

HM3

Adventure Module HM3

The Chaos Halls of Belzir

An Adventure For Characters Level 4-6



The ancient halls of the long lost wizardpriest of chaos Belzir have been rediscovered. Can the party discover his secrets and find his legendary amulet.

This module is designed for use with 1st edition Advanced Dungeons and Dragons, it is meant for intermediate to experienced players and DM's. It contains maps and descriptions of the Chaos halls, the Bandit Lair, and the Village of Rashtan.

HM3 – The Chaos Halls of Belzir

A module for 4-6 characters of levels 4-6



By: Todd Hughes

Maps By: Greg Covey and Jarren Preston

Art By: Bucky Argyle

DM Information

This module is designed for intermediate level players. The number of player characters should be between four and six. The recommended level of character experience is from fourth to sixth level. Players may either bring in existing characters of the appropriate level, with the DM's approval or roll up new characters as suggested in appendix P of the **Dungeon Masters Guide**. There is also a pre-generated party at the end of this module which may be used.

Note that if an item or monster is in ***bold and italics*** it means that it will be found in the appendix of this module. Also with monster statistics, the book the monster is located in will be abbreviated.

MM = Monster manual
MM2 = Monster Manual 2
FF = Fiend Folio
NEW = This modules appendix

Rumors and facts: The following list is a compilation of various stories, rumors, and facts concerning Rashtan, Istan, and the surrounding area. Any resident of the area might know one or more of these tales.

The chance that any encountered NPC will know 1 or more rumors depends on the NPC level.

0-Level – 40%
1st-Level – 50%
2+ -75%

If a NPC has been determined to know rumors roll to see how many they know using the chart below.

0-level – 1-2(1d4/2)
1st-Level – 1-3(1d6/2)
2+ – 1-4(1d4)

Once the number of known rumors is determined roll on the chart below to determine which ones are known. Each rumor is marked as either true or false those in italics are partially true.

1. There is an evil mage in the forest gathering a army of undead to attack the village (false)
2. The elf who owns the new inn is up to no good. (true)
3. The jeweler gnome casts spells on people to make them give him all their jewelry. (false)
4. *The well is haunted and at night you can hear the ghosts.*
5. There are humanoids gathering in the forest intent on destroying Rashtan (false)
6. Korec is in league with the evil powers in the forest. (false)
7. A party of travelers was attacked by humanoids while traveling through the pass in the forest. (true)
8. There is a large pack of wolves just outside of town to the south. They are the pets of some evil giant and do his bidding. (false)
9. The new priests in town are really devil worshipers. (false)
10. *There is a large group of bandits attacking caravans traveling to the city.*
11. Winston Willrock is going to buy all of the farms near the village and kick everyone off their land. (false)
12. Winston Willrock has over one million pieces of gold buried under his manor house. (false)
13. Winston Willrock has a lot of pull with the mayor and often gets laws passed that benefit his business. (true)
14. *Korec is going to build a gambling house to try and take away business from the Weary Traveler.*
15. The new man who has the combat training school was a great soldier in a far off city. (true)
16. There are a number of ancient ruins in the Lonely Wood and Forgotten Hills. (true)
17. The ruins that Minter wants people to explore are full of dark creatures. (true)
18. *Things live in the pond in the park, and if you swim in it they may pull you under.*
19. The elf who owns the Weary traveler wants to compete with Korec's potion business and will pay good coin for potions. (true)
20. *The park is haunted and at night the spirits come out in search of blood.*

Background

The Hamlet of Rashtan has recently experienced a boom in population and trade. In several short months it has transformed from a sleepy hamlet into small village seemingly overnight. New buildings have been raised and stocked, and more construction is taking place each day.

Not long ago an old mine that was in use before Rashtan was even a hamlet, was rediscovered by a group of intrepid adventurers. It appeared the mine was abandoned long ago because the miners encountered the lair of a great beast. Once the mines were rediscovered the explorers slew the beast and took its treasure. This led to the mine being reopened, and the discovery of a large vein of gold as well as other valuable ore.

Rashtan, being the closest settled area, began to receive a lot of traffic and became a popular stop on the trade route between the mine and the towns receiving the ore. With the tales of creatures and treasures to be had in the Lonely Wood and the Forgotten Hills there has also been an influx of adventurers looking to make their name and fortune. This is naturally followed by those who arrive looking for work, and those with the less than honorable intent of bilking travelers and locals alike in any way that they can.

Adventure Introduction

When the PCs arrive in Rashtan, it will be the first village they will have encountered in several weeks ride. The first building they see as they enter the town will be the largest as well, Wayfarer's Place. Whether or not the PCs stay at Wayfarer's Place or one of the smaller Inn's in town that evening, they will overhear a conversation between two of the patrons.

Philmore: "Gold. Gold and items of magic, that's what he's offerin."

Burt: "Yeah gold and magic for a fool's quest. Everyone who's gone has never returned."

Philmore: "Well, 'cept that first feller. He came back with that book."

Burt: "Yeah, but just him. The other three what were with 'im didn't come back did they."

If the PCs inquire about the conversation, the men will inform them the local sage, named Minter, is offering a reward for the location of some object that he believes is located in some ruins that were discovered in the Lonely Wood by explorers. The explorers found what seemed to be the foundation of an old keep. They discovered that even though there were no signs of the keep itself aside from the foundation, there were entrances to some caverns beneath. Their party went to investigate and all but one was killed. The survivor returned with an old book that he sold to Minter.

Since then Minter has been offering the reward. Several parties of adventurers have set out to find the item but never returned.

The next day, if the PCs question Minter, read the following.

"I believe the ruins are the remains of the tower of Belzir the wizardpriest. Two hundred years ago Belzir was a powerful mage who became a priest of the gods of chaos. It is said his devotion was so great the gods sent him a special amulet. He used the amulet and built a tower to honor his gods. As time went by Belzir was seen less and less and it was rumored he was going mad. Then one day his tower disappeared and he was never heard from again. He hid his private study in a magical dimension, and it can only be accessed using his three hidden keys that are located somewhere in his chaos halls.

The party who found the tower ruins also found an entrance to some caverns below the foundation. All five explorers entered but only one returned. The poor lad had no desire to ever return and offered me a book he had found. It turns out the book was Belzir's diary. It details how the mad wizardpriest spend years building the caverns to hide away from a world which he was certain was out to steal his amulet. It is my belief that he died in those caverns, and I am offering 5000 gold per individual plus an array of magic items to any adventuring party that can find the amulet and bring it to me. I have no desire to personally use the amulet. I want to put it away somewhere safe for I believe it could be a danger."

Minter will equip the party with any normal items (except for armor, livestock, and transports) listed in the players handbook on page 35 and 36 within reason (e.g. he will not buy them 30 vials of holy water, but would equip each character with 1 vial if asked). He will also provide each PC with a light riding horse (pony for smaller folk), and tell them how to reach the ruins which are a three day ride from town. He will also equip each of them with two of **Harold's Healing Potions**.

He will leave them with one last warning. "There will be a temptation to take the amulet for your self, but remember a powerful wizardpriest was unable to handle its use. It is very dangerous and will likely destroy anyone who attempts to use it."

The magic items he will be offering for the amulet's return are a dagger, a shield, a cloak, a pair of bracers, a bag, and an arrow.

Any attempt to detect magic on these items will show that each of them is magical.

He will avoid specifics if he can, but if pressed further will explain the magical properties of the items (it is up to the DM how to describe the items listed below):

The dagger is a dagger +2.
 The shield is a shield +1/+4 versus missiles.
 The cloak is a cloak of protection +2.
 The bracers are **Bracers of Shadow Manipulation**.
 The bag is a bag of holding (weight limit 500 lbs).
 The arrow is an arrow of direction.

In the event the PC's do not talk to Minter, they will hear numerous tales of ruins that are rumored to hold untold treasures.

The Village of Rashtan

See supplement *HS1-Village of Rashtan* for more detailed information and NPC's.

#1 Wayfarer's Place Inn & Tavern

Description: As you enter you see a moderately lit tavern. Directly to your right is a bar, and there are a number of tables and stools lined up in front of it. The tavern is busy and on a small stage in the back of the room is a bard playing a lute. The smell of roasted meat fills the air and everyone is drinking pints of thick ale or wine. Above the bar is a sign that reads "Ask us about our potions."

DM Note: While not extravagant the Inn is clean and comfortable with a nice atmosphere. The bartender is the inn owner, Korec the half-orc. He is a gruff individual who will generally answer questions with the least possible number of words. He is a former adventurer who put all of his money into building Wayfarer's Place.

There is a small kitchen through the door behind the bar, and players can get a drink, or food, or a room for the night.

The potions sold here are **Harold's Healing Potions**. The potions are popular with all the new adventurers in town and Harold can't seem to make them fast enough. There will generally only be 1-3 potions in stock (1d6/2). Wayfarer's Place is the favorite stop for locals as well as many travelers. It has a comfortable laid-back atmosphere, and the house bard Cedric knows all of the most common ballads.

<u>Service</u>	<u>Cost</u>
common room (4 cots)	8 sp/night
private room	1 gp/night
pint of wine (common)	1 sp
pint of wine (fine)	1 gp
pint of ale	1 sp
pint of beer	5 cp
pint of mead	5 sp
full meal	1 gp
soup	2 sp
Harold's Healing Potion	300 gp

#1A Stables

Wayfarers Place also has stables next door, and anyone renting a room will get free stable service. Stable service is only for customers.

#2 Jord's Forge

Description: As you approach this stone building you see smoke coming from a chimney and a sign hanging above the door reading "Jord's Forge". Upon entering you see a large dark-skinned man hammering away on an anvil near a fit pit. Behind him are two teenage boys dipping red-hot horseshoes into a barrel of water.

DM Note: This is the blacksmith's shop run by Jord Hammerlin. Jord is a local whose father ran the shop before him. The two boys are his apprentices who he recently hired because of the increase in business.

Characters can purchase goods here. Jord sells typical items that would be made by a blacksmith. He is also a weaponsmith and can repair normal weapons.

#3 Minter's Marvelous Maps and Things

Description: Above the door of this shop is a sign with a picture of a folded map that reads "Minter's Marvelous Maps and Things". You see dusty bookshelves lining walls filled with books and scroll cases, much of which seems to have been thrown about haphazardly. There is a door in the back of the room and sitting at a desk is a man with long brown hair and a long thin mustache. Portions of the room's walls look newer than the rest as if there was a recent expansion.

DM Note: Minter fancies himself a sage and librarian. In truth he is a Magic User who has read extensively about travel and the different parts of the world. He is also a historian and can act as a sage on matters of local history.

He has many maps of the local area with towns, villages, and roads. He has other maps of far away places as well. He has several books on mundane subjects such as anatomy, flora, fauna, and has an abundance of leather and bone scroll/map cases. If asked, he has four magic scrolls for sale.

- 1 *Burning Hands* (300 gp)
- 1 *Comprehend Languages* (300 gp)
- 1 *Levitate* (800 gp)
- 1 *Knock* (800 gp)

Minter will also offer to determine if any items the characters have found are magical for 25 gp/item. He does this with a pair of magical glasses that tells him if an item he is looking at is magical (as a detect magic spell). When examining items he will not do so in front of the characters, instead insisting he must take the items alone into the backroom so his "spell" will not be interrupted. He does this to hide from

everyone the fact that his glasses are magical; he will not try to steal any items.

#4 Sheriff's Station

Description: Above the door to this building is a sign reading simply "Sheriff".

The building looks newly built and inside along the back wall is a row of jail cells, some occupied.

DM Note: The sheriff is Talon, a large clean cut man with a small scar on his right cheek. The Sheriff's station also serves as a local jail until trial. It has been recently rebuilt to allow more room for both prisoners, and Talon's five new deputies.

#5 Silo's General Store

Description: Above the door hangs a sign with a depiction of a horse eating from a feed bag and it reads "Silo's General Store". As you enter you see shelves stacked with goods of all kinds. A portly man wearing an apron and a big smile waves to you from behind a counter "Well met travelers, how can I be of service today?"

DM Note: Silo is a pleasant man, eager to help the party spend their coin in his shop. He has stock in the following equipment tables from the Players handbook: clothing, misc. equipment and supplies, provisions, and tack and harness.

Silo likes to gossip, and as a result will know 4 rumors from the table above. He will gladly share these with the PCs even to the point of talking about town events without being prompted.

Silo knows everyone in town and has nothing but good things to say about all the locals, however he is not as keen on any of the new business owners who are from out of town.

#6 Allister's Arms

Description: Above the door a sign reads "Allister's Arms". You enter a room lit by lanterns hanging on the wall. You see all around the room various weapons and two men, one behind a desk and one placing weapons in their proper spots.

DM Note: The man behind the desk is Allister, the owner of the shop. He is a huge, muscular, bald man with a long scar running across the top of his head. He is a former mercenary. He saw that there was no weapons shop in this newly booming town and decided to fill that need. The other man is Pele. He is a local who Allister has hired to assist him.

<u>Item</u>	<u>Price</u>
arrow, single	4 sp
arrow, dozen	2 gp
axe, battle	5 gp
axe, hand	1 gp
bolt, light, single	2 sp
bolt, light, dozen	1 gp

bow, long	80 gp
bow, short	20 gp
crossbow, light	12 gp
dagger and scabbard	3 gp
dart	10 sp
halberd	9 gp
hammer, Lucern	7 gp
hammer	1 gp
mace, footman's	8 gp
morning star	5 gp
sling and a dozen bullets	1 gp
spear	1 gp
sword, broad and scabbard	10 gp
sword, long and scabbard	17 gp
sword, short and scabbard	8 gp
sword, two-handed	35 gp

#7 Temple of Mielikki

Description: This dark wooden building is surrounded by a grove of elm trees, and there are birds and squirrels twittering happily. In front of the building you see a statue of a beautiful woman wearing a tunic and wielding a bow. There is a man tending the grove and he will be pleasant if the PCs approach him.

DM Note: The man is Cariwin, priest of Mielikki. He will be friendly to the PCs and invite them in. He will take the opportunity to speak about Mielikki and the harmony of nature if given the chance. Cariwin was once the primary cleric in the temple. However, with the influx of people, the clergy has sent an acolyte named James to assist and his superior Stephen Farlund to run the temple.

If anyone in the party is wounded, the priests will offer to heal them for a tithe (75 gp) and can cast *Cure Light Wounds*.

#8 Caleb's Combat Training Center

Description: As you approach this building you see a sign outside the door with two crossed swords and it reads "Training Center." Inside it is sparsely decorated and you see several students being spoken to by a large dark skinned man with long black hair.

DM Note: The man is Caleb, a former high ranking officer in the guard of a large city far from here. He left after his family was killed in an accident and he settled in Rashtan. He decided to start a business doing what he knows best: training men to fight.

Caleb is a 7th level fighter and can train characters up to 7th level at standard DMG training costs.

#9 City Hall

Description: This is a large, white, two-story, wooden building and there is a stone plaque out front reading "Village of Rashtan City Hall".

DM Note: This building serves as the meeting place for the town council. It is also the home to the Mayor's (Jameson Caldwell) office, and is used as a courtroom when the Magistrate is in town.

#10 Weary Traveler Inn & Tavern

Description: This plain two-story building is newly built, and there are several tables and a bar inside.

DM Note: The inn was recently built by Janos Featherwind an elf who arrived in town two months ago. Janos has come to town to set up a underground thief's network. He also acts as a fence and will purchase any magic items for sale at 60% of the book value. He has a specific interest in potions as he wants to be able to match the Wayfarers Place in potion sales so for those he will pay 90% of book value.

The Weary Traveler is not as comfortable and doesn't have as calm an atmosphere as Wayfarer's Place. The common rooms have four cots and run 4 sp per night.

#10A Stables

The Weary Traveler stable service is around back of the inn, and runs 5 cp per mount per day.

#11 Temple of Odin

Description: This newly constructed stone building has the likeness of Odin carved into columns on each side of the thick, wooden double-doors that lead into the church.

DM Note: The Priesthood of Odin has recently established this temple in Rashtan. The head priest is Winslow Valkon. He has established the church with the help of his three acolytes.

#12 Estate of Winston Willrock

Description: In the distance on top of a hill you can see a stone wall surrounding a large manor house.

DM Note: Winstom Willrock is an extremely wealthy individual who moved to Rashtan when he heard that a mine had been found. He had the money and resources to reopen the mine and has profited greatly. He has supported Jameson Caldwell as Mayor and curries favor from the town council.

#13 Common Well

Description: A large deep well in front of City Hall, there are two separate buckets with cranks to lower and retrieve water.

DM Note: Many of the older businesses such as Wayfarer's Place, and the larger of the newer businesses like Weary Traveler have their own well. The smaller businesses and many if the villagers use this communal well to retrieve fresh water.

#14 Pottery Palace

Description: One of the shops on one of the newly built market rows. Inside are shelves lined with pots and bowls, and there is a woman behind a pottery wheel hard at work.

DM Note: Jennifer Harbough is the owner of the shop. She is skilled potter and can fashion any normal pottery item on request.

#15 Tori's Threads

Description: This small shop has two looms at the back of the room. Along the walls are cloaks and shirts for sale.

DM Note: Tori Dusky is the owner of this tailor shop. She can spin and dye thread, create shirts, pants, and cloaks on request. Normal shirts and cloaks of any common color may be purchased here.

#16 The Shoe Box

Description: On a table in the center of this store are samples of shoes of all sorts.

DM Note: Harlin Ellis runs this shop and is a skilled cobbler. Being able to repair and make all common types of shoes.

#17 Glabel's Grand Jewellery

Description: A sign outside of this shop depicts a diamond necklace. Inside, behind a wooden counter and sitting on a tall stool, is a gnome with a long, thin, curly mustache.

DM Note: Glabel Glindergold is an expert Jeweler and Gem Cutter. He has jewelry and gems for sale that are locked in a steel safe in the room in back where he sleeps. He will also purchase gems and jewelry at 60% of their actual worth. During store hours he will have several lower priced pieces of jewelry and small gems in a lockbox to show customers.

#18 Two Sisters Bakery

Description: One of the shops on one of the newly built market rows, the smell of fresh baked bread wafts from this shops open doors. Inside it is decorated in red and pink, and behind a glass counter are a wood burning oven and two women hard at work.

DM Note: The Buxton sisters Maddy and Mary are the owner/operators of the bakery. They are well known for their Silver Piece cakes: small, moist, sweet cakes that sell for 1 sp each. They sell all sorts of fresh-baked goods.

#19 Rolling Wheels Carts

Description: Another in a line of new buildings, there is a picture of a cart on the sign above this door.

DM Note: This is the cart and wheelwright business of Sara and Bill Hodge. They can build any sort of wagon requested.

They also repair carts and wheels. There will be a couple of small normal carts built and available.

#20 The Solid Stone

Description: The sign hanging in front of this door depicts a hammer and chisel. Inside is a desk with a woman sitting behind it.

DM Note: Jack Hughes is the owner of the Solid Stone Construction Company, this company does stone masonry and carpentry. With the recent boom there has been a lot of business and Jack now employs 16 people, separated into three construction crews of five men each, and a secretary who receives visitors and customers in the office.

#21 Holland Leathers

Description: Another in a line of new buildings, there are boiling cauldrons used to cure pieces of leather and other leatherworking equipment.

DM Note: The shop belongs to leatherworker Holland Maris and his apprentice Stanley. He can fashion any general leather good including leather and studded leather armor.

#22 The Sink Hole

Description: The last building on the end of the market row, the Sink Hole looks hastily constructed with gaps in between the planks in the walls. The inside is no better and the smells of sweat and vomit are strong coming from the sawdust covered floor.

DM Note: The Sink hole is a dive bar. There are no rooms for rent and no food to serve. The bar is owned by Boris One-Ear (one of his ears has been torn off). The tavern serves two types of liquor: cheap rot gut whiskey for 1 cp per glass and watered-down ale for 4 cp per glass. The Sink Hole is frequented by the lowlifes passing through or living in the area.

#23 Park

Description: Within this grove of beautiful elm trees is a small pond.

DM Note: This area is used as a park by locals. It is believed the pond is filled with water from the same underground spring that the well uses. The pond is clean and has fish in it, the locals make sure that it stays stocked.

Path to the Ruins

The ruins lay on the western edge of the Lonely Wood and are a 4 day travel from Rashtan. The first 3 days will be travel across the plains, and the final day will be travel through the forest. Each day in the plains you should roll once for wandering monsters (1 in 6 chance) each day traveling in the forest you should roll twice (1 in 6 chance) using the chart below

Random Encounter Chart

<u>Die Roll</u>	<u>Encounter</u>
1-5	Stirge (2-8)
6-14	Wolves (2-5)
15-17	Worg (1-4)
18-20	Ant, giant, workers (2-8)
21-24	Brown Bear (1-4)
25-27	Giant Cave Spider (1)
28-30	Hobgoblins (2-5)
31-35	Goblins (3-12)
36-40	Centipede, giant (2-5)
41-50	Rat, giant (2-12)
51-57	Snake, giant constrictor (1-4)
58-60	Snake, giant poisonous (1-3)
61-67	Spider, giant (2-5)
68-70	Bug Bears(2-5)
71-77	Elf (2-8)
78-81	Orcs (2-8)
82-85	Ogres (1-4)
86-00	Brigand (2-16)

There is a group of brigands who have taken up camp not far from the ruins. They have plans of looting the caverns and have found an alternative entry point through some old orc caves rather than through the ruins. In order to keep adventurers away while they attempt to explore the caverns, they have set up several ambushes along the way. They have several spies in town to send them word of the goings on there and are aware of Minter's offer for the amulet. The Brigand leader Samiel plans on gaining the amulet for himself first.

Brigand Encounter #1 The Broken Wagon

This will take place on the second day of travel while in the plains.

Description: Up ahead in the distance you can see 3 wagons, two of them covered and one uncovered. The uncovered wagon is in the lead and is leaning to one side as if a wheel was lost. Out in front of the wagon you see three women in dresses, at the back of the wagon you see three men.

As the group notices your approach the men move from the back to the front where the women are standing. As you get closer they begin to wave, and you see they wear the common dress of pilgrims.

DM Notes: One of the women is a 3rd level assassin, the other two are 1st level thieves, one of the men is a 2nd level fighter, the other two are 1st level fighters. In the 3rd wagon under the canopy are 8 brigands (1 HD) waiting to spring a trap.

If the PC's stop to help, the men will explain that the rear axel on the lead wagon shattered and they are not strong enough to lift the entire backend of the wagon to replace it. As the PC's move to help, the three women will try to slip unnoticed behind the PC's in particular any spell casters. When in position the women (thieves and assassin) will attempt to backstab and whistle signaling the ambush (if the assassin has surprise here use the assassination table).

If the PC's do not stop to help and ride on, as they begin to pass the wagons a signal will be given and the brigands will pour out to block their way, they will fire crossbows then attack.

The Brigands all wear leather armor under their pilgrim's garb. The 3 women have daggers hidden under their clothes and the 3 fighters all use quarter staves. The brigands in the covered wagon wear studded leather and wield short swords and light crossbows.

3rd level assassin (AC:6 HP:15 A/DAM:1/1-4) her dagger is poisoned anyone hit must make a save versus poison at +1 or die.

2 1st level thieves (AC:7 HP:5,6 A/DAM:1/1-4)

2nd level fighter (AC:7 HP:18 A/DAM:1/1-6) if applicable in your campaign he will specialize in quarter staff.

2 1st level fighters (AC:8 HP:6,9 A/DAM:1/1-6) if applicable in your campaign they will specialize in quarter staff.

8 Brigands (AC:7 HD:1 HP:6,5,7,3,7,8,5,6 A/DAM: 1/1-6 or 1-4) (MM)

All together they carry 50 gp and the third level assassin has a silver ring worth 25 gp

Brigand Encounter #2 It's a trap!

This will occur on the third day as the party nears the ruins. The bandits have set up a trap on the commonly traveled path to the ruins. They have dug trenches 20' from the path and camouflaged them. They have also dug a pit with spikes in it (tiger trap) and have set snares between their position

and the path. A non-ranger taking the lead for the party will have 25% chance to notice the pit as it is well concealed, and a ranger will have a 60% chance of noticing something is amiss. The pit is 15 feet deep and anyone falling in will take 1d6 falling damage and will also be impaled on 1d4 spikes each doing 1d4 points of damage.

Whether the party falls into the trap or notices it, it will be a signal for the brigands to attack. The brigands will have a 3 in 6 chance to surprise the party. The brigands will appear on both sides of the path and fire crossbows at the party. If the party moves to engage, each character will have a 20% chance of triggering one of the many snares. When triggering a snare, the character must make a saving throw versus paralyzation or be ensnared and pulled into the air. It will take 1 round for ensnared characters to cut themselves free.

There are 10 brigands and 6 orcs led by a 1st level fighter.

10 Brigands (AC:7 (6 with shield) HD: 1 HP:4,5,2,3,6,8,8,5,4,6 A/DAM: 1/1-6 Or 1-4) (MM) each brigand has a light crossbow with 12 bolts, a short sword, a shield and 10 gp

6 Orcs (AC:7 HD:1 HP:6,3,4,4,5,4 A/DAM: 1/1-6 or 1-4) (MM) each orc has light crossbow, short sword, 12 bolts, and 5 gp

1st level fighter (AC:6 (5 with shield) HP:9 A/DAM: 1/1-8 or 1-4) scale mail, shield, long sword, crossbow, 12 bolts, and 20 gp He will specialize in long sword if applicable in your campaign.

Bandit Lair

The bandit lair has multiple entries: a cave mouth set in a hillside, hallway from the tunnels level, and through a secret entrance in the same hillside as the cave. This was once an orc lair, but most of the orcs fled after they accidentally broke through to the chaos halls. Those few that stayed behind have joined Samiel's bandits and the group has taken up residence in the old orc lair.

Room BL1: Guard Room

This is a general guard station. There are 4 orcs and 2 human bandits sitting on stools at a table playing dice while a 5th orc stands beside a gong at the back of the room. With the rash of adventurers that have been in the area lately, the bandits have stepped up guard duty. If given the chance, the orc by the gong will ring it as soon as he sees the party. If the gong is rung it will echo through the lair alerting everyone within of an intrusion.

5 orcs (AC:7 HD:1 HP:3, 2, 6, 8, 3 A/DAM:1/1-6 or 1-4) (MM) The orcs wear leather armor and shield and each have a spear and sling. They each carry 3 s.p.

2 brigands (AC:7 HD:1 HP:6, 7 A/DAM:1/2-8 or 1-4) (MM)
The bandits wear leather armor and shield and have broad swords and light crossbows. They each carry 8 s.p.

If the gong is rung the orcs and bandits in BL2, BL3, and BL4 will rush towards BL1.

The lieutenants in BL5 will move to BL6 where Samiel and his woman Batima are staying in case they feel the need to escape through the secret door. Samiel will send Nevel to spy and see what's happening. If the party seems to be beating the bandit forces, then Samiel and his lieutenants will all escape through the secret door.

The bandits in BL7 will stay put preparing in case they are attacked.

Room BL2: Bandit Sergeant Barracks

This cave is serving as a barracks room for a number of the human bandits. These are the sergeants among the gang so are separated in a little nicer area from the general members. There are 6 man sized cots with blankets and pillows in this room.

6 brigands (AC:6 HD:1 HP:8, 8, 8, 7, 7, 7 A/DAM:1/1-8) (MM)
They wear studded leather armor and shield, and have long swords. Each carried 5 gp

Room BL3: Armory

10 feet before the entrance to this cave there is a tripwire. Each character passing over it has a 3 in 6 chance of triggering it, and releasing arrow traps from the wall. Each character must make a saving throw versus paralyzation or be struck by 1-3 arrows doing 1d6 damage each and alerting the bandits within.

This cave serves as the bandits weapon storage room, There are 2 orcs and a human taking inventory in here.

2 orcs (AC:7 HD:1 HP:4, 6 A/DAM:1/1-6) (MM) each orc has leather armor, shield, and short sword.

Bandit (AC:7 HD:1 HP:5 A/DAM:1/1-8) (MM) leather armor, shield, and long sword.

In the room are
5 long swords
5 broad swords
15 vests leather armor
10 shields
18 light crossbows
10 dozens of crossbow bolts.
20 spears
15 short swords
10 morning stars

Room BL4: Orc Sergeant barracks

This cave is home to the orcs who ran the remnants of the tribe until Samiel arrived. There are 5 dirty cots covered with straw that serve as their bed.

5 orcs (AC:6 HD:1 HP:8, 7, 8, 8, 7 A/DAM:1/2-8) (MM) These orcs wear scale mail and wield morning stars.

Room BL5: Bandit Lieutenants

This is the room occupied by Samiel's most trusted and experienced men. There are 3 crude wooden bed frames with dirty mattresses, blankets, and pillows. If the gong was rung all 3 NPC's will have moved to BL6 with Nevel skulking about checking on the PC's.

Bullik (AC:3 HP:39 A/DAM: See Appendix 1 NPC)

Nevel (AC:3 HP:21 A/DAM: See Appendix 1 NPC)

Ircor (AC:3 HP:24 A/DAM: See Appendix 1 NPC)

Room BL6: Samiels Room

There is a magic mouth 30 feet into this hallway, when passed it will let out an alarm declaring "intruders!" alerting Samiel of trouble. The password "batimas bedmate" will stop the mouth from triggering. Only Samiel's lieutenants know of the spell and it's password. If the mouth is triggered Samiel and Batima will grab his strongbox and flee through the secret door with her casting hold portal from her scroll to seal it.

Inside this cave are a nice plush bed, a standing closet, and a desk.

Samiel (AC:0 HP:40 A/DAM: See Appendix 1 NPC)

Batima (AC:7 HP:14 A/DAM: See Appendix 1 NPC)

Room BL7: Bandit Common Room

This is the main area that the bandits and orcs share. There are piles of straw that is used for beds, fire pits, and containers of dried food stores. If the alarm was sounded, the bandits and orcs will be behind crates giving them 50% cover and have their ranged weapons ready to fire when the party enters. Otherwise they will be milling around doing their day to day tasks.

15 bandits (AC:7 HD:1 HP:4, 6, 5, 2, 4, 3, 8, 5, 6, 8, 5, 6 A/DAM:1/1-6 or 1-4) (MM) Each has leather armor, shield, spear, light crossbow, 12 bolts

9 orcs (AC:7 HD:1 HP:6, 5, 8, 5, 3, 4, 7, 5, 4 A/DAM:1/2-8 or 1-4) (MM) each has Studded Leather Armor, Morning Star, Sling, 20 Bullets

There is nothing of particular value in this room.

#1 Entry to the Chaos Halls Level 1

This is where the orcs dug through into the chaos halls, it intersects with area #4 on the chaos halls Level 1 map.

The Ruins and Tunnel Entry

The ruins are nothing more than the stone foundation of what was once a keep. Weeds and vines have overgrown the small two foot high walls and the stone flooring. It appears that recently much of the overgrowth has been stripped away. Picking through the area, the party will come to a large stone door on the ground, with a large iron rung on top. When opened, a staircase cut into the earth leading down will be revealed.

Description: You walk down the rough hewn spiraling staircase for 60 feet and it comes to an end in a smoothly carved tunnel that is ten feet wide with twelve foot high ceilings. You see the dust on the floor is recently disturbed.

The tunnels are littered with guards (once living now undead) as well as the brigands and orcs who are searching for the amulet. While in the tunnels you should check once every 3 turns for a random encounter (1 in 6 chance) using the chart below.

Random Tunnel Encounter Chart

<u>Die Roll</u>	<u>Encounter</u>
1-20	Skeletons (2-12)
21-40	Ghastly Zombies (2-12)
41-50	Ghouls (2-12)
51-65	Juju Zombies (2-7)
66-85	Monster Zombies (1-4)
86-89	Orcs (2-9)
90-00	Brigand (2-9)

Chaos Halls Level 1

Note on Areas A1-A5, B1-B5

These areas are the resting places for magical blocks that seal off the tunnel in the specified area. The blocks can be moved by the handles in Room #6. When a handle is turned, the block will move from its current A or B position to the other A or B position (example: Block 1 is in area A1 and

handle 1 is turned, so block 1 move's to area B1. If handle 1 is turned again then block 1 will move from area B1 back to area A1. All blocks are in their respective A area when the tunnels are first entered.

Room #1 Welcome Mat

This room has a large oak door with iron bands that is shut tight. Outside the door on the floor is etched the word "WELCOME" in the common tongue. The door is not locked, however it is stuck and an open doors roll must be made to open it.

Inside the welcome room are 3 juju zombies and 3 monster zombies (bugbears). They are acting as guards and will attack any living creature that enters the room.

3 JuJu zombies (AC:6 HD:3+12 HP:30, 25, 22 A/DAM:1/3-12) (MM2)

3 Monster zombies (AC:6 HD:6 HP:37, 21, 27 A/DAM:1/4-16) (MM2)

Despite its age the room is neatly furnished, on the ceiling is a peg with a continuous light spell cast on it illuminating the room. In the center is a rectangle marble table with a plush couch on each side. If either couch is touched in any way a magic mouth will appear in the center of the table.

Welcome invited guests to my home, laboratory, and study. Please be patient while one of my acolytes or apprentices comes to show you to my current location. Along the way you may pass by strange and wondrous oddities so please follow my servants carefully as to not wander off of safe passage.

If for some reason you are not an invited guest and have violated my inner sanctum, then turn back now.

There will be no one coming to take the PC's anywhere, the message is very old and any apprentices the wizardpriest may have had are long gone.

Room #2 Zoo Attraction

As the party travels down this tunnel they will see a bright light ahead. As they get closer to the room entrance they will see the tunnel opens into a large cavernous room filled with bright light (multiple continuous light spells cast on the ceiling). In the center of the room is a raised platform with a giant twenty foot long statue of what appears to be a dragon. There are several other large lizard statues that appear to be kneeling to the dragon. Around the dais are statues of men staring up at the dragon as if in awe.

This is actually a Dracolisk and three giant lizards. An enchantment has been cast on them and the room. As long as there is no living creature within the room the Dracolisk and lizards remain stone. As soon as any living creature enters five feet within the room they will instantly transform into living creatures and attack, with the Dracolisk using its gaze attack first. The statues of men around the dais are past victims. If everyone in the party exits the room the Dracolisk and lizards will move back to the dais and turn back to stone. The entranceway to the room is covered by a permanent anti-magic shell, so no spells may be cast into the room from the hallway or vice versa.

Dracolisk (AC:3 HD:7+3 HP:41 A/DAM:3/1-6/1-6/3-12 + special) (MM2)

3 Giant lizards (AC:5 HD:3+1 HP:21, 19, 17 A/DAM:1/1-8) (MM)

There is a secret door on the dais which if found and slid open will reveal 2 chests stashed underneath.

In the chests are

1000 gp

2000 s.p.

3 gems (100 gp, 500 gp, 50 gp)

2 potions (healing, delusion)

Hand axe +2

Room #3 Chaos Pool

In the center of this room is a large pool of swirling water than seems to constantly shift color between blue, green, and purple.

There is a plaque placed on the ledge of the pool.

Bask in the glory of the rough waters of Chaos

The pool is 6 feet deep and there is nothing besides water in it. Taking water from the pool does nothing. However if a character immerses themselves completely in the pool, one of the following random affects will happen:

Roll 1d10

1 – Plus one (10% for strength of 18) to a random stat, for a max of 18 (roll 1d6 1=Strength, 2=Intelligence, 3=wisdom, 4=dexterity, 5=constitution, 6=charisma). If the stat would be placed over 18 (18 100% for strength) then there is no effect

2 – Minus one (10% for strength greater than 18) to a random stat, for a min of 3 (roll 1d6 1=Strength, 2=Intelligence, 3=wisdom, 4=dexterity, 5=constitution, 6=charisma). If the stat would be placed under 3 there is no effect.

3 – Character is imbued with spell ability and can one time only cast the following randomly determined spell at the 6th level of ability (roll 1d6 1=magic missile, 2=cure serious wounds, 3=fly, 4=dispel magic, 5=create food & water, 6=web)

4 – Character is healed of all wounds and ailments as if a heal spell, cure blindness, remove fear, neutralize poison, and cure disease were cast on him.

5- Character is slain as if a slay living spell were cast upon him (make a saving throw versus spell or die)

6 – Character receives a minus one on all saving throws for the next 6 turns.

7 – Characters gender is changed from male to female or female to male, this can not be reversed short of a wish.

8 – Characters alignment is changed as if they put on a helm of opposite alignment.

9 – Character gains +1 to hit and damage for all melee attacks for the next 6 turns.

10 – Character gains one weapon proficiency in a weapon of their choice.

Each person can only be affected one time by the pool.

Area #4 Entrance to Brigand Caves

The group of brigands has joined with the remnants of an orc clan, and is using the old orc caves as a entrance into the tunnels. The orc tribe accidently broke through to the tunnels as they were mining. After some initial exploration and the finding of a large number of undead, most of the orcs moved, however a small number of the tribe refused to leave. Those that have stayed behind have now joined Samiel. This rough carved tunnel is the spot where the orc caves broke through to the hidden tunnels.

Room #5 Run Through the Jungle

As the party approaches, they will see an opening in the wall that appears to be covered with a veil of darkness on the other side.

The darkness can not be removed with light, continual light, or any light source. It also cannot be dispelled as it is not actually a darkness spell, it is a portal. If the characters step through

You immediately feel a wave of heat wash over you and your eyes work to adjust to the bright light from a large ball of flame in the sky. Behind you is a blank stone wall.

All around you appears to be lush vegetation with trees reaching over 50 feet into the air. You can hear the twitting of birds along with the buzz of insects and roar of other unnamed things, and the humidity seems overbearing as you break into a steady heavy sweat. Far in the distance above the tree tops you can see the tip of a stone spire rising above the trees.

NOTE: There are multiple entrances to this room, all entrances have the exact same appearance, and all entrances lead to the same entry point into the jungle dimension, and once in the only way out is through the portal in the temple.

This room serves as a portal to a small pocket dimension. Even though the room itself is only 40 feet across the pocket jungle is 20 miles across heavily overgrown terrain. Because of the strange makeup of the pocket dimension no character can rise higher than 20 feet into the air (the height of the actual ceiling in the room when it was carved), so flying to the spire above the trees is out of the question. This 20' height limit does not seem to affect anything that is part of the jungle.

The humidity and heat is so great that it will begin to have adverse affects on characters in any armor. Each 6 turns (1 hour) spent in the jungle will cause characters in armor to receive a cumulative -1 to strength from the physical toll it takes. If a character falls below a 3 strength he cannot continue until he has rested and regained enough strength to reach 3. Strength can be recovered at a rate of 1 point per turn once armor is removed, or the character has left the jungle.

There was once a trail that ran through the jungle, however over the decades it has become all but completely absorbed by the overgrowth. Each character has a 10% chance of noticing where the trail used to be. A ranger has an additional 50% chance.

Before being over grown, the trail which leads to the temple, kept travelers safe through a magical enchantment. Only a small bit of the enchantment still works however. A party that travels along the long forgotten path will reach the temple in 8 hours, a party that does not find the path and heads into the jungle towards the spire will take 12 hours to reach the temple. You should roll once each hour for a wandering monster encounter. A party on the path will have a 1 in 6 chance, a party off the path will have a 2 in 6 chance, use the chart below. In addition there are 2 planned encounters that should happen regardless of whether or not the party travels on the path.

Random Jungle Encounter Chart

Die Roll

01-10
11-20
21-30
31-40
41-60
61-80
81-95
96-100

Encounter

Ceratosaurus (1-3)
*Dimetrodon (1-2)
*Deinonychus (1-4)
Lambeosaurus (2-8)
Rhinoceros (1-4)
Ophidian (2-8)
Grippli (1-10)
Giant Snake, Constrictor (1-4)

Jungle Encounter #1

The trees shake as a resounding boom echo's around the PC's. This is repeated, and from behind a thick strand of trees stands a giant reptile that lets forth an awful roar as it comes bounding towards the party.

Gorgosaurus (AC:5 HD:13 HP:64 A/DAM:3/1-3, 1-3, 7-28) (MM)

Jungle Encounter #2

As the party is traveling they will enter an area with giant palmetto bushes. From behind the bushes, leaping through the air will be two giant bird like creatures with large beaks.

2 Phororhacos (AC:6 HD:7+7 HP:38, 37 A/DAM:3/1-4, 1-4, 2-12) (MM2)

The party will eventually reach the temple, when they do read the following:

Your trek comes to an end in front a pair of great marble doors with brass knockers set in a stone wall. The wall rises high above you and you see the spire originally spotted from a distance on top of the looming tower. Engraved in gold on the doors is a symbol of four fiery arrows radiating outward north, south, east, and west from a circle.

This is the temple of Xanorez chaos god of flame. When the PC's knock on the door, it will open into a great hall. On the north wall is a set of wooden double doors. In the middle of the room is a spiral staircase leading up. Along the walls are stone benches, beside each bench is a large brazier. The braziers have remnants of burnt offerings of some kind in them.

TR1: Temple Room

The doors to this room have not been opened in a long time and are stuck. An open doors roll is required to get them open. The doors open into a chapel containing two sets of pews, each set has 4 rows. And the end of the room is a

altar, just below it is a large fire pit ringed in brass. Poking around in the pit will reveal unidentifiable scorched bones. Anyone examining the altar has a 3 in 6 chance of finding a secret compartment. Inside the compartment is a **Box of Ghostly Enmity** and also a silver chalice engraved with scenes of a fiery realm worth 700 gp

2nd Floor

The Spiral staircase will lead to a landing where the party will see two doors. The staircase will also continue to lead up.

TR2: Acolyte Quarters

This wooden door is locked from the inside. It was once quarters for Xanorez acolytes. Inside are 4 cots each with a small wooden foot chest. The former acolytes also still reside in this room, but they are now wights, turned into undead and forced to guard the temple for eternity. They are angry, cruel, and starved for human flesh.

4 Wights (AC:5 HD:4+3 HP:22, 21, 19, 23 A/DAM: 1/1-4+special) (MM)

Rummaging through the chests the party will find a number of old moldy robes and 2 vials of liquid.

1 potion of Extra healing
1 potion of gaseous form

TR3: Acolyte Temple

The door to this room is unlocked. Inside are a few rows of pews directed toward a small fire pit. This was once a private temple for the acolytes to do their morning and nightly prayer rituals. The acolytes were over seen by two priests who remain now as wraiths. The wraiths are blended into the lightless corners of the pitch black room, and will attack any living creatures on sight.

2 Wraiths (AC:4 HD:5+3 HP: 25, 30 A/DAM 1/1-6 + special) (MM)

In the ashes of the fire pit is a blackened short sword. If cleaned the sword will look like new, and give off a faint blue glow.

Short sword +1/+2 vs. magic using and enchanted creatures

There is a small wooden box in front of the fire pit. Inside is 20 pp, 1 gem (Topaz 400 gp) and a scroll with 3 cleric spells: cure disease, prayer, feign death

TR4: The High Priests Chamber

The spiral staircase ascends to another level and ends before large iron double doors that have the four fiery arrows radiating outward from a circle symbol engraved on them.

Two large rings attached to the doors look to serve as handles. The doors are wizard locked and protected with a glyph of warding (fire damage cast at 10th level of ability).

This is the resting place of Khamod Vesting, the former High priest. Belzir convinced Khamod that he should be the guardian of the temple. Khamod agreed thinking merely that he would be the guardian while he lived. He did not know Belzir put a curse on him, and his acceptance would turn him into a mummy. He is attended by 4 former followers, now **rotting fiends**, who pledged to serve him in his eternal protection.

Mummy(Khamod) (AC:3 HD:6+3 HP:41 A/DAM: 1/1-12 + special) (MM)

4 **Rotting fiends** (AC:3 HD:7 HP:28, 23, 41, 38 A/DAM: 1/1-10 + special) (NEW)

Behind the doors is a large room whose walls are covered with murals depicting Xanorez and his fiery realm. In the back of the room is a long golden stiched curtain that is drawn closed.

Sitting in the center of the room on a gilded throne is Khamod. The four rotting fiends would have detected the presence of living beings before they entered, and will be near the door ready to attack when the party enters. Khamod will join them once the party is past the doors (Khamod's curse restricts him to this room, he cannot leave it)

Around his neck Khamod wears a medallion of four fiery arrows radiating from a thin gold ring. This is 1/3 of the key to Belzir's laboratory. While wearing it any evil being will receive a 5% magic resistance (this currently includes Khamod).

NOTE: Any of the 3 pieces of the keys that are taken from within the halls will immediately disappear and return to the pocket dimension in which it was found.

The golden curtain is magical and woven from a spider's web and it functions as a web spell. As soon as it is touched it will collapse from the ceiling and everyone within a 10' radius must make a saving throw or become trapped. Once collapsed the web will last for 1 turn then dissolve.

Behind the curtain are the offerings to Xanorez.

In 3 large overflowing urns

1,000 gp

2,000 s.p.

2 pieces of jewelry (headband (fillet): Jade - 1700 gp, medallion: Wrought gold- 600 gp)

Against the wall is a spear with a shaft made of ash wood with ornate engravings of giant reptiles. There are two large feathers tied just below the spear head, which looks to be carved out of ivory or bone and is razor sharp. There also is

a stand that has a breastplate of what looks to be made large reptile scales from some unnamed beast.

Spear (Raptor) +2/ +3 vs. Reptiles

Reptile Scale Armor (Base AC: 4, Bulk: Fairly, Base Movement: 9", Weight: 25# Saves as hard metal) The wearer of this armor will receive a +1 bonus on all saving throws versus fire, both normal and magical.

On a short raised dais is a circular gate of swirling colors. Stepping through this gate will send the party members to a teleporter pad in room 6.

Room #6 Turning Point

There is a raised stone dais in the center of this room. The dais is the arrival spot from the gates in rooms 5 and 16.

When first arriving in this room the party will see all the walls are solid stone, no doorway will be immediately seen. Close inspection however will show a small thin line outlining a doorway on the south wall. This doorway is currently blocked by a perfectly fit stone (A5), it is fit so perfectly that it is air tight.

On the North wall of this room are eight holes in the wall. Each hole is big enough around to fit a normal size human arm in. Written on a plaque above the holes are the words

Make a guess to move them from where they rest

Each of these holes is 2 feet deep, and at the end is a handle which can be grasped. Each handle can turn clock wise, and after being turned 180 degrees there will be a click as the handle snaps into place.

For holes 1-5 this will affect the blocks marked A or B 1-5 on the map, however holes 6-8 are trapped and when they lock into place needles will shoot from the inside wall of the hole stabbing the player. They are laced with poison and the player must save versus poison or die. A thief feeling in the hole before the handle is twisted may find the needle trap with a successful find traps roll.

Holes 1-5

Each one of the handles in these holes affects one of the magical blocks that obstruct the hallways.

Handle 1 affects Block A/B 1
 Handle 2 affects Block A/B 2
 Handle 3 affects Block A/B 3
 Handle 4 affects Block A/B 4
 Handle 5 affects Block A/B 5

When the tunnel is entered all 5 blocks are in their respective A position (A1, A2, etc.) and the B position is clear. Whenever a corresponding handle is turned (for instance handle 1 in hole 1 is turned 180 degrees) the block will transport to its B location (the spot marked A1 will be clear and the block will now be in position B1 on the map).

Handles may be turned as many times as a player wishes. The corresponding block will continue to move between it's A and B position with each 180 degree turn. The room itself will be blocked and players will not be able to exit until handle 4 has been turned moving the block from A4 to B4. Also note that the stairs to the lower levels are blocked by block 5, and will be until handle 5 is turned moving block 5 from A5 to B5.

NOTE: Be sure to keep careful track of which handles have been turned, and where each block currently resides.

Room #7 Dining Hall

The open room has 3 fire pits along the wall, and hanging over each is a large iron pot. There are also 3 long tables with a bench on each side. On the ground beside the fire pit of the second pot, lays a silver dagger.

All 3 pots are enveloped by Gelatinous Cubes.

3 Gelatinous Cubes (AC:8 HD:4 HP:25, 23, 25 A/DAM:1/2-8 + special) (MM)

The dagger is a Magical Dagger +1 and is made of silver.

Room #8 Common Room

This was once a common gathering room where apprentices and acolytes gathered. There are 2 couches, one on each side of a coffee table in the center of the room. There is a book shelf lining the wall. There is also an apparition that haunts this room. The apparition was once a foul tempered dorm monitor who now attacks any living thing that wanders into this common room.

Apparition (AC:0 HD:8 HP:47 A/DAM:1/special) (FF)

On the book shelf are a number of ancient tomes about various subjects, from history to theology to anatomy. Bookending the tomes on one side is a 8 inch idol depicting a fiery 4 armed humanoid (Xanorez) made of wrought gold (1400 gp). Close examination will show one of the books has a false cover and the "Book of the Common Farm Hen and Their Egg Laying Practices" is in fact a leather bound traveling spell book.

The book contains the following spells and has room to hold 2 more 1st level spells.

1st – Mending, Push, Light
 2nd – Scare, Magic Mouth

Room #9 Lurkers Laboratory

This was once the private study of one of the Illusionist instructors under Belzir. The man died while trying to create a new spell and his spirit now haunts this room in the form of a **Phantasmal Lurker**.

The **Phantasmal Lurker** will be invisible when the party enters and will attack the member who looks the least robust or sickly.

Phantasmal Lurker. (AC: 4 HD:10 HP: 56 A/DAM:1/1-4 + special) (NEW)

The **Phantasmal Lurker's** spells are
 1st – Darkness, Wall of Fog
 2nd - Blur

Among the mundane items in the room the party will discover a vial of red liquid (potion of longevity)
 a scroll with 3 2nd level illusionist spells (misdirection, blur, fog cloud)
 1 Gem (Sardonyx 50 gp)
 2 Ceramic disks with the word AZENTALE inscribed on them (2 **Belzir Disks**)

Room#10 Watery Whirl

As the party approaches they will hear the sound of running water. Entering the room they will find themselves in a large cavern, a large portion of which is filled with a small choppy underground pond.

The pond is a couple of feet below a rocky shoreline and a stone bridge spans the 25' expanse from the shore, where the characters stand, to another piece of solid ground. Across the bridge the party can see a large stone statue of what appears to be a man with 4 arms. The water seems to be flowing in and out of the cavern, perhaps through an opening that is not visible from the surface.

The way across the bridge is guarded by a water elemental. When the characters reach 15' across the bridge, or once firmly on the other side if they do not take the bridge, the elemental will attack. The underground pond has a pin point gateway to the elemental plain of water in its center. If this is closed (using the statue) the elemental will disappear.

Water Elemental (AC:2 HD:12 HP:54 A/DAM:1/5-30) (MM)

The statue is of Zukano, Chaos Lord of Ice. All four arms of the statue point straight out to its side, an inspection of the statue will reveal that the arms can be moved. The two arms on top move together, and the two arms on bottom move together. Different combinations of arm placement have different effects. A single person can only move a single pair of arms at a time, so it would take two people to move both the top and bottom arms at the same time.

Arms 1 – Left & Right Top
 Arms 2 – Left & Right Bottom

Position 1 = straight
 Position 2 = diagonally

Possible arm combinations and their effects

Arm	Position	Effect
1	1	Both pairs of arms out straight. This is the standard arm position. The pond is full and the gate is open.
2	1	
1	1	Top pair of arms straight, and bottom pair of arms diagonal. This position will activate a blast of ice originating from the wall behind the statue. The blast will be 10' wide and 15' long. Creatures in the area of affect will take 6d4 damage, ½ if saving throws versus spells are made. This is a magical trap which can't be detected by normal means.
2	2	
1	2	Top pair of arms diagonal and bottom pair of arms straight. This position will open up a hidden space in the ceiling above the statue that will dump acid in a 5' radius on everyone below doing 3d6 damage no save to reduce damage (items must make a saving throw versus acid or be destroyed). This trap is mechanical and can be located and disarmed by a thief.
2	1	
1	2	Arms on both top and bottom diagonal. This position will cause the water in the pond to drain through the small gate, and the gate to close once the pond is empty, revealing the treasure below.
2	2	

The statues arms will only stay in a different position for 1 turn, at which time they will automatically drop back to a straight out position. This 10 minute timer resets each time the arms are moved to a new position. When the arms return

to a straight position the gate opens back up and water floods into the pond area at a rate of 20 cubic feet per minute, also a new water elemental (roll randomly for HD) is drawn through.

Anyone standing at the bottom of the pond and wearing metal armor when this happens will be unable to escape the deluge on their own, and those not in metal armor must make a saving throw versus paralyzation or be dragged under by the powerful current.

If the elemental is killed and the gate is not closed a new elemental will be brought through in 10 turns.

At the bottom of the pool is hidden a large cement chest bolted down with chains, inside the chest the party will find.
 1000 gp
 3000 c.p.
 500 s.p.
 2 gems (Oriental Topaz 1000 gp, Citrine 50 gp)

There are numerous skeletons at the bottom as well. Shifting through will show that most of the equipment is rusted or rotten, however 1 suit of leather armor looks no worse for wear.

Leather Armor +2

Room #11 Empty

The door to this room has been broken and splintered. Inside are several cots thrown about the room in disarray. Tracks show that humans or humanoids have been through this room sometime in the last few days. The room is otherwise empty

Room #12 Don't Believe Your Eyes

As the characters approach they will hear the sound of running water. This room has a large pool of water that is generated from the gate to the elemental plane of water in room 10. There is a small bridge linking the main portion of the room to a section of solid ground. On the section of ground across the bridge stands what looks to be a stone statue of a human with four arms sticking straight out to its sides.

The statue is actually a mimic laying in wait for prey.

Mimic (AC:7 HD:9 HP:41 A/DAM:1/3-18) (MM)

Room #13 Camp Ground

From down the hallway the party will hear voices and ahead in the distance they will see light from a fire.

There is a group of orcs and brigands camped out in this area, they have been exploring the halls. 2 orcs are posted 10 feet outside the room as sentries. If they see the PC's approaching, they will yell a warning and run into the room. If they are warned, the group in the room will be ready to fight. They will shoot crossbow bolts at the party as they head towards the room.

If the sentries are disabled, the rest of the brigands will be sitting around the room talking and eating.

8 brigands (AC:4 HD:1 HP:6, 4, 5, 5, 2, 3, 6, 8 A/DAM:1/1-8 or 1-4) (MM) each brigand is armed with chain mail, shield, long sword, light crossbow, and 12 bolts.

6 orcs (AC:6 HD:1 HP:3, 5, 5, 8,5, 6 A/DAM:1/2-7 or 1-4) (MM) each orc has studded leather, shield, mace, light crossbow, and 12 bolts.

Searching their belongings will reveal a large sack with 200 gp

The room appears to have once been a worship room. One the walls are carvings of all 3 of the chaos gods and there is an altar near the west wall. There were once pews but most of them have been busted up and the brigands were using the remains as firewood.

Room #14 Cantankerous Columns

The 10 foot hallway opens into a long 30' wide hallway. There are torches on both sides of the hallway every 15 feet. They seem to radiate light even though there is no flame (each torch has a continual light cast on it).

On either side of the hall, at the 40' mark the party will see the figures of 2 woman carved into the walls. Upon examination, the figures appear to be solid stone and holding a sword by their side. If the party passes the carvings going south (towards room 18) there will be a grinding sound and the 4 statues will break away from the walls and step forward. The Caryatid Columns will pursue and attack the PC's until they are either dead or the party has crossed back over north of the spot where the columns stood.

4 Caryatid Columns (AC:5 HD:5 HP:22, 22, 22, 22 A/DAM:1/2/8) (FF)

Room #15 Storage

To have left room #6 the party will have had to move block in area A4. Upon moving it would have appeared here in area

B4. If is still here it follows the same explanation as all the block areas.

No doorway will be immediately seen. Close inspection however will show a small thin line outlining a doorway

NOTE: because twisting the handle in area 6 simply moves the blocks between the A area and the B area, it is impossible for the block here (area B4) to be moved and the character twisting the handle to move it leave room #6 , since room 6 would once again be blocked in area A4 by the block.

This is a storage room for Belzir's apprentices. It has tables with beakers of liquid, and shelves lining the wall.

None of the beakers contain a complete potion, they are simply unidentified ingredients. Tasting any of the beakers gives a 1 in 8 chance that the content is poisonous.

In small pouches on the shelving can be found a number of spell components that are still useful.

Component	spell	uses
Mercury	(c)Resist Fire	5
Bone Powder	(c)Animate Dead	3
Powdered Diamond	(c)Glyph of Warding	1
Sulphur	(c)Flame Strike	2
Wytchwood	(m)Dancing Lights	3
Owl Feather in Wine	(m)Identify	4
Powdered Brass	(m)Push	3
Talk and Powdered Silver	(m)Detect Invisibility	4
Honey Comb	(m)Magic Mouth	6
Licorice Root	(m)Haste	4
Fur and Glass Rod	(m)Lightning Bolt	4
Fleece	(m)Phantasmal Force	3
Quartz	(m)Wall of Ice	4

(c)=Cleric spell

(m)=Magic-User spell

Note many components may cross over or may be used for different spells than those listed.

Also on the shelves will be found 2 scrolls.

1 magic-user scroll with wall of ice

1 cleric scroll with resist fire, slow poison, and snake charm

Room #16 Frozen Wasteland

As the party approaches they will see an opening in the wall that appears to be covered with a veil of darkness on the other side.

The darkness can not be removed with light, continual light, or any light source. It also cannot be dispelled as it is not actually a darkness spell, it is a portal. If the characters step through

Your skin chills and you begin to shiver as cold wind bursts over you. All around you is nothing but ice and snow. The only sound the howl of the wind as snow flakes hit your face. Far in the distance rising over the small snowy hills all around you see a shining castle.

NOTE: There are multiple entrances to this room, all entrances have the exact same appearance, and all entrances lead to the same entry point into the Iceland dimension, and once in the only way out is through the portal in the ice castle.

The room serves as the portal to a small pocket dimension. Even though the room itself is only 100' x 60' the pocket dimension is 50 miles across. Because of the strange makeup of the area any character trying to fly will only rise 20' before hitting an invisible ceiling.

Because of the effects of the extreme cold (-20 degrees) any character not magically protected will lose 1 point of dex every 6 turns. Furthermore, any character in metal armor will lose an additional 1 point of strength every 6 turns as well. If a character falls below 3 strength or dexterity he cannot continue until he has rested enough for the stat to be above 3. Removing metal armor or gaining some magical protection will increase lost strength at a rate of 1 point per turn. Magical protection or finding protection from the wind will restore dexterity at a rate of 1 point per turn as well.

It will take 10 hours to reach the castle by normal means of travel. There will be two planned encounters on the way. There is a 1 in 6 chance for a wandering monster encounter each hour using the chart below, there will be no wandering monsters in the castle itself.

Random Wasteland Encounter Chart

Die Roll	Encounter
01-20	Winter Wolf (1-4)
21-45	Wolves (2-8)
46-55	Frost Giants (1-3)
56-70	JuJu Zombies (1-4)
71-79	Mammoth (1-6)
80-100	Giant Wolverine (1)

Wasteland Encounter #1

As the party crosses one of many small snow covered hills waiting on the other side blending in with the snow is a Yeti hunting party of 3 laying in wait. They will attempt to surprise

the party in order for each to pick a victim at random to attack and grab for its ferocious hug.

3 Yeti (AC:6 HD:4+4 HP:22, 21, 22 A/DAM:2/1-6,1-6+special) (MM)

Wasteland Encounter #2

The party will come upon 2 large hills with a valley running between them. Travel over the hills will add an additional 4 hours to the journey. Travel through the valley between the hills will add no time to travel, but will lead to the encounter.

The party will pass by a large cave mouth, inside the cave is a Remorhaz. The Remorhaz will have sensed the party and will be prepared to attack as they enter, or if they pass by it will emerge to attack them.

Remorhaz (AC: 0 HD:8 HP:41 A/DAM:1/6-36) (MM)

Inside of the beast's cave can be collected 1,000 gp from its past victims remains. This cave is protected from the biting wind, and resting here can restore lost strength and dexterity.

The party will eventually reach the castle. When they do read the following

Your journey ends before a large wall carved of solid ice. There is a large entrance where a portcullis of ice blocks your way. Carved in block on the center of the portcullis is a symbol of 4 serrated arrows radiating northeast, southeast, northwest, and southwest from a circle.

The portcullis is down, however it is not locked. A successful open doors roll will lift the portcullis into an open locked position allowing entry.

As the party walks in they see that even through the outer walls are carved of several feet thick solid ice, the interior walls and floor are of stone. To the north they will see a great pair of wooden double doors, and to the east is a set of stairs leading up.

CR1: The Great Hall

These doors have the symbol of Zukano carved on them, and they are wizard locked. As the doors open and the PC's enter they will see a large room. In the back, against the north wall, are piles of coins and other assorted items.

In the center of the room is a circle of pale, gaunt skeletal bugbears. From inside the circle rises a large snake like body with the head of a white furred bugbear wearing a amulet

around its neck. Behind them on a raised stone Dias is a portal of shimmering colors.

This is a **Frost Naga** surrounded by 8 **Ice Blights** and will be aware of the parties approach (informed by watchmen in CR2). The **Frost Naga** has been tricked into serving as guardian of this castle and over the centuries has become bitter about it. She has sworn to protect the castle, however following the letter of the pledge it does not mean she has to kill intruders, stop them from using the portal, or even prevent them from taking anything.

However she has come to consider the treasure in the great hall as hers and will not allow it to be taken. She will however offer the PC's a choice, read the following.

That rotten grifter Belzir has me trapped here for all eternity. So I will offer you a choice, play a game with me and those who chance allows to survive may take this part of the key I wear around my neck and leave in peace. Or, you can die where you stand.

If the PC's agree the naga will smile and with a few enchanted words a table with a stack of ivory plaques will appear. One of the ice blights will shamble forward and spread the plaques out face down on the table and the naga announces:

Each of you must select at least one, but as many as four of the plaques. You must declare the number you wish to draw before any of you approach the table.

This is a full 22 card Deck of Many Things. The PC's must each draw at least one card and can draw as many as four. Each player must announce the number their character wishes to draw before anyone draws a card. Anyone reneging on the agreement, or attacking, will cause the naga and blights to attack immediately, and the Deck of Many Things will disappear.

After each character has drawn their specified number of cards the naga will hand over the medallion and allow the party to pass through the portal. She will not however allow them to take any other treasure from the room.

The medallion is 1/3 of the key to Belzir's laboratory, it depicts 4 serrated arrows pointing NE, SE, NW, and SW attached to a thin ring of gold. Any chaotic being wearing the medallion will receive +2 on all saving throws. This medallion can be combined with the medallion from room 5 by snapping the two together at the central ring. This will produce an amulet with 8 arrows connected to a thin ring. It will also allow any chaotic character to gain the ability of both amulets (+2 on all saving throws, and 5% magic resistance).

NOTE: Any of the 3 pieces of the keys that are taken from within the halls will immediately disappear and return to the pocket dimension in which it was found.

Frost Naga (AC:4 HD:8 HP:50 A/DAM:1/2-5 + special) (NEW)

She has the following spells memorized

1st – Charm Person, Magic Missile, Enlarge, Unseen Servant

2nd – Web, Forget

3rd – Hold Person

8 Ice Blights (AC:4 HD:4 HP:19, 25, 20, 23, 14, 21, 17, 11 A/DAM1/1-6 + special) (NEW)

The treasure behind the creatures consists of

2,000 gp

2,000 sp

3,000 cp

Encased in a glass box are a footman's mace and a shield.

Mace (Glacier) +1/+4 versus fire using/dwelling creatures

Small Shield +1 Ice Breaker – This shield gives the bearer the same benefits as if he were wearing a ring of warmth.

Stepping through this gate will send the party members to a teleporter pad in room 6.

CR2: Watchmen Level

The stairs lead up into an open level, every 30' around the large area (11 total) stands a featureless humanoid figure made of ice and snow. Each is standing in front of a small arrow slit in the wall, and has a small gong standing beside them. The watchmen's primary purpose is to watch for any approaching figures and to ring the gong that reverberates throughout the castle if they do. Their secondary purpose is to protect their level of the castle. The watchmen will attack the party as they enter their level. However if the party retreats, the watchmen will not follow as they will not leave their assigned area.

11 Ice Watchmen (AC:5 HD:3 HP:15 each A/DAM:1/1-6) (NEW)

Room #17 Food Locker

The doors to this room are extremely thick and have been locked tight from the inside. Any attempt at an open doors roll will be made at a +2. Inside the room are shelves, barrels, and bags. In the center of the room lays an old petrified skeleton. The robes it once wore have almost completely rotted away. The shelves, bags, and barrels appear to have

once contained food stores. The grain, corn, rice are all dried beyond use and the potatoes have petrified, otherwise the room is empty.

Room #18 Hurt Locker

The doors to this room are extremely thick and have been locked tight from the inside. Any attempt at an open doors roll will be made at a +2. Inside of this room are 4 **Chaos Ghouls** who have been locked away for centuries. These were former acolytes, three of the creatures stand naked, their clothes having rotted off long ago, however the robes on one of them still is in good condition (robe of useful items)

4 Chaos Ghouls (AC: 5 HD:4 HP: 22, 28, 19, 25 A/DAM:2/1-4 + special) (NEW)

This was a bathing room at one time, and there are several stone tubs with fire pits underneath them in the room.

Room #19 Secret Study

The halls to this room can only be accessed through secret doors. This was once a study used by Belzir, and the doors are locked tight. There is a large oaken desk in the center of the room and a bookshelf against the east wall. There is a long table along the south wall lined with large jars containing dark fluid. The 4 jars are 2 feet tall and have a murky brown liquid inside. If a PC looks at a jar closely a small twisted face will come quickly from the liquid and bump into the glass. These are failed experiments by Belzir to create a new life form, the creatures are dead and preserved in the jars.

The desk has 4 drawers, each is locked and trapped. If the trap is not successfully found and removed, then the opening or breaking of any of the drawers will trigger a gas trap. Noxious green gas will begin to fill the room at a rate of 15' a round from pipes under the desk. Any one within 15' of the desk when the trap is triggered must make a saving throw versus poison or die. Anyone caught in the cloud after its initial release must make a similar saving throw at a +1 or die.

Drawer 1 – This drawer contains 10 sheets of high quality vellum and an empty ink well.

Drawer 2 – This drawer contains 3 quills made from harpy feathers and a stopped bottle of ink made with the ingredients to write 1 protection from petrification scroll.

Drawer 3 – This drawer has a 6 inch x 6 inch wooden cube (**Cainen's Cabin**)

Drawer 4 – This drawer contains a thin book bound in some greenish rubbery outer covering (goblin skin). It is a spell book that contains 2 3rd level magic user spells, Phantasmal Force, Water Breathing.

The book shelves are empty, inspection will uncover a piece of ripped parchment that reads.

"I believe I have completed the last of the incantation. Concentrating the magic through my amulet shall be the key. I have already moved by laboratory to its own secret space, the only way to enter it will be with the key. To keep them safe I have taken all three an"

Here the paper is torn and the rest of the writing missing.

Room #20 Dining Room

This appears to have been another dining area. Here are several cooking pots and long wooden tables in the room. It is otherwise empty.

Room #21 Stairs Down

There are benches running along the east and west walls of this room, there are stairs going down towards the south wall.

Chaos Halls Level 2

Room #22 Level 2 Stairs

The stairs from room #21 end here. It is a simple wide open area that opens into a hallway running east and west.

Room #23 Apprentices Barracks

Belzir's favored apprentices were allowed to dwell here in the halls as opposed to the tower that once stood above, and this room was once a barracks for them.

The door here is slightly ajar as the party nears. Inside the room are 8 bunk beds along the back wall with 2 lockers beside each set of beds. This leaves a total of 16 beds and 16 lockers.

On the ceiling in the center of the room is a Lurker Above, when any party member/members gets to the center of the room it will drop.

Lurker Above (AC:6 HD:10 HP:50 A/DAM:1/1-6) (MM)

In one of the lockers the PC's will find a small velvet sack containing a bracelet: Ivory (900 gp)
In another they will find a gem: Chrysoberyl (40 gp)

In a third they will find a small finely crafted, highly polished oak box. It is unlocked and inside are 3 vials of liquid (2 potions of healing, and 1 potion of hill giant strength). The box itself is worth 150 gp and the inside is lined with velvet and holds three potions perfectly.

Room #24 Acolytes Barracks

Being a high priest as well as an arch mage Belzir had priestly followers as well. The best of those were allowed to dwell here in the tunnels. The room is set up similar to the apprentice's room, except there are but 5 bunk beds with 2 lockers per set of beds, for a total of 10 beds and 10 lockers.

Milling around the room are 10 decaying corpses. They let out a loud moan as the party enters and they shamble to attack.

10 **Ghastly Zombies** (AC:7 HD:3 HP:16, 17, 9, 10, 19, 20, 15, 21, 9, 14 A/DAM:1/2-8 + special) (NEW)

There is nothing of value in this room.

Room #25 Reception Room

The hall opens into a 30' x 30' area, there is a desk in one corner and benches along the wall. This was used as a reception area for visitors waiting to see one of the higher ranking members of the tower. Sitting behind the desk is a emaciated skeletal figure with red points of light shining from its eye sockets. As the party enters it will say in a raspy disturbing voice "Do you have an appointment".

If the party tries to trick the creature it will flip through its book looking for their names (their names will not be there). It will demand they leave, if they try to continue on it will attack.

Guardian Ghoul (AC:5 HD:5 HP: 30 A/DAM:1/1-6 + special) (NEW)

Room#26 Storage Closet

The door to this room is rotten and falling apart. Inside the small room is shelves with buckets and cleaning supplies, brooms and mops line the wall.

Room#27 Lecture Hall

The doors to this room are intact but unlocked. This large room is lined with small desks with chairs all pointing towards the center of the room where a raised platforms stands. This

was once used as a lecture hall where an instructor would stand on the platform while the students sat at the desks.

Now there stands a very large human-like creature, its visage is distorted and mangled. As the party enters the being immediately acts. It springs off the platform and begins slamming its meaty fists against the desks sending them flying as it charges the party.

Flesh Golem (AC:9 HP:40 A/DAM:2/2-16,2-16) (MM)

Room #28 Ghoul Warrens Part 1

As the party approaches this room from any direction, they will be overcome with an extremely noxious smell. The hallway will become littered with bones of humanoid and animals alike, there will be piles of dung and torn paper and broken wood.

Ghouls have made three connecting rooms (28, 29, and 30) into their warren. Each room holds a certain number of ghouls and ghosts, all three groups intermix on a normal basis and are ravenous. Eating any poor creature from human to rat that manages to make its way down into the tunnels. They are commanded by a **Greater Ghast** who will always be located in room 30.

This particular room holds 10 ghouls and 2 ghosts. They are in the dung and bone covered area feasting on the rotting remains of an orc they have managed to capture.

10 Ghouls (AC:6 HD:2 HP:10, 8, 5, 9, 13, 12, 12, 10, 8, 9 A/DAM:3/1-3,1-3,1-6 + special) (MM)

2 Ghosts (AC:4 HD:4 HP:24, 26 A/DAM:3/1-4,1-4,1-8 + special) (MM)

Room #29 Ghoul Warren Part 2

As the party approaches this room from any direction, they will be overcome with an extremely noxious smell. The hallway will become littered with bones of humanoid and animals alike, there will be piles of dung and torn paper and broken wood.

Ghouls have made three connecting rooms (28, 29, and 30) into their warren. Each room holds a certain number of ghouls and ghosts, all three groups intermix on a normal basis and are ravenous. Eating any poor creature from human to rat that manages to make its way down into the tunnels. They are commanded by a **Greater Ghast** who will always be located in room 30.

This particular room holds 12 ghouls and 1 ghost. They are shoving and pushing each other, but their attention immediately turns to the party as they enter.

12 Ghouls (AC:6 HD:2 HP: 5, 7, 10, 12, 8, 11, 16, 7, 9, 13, 7, 9 A/DAM:3/1-3,1-3,1-6 + special) (MM)

Ghast (AC:4, HD:4 HP:30, A/DAM:3/1-4,1-4,1-8 + special) (MM)

Room #30 Ghoul Warrens Part 3

As the party approaches this room from any direction, they will be overcome with an extremely noxious smell. The hallway will become littered with bones of humanoid and animals alike, there will be piles of dung and torn paper and broken wood.

Ghouls have made three connecting rooms (28, 29, and 30) into their warren. Each room holds a certain number of ghouls and ghosts, all three groups intermix on a normal basis and are ravenous. Eating any poor creature from human to rat that manages to make its way down into the tunnels.

This room is the lair of the greater ghast who controls the warren. He will be perched atop a large pile of bones with 12 ghouls surrounding him when the party enters. He will immediately howl summoning any ghouls left in rooms 28 and 29. It will take 1 round for forces from room 29 to arrive, and 2 rounds for forces from room 28 to arrive.

10 ghouls (AC:6 HD:2 HP: 6, 9, 15, 12, 9, 7, 10, 13, 6, 7,4, 9 A/DAM:3/1-3,1-3,1-6 + special) (MM)

Greater Ghast (AC:2 HD:7 HP: 45 A/DAM:3/1-6,1-6,1-12 + special) (NEW)

Buried underneath the mound of bones is the collected treasure of the warren

2000 gp

1000 s.p.

5000 c.p.

2 gems (Rhodochrosite 10 gp, Smoky Quartz 50 gp)

A small bag with 2 containers of Nolzur's Marvelous Pigments, and a brush to apply them.

Room #31 Alchemist Lab

Belzir in addition to being a wizard and priest also studied alchemy. He kept this a secret from his students however, and did not teach them the science of alchemy. This was his private alchemy lab, inside are tables filled with beakers and burners, jars or liquid and powders, and a book shelf filled with books.

Also in this room is a Homonculous that was left behind when Belzir transported to Limbo. It will guard the room and attack any who enter.

Homonculous (AC:6 HD:2 HP:8 A/DAM:1/1-3+special) (MM)

The books all appear common and mundane except for one thin leather bound book titled *Homonculous: Formula and Creation*. This book outlines the process found in the *Monster Manual* on how to create a Homonculous.

Room #32 Desert of Chaos

As the party approaches they will see an opening in the wall that appears to be covered with a veil of darkness on the other side. The darkness can not be removed with light, continual light, or any light source. It also cannot be dispelled as it is not actually a darkness spell, it is a portal. If the characters step through

Stretched before you is what appears to be a great desert. The sky has an eerie orange tint and as you watch you see dunes that seem to blow from one area to another in a haphazard manner. Suddenly 100 yards to your right you hear a roar and out of thin air you see a dense jungle appear, almost at the same time you see the cloud above your head transform into what appears to be a lake of water as it floats by.

In the distance rising above the sand you see a large circular object.

NOTE: There are multiple entrances to this room, all entrances have the exact same appearance, and all entrances lead to the same entry point into the Chaos Desert, and once in the only way out is through the portal in the temple.

This room serves as a portal to a small pocket dimension. Even though the room itself is only 50 feet across the pocket desert is 30 miles across. Because of the strange makeup of the pocket dimension no character can rise higher than 20 feet into the air (the height of the actual ceiling in the room when it was carved). The circular building in the distance is the temple of Bashendel God of Entropy. Because of the dimensions chaotic makeup the terrain is unstable and can shift from one type to another.

Once every 6 turns roll to see what the terrain the party is in becomes

01-60 Desert
61-75 Jungle
76-100 Iceland

The jungle and wasteland terrains use the restrictions and wandering monster charts of rooms 5 & 16 respectively. It will take 8 hours to reach the temple by normal means of travel, and there will be 1 planned encounter along the way. Random monsters should be rolled for once each hour with

a 1 in 6 chance of encountering one. If an encounter takes place in desert terrain use the random monster chart below, there will be no wandering monsters in the temple.

Random Chaos Desert Encounter Chart

<u>Die Roll</u>	<u>Encounter</u>
01-35	Chaos Ghouls (1-4)
36-60	Dune Stalker (1)
61-80	Death Dogs (2-7)
81-100	Giant Scorpion (1-4)

Desert Encounter #1

The desert is full of dunes and pits, at the bottom of one of these pits seems is an opening that seems to be a cave. This is actually an ant lion pit, and if any character enters as soon as they reach the bottom of the pit the ant lion will burst from the sand and attack.

Giant Ant Lion (AC:2 HD:8 HP:48 A/DAM:1/5-20) (MM2)

The party will eventually reach the temple when they do read the following:

Before you stands a great stone circular building with a doorway carved into the front. The stone is smooth and looks to be one great piece as if someone had carved an opening in a great boulder. On each side of the entrance way is a symbol of a circle with a 4 pointed star in the center.

This is the temple of Bashendel God of Entropy. It is in fact a giant boulder that has been carved out into one massive room that is 200 feet in diameter. In the center of the room is a fifteen foot long altar with coins and other treasures piled atop it, and behind it is a 10 foot ebony statue carved in the likeness of Bashendel standing atop a column six foot high and six foot in diameter. Embedded against the black stone of the statue's chest you can see a gold circle.

Once the party is within 20 feet of the altar a magic mouth will appear on the statue and say.

Who dares disturb the shrine of Bashendel, leave now or suffer my wrath?

If the party moves any closer or launches any attack at the statue, it will leap from the column and attack. The statue is a stone golem, and it will continue to attack anyone who remains inside the temple.

Stone Golem (AC:5 HD:12 HP:60 A/DAM:1/3-24) (MM)

The gold circle embedded in the statues chest is 1/3 of the key to Belzir's laboratory. It depicts a circle of gold with a 4 pointed star carved out in the middle. Any chaotic being wearing the medallion will receive a +1 to hit on all attack rolls. This medallion can be combined with the medallions from room 5 and 16 by snapping them together at the central ring. This will produce an amulet with 8 arrows around a circle of gold with a 4 pointed star in the center. It will also allow any chaotic character to gain the ability of all the amulets (+2 on all saving throws, and 5% magic resistance, + 1 to hit)

NOTE: Any of the 3 pieces of the keys that are taken from within the halls will immediately disappear and return to the pocket dimension in which it was found.

As soon as the stone golem is destroyed two things happen.

1. There is a shimmering of random colors and atop the column appears a circular portal of swirling colors. This is a portal that will return the party to room #6.

2. There are a numbers of small flashes of light along the column and the outline of a door appears, in the center of the door is a indentation of 8 arrows and a 4 point star in the middle.

If the 3 pieces of the key are combined and set into this depression, the outline of the door (along with the key) will disappear and a square golden portal will appear. This portal will take the party to room #32 Belzir's Private Laboratory.

On the altar is piled

2000 gp
100 pp
3000 sp

Plate Mail +1
Nimbus Ring

Long Sword (Cinder)
+1 Flame Tongue:
+2 vs. regenerating
+3 vs. cold-using, inflammable or avian creatures
+4 vs. undead
Int: 13
Ego: 8
Communication: Empathy
Align: Chaotic Neutral
Primary Abilities: detect magic in 1" radius
Extraordinary Power: cast Strength 1 time/day (wielder only)

Room #33 Belzir's Private Laboratory

As they step through the golden gate, the party appears in a large rough stone room, the only visible way in or out is the shimmering portal behind them. In the center of the room stands an ebony platform, on top coming up from the platform is what appears to be a giant metal tuning fork. The shaft of the tuning fork goes down into the ebony platform itself, and the tines stand 6 feet high. Standing in front of the fork is a 10 foot tall electric blue frog like humanoid with grey stripes and wicked claws.

This blue slaad is the guardians of this laboratory, it will leap to attack any intruders, it will attempt to gate in additional salad to assist him as needed. The portal the party entered through is the only exit from this room.

Blue Slaad (AC:5 HD:8+4 HP:60 A/DAM:5/2-16, 2-12, 2-12, 2-12, 2-12) (FF)

The giant tuning fork is a temporal gate. Belzir created it and with the use of a specific spell of his own creation, channeled through his amulet, was able to use the tune from the fork to extend the gate he created to encompass the tower that once stood above these halls, and transport it along with himself and most of the tower dwellers to the outer plane of Limbo.

The fork/gate is now useless as the spell devised to charge its power is lost to this world. However in the dust at the base of the fork the PC's will find a simple steel amulet on a silver chain. Belzir's amulet cannot leave the prime material plane, so when he transported himself and the tower it fell from his neck and was left behind.

The only other thing in the room besides the gate is a small oak desk. Sitting on top are two books bound in blue leather. The first is a journal where Belzir details his plan above, the second is a small spell book with the following magic-user spells.

1st – Write, Identify
2nd – Locate Object
3rd – Blink, Clairvoyance
4th – Dimension Door
5th – Contact Other Plane

The Amulet of Belzir

This amulet is Chaotic Neutral in alignment. Any non-chaotic neutral person attempting to put it on must make a saving throw versus death magic or die.

The bearer of the amulet may use the following abilities once per turn as if cast at the 6th level of experience.

Jump
Create water
Faerie Fire

Once per day the bearer of the amulet may use the following minor powers as if cast at the 14th level of experience.

Statue
Wall of Stone
Stone Shape
Hallucinatory Terrain
Transmute Rock to Mud
Warp Wood
Blink

Once per Week the bearer of the amulet may use the following major powers as if cast at the 18th level of experience

Polymorph any Object
Maze
Phase Door
Wind Walk
Stone Tell
Commune

Each time a minor power is used here is a 1% cumulative chance the bearer will go insane (roll for insanity per DMG) and will have a never ending urge to find a way to enter the outer plane of Limbo.

Each time a major power is used there is a 2% cumulative chance that the bearer will be transported to the outer plane of Limbo, and the amulet will be left behind.

If the Amulet of Belzir leaves the tunnel complex, the tunnels will immediately begin to shake and rumble, and the entire two levels will collapse in upon themselves destroying everything within under tons of rubble.

APPENDIX 1 NPC's

Name: Bullik

Race: Human
Class: Fighter
Level: 4
Align: LE

ST: 17
INT: 10
WIS: 10
DEX: 13
CON: 17
CHM: 11

HP: 39
AC: 3

Proficiencies: Spear (specialized if applicable), Dagger, Light Crossbow, Short Sword, Hammer

Equipment: Spear +1, Chain Mail, Shield +1, Dagger, Potion of Heroism, light crossbow, 12 bolts, 50 gp

Background: Samiel's right hand man Bullik is loyal to his leader. A foul tempered man he takes no gruff from subordinates. He prefers fighting face to face with his spear, but is accurate with his crossbow.

Name: Nevel

Race: Elf
Class: Thief
Level: 5
Align: NE

ST: 12
INT: 14
WIS: 12
DEX: 18
CON: 13
CHM: 14

HP: 21
AC: 3

Proficiencies: Short Sword, Short Bow, Dagger

Equipment: Short Sword, Short Bow, 12 Arrows +1, Leather Armor, Ring of Protection +1, Dagger +1, Potion of Healing, 1 pearl (1000 gp)

Background: Nevel's main concern is Nevel. He stays with Samiel because the loot is good. He has made a lot of money but because of a bad gambling habit is constantly broke. He fears Samiel and any retribution that would come his way if he was to betray him. He prefers to fight with both his short sword and dagger when forced into melee, but his 1st preference is to avoid a fair fight.

Name: Ircor

Race: Half Orc
Class: Fighter/Thief
Level: 3/4
Align: LE

ST: 16
INT: 12
WIS: 10
DEX: 17
CON: 15
CHM: 8

HP: 24
AC: 3

Proficiencies: Long Sword, Sling, Dagger, Mace

Equipment: Sling, 20 bullets, Mace +1, Dagger, Leather +1, Shield, 50 gp

Background: Ircor has known Samiel for 12 years and looks up to him like a big brother. He is loyal and will support Samiel's decisions.

Name: Samiel

Race: Half Orc

Class: Fighter/Assassin

Level: 4/5

Align: LE

ST: 16

INT: 14

WIS: 14

DEX: 17

CON: 16

CHM: 10

HP: 40

AC: 1 (0 with shield)

Proficiencies: Short Sword, Hand Crossbow, Dagger, Morning Star, Light Crossbow

Equipment: Short Sword +2, Bracers of Defense AC:6, Cloak of Protection +1, Silver Dagger, Hand Crossbow, 12 bolts (poison save v poison +1 or die), Potion of Invisibility, Shield, Gold ornament oak strong box worth 500 gp holding 3 rubies worth 500 gp each.

Background: Brutal and sadistic Samiel keeps control of his brigand gang through fear. He wants the amulet to increase his power. He does not like to fight one on one unless he feels he has a distinct advantage. Samiel holds a grudge and does not forget or forgive. If his plans are ruined and he has to flee he will make it a priority to get revenge. Bullik and Ircor are his right hand men and the only two he truly trusts.

Name: Batima

Race: Half Elf

Class: Magic-User/Thief

Level: 3/4

Align: NE

ST: 9

INT: 17

WIS: 12

DEX: 15

CON: 12

CHM: 15

HP: 14

AC: 7

Proficiencies: Short Sword, Sling

Equipment: Short Sword, Sling, 20 bullets, Spell scroll (Magic Missile, Hold Portal), 40 gp, Leather Armor

* Spells

1st – *Magic Missile, Jump, *Dancing Lights, Read Magic, Message

2nd – *Invisibility, Magic Mouth

* spells with an asterisk are memorized

Background: Batima was an orphan who was beaten on a regular basis. She cares nothing for Samiel, but loves the feeling of power she gets for being his mistress. She will stay with him as long as he has something to offer her and will not hesitate to leave him if she feels he becomes weak.

APPENDIX 2 Monsters

Chaos Ghoul

Frequency: Very Rare

No. Appearing: 1-6

Armor Class: 5

Move: 9"

Hit Dice: 4

% in Lair: 65%

Treasure Type: I

No. of Attacks: 2

Damage: 1-4

Special Attacks: See Below

Special Defense: See Below

Magic Resistance: See Below

Intelligence: Low

Alignment: Chaotic Evil

Size: M

Psionic Ability: Nil

Chaos ghouls are ghouls who have been exposed to forces of the plane of Limbo that have warped them. Chaos ghouls resemble regular ghouls whose facial features have been twisted. They may have an eye on their forehead, or nose below their mouth, or any other chaotic placement of facial features.

Due to the heavy influence of the plane of Limbo the touch of a Chaos ghoul is unpredictable. Whenever a successful hit is scored roll, use the chart below to determine the proper effect.

1: Energy drain - drains 1 level of experience.

2 -3: Paralyzation – save vs. paralyzation or become paralyzed for 2-5 rounds.

4-5: Strength drain – Drains 1 point of strength as a shadow.

6: Aging – Victim ages 1d10 years.

Chaos ghouls are immune to are immune to Charm, Sleep, and Hold spells.

Because of their connection to the plain of Limbo, Chaos Ghouls are difficult to turn and are treated as ghosts with respect to turning undead.

Ghastly Zombie

Frequency: Very Rare

No. Appearing: 2-8

Armor Class: 7

Move: 6"

Hit Dice: 3

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: 1

Damage: 2-8

Special Attacks: See below

Special Defense: Nil

Magic Resistance: See below

Intelligence: Nil

Alignment: Neutral

Size: M

Psionic Ability: Nil

Ghastly Zombies are magically animated corpses created by powerful necromancers using ghast blood. They are indistinguishable from normal zombies in appearance. Like normal zombies, ghastly zombies always attack last and fight until destroyed. However, upon being struck, ghastly zombies let out a stinking cloud of gas that causes all creatures in a 10' radius to save versus poison or receive a -2 to hit for 1 turn. Ghastly Zombies attack by clubbing and clawing with their hands for 2-8 points of damage.

Sleep, Charm, Hold, Poison, and Paralyzation spells have no effect on them. Holy water does 2-8 damage per vial that strikes. Ghastly Zombies turn as ghouls with regards to clerics turning tables.

Guardian Ghoul

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

Move: 12"

Hit Dice: 5

% in Lair: 65%

Treasure Type: E

No. of Attacks: 1

Damage: 1-6

Special Attacks: See below

Special Defense: +1 or better weapon to hit

Magic Resistance: See below

Intelligence: Average

Alignment: Chaotic Evil

Size: M

Psionic Ability: Nil

Although the word Ghoul is in their name these cursed creatures have very little in common with normal ghouls. Guardian Ghouls are undead cursed to perform a task they had promised to do and neglected in life. A common occurrence of this is some type of guard duty.

Guardian Ghouls have but a single attack, biting with their broken jagged teeth. A successful hit will drain one level of experience from the victim.

Like all undead Guardian Ghouls are immune to sleep and charm spells, and they turn as wights in regards to cleric turning of undead.

Greater Ghast

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

Move: 12"

Hit Dice: 7

% in Lair: 65%

Treasure Type: E

No. of Attacks: 3

Damage: 1-6/1-6/1-12

Special Attacks: See below

Special Defense: +1 or better weapon to hit

Magic Resistance: See below

Intelligence: Very

Alignment: Chaotic Evil

Size: M

Psionic Ability: Nil

Greater Ghosts are ghosts who were at least 6th level of experience in life. After being turned, their first meal is another ghost rather than a living being. This cannibalistic experience increases their connection to the negative material plane. Like other ghosts their touch will paralyze any creature that fails it's saving throw. They are immune to sleep and charm spells, and turn as vampires in regards to cleric turning undead.

Frost Naga

By C. Wesley Clough (1st appeared in Footprints #16)

FREQUENCY: Very Rare

NO. APPEARING: 1-2

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 8

% IN LAIR: 55%

TREASURE TYPE: C, R

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-5

SPECIAL ATTACKS: Poison, Spells

SPECIAL DEFENSES: Immune to cold

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very

ALIGNMENT: Chaotic Neutral

SIZE: L (14' long)

PSIONIC ABILITY: Nil

Attack/Defense modes: nil/nil

Frost Nagas are unpredictable and their behavior can be described as erratic at best. Their truly chaotic nature garners them few friends in the cold lands where they live. Similar in appearance to other naga types, a frost naga has the body of a 14 foot long snake. They are light gray with a stark white diamond pattern running down the center of the back. A frost naga's humanoid head is more inhuman than other sorts of naga, more closely resembling that of a bugbear, complete with furry white hair. Frost nagas often keep bugbears as guards and servants. Frost nagas attack with a bite of their fanged jaws; their bite carries a fatal, albeit relatively weak, poison (save at +2). They can also employ spells as a 5th level magic-user (70%) or illusionist (30%). Frost nagas are immune to cold damage of any sort, but fire attacks inflict +1 point of damage per die.

Phantasmal Lurker

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

Move: 9"

Hit Dice: 9 - 12

% in Lair: 65%

Treasure Type: E

No. of Attacks: 1

Damage: 1-4

Special Attacks: See below

Special Defense: +1 or better weapon to hit

Magic Resistance: See below

Intelligence: Very

Alignment: Chaotic Neutral

Size: M

Psionic Ability: Nil

The Phantasmal Lurker is the restless spirit of an Illusionist who died while researching a spell. The Phantasmal Lurker is tied to the room in which it died and cannot leave its borders, waiting in this area for any living creature to enter. When a living creature does enter, the Phantasmal Lurker attacks in hopes of easing its restless spirit.

A successful hit by a Phantasmal Lurker drains 1 point of constitution. When a creature's constitution reaches 0 it dies and the Phantasmal Lurker gains 1 hit die permanently. Once the Phantasmal Lurker reaches 13 hit die the soul of the illusionist is put to rest and the Phantasmal Lurker is no more.

Creatures who have had constitution drained, but not reached zero, will regain constitution points back at 1 per turn. Creatures who have reached 0 constitution are dead and can only be revived by a raise dead or similar spell.

Phantasmal Lurkers are invisible when first encountered, and do not become visible until they attack or use one of their spell like powers. When they do become visible they are little more than a fuzzy outline of a indistinct humanoid.

Phantasmal Lurker can use illusionist spells at a level equal to 1/3 of their hit die

9 and 10 HD = 3rd Level

11 and 12 HD = 4th Level

The Phantasmal Lurker will have the same level/number of spells as if they were an illusionist of the level above (ie. 9 or 10 HD will have 2 1st and 1 2nd level spell just as a 3rd level illusionist would). These spells should be considered spell like abilities and can be used once per day, spells should be determined at random.

Phantasmal Lurkers are immune to Charm, Sleep, and Hold spells. They are also immune to all non magical weapon attacks. Poison and paralyzation have no effect on Phantasmal Lurker, and holy water does 1-6 damage for each full vial that scores a hit.

Phantasmal Lurkers turn as spectres in respect to clerical turning ability.

Iceblight

By C. Wesley Clough (1st appeared in Footprints #16)

FREQUENCY: Very rare

NO. APPEARING: 1-6

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 4

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: numbing

SPECIAL DEFENSES: regeneration

MAGIC RESISTANCE: standard

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense modes: Nil

Iceblights are a form of undead creature created from the remains of medium-sized humanoids of any type that have frozen to death. Sages debate on how iceblights form, but a general consensus is that they rise spontaneously from the corpses of such creatures through the direct will of a foul god of winter and cold. Rumors also persist of shamans (from northern climates) summoning iceblights for foul purposes. An iceblight appears as gaunt skeletal humanoids of the type they were in life, with tightly drawn, snow-white skin and pale ivory hair. Their eyes are black pits, although they can see normally.

Iceblights are rather straightforward combatants, often rushing head long into melee regardless of the odds. Although more intelligent than skeletons or zombies, iceblights are not known for their comprehension of advanced tactics. They attack with clubbing blows of their hands and each hit will numb the target with chilling cold, causing it to lose 1 point of dexterity per hit. Any character that loses all dexterity in this manner perishes. Dexterity lost to this numbing chill can be regained at a rate of 1 point per hour spent in an environment where the temperature is above freezing. Characters that are naturally or magically immune to cold are immune to the dexterity loss.

Iceblights regenerate two hit points per round in subzero temperatures. They cannot regenerate fire damage nor regrow severed body parts. Also, iceblights cannot regenerate if killed. An iceblight is immune to charm, hold and sleep spells, and cannot be harmed by cold attacks, but any fire-based attack inflicts +1 damage per die. Iceblights can be turned by a cleric as if they were wights.

Ice Watchmen

Frequency: Rare
 No. Appearing: 1-10
 Armor Class: 5
 Move: 9"
 Hit Dice: (3) 15 hit points
 % in Lair: 65%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage: 1-6
 Special Attacks: None
 Special Defense: See Below
 Magic Resistance: See Below
 Intelligence: Non
 Alignment: Neutral
 Size: M

Psionic Ability: Nil

These humanoid shaped creatures are actually a form of minor golem created out of ice through the use of a tomb. Ice Watchmen take half damage from edged weapons, and only 1 point of damage from piercing weapons.

Cold based spells heal damage to Ice Watchmen at a rate of 1 point per die of damage of the spell.

Rotting Fiend

Frequency: Very Rare
 No. Appearing: 1-4
 Armor Class: 3
 Move: 9"
 Hit Dice: 7
 % in Lair: 65%
 Treasure Type: D
 No. of Attacks: 1
 Damage: 1-10
 Special Attacks: See below
 Special Defense: +1 or better weapon to hit
 Magic Resistance: See below
 Intelligence: Average
 Alignment: Chaotic Evil
 Size: M
 Psionic Ability: Nil

Rotting Fiends are the corpses of Chaotic Evil humans who die a sudden and violent death while in the midst of an evil religious act. These evil vengeful creatures will attack any living being on sight. They have an innate sense that lets them know when a living being is within 100 feet, because of this they are impossible to surprise by the living.

They appear as a mostly rotted corpse with some chunks of meat still attached; an eerie blue light radiating from their empty eye sockets. A successful hit by a Rotting Fiend will inflict a rotting disease which will begin to rot the victim from the inside out. The victim cannot be healed by any healing magic and will die within 48 hours unless they receive a Cure Disease spell. Those killed by the rotting disease cannot be brought back to life by any means short of a wish.

Rotting Fiends are immune to Charm, Sleep, Hold, and Cold based spells. They are also immune to all non magical weapon attacks. Poison and paralyzation have no effect on Rotting Fiends, and holy water does 2-8 damage for each full vial that scores a hit. A raise dead spell will destroy a Rotting Fiend.

Rotting Fiends turn as wraiths with regards to clerics turning tables.

APPENDIX 3 Magic Items

Belzir Disks: XP: 100 GP: 300

These ceramic disks are as big around as a saucer and 1 inch thick. They are as hard as steel until the command word is spoken. Once spoken the disks become brittle and light and breaks easily. Once a disk is broken it releases a dispel magic in a 10' radius as if cast by a 12th level magic-user. Because the disk is so light it can only be thrown a maximum of 15 feet. Once broken and the dispel magic is released the disks become worthless. These disk normal show up in groups of 1-4 disks.

Box of Ghostly Enmity: XP: — GP: —

This is a plain wooden box filled with valueless trinkets. Once a character opens the box he will be haunted by the vengeful spirit of the trinkets owner.

The haunting will grow progressively worse

Week 1 - The character will experience horrific nightmares and will be unable to get restful sleep for the first week of the curse. The haunting will prevent hit point recovery, and will not allow spell casters to properly memorize spells.

Week 2 – Strange symbols will begin etching themselves into the characters skin as he sleeps. This will cause 1 hit point of damage.

Week 3 – The character will have to make a saving throw versus magic each day or else will go insane.

Week 4 – The apparition will begin to materialize each night draining 1 point of the character's constitution. Once the character reaches 0 constitution, he will become an apparition himself.

A remove curse will reset the effects of the box back to week 1. A remove curse and dispel magic on the box will render the box inert and all constitution penalties and insanities will be reversed.

Bracers of Shadow Manipulation: XP: 800 GP: 2000

Once per week the wearer of these bracers will be able to animate a shadow (not to be confused with the monster of the same name) (AC: 7, hp: 9, attacks: 1, damage: 1-4) the shadow will follow the wearers command and will last for 24

hours or until it is killed. The shadow is unable to lift or carry any items.

Cainen's Cabin: XP: 1100 GP: 5000

This appears to be a 6" x 6" wooden cube, but when a command word is uttered it transforms into a 10' x 10' wooden cabin. The cabin will contain a single cot and a wash basin but no floor. The cabin can sustain 50 points of damage before it collapses, the damage is cumulative.

Harold's Healing Potion: XP: 100 GP: 300

This is a single use potion which cures 1d8 points of damage.

Nimbus Ring: XP: 300 GP: 600

The wearer of this ring will gain proficiency in the short bow for as long as the ring is worn. If the ring is removed the proficiency is lost.

APPENDIX 4 Chaos Gods

Xanorez

Lesser God

God of Fire

ARMOR CLASS: -2

HIT POINTS: 200

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-20

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better

weapon to hit

MAGIC RESISTANCE: 60%

SIZE: L

ALIGNMENT: Chaotic Evil

WORSHIPPERS' ALIGNMENT: Chaotic

Evil — Chaotic Neutral

SYMBOL: 4 fiery arrows radiating from a circle

PLANE: Abyss

CLERIC/DRUID: 18th cleric

FIGHTER: 18th

MAGIC-USER/ILLUSIONIST: 20th magic-user\16th illusionist

THIEF/ASSASSIN: 14th assassin

MONK/BARD: nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:19 I:21 W:20 D:22 C:20 CH:-2

Xanorez dwells in a fiery level of the Abyss. His form is of a 15 foot tall flaming humanoid. He wields a great flaming sword with which he attacks with twice per round. Any weapon hitting Xanorez must make a saving throw versus magical fire or be destroyed.

Xanorez can take control of any fire elemental within 100 feet of him, and once per day can summon a 24 hit die fire elemental to where ever he is.

Xanorez demands sacrifices from his clerics in the form of burning living creatures alive.

Zukano

Lesser God

God of Ice

ARMOR CLASS: -5

HIT POINTS: 260

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-20

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 60%

SIZE: L

ALIGNMENT: Chaotic Evil

WORSHIPPERS' ALIGNMENT: Chaotic

Good — Chaotic Neutral

SYMBOL: 4 serrated arrows radiating from a circle

PLANE: Gladshiem

CLERIC/DRUID: 20th cleric

FIGHTER: 16th

MAGIC-USER/ILLUSIONIST: 18th magic-user\18th illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:21 I:20 W:20 D:21 C:23 CH:20

Zukano lives in an icy castle on the plane of Gladshiem. In battle he wields a great battle axe made of ice which he attacks with twice. Unlike most gods Zukano pays little attention to his worshipers and has no specific rituals, instead each of his priests create their own rituals. He appears as a gigantic human with blue skin and 4 arms.

Bashendel

Lesser God

God of Entropy

ARMOR CLASS: -3

HIT POINTS: 240

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 10-100

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 75%

SIZE: L

ALIGNMENT: Chaotic Neutral

WORSHIPPERS' ALIGNMENT: Any Chaotic

SYMBOL: a circle with a 4 pointed star in the center.

PLANE: Limbo

CLERIC/DRUID: 18th cleric

FIGHTER: 18th

MAGIC-USER/ILLUSIONIST: 18th magic-user\18th illusionist

THIEF/ASSASSIN: 18th thief

MONK/BARD: nil

PSIONIC ABILITY: VI

Attack/Defense Modes: All/all

S:20 I:23 W:22 D:20 C:21 CH:19

Bashendel is the essence of chaos. He dwells in a great circular castle on the plane of limbo. He is served by blue and red salads and githzari. His true form is a great black amorphous blob, but often appears as a featureless humanoid. In combat a great pseudo pod will extend from his form and strike for 10-100 points of damage. Any creature touched by Bashendel must make a saving throw versus magic or else will go insane.

APPENDIX 5 Pre-Gens

Joseph the Wise

Human

Male

Cleric

Level: 5

Align: Neutral Good

St: 12

Int: 14

Wis: 18

Dex: 15

Con: 13

Chm: 12

HP: 31

AC: 0

Equipment: mace +1, plate mail, Shield +1, ring of fire resistance, potion of healing

Dankar

Human
Male
Ranger
Level: 4
Align: Chaotic Good

St: 16
Int: 13
Wis: 14
Dex: 15
Con: 16
Chm: 13

HP: 40
AC: 2

Equipment: chain mail +1, shield, long sword + 2, short bow, 20 arrows, rope of climbing

Vera

Elf
Female
Thief/magic-user
Level: 4/3
Align: Chaotic Good

St: 13
Int: 16
Wis: 10
Dex: 17
Con: 12
Chm: 14

HP: 12
AC: 4

Equipment: leather armor, ring of protection +1, potion of flying, dagger + 1, ring of spell storing (lightning bolt, monster summoning 1)

Spells

1st – Magic Missile, Sleep, Read Magic, Spider Climb, Unseen Servant
2nd – Mirror Image, Stinking Cloud

Loran

Human
Male
Fighter
Level: 5
Align: Lawful Good

St: 18 48%
Int: 9
Wis: 12
Dex: 14
Con: 16
Chm: 13

HP: 49
AC: 1

Equipment: plate mail +1, shield, battle axe +2, crossbow of accuracy, 20 bolts, potion of healing

Harmony

Half Elf
Female
Fighter/Cleric
Level: 4/4
Align: Neutral

St: 12
Int: 11
Wis: 17
Dex: 18
Con: 10
Chm: 15

HP: 28
AC: -2

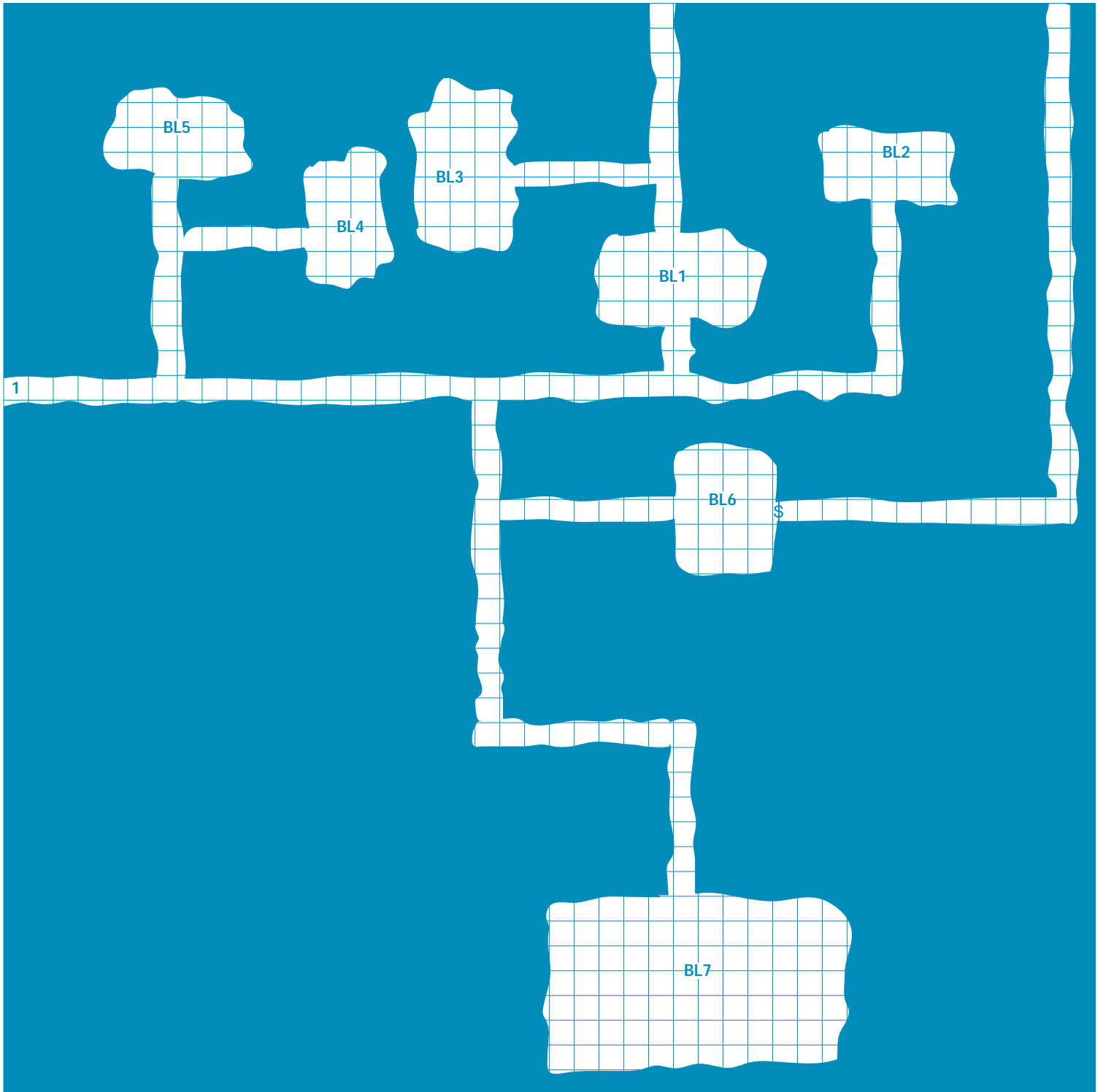
Equipment: plate mail, shield, long sword +1/+3 vs. regenerating creatures, short bow, 12 arrows +2, potion of clairvoyance

APPENDIX 6 Maps

Rashtan



Bandit lair



Chaos Halls Level 1

