the underearth trade vernacular, and a smattering of Common. Derro become nauseous in sunlight, but venture above ground at night to raid human settlements for slaves and sacrificial victims. Rumor has it that some of the victims are actually eaten.

Derro have high (15-18) dexterity, and receive all bonuses to armor class and missile combat. Typical armor and weapons are as follows:

Armor	Weapons	% of Total
studded leather	repeating lt. crossbow (c)	40%–50%
studded leather	hook fauchard (d) and dagger	20%–30%
scaled leather (a) and buckler (b)	aklys (e) and dagger	10%–20%
scaled leather and buckler	spear and military pick	10%–20%

(a) The scaled leather in dragon hide or similar armor equal to scale mail in protection.
(b) The buckler has a spike mounted in the center, and is used as a secondary weapon (see **DMG**, p 70), causing 1-4 points of damage. On any round it is used as a weapon, the shield does not improve the wielder's AC.
(c) 12″ maximum range, 2 shots/round, six bolt capacity. The bolts cause 1-3 points of damage, and are coated with a poison that causes 2d6 points of additional damage (save vs. poison for no additional damage).
(d) A 6′ long, hooked pole arm, causes 1-4 points of damage, and will pull a man-sized target or smaller off balance on an unmodified roll of 16 or better. Subjects will be pulled to a kneeling (50% chance) or prone (50% chance) position.
(e) A throwing club attached to a 10′ thong so it can be recovered. Recovery takes one segment. The aklys is fitted with a hook and will pull targets off balance, as the hook fauchard, on a roll of 19 or 20.

Note: The derro weapon effects are due to a combination of superior weapon design and racial skill. In general, it will not be possible for player characters to use the special hooking attacks of these weapons.

For every three derro encountered there will be one of 4 hit dice. For every six encountered there will be one of 5 hit dice. A group of 10 will have a 7 hit dice leader and a 6 hit dice lieutenant. All higher-level derro are in addition to the normal ones encountered. All derro leaders wear scaled armor and use the special hooking weapons. If 20 or more are encountered, the group will be accompanied by a savant and two student savants as well.

Savants are derro sages, with the ability to cast spells and use magical items and weapons. They are aided by students, who know only minor magic and are only 25% likely to be able to use a non-fighter magical item. Savants will have 2-3 offensive or defensive magical items, and will know 6-9 spells. Students will have 1 magical item and will know 1-3 spells. All savants and students know **comprehend languages** and **read magic** in addition to their other spells. All derro spells are equal to 12th level spell use. The spells and magical items usable by derro are:

affect normal fires	**light**
anti-magic shell	**lightning bolt**
blink	**minor creation**
charm person	**paralyzation**
cloudkill	**repulsion**
ESP	**shadow magic**
hypnotic pattern	**spider climb**
ice storm	**ventriloquism**
invisibility	**wall of fog**
levitate	**wall of force**

Possible magical items possessed are:

Potion:	any potion
Scroll:	any scroll
Ring:	**ring of fire resistance, ring of invisibility, ring of protection, ring of spell storing**
Rod/Staff/Wand:	any rod, staff or wand
Miscellaneous Magic:	**bag of beans, bag of tricks, boots of levitation, bracers of defense, brooch of shielding, cloak of protection.**
Magical Armor:	**studded leather +1**, any magic shield
Magical Swords:	any sword, up to +3
Miscellaneous Weapons:	any weapon

A derro lair will always house 30 derro, 1d10+2 leaders, 1-3 savants, 1d4+1 students, 5d6+10 slaves (80% female), and 1-3 gargoyles (70% chance) or a lamia (30% chance) as allies. The derro are rumored to have a major stronghold deep within the earth, and there the savants plot and scheme to devastate the upper world and enslave mankind.

DRACOLISK

FREQUENCY: *Very rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *3*
MOVE: *9"/15"*
HIT DICE: *7+3*
% IN LAIR: *35%*
TREASURE TYPE: *C, I*
NO. OF ATTACKS: 2 *talons, 1 bite*
DAMAGE/ATTACK: *1d6/1d6/1d10+2*
SPECIAL ATTACKS: *Breath and gaze*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low to average*
ALIGNMENT: *Chaotic evil*
SIZE: *L (15'-20' long)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VIII/2,200 + 12/hp*

The **dracolisk** is said to be the offspring of a rogue black dragon and a basilisk of the largest size. The result is a deep brown, dragon-like monster that moves with relative quickness and can fly, though only for short periods—a turn or two, at most. This six legged horror can attack with its forelegs and deliver vicious bites. It can also spit a ½" stream of acid up to 3". The acid causes 4d6 points of damage, half if a save vs. breath weapon is successful. The breath weapon is usable three times per day. The dracolisk's gaze weapon has a range of 20' and will petrify anyone who meets the gaze, unless a save vs. petrification is successful. The gaze affects only one character per round.

The monster has hooded eyes and nicitating lenses and has a 90% chance of being unaffected if its gaze is reflected at it. Characters meleeing a dracolisk while trying to avoid its gaze fight at -4 to hit. The dracolisk attacks avoiding characters at +4. The gaze of a dracolisk extends into the Astral and Ethereal Planes.

The chances of meeting a dracolisk's gaze are:

Character completely surprised	9 in 10
Character surprised	7 in 10
Normal circumstances	5 in 10
Character attacking normally	3 in 10
Character avoiding gaze	1 in 10

Dracolisks cannot use spells, and they speak only a limited dialect of black dragon language. If the dracolisk is surprised, it means that the creature is actually sleeping. A dracolisk can never be subdued.

ELF, *Valley*

FREQUENCY: *Very rare*
NO. APPEARING: *10d4 (lair 20d12)*
ARMOR CLASS: *4*
MOVE: *12"*
HIT DICE: *1+2*
IN LAIR: *10%*
TREASURE TYPE: *Individuals M, N; G, S, T in lair*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon or 1-10*
SPECIAL ATTACKS: *+1 with bow or sword*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *90% to charm and sleep only*
INTELLIGENCE: *High to genius*
ALIGNMENT: *Chaotic neutral*
SIZE: *M (5½' tall)*
PSIONIC ABILITY: *Nil**
LEVEL/XP VALUE: *III/65 + 2/hp (average)*
**Possible in certain individuals*

Either a separate race of elvenkind or an offshoot of gray elves, the elves of the Valley of the Mage have distinctive characteristics. As tall as most humans, they are thin and have sharp, pointed features. They are reclusive, resent intrusion, and distrust strangers. Valley elves are chaotic neutral in alignment. They do not use any steeds other than horses. Otherwise, they tend to follow the characteristics of gray elves. All other types of elves, including Drow, shun valley elves. Valley elves will not associate with other races, except for gnomes, whom they tolerate.

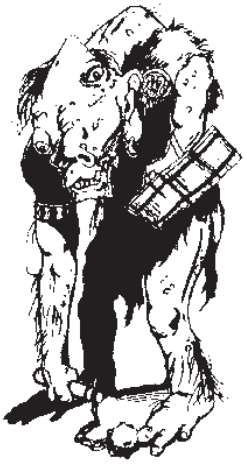
In habitation, composition of groups, armament, and special abilities, valley elves follow the characteristics given in the MONSTER MANUAL under **Elf**.

Valley elves use cooshee as guard dogs, and 1-4 cooshee will usually (75% chance) be found with a wandering band of valley elves. Lairs usually (90% chance) contain 2d4 cooshee.

In the WORLD OF GREYHAWK™ Fantasy World Setting, valley elves live only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, the Grand Duchy of Geoff, Gran March, and Ket. The valley elves' tolerance of gnomes probably stems from the fact that gnomes also serve the Mage of the Valley.

FORMORIAN

FREQUENCY: *Uncommon*
NO. APPEARING: *1-4*
ARMOR CLASS: *3*
MOVE: *9″*
HIT DICE: *13 + 1-3*
% IN LAIR: *45%*
TREASURE TYPE: *D, Q (×10)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *4d8*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Never surprised*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral evil*
SIZE: *L (13½′ tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VII/2,750 +18/hp*



Formorians are the most hideous, deformed, and wicked of giantkind. Their bodies have terrible deformities, such as one arm misplaced or far larger; huge feet on short legs; eyes placed like a fish's or an eye in the back of the head; a hump on the back; a pointed head; etc. They have oddly scattered patches of hair tough as wire. Although these monsters move slowly for their size, they can move with considerable stealth.

Although their deformities prevent them from hurling rocks, these same handicaps aid them so that formorians can never be surprised under normal circumstances. Oddly placed eyes, huge ears, and large noses enable them to detect any normal approach.

Their AC is 3, due to their thick hides and to the heavy pelts they wear. The pelts are often reinforced or decorated with bits of scrap metal. The strongest sometimes use crude weapons or armor, so AC 2 or 1 is possible. Formorian weapons are huge clubs or chains with heavy metal balls attached.

If encountered in the lair, there may be (25%) 1-2 females for every male. There will also be 1-3 young formorians per female. Female formorians fight like males, and have 13 HD. Young formorians are as follows:

Size	Hit Dice	Damage
Small	7d4	2d4
Half-grown	13d4	4d4
Near-adult	13d6	4d6

GORGIMERA

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *2 (60%)/5 (40%)*
MOVE: *12″/15″*
HIT DICE: *10*
% IN LAIR: *25%*
TREASURE TYPE: *F*
NO. OF ATTACKS: *2 claws, 2 bites, 1 butt*
DAMAGE/ATTACK: *1-3/1-3/2d4/1d10+2/2d6*
SPECIAL ATTACKS: *2 breath weapons*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Chaotic evil*
SIZE: *L (5′ tall at shoulder)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *VII/2,550 +14/hp*

Although similar in appearance to a chimera, the **gorgimera** is a far worse monster. This sterile cross-breed has the hindquarters and head of a gorgon, metallic blue in color; the forequarters and head of a lion; and the mid-body, wings, and head of a red dragon. Gorgimerae speak a very limited dialect of Red Dragon.

The gorgimera can slash with its claws, bite with its lion head, bite with its dragon head, and butt with its gorgon head. The lion parts are AC 5, the rest is AC 2. The chance of striking at the lion part is 40% per blow attempted.

The gorgimera has two breath weapons. The gorgimera's gorgon breath is 3″ long × 1″ wide base cone. Victims must save vs. petrification or be turned to stone. The effect extends to the Astral and Ethereal Planes, and the gorgon head can see into those planes. The gorgon breath is usable twice per day. The dragon breath is 5″ long × 2″ wide base cone. The breath causes 3d8 points of damage, half if the victim saves vs. breath weapon. The dragon breath is usable twice per day.

A gorgimera will always use a breath weapon against opponents at a range of 10′ or longer. When the gorgimera is in melee, a d6 is rolled, with the following results: 1: attack with dragon breath, 2: attack with gorgon breath, 3-6: standard attacks.

MARID

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *9"/15"//24"*
HIT DICE: *13*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *8d4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *25%*
INTELLIGENCE: *High to genius*
ALIGNMENT: *Chaotic Neutral*
SIZE: *L (18' tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *IX/3,650 +18/hp*

Marids are the most powerful of geniekind (see dao, djinni, efreeti). They are formed from material of the Elemental Plane of Water. On their own plane they are rare, and they seldom come to the Prime Material Plane. Marids can travel the Astral, Elemental, Ethereal, and Prime Material Planes. Marids are an independent and egotistical race. They tolerate djinn, but do not particularly like them. Marids dislike dao and efreet.

Marids attack with their powerful fists. They can use **water walk** (as ring) and **create water** (which they can use as a 6" jet against one opponent, causing 1-6 points of damage and blinding for one round), each as often as desired. Marids can perform any of the following, each seven times per day. **assume gaseous form, lower water, part water, wall of fog,** and **bestow water breathing** upon someone for a full day. Each of the following can be used twice per day: **detect evil, detect good, detect invisibility, detect magic, invisibility, assume liquid form** (the aquatic equivalent of **gaseous form**), **polymorph self,** and **purify water.** Once per week marids can use **alter reality**. All marid powers are equivalent to 26th level spell use.

Marids are not harmed by water-based spells. They save at +2 vs. cold-based spells, with a -2 modifier on each die of damage. They save at -1 vs. fire-based spells, with a +1 modifier on each die of damage. They are not harmed by steam. Marids can breathe water and are comfortable at any depth. They have ultravision and 60' infravision.

Marids can carry 10,000 gp weight without difficulty. They can carry twice this amount for three turns before tiring. For every 2,000 gp weight under 20,000, marids can carry for an extra turn (i.e. they can carry 12,000 gp weight for eight turns). A tired marid must rest for six turns.

Forcing service from a marid is a difficult and dangerous task. Bribery and flattery may be slightly more successful, but marids are too arrogant to be reliable servants.

Marids are loosely ruled by a Padishah, but all claim to be shahs, atabegs, beglerbegs, or mufti at the very least.

MARLGOYLE

FREQUENCY: *Rare*
NO. APPEARING: *2d4*
ARMOR CLASS: *2*
MOVE: *6"/12"*
HIT DICE: *6*
% IN LAIR: *30%*
TREASURE TYPE: *Individuals Q; C in lair*
NO. OF ATTACKS: *2 claws, 1 horn, 1 bite*
DAMAGE/ATTACK: *1-6/1-6/2-4/2d4*
SPECIAL ATTACKS: *Surprise*
SPECIAL DEFENSES: *+1 or better weapon to hit*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *M (7' tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *V/350 + 6/hp*

A **marlgoyle** is a particularly horrid form of gargoyle usually encountered in natural caves and caverns. The creature's flesh is so similar to stone that there is an 80% chance (70% for dwarves and gnomes) that it will be unseen when lurking against stone. An unseen margoyle will always surprise opponents.

Marlgoyles attack with claws, horn and bite. They can be wounded only by magical weapons. Despite low intelligence, they will gather valuables—particularly weapons or magical items that could hurt them.

Marlgoyles are sometimes (20%) found as leaders and masters of gargoyles. Marlgoyles speak the language of gargoyles, as well as their own.

OLIVE SLIME

FREQUENCY: *Very rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *9*
MOVE: *0"*
HIT DICE: *2+2*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *Parasitic attachment*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non- (special)*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *V/330 + 3/hp*

Olive slime is a type of monsterous plant life similar to green slime, but worse in most respects. Olive slime grows in subterranean areas and feeds on animal, vegetable, or metallic substances. The vibrations caused by the movement of a passing creature

will cause it to release its tendrils and drop on the backs of unsuspecting victims.

Olive slime secretes a numbing poison upon contact with another creature. Victims of the slime must save vs. poison or fail to notice the attachment of the slime. In humans, the slime usually attaches itself along the spine. Others may see the slime attack the victim; circumstances such as lighting, position, and distance will affect this. Once attached, the slime spreads over the body of the victim, sending parasitic tendrils to feed on the fluids of the host.

After one turn, the mind of the victim becomes affected by the secretions. Thereafter, the victim's main goal is the protection and continued growth of the slime. The victim will refuse to take off armor or clothes in front of other people, so that the slime will not be seen. The victim must double the amount of food eaten or lose 10% of his original hit points each day. After 1d6+6 days, the host will begin to change into a vegetable creature. Olive slime gradually replaces skin tissue and flesh, and forms a brain attachment as well. The new creature has no interest in its former friends or life. It exists as a new species, more plant than human. The new creature feeds by photosynthesis, parasitism, or both. Upon death, the creature generates a new patch of olive slime. (See **SLIME CREATURE** for details of plant-like creatures created by olive slime.)

One turn after attachment, the slime will have so throughly infected the victim that a **cure disease** is needed to stop the metamorphosis, even if the slime is killed by other means.

Olive slime can be killed by acid, cold, fire, or a **cure disease** spell. It is also affected by all spells that affect plants. Other forms of attack, including spells, have no effect on it. Green slime and olive slime will attack and kill each other.

PECH

FREQUENCY: *Rare*
NO. APPEARING: *5d4 (lair 10d4)*
ARMOR CLASS: *3*
MOVE: *9"*
HIT DICE: *4*
% IN LAIR: *5%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon +3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
INTELLIGENCE: *Average to exceptional*
ALIGNMENT: *Neutral good*
SIZE: *S (4' tall)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *IV/240 + 4/hp*

Pech are thin beings of dwarven stature. They have long arms and legs, broad feet and hands, and pale, yellowish skin. Their hair is red or reddish-brown. They have large eyes with no pupils. Their flesh is nearly as hard as granite.

The origin of the pech is unknown, although some believe that the pech come from the Elemental Plane of Earth. They live underground or in dark places, and are marvellous workers of stone. Pech are basically good creatures who generally want to be left to themselves. They have both infravision (60') and ultravision, and hate bright light and open skies. Pech speak Dwarvish, Gnomish, Goblin, and a smattering of Common, in addition to their own language.

The pech use great picks and hammers for work and as weapons. They receive a +3 damage bonus due to strength. If fighting a stone or earth-based monster, such as a stone golem, the pech always cause maximum damage if they hit, due to their knowledge of earth and stone.

A pech can cast **stone shape** and **stone tell**, each four times per day. Four pech, working as a group, can cast a single **wall of stone** spell. Eight pech, working as a group, can cast a single **stone to flesh** spell. Each of these group spells may be cast once per day by any group. Pech abilities are equal to 16th level spell use.

In addition to 25% magic resistance, pech are immune to petrification.

A pech lair will usually be a dark cavern. In it will be 10d4 males, females equal to the numbers of males, and young numbering from 20% to 50% of the number of females. The lair's treasure will be 50-100 gems and 5d6 pieces of jewelry and ornamental dishes, made from stone and raw metal. Pech jewelry is of 100-1,000 gp base value, and averages 150 gp weight for each piece.

PUDDING, DEADLY	*Brown*	*Dun*	*White*
FREQUENCY:	*Uncommon*	*Rare*	*Rare*
NO. APPEARING:	*1 or 1-4*	*1 or 1-3*	*1 or 1-3*
ARMOR CLASS:	*5*	*7*	*8*
MOVE:	*6″*	*12″*	*9″*
HIT DICE:	*11*	*8+1*	*9*
% IN LAIR:	*Nil*	*Nil*	*Nil*
TREASURE TYPE:	*Nil*	*Nil*	*Nil*
NO. OF ATTACKS:	*1*	*1*	*1*
DAMAGE/ATTACK:	*5d4*	*4d6*	*7d4*
SPECIAL ATTACKS:	*See below for each*		
SPECIAL DEFENSES:	*See below for each*		
MAGIC RESISTANCE:	*Standard for all*		
INTELLIGENCE:	*Non- for all*		
ALIGNMENT:	*Neutral for all*		
SIZE:	*S-L (3′ dia. to 8′ dia.) for all*		
PSIONIC ABILITY:	*Nil for all*		
LEVEL/XP VALUE:	*VIII*	*VIII*	*VIII*
	1,600 + 16/hp	*1,000 + 12/hp*	*1,000 + 12/hp*

Each form of deadly pudding is a variety of the better known black (deadly) pudding. All forms of deadly pudding can flow through cracks as narrow as one inch, and travel across vertical surfaces and ceilings. All deadly puddings are immune to acid, cold, and poison. Lightning or blows from weapons divide them into smaller, living puddings. Fire or **magic missiles** cause normal damage. Details of various deadly puddings are given below.

Brown Pudding: This type normally dwells in marsh and swampy areas. It has a tougher skin but its attack is less effective than other varieties of deadly pudding. Brown puddings do not dissolve metal but do destroy leather or wood in one round, regardless of magical plusses.

Dun Pudding: These monsters scavenge in barren or desert land, feeding on silicates if animal or vegetable food is not available. Dun puddings dissolve leather and wood in one round, regardless of magical bonuses. They destroy chainmail in two rounds and plate mail in four, regardless of magical bonuses.

White Pudding: These cold-dwelling creatures are often (50%) likely to be mistaken for snow and ice, even under conditions of good visibility. They live in polar areas, and can survive on ice or snow if animal or vegetable food is not available. They do not affect metals but destroy wood and leather as do other deadly puddings.

TROLL, Marine *(Scrag)*	*Fresh Water*	*Salt Water*
FREQUENCY:	*Rare*	*Uncommon*
NO. APPEARING:	*1-6*	*1-8*
ARMOR CLASS:	*3*	*2 (see below)*
MOVE:	*3″//15″*	*3″//12″*
HIT DICE:	*5+5*	*6+12*
% IN LAIR:	*20%*	*15%*
TREASURE TYPE:	*C*	*D*
NO. OF ATTACKS:	*3*	*3*
DAMAGE/ATTACK:	*1d4+1/1d4+1/1d10+2*	*1-4/1-4/1d8+8*
SPECIAL ATTACKS:	*See below*	*See below*
SPECIAL DEFENSES:	*Regeneration*	*Regeneration*
MAGIC RESISTANCE:	*Standard*	*Standard*
INTELLIGENCE:	*Semi- to low*	*Low to average*
ALIGNMENT:	*Chaotic evil*	*Chaotic evil*
SIZE:	*M (7′ + tall)*	*L (10′ tall)*
PSIONIC ABILITY:	*Nil*	*Nil*
LEVEL/ X.P. VALUE:	*V/400 + 8/hp*	*VI/900 + 12/hp*

A **scrag** is a gilled form of the common troll. They inhabit large bodies of water, needing considerable room to hunt. Coloration runs from blue-green to olive.

Fresh Water: Scrags found in fresh water are smaller than normal trolls and have heavy scales. Their claws are less formidable, but their enlarged lower jaws bear many small, very sharp fangs. Up to three different opponents can be attacked during a single melee round. Scrags regenerate three hit points per round, but they regenerate only when immersed in water.

Salt Water: Scrags found in seas and oceans are at least as large as trolls. Their skins are thick and heavily scaled. Some few (10%) are intelligent enough to further protect themselves with armor made of shells and sharkskin of similar substances. Such protection gives an effective armor class of 1. The forelimbs of the scrags are shorter and weaker than those of trolls, but the salt water form has developed a huge maw and numerous fangs. As with the fresh water scrags, salt water sea trolls regenerate when in their element.

SLIME CREATURE

FREQUENCY: *Rare*
NO. APPEARING: *1-20*
ARMOR CLASS: *9*
MOVE: *6″*
HIT DICE: *3+2, 5+2, 8+2*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4 or 2d4 or 4d4, depending upon size*
SPECIAL ATTACKS: *Olive slime*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S, M, or L*
PSIONIC ABILITY: *Nil*
LEVEL/X.P. VALUE: *Variable/ Variable*

Slime creatures are the metamorphosed hosts of **olive slime** (q.v.). The new vegetable creature formed is a symbiot with the olive slime. Regardless of its former existence, and despite its general form, a slime creature is only a small, medium, or large slime creature—thus the variable hit dice and damage. Slime creatures gather together for mutual assistance in feeding and for defense.

Habitat varies from well-populated subterranean places to damp forests, swamps, etc. Slime creatures are equally at home on land or in warm shallow water. When attacking, a slime-creature has a 10% chance of infecting its opponent with olive slime when a hit is scored.

Slime creatures are harmed by acid, freezing cold, fire (if water dwelling, of a magical sort only), and **magic missile** spells. Magical powers which affect plants also affect them. All other attack forms have no effect upon slime creatures.

The vegetable intelligence of slime creatures is of animal nature, but their cunning enables them to learn from experience. They also can use traps to protect themselves.

Slime creatures have limited telepathic communication with their own kind. This is effective in a radius of 20″.

WOLFWERE

FREQUENCY: *Rare*
NO. APPEARING: *1-3*
ARMOR CLASS: *3*
MOVE: *15″*
HIT DICE: *5+1*
% IN LAIR: *35%*
TREASURE TYPE: *B, 50% of S, T*
NO. OF ATTACKS: *2d6 plus possible weapon*
SPECIAL ATTACKS: *Singing*
SPECIAL DEFENSES: *Cold iron or +1 or better weapon to hit*
MAGIC RESISTANCE: *10%*
INTELLIGENCE: *High to exceptional*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
LEVEL/X.P. VALUE: *VI/550 +6/hp*

Inhabiting out-of-way places, the hated and feared **wolfwere** is the bane of humans and demi-humans alike, for it is able to take the form of a man or woman of considerable charisma. In either its true shape or human shape, the wolfwere slyly hunts, slays, and devours its favored prey—men, halflings, elves, etc.

A wolfwere will usually (75%) run with a pack of normal wolves (30%) or worgs (70%). When strong prey is encountered, the wolfwere will slip away to its lair, don human garb, and approach the victims in the guise of a pilgrim, minstrel, tinker, or similar wanderer.

The powerful jaws of this creature can deliver terrible bites. Additionally, the wolfwere can half-change, gain human-like arms and legs, and wield a human weapon to augment its biting attack.

Its most feared attack is its song. After listening for one round, listeners are overcome with **lethargy**, just as if they had been affected by a **slow** spell, unless each makes a saving throw versus spell. The lethargy lasts for 5-8 rounds, and cannot be countered once it takes effect. The wolfwere often disguises itself as a minstrel so that its singing will not arouse suspicion.

The monster can be hit only by cold-wrought iron weapons or those equal to +1 or better magic. It must be noted that a great enmity exists between wolfwere and werewolves. The wolfwere are disgusted by wolfsbane and shun it if possible.

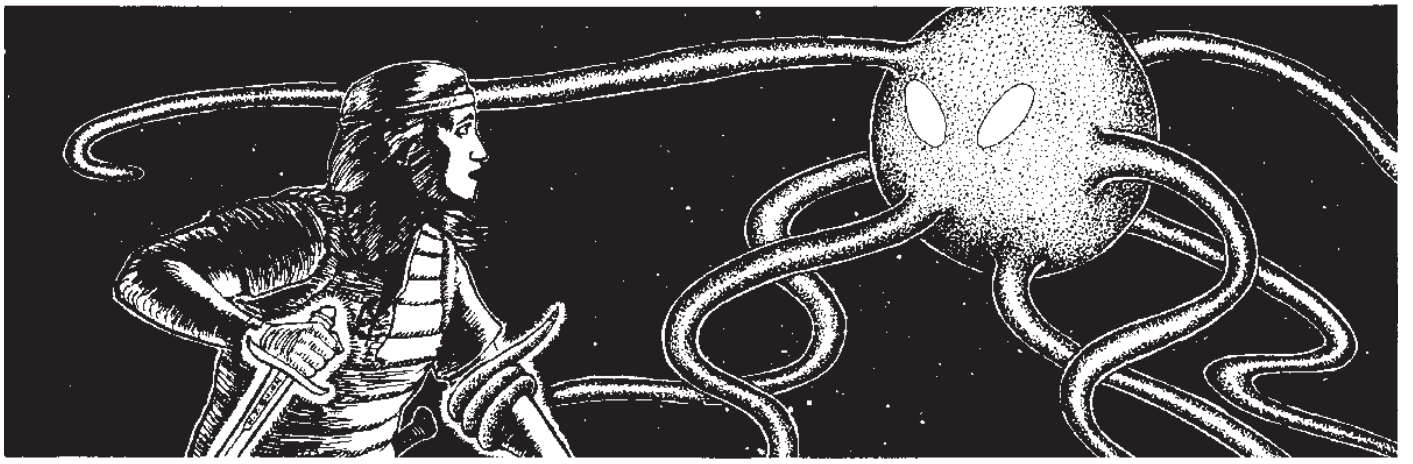
XAG-YA

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *6″*
HIT DICE: *5-8*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 touch*
DAMAGE/ATTACK: *1d6+6*
SPECIAL ATTACKS: *Energy blast*
SPECIAL DEFENSE: *+1 or better weapon to hit, also see below*
MAGIC RESISTANCE: *15%*
INTELLIGENCE: *See below*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *120 plus 10-60*
Attack/Defense Modes: *All/All*
LEVEL/XP: *Variable/Variable*

Xag-ya are creatures from the Positive Material Plane. They have the shape of silvery spheres with tentacle-like appendages and glowing, golden eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans. Xag-ya are the mortal enemies of xeg-yi. If they meet, the two creatures will destroy each other, as outlined below.

The touch of a xag-ya causes 1d6+6 points of damage, and causes an **energy surge** similar to a bolt of lightning, which will ignite easily flammable materials such as parchment, cloth, or wood. Metallic objects are heated to searing temperatures. Normal metal objects melt immediately, but magical metal will remain cool and undamaged if it successfully saves vs. lightning. Every other round a xag-ya can loose at a single target a 10′ bolt which has the same effect as its touch. Persons wearing or carrying heated metal objects must drop them immediately or suffer 1-4 points of damage each round they are in contact with the metal. Magical soft items will not ignite if they save vs. lightning.

Xag-ya can be wounded only by magical weapons. They have magic resistance of 15%, and are vulnerable to magic as follows:



Disintegrate, magic missile, and cold-based spells have normal effects. A shield spell blocks their bolt attack. **A protection from evil** spell keeps them at bay. **Abjure, alter reality, banishment, dismissal, holy word, limited wish, plane shift,** and **wish** spells will return xag-ya to their own plane. **Dispel magic** will also return them to their plane if the dispel is successful against a level of magic equal to *twice* the xag-ya's hit dice.

A *thaumaturgic triangle* will keep a xag-ya at bay. A **rod of absorption** or **wand of negation** will cancel a xag-ya's attack without harm to the item.

Slaying a xag-ya releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10′ radius, half if a save vs. death magic is made. Flammable or metallic objects must also make a saving throw as outlined above.

Xag-ya are often used as guardians of magic. They can be ensnared and linked to the object that they guard. When the object is torn, broken, or otherwise disturbed without negating the link, the xag-ya will appear and attack all within 3″ of the thing it guards.

If a xag-ya and a xeg-yi meet, the two will rush together and destroy each other in a violent explosion. All persons within 30′ will take 4d6+24 points of damage, half if they save vs. death magic.

XEG-YI

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *6″*
HIT DICE: *5-8*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 touch*
DAMAGE/ATTACK: *1d6+6*
SPECIAL ATTACKS: *Chilling*
SPECIAL DEFENSES: *+1 or better weapon to hit*
MAGIC RESISTANCE: *15%*
INTELLIGENCE: *See below*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *120 plus 10-60* Attack/Defense Modes: *All/All*
LEVEL/XP: *Variable/Variable*

Xeg-yi are creatures from the Negative Material Plane. They have the shape of black spheres with tentacle-like appendages and dull metallic black eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans. Xeg-yi are the mortal enemies of xag-ya. If they meet, the two creatures will destroy each other, as outlined below.

The touch of a xeg-yi causes 1d6+6 points of damage, and causes **chilling,** which rots soft or flammable materials. Metal touched by a xeg-yi is chilled and corroded instantly, unless it is magical. Magical metal will remain undamaged if it successfully saves vs. lightning. Magical soft materials will not rot if they save vs. lightning.

Every other round a xeg-yi can loose at a single target a 10′ bolt of force which has the same effect as its touch. Persons wearing or carrying chilled metal objects must drop them immediately or suffer 1-4 points of damage each round they are in contact with the metal.

Xeg-yi can be wounded only by magical weapons. They have 15% magic resistance, and are vulnerable to magic as follows:

Disintegrate, magic missile, and cold-based spells have normal effects. A **shield** spell blocks their bolt attack. A **protection from evil** spell keeps them at bay. **Abjure, alter reality, banishment, dismissal, holy word, limited wish, plane shift,** and **wish** spells will return xeg-yi to their own plane. **Dispel magic** will also return them to their plane if the dispel is successful against a level of magic equal to *twice* the xeg-yi's hit dice.

A *thaumaturgic triangle* will keep a xeg-yi at bay. A **mace of disruption** or **rod of cancellation** will cancel a xeg-yi's bolt of energy draining without harm to the mace or rod.

Slaying a xeg-yi releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10′ radius, half if a save vs. death magic is made. Flammable or metallic objects must also make a saving throw as outlined above.

Xeg-yi are often used as guardians of magic. They can be ensnared and linked to the object that they guard. When the object is torn, broken, or otherwise disturbed without negating the link, the xeg-yi will appear and attack all within 3″ of the thing it guards.

If a xeg-yi and a xag-ya meet, the two will rush together and destroy each other in a violent explosion. All persons within 30′ will take 4d6+24 points of damage, half damage if they save vs. death magic.

MAGICAL ITEMS

POTIONS

Rainbow Hues: This potion allows the drinker to turn any color or combination of colors after concentrating for one segment, thus being effectively camouflaged. When full, a flask of this potion contains enough for seven hours of camouflage. It is possible to get seven one-hour doses from this potion, if it is drunk carefully. This potion must be stored in a metallic container, and is noted for its syrupy taste.

XP Value: 200 GP Value: 800

Vitality: This potion allows the drinker to go without food, water, or sleep for seven days, without feeling tired or hungry. Constant work, travel, or fighting is possible, without any ill effects. The potion will also cure an existing condition of exhaustion. Each day of previous exhaustion is subtracted from the potion's duration. For example, a person who has been exhausted for four days could drink the potion and have three days of vitality remaining.

The potion also temporarily stops the effects of poisons or natural diseases (not magical diseases, such as *lycanthropy*) while the potion is in effect. The potion also restores one lost hit point every four hours. The entire potion must be drunk in order to take effect.

XP Value: 300 GP Value: 1,200

MISCELLANEOUS MAGIC

Dagger +2, Longtooth: This narrow-bladed weapon appears to be no different from other magic daggers. However, in the hands of a gnome or halfling it will actually lengthen and cause damage as a **short sword +2** as its wielder strikes blows. It will be as light and handy as a dagger, having the same weapon speed factor as a dagger. The weapon will actually pierce wood or even stone as if they were softer material. The weapon always causes maximum damage against stone-based monsters such as stone golems. In the hands of any race other than gnomes or halflings it is only a **dagger +2**.

Note: The Longtooth is normally used as a stabbing weapon. The DM may decide that attempts to hack through stonework or even natural stone will blunt or ruin the dagger.

XP Value: 250 GP Value: 2,500

Horn of Fog: This small bugle-like device, when blown, will create a thick cloud of heavy fog equal to the illusionist's **fog cloud** spell. Each round that a character blows the horn, it creates a 10′ × 10′ × 10′ cloud of fog. The cloud continues to grow until the character stops blowing. Once the character stops, the cloud lasts only an additional 2d4 turns. A new cloud can be created by blowing the horn again. The horn makes a deep sound, dropping to a lower register at the end of the note (OOOOO-UMP!). The horn may be used by a character of any class.

XP Value: 400 GP Value: 4,000

Lens of Detection: This circular lens, six inches in diameter, allows those who look through it to see tiny cracks, markings, scratches, etc., on objects examined from a range of one foot or less. The lens also enables its user to track as a ranger does, at a movement speed of 6″.

Examination through the lens is by normal vision only—it cannot be used with infravision or ultravision. The area to be searched or examined must be clearly illuminated. The lens has no power to detect illusions or invisibility. To function, the lens must be completely clean. Any crack in the lens ruins it forever.

XP Value: 2,000 GP Value: 12,500

Slippers of Spider Climbing: A pair of these magical shoes appears to be totally ordinary, although they will be revealed as magical if **detect magic** is used. The slippers enable the wearer to walk at a 6″ rate on curved or vertical surfaces, such as walls or cliffs. Even upside down movement is possible. The wearer's hands will remain free to do whatever he or she desires. Extremely slippery surfaces, such as ice or oiled surfaces, make these slippers useless.

The slippers will fit any size feet.

XP Value: 1,000 GP Value: 10,000

ARTIFACTS

Daoud's Wondrous Lanthorn: This artifact is wrought from the finest yellow gold. Its beautifully crafted framework is set with huge jewels and crystal lenses. An unwavering pure flame burns within. The faces are normally fitted with the crystal lenses, but the jewels are actually additional lenses, fashioned to fit the four faces of the lanthorn. The lanthorn's magical powers change, depending upon which of the gem lenses are fitted to it, as well as upon the continued burning of the lanthorn's magical flame. The lenses and their powers are described below.

The flame of **Daoud's Lanthorn** cannot be extinguished by any known means, other than by exhausting its supply of fuel. The lamp is fueled by crushed transparent gems, contained in a small compartment at the base of the lanthorn. The lanthorn can be refueled with the following amounts of gems:

1. Crushed diamonds, total worth 10,000 gp.
2. Crushed oriental topazes, rubies, sapphires, total worth 4,000 gp for each gem type.
3. Miscellaneous crushed transparent gems of seven different colors, total worth 15,000 gp. Each gem must be worth 500 gp or more.

The lanthorn will always be burning when found, and will always be fully fueled. If fuel is placed in the extinguished lanthorn, it will magically light itself. If used as a normal lanthorn, it will burn for 100 years. The use of its magical powers burns fuel at a faster rate. If the flame of the lanthorn goes out for any reason, the possessor of the lanthorn will instantly die!

The four faces of the lanthorn can be shuttered so that no light shines through, but infravision or ultravision will see it as a glowing object. If all four openings of the lanthorn are fitted with the crystal lenses, anyone exposed to the lanthorn's glow for four consecutive hours will not need food, drink, or sleep for a further twelve hours. Twenty-four consecutive hours of exposure to the light will cure 1d4+4 points of damage and temporarily halt the effects of disease or poison. Seven continuous days of exposure will destroy all disease or poison in the person basking in the light.

(Dungeon Master's Note: Seven gem lenses were made for the lanthorn, as listed below. When the lanthorn is found, it will have the following lenses with it: ruby, topaz, emerald, diamond, and the four crystal lenses. The three remaining gem prisms are elsewhere—possibly the object of a quest by player characters.

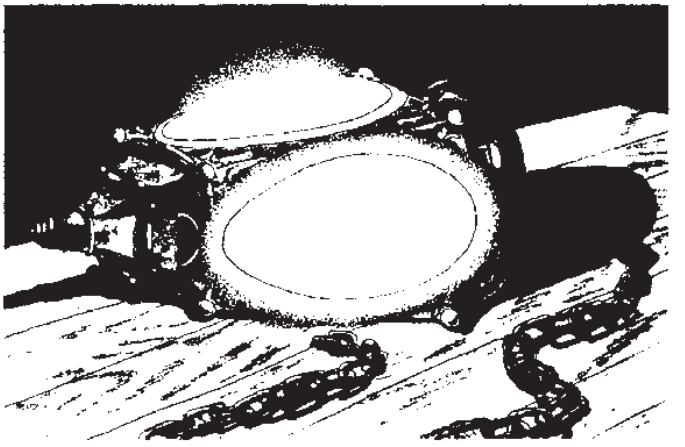
Should any of the gem prisms be broken in use, replacement lenses can be made. This will require a single huge gemstone worth at least 10,000 gp, of the same type as the one that was broken. The new lens must be prepared by a gemcutter of superb skill (DUNGEON MASTERS GUIDE**,** page 30), and the gemcutter must be given one of the other lenses to use as a guide. A magic-user must then cast **enchant an item** on the lens, followed by the spell that matches the original lens power. A **permanency** spell must then be cast on the lens. Due to the nature of the lanthorn's magical flame, only lenses that duplicate the listed ones will function—no original lenses can be made. The possibility of making new lenses for the lanthorn should be a secret that player characters will discover only after time-consuming and expensive research).

The magical effects of the lanthorn have a range of 30'. The power of the artifact is such that, at ranges of 10' or less, there is no saving throw against the lanthorn's magic, nor will magic resistance protect against it.

When three openings of the lanthorn are shuttered, and a gem prism inserted in the remaining opening, a beam of colored light shines forth 30'. However, the magical power of the lens does not take effect until the possessor of the lanthorn commands it. The magical power of a single prism affects only a single target. Gem lenses can also be combined to produce different effects. The gem lenses, their effects, and their fuel costs, are:

Type of Prism	Lanthorn Effect	Fuel Cost
Ruby	**hold***	5 years
Emerald	**haste**	5 years
Diamond	**color spray**	5 years
Sapphire	**fear**	5 years
Amethyst	**emotion** (rage)	5 years
Jacinth	**flame strike**	5 years
Special	**confusion**	10 years
Special	**prismatic spray**	50 years
Special	**prismatic sphere**	50 years

***hold person** or **monster**



The effect of each single prism is as the appropriate spell. The magical power of a single prism affects only one victim per use. The listed fuel is burned each time the given spell effect is used. An effect cannot be used if there is not enough fuel left in the lanthorn to "pay" for it. The **confusion, prismatic spray,** and **prismatic sphere** effects require combinations of several prisms.

All spell effects are equal to 19th level spell use, except that the **prismatic sphere** and **prismatic spray** effects have a duration of one turn per use.

If a gem lens is placed in each opening of the lanthorn, and the lanthorn is then spun, all within 30' of the lanthorn, except its possessor, will be **confused,** as the spell. Victims within 10' of the lanthorn receive no saving throw. This effect operates at the command of the lanthorn's possessor, as do all other effects. Any combination of four gem lenses will produce this effect.

If all seven prisms are possessed, and the owner of the lanthorn mounts all seven, one behind another, to an unshuttered opening, a **prismatic spray** is produced. Each use of the **prismatic spray** has a 10% chance of shattering 1-4 prisms. The seven lenses can be arranged in any order.

If the seven prisms are arranged so as to have two lenses in three of the openings and the diamond lens in the fourth, a **prismatic sphere** is created. The proper sequence is: ruby and jacinth; topaz and emerald; sapphire and amethyst; diamond.

A full round is needed to open or close all the shutters of the lanthorn. Placing or removing a lens from one of the openings requires one round. Thus, two rounds are needed to exchange one gem lens for a different one. In a melee or other confused situation where the lanthorn's owner is in danger, there is a 10% chance

(rolled secretly by the DM) that the wrong prism has accidentally been inserted. However, since the magical effects operate on command, the owner can avoid unwanted results by examining the lanthorn before its powers are used.

Legend states that the wrong combinations of gem fuel will cause the lanthorn to malfunction. Possible mishaps include: totally different magical powers; powers that affect the lanthorn's owner as well as the intended target; deluding the owner as to the actual powers of the lanthorn; becoming a non-magical lanthorn.

Anyone who owns **Daoud's Wondrous Lanthorn** will become increasingly possessive of it, suspicious of those who look at the lanthorn, and increasingly secretive about it.

This obsession with the lanthorn will become a form of paranoia (DUNGEON MASTERS GUIDE**,** page 84) and the owner will become convinced that "they" want to kill him or her and steal the lanthorn.

Daoud's Lanthorn is an artifact of great power and worth a vast sum if sold. It is known that an offer of 160,000 gp was made for the device, with but four of the seven prisms available. One can only speculate what the price would be if all seven gem lenses were included.

Demonomicon of Iggwilv: This brass-bound book contains a treatise on the powerful evil creatures of the lower planes. The Dungeon Master may include descriptive material and personal names as appropriate. (Note that a creature's personal name is always kept secret, as these can be used for magical purposes. Such creatures also have a common name which is the only one they will reveal to others.) In addition, each of the six copies known to exist contain the following spells:

Clerical Spells	**Magic-User Spells**
Abjure	**Banishment**
Exaction	**Binding**
Henley's Digit of Disruption	**Dismissal**
	Dolor
	Ensnarement
	Torment

The Words of the **Prison of Zagig**

Each copy of the work has two guardians. One is in the immediate vicinity of the book's hiding place, and will immediately attack the finder of the **Demonomicon.** If the possessor survives this attack, a second guardian, such as a ghost, nycadaemon, devil, etc., will pursue and attack the possessor of the book within 1-6 weeks. Pursuit will continue until either the possessor or the guardian is dead. If the possessor of the **Demonomicon** is killed, the guardian will find a new hiding place for the book.

Details of the spells contained in the grimoire follow.

Fourth Level Spell

Abjure (Abjuration) Reversible

Level: *4*
Range: *1"*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *See below*

When a cleric employs this spell, he or she is attempting to expel a creature of another plane from the place or person it inhabits, and force the creature to return to its own plane. The cleric must name the type of creature to be **abjured.** If the creature has a personal name, the cleric must speak that as well. The creature's magic resistance, if any, must be checked prior to the determination of the success of the spell. Only if the cleric manages to exceed the magic resistance percentage of the creature can the spell possibly affect it.

The cleric then compares his or her level against the hit dice of the creature being **abjured.** The cleric has a base 50% chance of affecting the creature. However, if the cleric's level is lower than the creature's hit dice, the base chance is reduced 2% for each level the cleric is below the creature. If the cleric's level is greater than the creature's hit dice, the base chance is increased 5% for each level of difference. (Note: a creature with an addition of +4 or better to its hit dice is treated as one hit die higher.) Percentile dice are rolled.

If the roll is higher than the one needed to **abjure,** the creature can attack the cleric. However, if the creature wishes to return to its own plane, attack is unlikely.

If the roll is equal to or less than the percentage chance needed, the creature is driven from the place or person inhabited and returned to its own plane. The creature cannot voluntarily return to the place or person it had previously inhabited, although a magically controlled creature can return if ordered to do so by the person controlling it.

The reversed spell, **implore,** entreats some creature from another plane to come to the cleric casting the spell.

The type of creature is named, and its personal name, if any, is spoken by the caster. The creature's magic resistance must first be exceeded on a percentage roll. Then success of the spell is checked, in the same way as for an **abjure** spell. The success of the spell does not guarantee that the creature will be friendly to the caster, nor does the spell give the caster any control over the creature.

The material components for the **abjure** spell are holy (or unholy) water, the cleric's holy (or unholy) symbol, and some item despised by the creature. In reversed form, the components are the same, except that the last item must be something that the creature desires.

Seventh Level Spells

Exaction (Enchantment/Charm)

Level: *7*
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

A cleric using this spell confronts a creature from another plane and requires of it some duty or quest.

The spell will not affect creatures with alignments greatly opposed to the cleric's i.e. good vs. evil, law vs. chaos. Note that a true (absolute) neutral cleric is greatly opposed to all other alignments, for the purposes of this spell. A creature which can be affected receives no saving throw, nor will magic resistance protect it. However, this spell does not affect deities or divine beings.

If the creature has received a great favor in the past from a person of the cleric's alignment, the cleric can name this as a reason for service. This requires that the cleric know the personal history of the creature. If no past service is known to the cleric, he or she must pledge a valuable gift or favor to the creature in return for its service. In all cases, the reward promised by the cleric must be equivalent to the service required from the creature. The spell then forces the creature to perform the service agreed upon. If the creature fails to perform the mission, it will suffer the penalties of the spells **geas** and **quest** simultaneously, until the mission is completed. Creatures cannot be compelled to obey self-destructive or suicidal commands.

When the service demanded from the creature is performed, it is instantly teleported to the cleric's location. The cleric must then perform the service or grant the reward agreed upon. When the creature's reward is granted, it is immediately sent back to its own plane.

If the cleric reneges on the agreement, the creature has two options to choose from. Each is a part of the original spell and does not require magical ability or spell casting from the creature. Should the agreement be broken, the creature can place the cleric under **exaction.** The cleric receives no saving throw against this effect. Otherwise, the creature can attack the cleric. Should it choose to do this, it will be totally unaffected by any spells cast by the cleric.

The material components of this spell are: the cleric's holy (or unholy) symbol, matter from the home plane of the creature from whom an **exaction** is required, and knowledge of the creature's nature or past actions; written on a page of parchment which is burned to seal the bargain.

Henley's Digit of Disruption (Evocation)

Level: *7*
Range: *1"*
Duration: *Instantaneous*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *See below*

This powerful spell is used against undead and Negative Material Plane creatures. When the spell is cast, the cleric draws upon energy from the Positive Material Plane. A bolt of energy from the cleric's fingertip strikes the target creature. An undead creature must save vs. spell or be instantly disrupted, completely destroyed. An undead that saves takes 2d8 points of damage. Creatures from the Negative Material Plane (such as shadows and wraiths) take 6d8 points of damage, half if they save vs. spell.

The material components of this spell are the cleric's holy symbol and a powdered sunstone of not less than 500 gp value.

Fifth Level Spells

Dismissal (Abjuration) Reversible

Level: *5*
Range: *1"*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Neg.*

By means of this spell, the magic-user attempts to send a creature from another plane back to its own plane. The creature's magic resistance, if any, must be overcome before the spell takes effect. The magic-user must name the type of creature to be **dismissed** and must speak its personal name, if any. The level of the magic-user is then compared to the hit dice of the creature. If the creature's hit dice are higher, the difference between its hit dice and the caster's level is added to its saving throw. If the caster's level is higher, the difference is subtracted from its saving throw.

(Note: if the creature wants to be sent back to its own plane, there is no adjustment to its saving throw.) If the spell is successful, the creature is immediately whisked away, but there is a 20% chance it will be sent to a plane other than its own, determined randomly.

The reverse of this spell, **beckon,** attempts to conjure a creature from another plane. The type of creature, and the personal name if any, must be spoken in the spell.

Magic resistance is checked only if the creature has no personal name. The creature's saving throw is determined as in the **dismissal** spell. If the creature fails its save, it is immediately transported to the spell caster's location. This does not guarantee that the creature will be friendly to the spell caster, nor does the spell caster have any form of control over the creature.

The material components of the spell vary with the form of the spell. Items which are despised by the creature are used for a **dismissal.** Items which are pleasing or desirable are used for a **beckon** spell. Certain arcane books are rumored to exist, which allow an enhanced chance of success for this spell.

Dolor (Evocation)

Level: *5*
Range: *1"*
Duration: *2 rounds*
Area of Effect: *One creature*
Components: *V, S,*
Casting Time: *5 segments*
Saving Throw: *None*

By reading this spell aloud, a magic-user attempts to force obedience from a hostile creature from another plane. The creature receives no saving throw versus the spell when cast, nor does its magic resistance protect it. However, this spell has no effect on deities or divine beings. The spell inflicts increasingly severe pain to the creature, causing it to save vs. spell or obey the caster's orders. The creature's save is modified by the spell's effects.

The spell creates *unease* in the creature during the reading of the spell, causing it to save against the caster's requests at -1. The following round the creature becomes nervous and filled with *doubts,* causing a -2 to the save against the caster's demands. On the last round of effect the creature feels a dull, all-encompassing *dolor,* causing a -3 to saves vs. the caster's commands.

This spell is dangerous to the caster as well as the creature, for it is a test of mind and will. If the creature's intelligence is higher than the magic-user's, the creature has a chance of **charming** and **dominating** (as the psionic discipline) the magic-user during the time the spell is read. If the creature's intelligence is higher, it can use this attack even if it normally has no mental attack at all. The chance is 5% per point of intelligence higher than the spell caster. If the creature succeeds in **charming** the spell caster, it will punish with the magic-user as its alignment requires. If the spell caster is interrupted or distracted during the casting of the spell, the creature will automatically be able to **dominate** the magic-user.

The verbal component of the spell must include the type of creature and its personal name, if any.

Sixth Level Spell

Ensnarement (Conjuration-Summoning)

Level: *6*
Range: *1"*
Duration: *Special*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *Neg.*

The casting of this spell attempts a very dangerous act—the luring of a creature from another plane to a previously prepared trap where it will be confined until it agrees to perform a service in exchange for freedom.

The spell causes a **gate**-like opening on the creature's home plane. A special saving throw is used to determine whether the creature spots the trap or believes it to be a **gate.** To save, the creature's intelligence or less must be rolled on a d20. (See the MONSTER MANUAL**,** page 6, for intelligence ratings.) The roll is modified by the difference between the caster's intelligence and the creature's intelligence. If the caster's intelligence is higher, the difference is added to the roll; if the creature's intelligence is higher, the difference is subtracted.

If the saving throw succeeds, the creature will ignore the opening. If it fails, the creature will step through into a confining diagram. See the section on **MAGICAL DIAGRAMS** for details. Should this spell be attempted without using a magical diagram, the creature is free to immediately attack the caster.

Once the creature is confined, it can be kept for as long as the caster dares. Long confinement is dangerous, since any break in the diagram immediately frees the creature. The caster can offer bribes, make promises, or use threats in order to force one service from the captive creature. The DM assigns a value (0 to 6) to what the magic-user has said to the creature. The value is subtracted from the creature's intelligence. A roll on d20 equal to or less than its adjusted intelligence means that it has refused to obey. A higher score means that it has submitted. A demand can be made once per day. Each day of confinement in the diagram reduces the creature's intelligence by one, to a minimum of 3. Demands can be made until the creature submits, or it breaks free, or the caster uses spells to send it back to its own plane.

When the creature brings the caster proof that the task demanded of it is completed, the creature will be transported instantly back to its own plane. However, such forced service will cause the creature to seek revenge on the caster at every opportunity.

The material component of this spell is a magical diagram of a type appropriate to the creature to be **ensnared.**

Seventh Level Spells

Banishment (Abjuration-Evocation)

Level: *7*
Range: *2"*
Duration: *Permanent*
Area of Effect: 2 *levels or hit dice/level of the caster.*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *See below*

A **banishment** spell forces a creature from another plane to return to its own plane. The spell affects a single creature or a number of creatures whose combined hit dice are equal to or less than twice the level of the caster. A **banished** creature cannot voluntarily return to the plane from which it was **banished,** but it can be called back by **gate** or other spells. The spell requires that the caster name the type of creature to be **banished.** If any of the creatures has a personal name, that must also be spoken. The caster must also name a deity or being that is an enemy of the creatures being **banished.**

If the creature saves vs. spell, the caster will take 2d6 points of damage from a backlash of magical energy, and will be stunned for 2d6 segments. If the creature fails its saving throw, it is immediately sent back to its own plane. The saving throw die roll can be reduced by the type of components used in the spell.

The material components of the spell are substances and items hateful to the creature being **banished.** Rare items are more potent than common ones. Common items such as holy or unholy water, or powdered gems with magical properties (see DUNGEON MASTERS GUIDE, pages 26-27) will provide a -2 modifier on the saving throw roll. Special items that might be used against evil creatures are: couatl feathers, powdered unicorn horn, or hair from the tail of a ki-rin. Good creatures would be repelled by such items as vampire dust, brain matter from a mind flayer, or the skin from a succubus' wing. Neutral creatures, such as elementals, would be affected by items relating to neutrals of opposite nature, e.g. the essence of a fire elemental could be used against a water elemental. A special component could reduce the saving throw die roll by -3 or -4, especially if the spell caster personally obtains these items through adventuring. The DM may choose the exact special components that would be effective against any particular creature. Common and special components can be combined in the casting of the spell, but the saving throw die roll cannot be reduced by more than 8.

Note: This spell requires an appeal to divine or other powerful beings as part of its verbal component. At the DM's option, a magic-user can receive help from a patron deity if the magic-user's devotion has been outstanding. A deity can modify the saving throw die roll by an additional -1 to -6, depending on the worthiness of the magic-user. However, such direct intervention should be extremely rare, and happen only if the success of the **banishment** is in the vital interests of all the deity's followers.

Torment (Evocation-Alteration)

Level: *7*
Range: *1"*
Duration: 6 *rounds*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Special*

When this spell is cast, the magic-user seeks to force submission and obedience from a captive other-planar creature. The initial preparation of this spell requires the preparation of a special scroll, on which is inscribed the spell itself, the type of creature to be affected, the creature's personal name, if any, and the name of the magic-user casting the spell. The naming of both the creature and the caster establishes a magical link between the two and is needed to lend power to the spell.

When the spell is read, there is a 1% chance per point of the creature's intelligence that it will control the magic-user. There is a 5% chance per point of the creature's intelligence that it will gain control if the caster is interrupted. If the creature gains control it will command the caster to step into the confining diagram. The creature will then carry the caster away to its own plane.

If the spell is cast successfully, the magic-user continues to read from the parchment, causing increasing pain to the creature with each round of reading. After each round of reading, the caster can try to force obedience from the creature. The creature's saving throw against the orders of the caster is modified by the spell's effects. The first two rounds of reading cause *twinges,* the third and fourth rounds cause *shooting pains,* and the last two rounds cause *aches* and *cramps.* The creature saves vs. the caster's orders as follows:

First round	–1
Second round	–2
Third round	–3
Fourth round	–4
Fifth round	–6
Sixth round	–8

If the creature fails its saving throw during the reading, it has submitted and will obey the caster's commands to the letter. Naturally, the creature feels intense hatred for the caster, and will seek revenge at any opportunity.

The material component of the spell is the scroll. The special inks needed to inscribe the scroll cost 1,000 gp per hit die of the creature to be affected.

Eighth Level Spell

Binding (Enchantment-Evocation)

Level: *8*
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *Special*
Saving Throw: *Neg.*

A **binding** spell enables the caster to securely imprison an other-planar creature. The subject of the spell must already be confined within an appropriate magical diagram. The material components vary according to the type of creature being imprisoned and the type of **binding** being attempted. The duration of the spell depends upon the type of **binding** and the effective level of the primary spell caster. The primary spell caster can have up to six assistants, of 3rd level or higher, in the casting of this spell. The assisting magic-users add their levels to that of the primary caster as follows: the primary caster's level is increased by one-third the level of each assistant of 9th level or higher. The primary caster's level is increased by one for every assistant of 3rd to 8th level.

The creature's magic resistance is not effective against the spell, nor is it allowed a saving throw if the effective level of the primary caster is at least twice the creature's hit dice. If the caster's level is less than twice as high, the creature gets a saving throw versus spell, modified by the form of **binding** being attempted.

Forms of **binding** are:

Chaining: The creature is confined by restraints that create an **antipathy** (as the eighth level magic-user's spell). This affects all who approach the creature, except for the caster. The creature is chained for one year per level of the caster.

Slumber: The creature is affected by a comatose sleep that lasts one year per level of the caster.

Bound Slumber: This is a combination of chaining and slumber that lasts for one month per level of the caster.

Hedged Prison: The creature is teleported within a magically created prison, which must be prepared previously by the caster. The creature remains there until released by the caster or until the prison is broken by some outside person or power.

Metamorphosis: The creature becomes non-corporeal, except for its face or head. This effect lasts until the spell is broken by some outside person or power.

Minimus Containment: The creature shrinks to a height of one inch and is teleported within a gem that serves as a hedged prison. The effect lasts until the creature is freed by some outside person or power.

The confinement created by the **binding** spell is in addition to that provided by the magical diagram. Even if the spell fails, the diagram is still effective against the creature. Once the spell has taken effect, the accidental or deliberate destruction of the magical diagram does not negate the spell.

The saving throw die roll against this spell is modified by the type of **binding** attempted. Chaining is a normal save, slumber is at +1, bound slumber at +2, hedged prison at +3, metamorphosis at +4, and minimus containment at +5.

However, if the creature is first weakened by **dolor** or **torment** spells, the saving throw die roll is adjusted by -1 for **dolor**, -2 for **torment,** or -4 if both are used. A successful save means that the creature is unaffected.

A creature under chaining, slumber, or bound slumber receives a normal saving throw vs. spell after each full year of confinement. Success means that the creature has broken the spell.

The components for the spell include a continuous chanting of the spell from a scroll or **Demonomicon** containing the spell, gestures appropriate for each form of **binding**, rare soporific herbs, a diamond or corundum gem of 1,000 gp value for each hit dice of the creature, a portrait on vellum or a statuette of the creature, and miniature chains of precious metal (such as iron for demons, silver for devils, and nickel for creatures from Hades). The exact material components depend on the type of creature and its alignment, and can be chosen by the DM. At the DM's option, the exact materials needed can be regarded as secret, requiring research on the part of NPCs or player characters using the spell.

(Dungeon Master's Note: The spells contained in the **Demonomicon of Iggwilv** are extremely potent, and will greatly enhance the power of the magic-user who has them, especially since these spells would be available only to those who have a copy of the book. The DM must consider carefully the effects of these spells on campaign balance before introducing them to the campaign).

Although some of these spells require the caster to read a prepared incantation or text aloud during the specified casting time, a character who wishes to use such a spell must still include it in his or her normal spell selection. Although the extreme length and complexity of these incantations require a supporting text, it also requires the formal casting procedures to enable the caster to successfully complete the reading. The cost of failure is fearfully high!

Prison of Zagig: Only five of these brass devices are believed to exist. Each is nearly identical, appearing to be nothing more than a small, well-made bird cage. Normal handling or examination will not reveal it to be magical. If a **detect magic** spell is cast on the **Prison of Zagig**, there is a 50% chance that magic of an uncertain nature will be detected—either no particular type of dweomer, or a false type of magic.

Each prison-cage has permanent **anti-magic** and **anti-detection** spells that protect the exterior and interior of the cage.

The **Prison of Zagig** is usable only by a magic-user, and attunes itself to the possessor when he or she learns the spell word that activates the prison. Activation has two effects. The first is that the door of the cage is sealed by a **wizard lock** as if the possessor had cast it. The second effect is that the possessor will be able to imprison a creature within the cage by speaking a trigger word and uttering a special *command spell* with a casting time of one round.

The command must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its history must be recited in great detail.

The creature being commanded into imprisonment receives a saving throw vs. spell. If successful, the creature is unaffected.

If it fails, the creature is reduced to a three inch height and is instantly teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or water while imprisoned, and will be instantly restored to its former size and abilities once freed.

A **Prison of Zagig** cannot by damaged by force or magic. An imprisoned creature can be freed by the owner of the prison or by a magic-user able to break the **wizard lock** without using spells (i.e. a magic-user four or more levels above the owner of the **Prison of Zagig**). A **wish** or an **alter reality** spell can also be used to open the cage. A creature inside a **Prison of Zagig** cannot be located by spells or magical items, only by normal sight and hearing.

Words necessary to operate a **Prison of Zagig** are:

Activation Word
Trigger Word (used to begin the imprisonment of a subject)
Command Spell (naming or describing the history of the subject)
Freedom Word

(*Note:* The spell words needed to operate the **Prison of Zagig** in this module are found in the **Demonomicon of Iggwilv**.)

GP Sale Value: 25,000

MAGICAL DIAGRAMS

The other planes of existence are populated with a variety of creatures of differing origins, alignments, and powers. Such creatures include, but are not limited to, couatl, djinn, efreet, elementals, and ki-rin, as well as the beings from the Outer Planes. The DM must bear in mind that such creatures are non-human and generally regard themselves as superior to humanity. Dealings with humanity may be resented by some of these creatures, particularly if a human presumes to treat them as equals. While this is generally true of most other-planar creatures, some have evil alignments that increase their hostility to humanity.

The magical diagrams described here can be used to protect characters from the hostility of other-planar creatures. These diagrams can also be used to confine other-planar creatures, using the spells in this module as well as others from the PLAYERS HANDBOOK. These guidelines are for the DM's use in handling the creation and effects of such diagrams.

If a magical diagram is used in the campaign, its power depends upon the care and cost with which it is laid out by the NPC or player character. A diagram can either be hand-drawn or inscribed and inlaid.

A hand-drawn diagram is temporary, but is generally less costly. It is necessary to re-draw the diagram for each use. There is a 20% chance that any hand-drawn magical diagram will fail when used. The chance of failure can be reduced by drawing the diagram over a long period of time and using special magical pigments. For every turn spent drawing the diagram with special pigments (cost 1,000 gp/turn) the chance of failure is reduced 1%. The base chance of failure can be reduced to 0% by this means.

An inlaid diagram is permanent and reusable. Its construction requires a minimum of one week and the expenditure of at least 10,000 gp. The base chance of an inlaid diagram failing when used is 10%, but this chance is checked only once, the first time the diagram is used. The chance of an inlaid diagram failing can be reduced by using precious metals, powdered gems, and rare materials in the inlay. This special procedure costs 50,000 gp and takes one month of game time. The special inlay reduces the chance of failure to 0%.

The special rare pigments and materials needed can, at the DM's choice, be secret knowledge or be difficult to obtain, requiring additional research, adventuring, or expense on the part of NPCs or player characters.

The use of special materials does not mean that magical diagrams will automatically be effective, however. Whenever a diagram is used, either as a defense or as a prison, the combined intelligence and level of the character using the diagram is compared to the combined intelligence and hit dice of the creature involved. If the character's total is higher, the difference between the character's total and the creature's total is subtracted from the base percentage chance of diagram failure. If the creature's total is higher, the difference is added to the base chance of diagram failure. Once the final percentage is calculated, the DM rolls percentile dice. If the roll is equal to or less than the chance of failure, the creature is not affected by the diagram.

Even if the diagram was done correctly, any break or removal of any part of the completed diagram will render it useless. A fly landing upon one of the lines of the diagram, dust blowing across part of it, or a piece of straw falling on it, would be enough to make it useless.

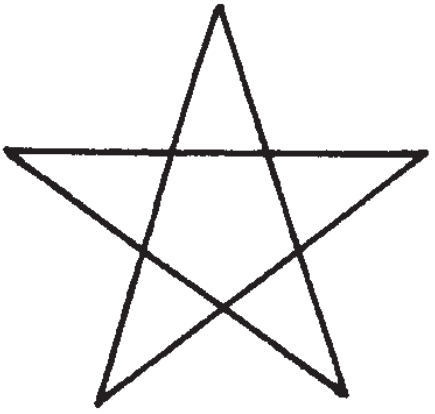
When used as a defense, the diagram provides protection against the kinds of creatures it was designed to keep out. The creatures cannot enter the diagram by any normal or magical means, including teleportation and astral or ethereal movement. They can touch neither the diagram nor anyone inside it. The creatures' spell effects, psionics, physical attacks and weapons have no effect on the diagram or anyone inside it. They can cast spells that affect areas outside the diagram, such as a ring-shaped **wall of fire**, which would do no damage to those inside the diagram, but would effectively imprison them. A character within a protective diagram can cast spells or attack those outside, but an effect that touches or physically affects the diagram, such as **creeping doom** or **ice storm**, will render it powerless.

When used as a prison, the diagram securely confines the creature within it. The creature cannot leave the diagram normally, magically, or psionically, nor can it be **gated** out of it. The creature cannot touch the diagram or any area outside it. The creature's spell effects, psionics, physical attacks and weapons also will not affect the diagram or those outside. However, the creature can use certain spells that affect only itself, such as **invisibility, polymorph self**, or curing spells. The confined creature can be attacked from the outside, but it will be freed if any attack breaks the diagram. Each day of confinement reduces a creature's intelligence by 1, down to a lower minimum of 3.

If a magical diagram fails to hold an evil creature against whom it is used, the evil creature will attempt to attack and utterly destroy those trying to confine it. If the diagram fails to hold a good creature, the good creature will either leave immediately or use an appropriate punishment on those seeking to confine it. The exact response depends the alignment of the creature, as well as the alignment of the one using the diagram. An other-planar creature will cooperate with a character only if its alignment and goals are similar to his, and then only if the creature is promised a sizeable service or reward. As a general rule, the DM should insure that the price paid for the help of other-planar creatures is so high as to be unprofitable for the player characters seeking such help, even if the creature is of the same alignment as the character.

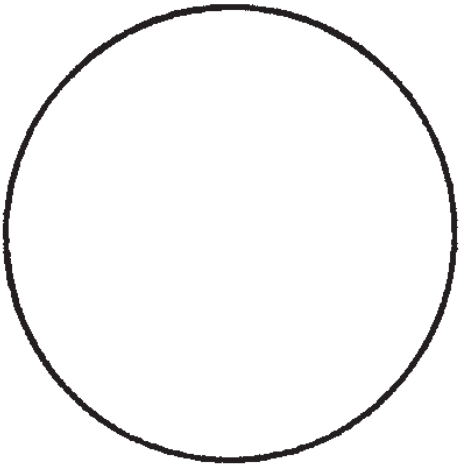
Evil clerics and wizards who have successfully confined an other-planar creature can attempt to use spells to force service from it. An unsuccessful attempt usually means immediate destruction at the hands of the creature, while a successful attempt raises the possibility of the creature seeking revenge at some future time.

The protective diagrams, and their uses are:



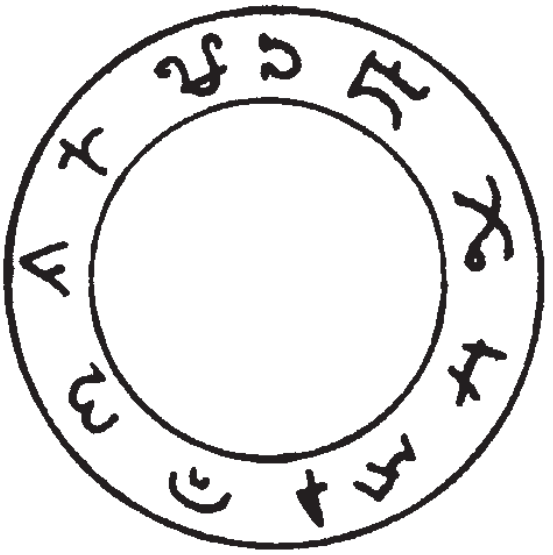
PENTACLE

This is a magical seal, used to close a container and prevent the escape of a creature trapped inside. Typical uses are on doors and efreet bottles.



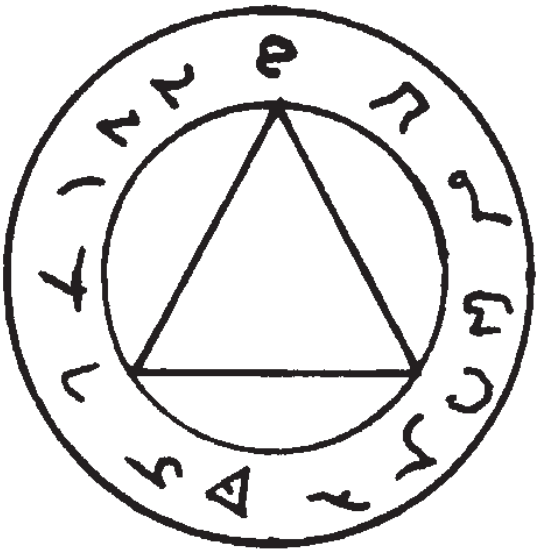
MAGIC (PROTECTION) CIRCLE

This diagram protects against lesser devils or hostile sendings. The circle of protection is different from the **protection from evil** spell. The spell provides bonuses to character saving throws against attacks from other-planar beings as well as a –2 modifier on the attacks of such creatures. The spell protection is not as complete as that of the diagram, but the spell can be used against all types of other-planar creatures.



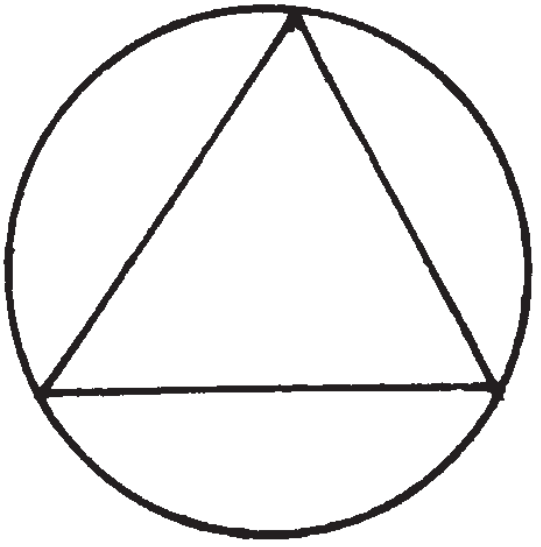
MAGIC CIRCLE

This diagram protects against all devils and all creatures of good alignments from the Outer Planes.



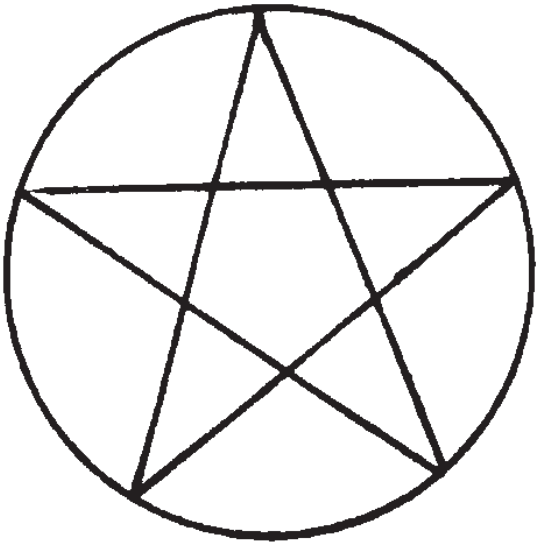
THAUMATURGIC CIRCLE

This diagram protects against demon types I-V, including succubi, as well as all creatures affected by a thaumaturgic triangle.



THAUMATURGIC TRIANGLE

This symbol protects against creatures from the Elemental and Astral Planes, as well as the plane of Concordant Opposition.



PENTAGRAM

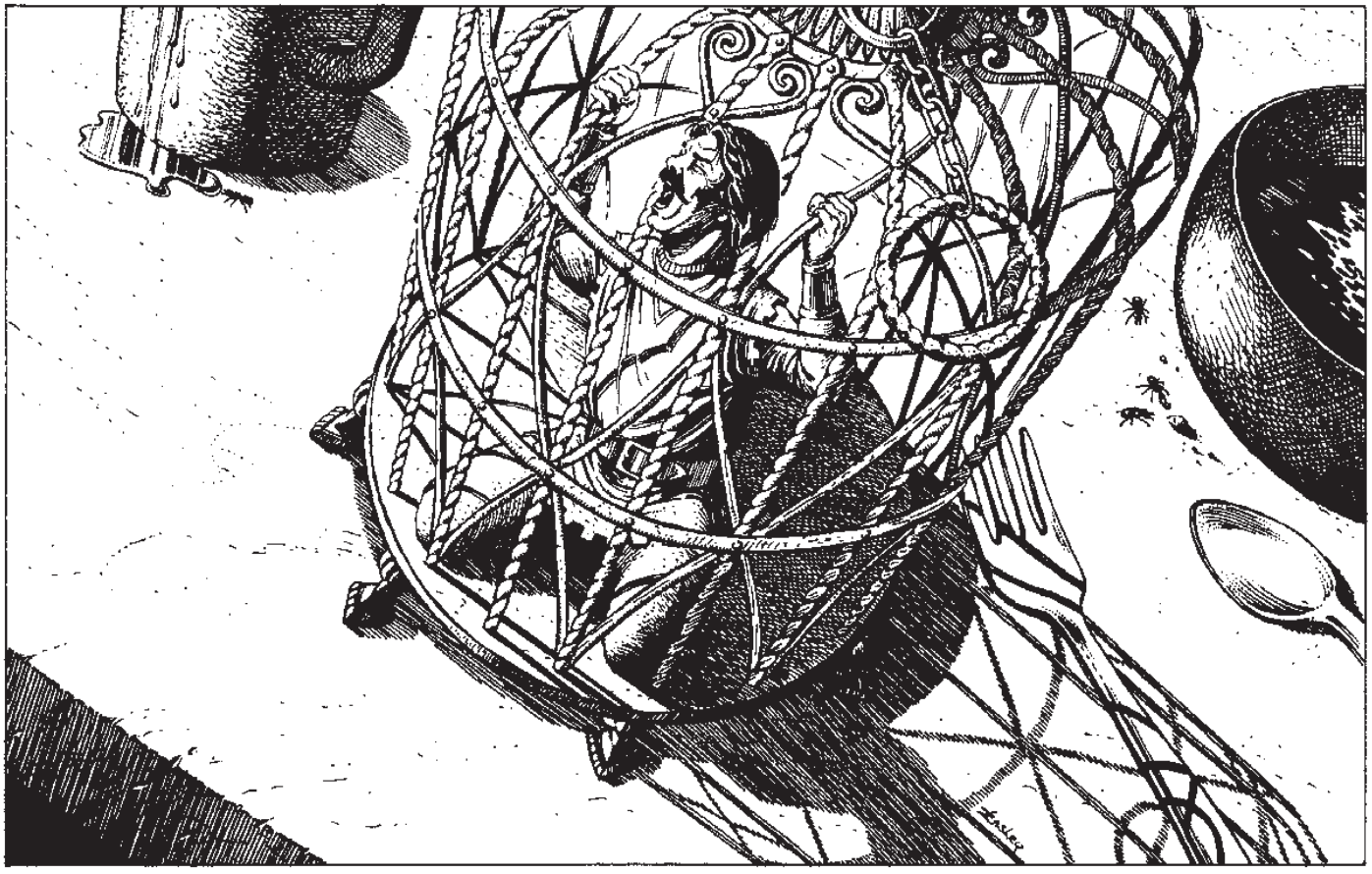
This diagram protects against evil other-planar beings (except devils) but including all types of demons.

REPUTED MAGICAL PROPERTIES OF GEMS

The Dungeon Master can use this list in a number of ways related to the material in this module. The DM may choose gems with appropriate magical properties as needed material for the creation of a magical diagram or as part of the material components for the spells listed in the **Demonomicon of Iggwilv.** The gems marked with an asterisk may also be used to refuel **Daoud's Wondrous Lanthorn.** (See the section on **MAGICAL ITEMS — Artifacts** for the means of refueling the **Lanthorn**.)

Gem Type	Effects or Uses
Agate	Restful and safe sleep
Alexandrite*	Good omens
Amber*	Wards off diseases
Amethyst*	Protects against drunkeness or drugging
Beryl	Wards off enemies
Bloodstone	Weather control
Carbuncle	Powers of dragon's sight
Carnelian	Protection from evil
Cat's eye agate	Protection from spirits
Chalcedony	Wards off undead
Chrysoberyl*	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, insures safety in river crossings, cures madness, halts bleeding
Diamond*	Invulnerability versus undead
Hematite	Aids fighters, heals wounds
Jacinth*	Luck for travellers, wards off plague, protection from fire
Jade	Skill with music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis Lazuli	Raises morale and courage
Malachite	Protection from falling
Malachite and Sunstone	Wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord among enemies
Peridot*	Wards off enchantments
Ruby*	Gives good luck
Sapphire*	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire, Star	Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Topaz	Wards off evil spirits
Turquoise	Aids horses in all ways (but the stone shatters when it operates)

Gem Color	Meaning or Significance
Black	The Earth — darkness — negation
Blue	The Heavens — truth — spirituality
Clear	The Sun — luck
Green	Venus — reproduction — resurrection — sight
Red	Control of hemorrhaging — heat
White	The Moon — enigmas
Yellow	Secrecy — homeopathy — jaundice



Graven Glyphs

In the center lies the gate
But opening it is sure to vex
Many are the guards who wait
As you go to the middle hex

Randomly sent to find a way
Back to a different iron door
A seventh time and you may stay
And seek the glowing prize no more

You have won Ole Iggwilv's prize
Her hoarded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic

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