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**SELECTED SCENARIOS FOR ROLE-PLAYING GAMES.**



**ISSUE ONE:**

**3 SCENARIOS & A SOLO ADVENTURE**

# TORTURED SOULS! 1

## What is TORTURED SOULS! ?

TORTURED SOULS! is unique among fantasy publications, combining high quality module material with an inexpensive magazine format. Every issue contains solid gaming material, consisting solely of ready-to-play scenarios for the leading role-playing games systems, put together by some of the most experienced writers in the country.

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TORTURED SOULS! also features the superb Zhalindor Campaign series of modules (see next column). These can be played independently, but get hold of a copy of TS! number 3 to appreciate them at their best!

## What is the ZHALINDOR CAMPAIGN ?

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TS!3 gives details of how to set up the Campaign, and explains the varying spell effects that occur according to geographical location. TS!4 details the deities of the Campaign, and the differing abilities they give to their individual worshippers.

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# The Chevalier's Shrine



Your recently formed party has been hawking its wares for the past few days in the small market town of Greendale. However you have met with little success; the occupants of the town appear to be lawful with an excessive zeal, and your presence has been frowned upon wherever you go. Realizing that a town full of such extreme bigots has little use of your valuable adventuring skills, you decide to have a wild night on the town.

You therefore descend on the nearest hostelry in high spirits. The occupants glance up from their games of dominoes and shove half-copper with distinct looks of reproach, and by the start of the third round of watered ale (a consumption considered distinctly indecent by local standards), the other occupants have either vacated the premises or moved to the extreme end of the bar. It is at this point that the door suddenly flies open to herald the arrival of a squad of the city watch, the officer in charge striding boldly up to your table. Even accustomed as you are to the local standards, you are rather surprised at such an early intrusion into your evening's jollity. However, when he suggests withdrawing to an upper room to discuss "a mutually beneficial contract" you begin to suspect that fate may be taking a more lenient line with your fortunes.

He accompanies you alone to the upper room, where he throws back his cape to reveal short-cropped blond hair and steely blue eyes, before commencing his story in clipped military tones:

"Some years ago our peaceful town was suddenly attacked by a large tribe of orcs led by a fearsome ogre. Fighting continued at the main gates and on the walls themselves for several days. Just as it seemed that we could hold out no longer, a heroic figure appeared from the east riding a great white warhorse. Cutting a swath through the orcs, he drew gradually closer to the ogre before having his horse cut down from under him. He rose, bloody and wounded, to issue a curt challenge to the monster. The orcs drew back leaving the pair in single-combat. The fight was long and harsh, our unknown saviour receiving terrible wounds, but at last the great ogre chieftain fell. Then, as he lent on his sword, bloody and exhausted from the fray, the orcs fell upon the victor, determined to avenge the death of their chieftain. We immediately sounded the charge, and I led our

remaining horsemen on a sally into the midst of the evil creatures. They put up a minimal resistance, and without their leader to spur them on they soon fell back in rout. We chased them far across the field, and a great number were killed - those who escaped have never returned. However, when we reached the spot of the heroic combat, the body of our unknown knight lay butchered, the orcs having wreaked a terrible revenge.

"From the tattered remains of his pennons we identified him as belonging to the order of Chevalier, though we were never able to discover his name. It was the desire of many citizens of this town, myself included, that a shrine should be erected to house his remains and keep alive the memory of his great deeds. Since there were insufficient funds forthcoming to complete such a task, an old abandoned temple was cleared out and refitted for the purpose. Two clerics were appointed to look after the shrine and tend the garden, in return for a nominal sum paid annually by the town council. It was decided to dedicate the shrine as a place of peace. Accordingly no citizen may bear arms within the shrine or garden, and no person of military rank may enter. It is because of that ruling that I am forced to request your services. There have been certain occurrences recently which have suggested that the Chevalier's Shrine is not what it seems. The military are unable to investigate, since we may not enter, and the town council have proved unwilling to intervene. However I am not prepared to let the matter rest, and have decided to personally fund a small 'expedition' to bring any mispractices to light so that the town council will be forced to take action. It is your mission, should you accept, to secretly enter the shrine and find out exactly what is happening. You are to take the minimum of personal risks, merely discover the truth, and report back to me; I shall then follow the matter up myself. I wish this task to be dealt with as soon as possible and I will meet you here again in 48 hours time. If you have the information I require, I will then pay you a fee of 50 gp each. I advise you not to discuss this matter with anyone else. Good night, gentlemen!"

So saying, he rejoins his men and they quickly exit. The town clock strikes 10.00 as you begin to form your plans.....

## D.M.'S INTRODUCTION:

This scenario is designed for use by a relatively inexperienced DM, and is suitable for a group of fairly new players. A typical party would consist of 6 - 7 1st level characters, with a variety of character classes. However it requires more thought and skill than the more conventional 'Beginners' Scenarios', which all too often merely comprise mindless 'hack-and-slay' and give disproportionately large rewards. DMs would therefore be well-advised to save this adventure for players who have taken part in a few scenarios of the type mentioned, and who are now ready for a more challenging test of their role-playing skills.

Do not think, however, that you, as DM, are excluded from this greater challenge. Your function in earlier scenarios may have consisted almost entirely of reading aloud the room descriptions and consulting rule books, but now you must take a more active role. While this scenario contains the minimum information required for play, it is up to you to supply additional ideas and information, and make rulings in new situations which may arise. You will find that as your players become more experienced, the demands they place on you will be far greater. For example, an intelligent party will not rush blindly in, but attempt to scout the shrine first. It is up to you to make rulings on what they do in this respect. Will they be able to enter a nearby building overlooking the garden and observe its occupants for a time? And what reaction will the occupants make if they realise they are being watched? Room descriptions too have been kept to a minimum, and it is up to you to supply the ideas to make them come alive. How are they decorated?, what unusual items do they contain?, do they have any peculiar characteristics (temperature, smell, etc)? An important part of this detailing process is to determine the differences there will be depending on the time of day the players choose to enter the shrine. A timetable of the usual daily routine is included (you may wish to vary this somewhat) and you should use this in conjunction with the room descriptions to determine the occupants of a room at a given time, and their likely reactions to the players entry. It is assumed that there are no 'wandering monsters' in this scenario, but you may wish to construct a similar table yourself. This would consist of the occupants, plus their 'guests' and any other additions you see fit to make. It would, of course, have to be different for each period given in the timetable, and assume that each occupant is normally in the areas stated, but has a small chance of appearing as a 'wanderer' in another area. Be careful when constructing this table. The girls, for instance, will not appear in another area when they are supposed to be locked in their room. During 'opening hours', however, there are several possible places where they could be, and your tables should reflect this variation in conditions.

For experienced DMs most of the above will of course be second nature, and you will have no trouble 'fleshing-out' this scenario to suit your own particular needs. Note that experienced players will require a greater challenge than could be faced by the novice, and you should therefore choose one of the alternative scenarios to be found at the end of this section.

A final introductory note concerns a problem that occurs all too often amongst beginning players, that of relatively few being directly involved. Sadly it is usually just the 'caller' and the 'mapmaker' who have any real involvement and decision-making capacity, with other players relegated to sitting around waiting to throw dice when requested. In order to make the scenario easier to visualise, and therefore lead to greater involvement, we recommend using **Dungeon Floor Plans** to 'lay out' the shrine and dungeon. **Games Workshop Ltd.** manufacture these excellent play aids, and have kindly given us permission to reproduce them in this magazine. The map on page 9 is therefore based on their plans. Please note that this map is **greatly reduced** from the original (approx. one quarter the area), and **does not represent an accurate copy of the product** (particularly in terms of colour). It is included only as a guide to which constituents of the floor plans to use, and their relative sizes (1 square on map = 1 floor plan square = 5' square scale size).

It is best to prepare the plans prior to play. Glue all the constituents of each room, including statues, plants, etc. but obviously **not** secret doors into one piece. Each room can then be laid out as it is entered. You may wish to leave doors and furniture separate so that they can be moved during play.

We have shown ground and 1st floor rooms to be floored in grey, while second floor rooms are shown in pale yellow. Note that room 10 is on two levels; we recommend making it in 2 pieces. The bottom floor will be the yellow area, + 1 square north, east and west (the part under the balcony). Draw the black circles (pillars) on this level. The top floor will be the grey area (balcony) together with the statues and benches; this should only be used if the players enter the balcony level. Note also that the double doors and secret doors lead from room 10 to 2nd level rooms. The 3 normal doors lead to first level rooms (ie: lead off from the balcony).

Please write and tell us if you like the idea of scenarios designed to be compatible with the floor plans. If it proves popular we will use it regularly for beginners' scenarios, and perhaps occasionally for regular scenarios as well.

## BACKGROUND

The players should be told only the background appearing on page 3, plus any rumours (see page 6) that you disclose as a result of their enquiries. The following background is intended exclusively for the use of the DM, and therefore should under no circumstances be revealed to the players.

The two clerics appointed with the task of the shrine's upkeep soon tired of this menial duty, and considered the nominal wages an insult to their ecclesiastical status. Being secretly rather self-motivated and given to contemplation of the darker things in life, a trait held in common with many citizens of the ostensibly ultra-lawful town, they decided to put their discovery of the secret door from room 2 to a suitably nefarious purpose.

Viedaf, the thinker of the clerical pair, observing that many of the richer and more respected citizens bemoaned the lack of Greendale 'nightlife' as much as the clerics themselves, set about finding a profitable solution to the dilemma. He reasoned, quite correctly as later events have proved, that these 'clients' would willingly pay for the facility of a 'club' with a touch of excitement. He therefore set about the task of clearing out the secret temple the pair had discovered, and fitting it out to suit its new purpose.

It was at this point that Brock, the younger and more lecherous of the pair, suggested the incorporation of a 'cabaret' featuring scantily-clad dancing girls. The idea met with Viedaf's firm approval, and Brock valiantly forced himself to scout amongst the local talent. After a rigorous selection procedure (the girls being chosen as much for their poor wits as for their good looks), and suitable training, the club was ready to open. Viedaf insisted on taking good measures to preserve the secrecy of the operation. The clients were carefully selected in advance. They were then subjected to a rigorous investigation by Viedaf before being advised of the scheme, and were solemnly sworn to secrecy on joining. Brock was dispatched to a nearby town, where he made a secret agreement with the local Thieves' Guild. Nik the Cutpurse was put in charge of security for the shrine itself; he patrols it personally at night and employs members of the Guild to take the day shift. In addition a room in the temple itself was fitted out for the girls' use, and they are not allowed to leave the complex, being locked in their room when not performing.

The scheme was a great success; local businessmen and similar noteworthies found the carefree atmosphere of the club a perfect tonic to the oppressive cultural standards of the town, therefore considering the membership, entrance and drink costs a worth-while investment. Viedaf has so far been careful to preserve security; members may suggest other friends as possible new clients, but Viedaf insists on vetting them himself before any contact is made. Brock and Nik, however, think that the clientele should be expanded; Nik, in particular, would like to see a move towards an 'Adventurers' Club' with members drawn from the surrounding more liberal-minded towns. Viedaf has so far proved unwilling to implement these suggestions.

Shortly after the club's opening, Viedaf and Brock discovered the secret doors to the Inner Temple, and explored this area further. They decided to move into rooms 13 and 14, and therefore cancelled their previous tenancies. In an idle moment Brock struck the temple gong, leading to the discovery of the other occupant, the giant fresh-water octopus G'BF'Oombar, who normally resides in 17a.

Viedaf managed to communicate using his **Speak with Animals** spell, and was thus informed of the original use of the Inner Temple. G'BF'Oombar, an ancient and highly intelligent animal, decided long ago that life would be much easier if he took advantage of the strange humanoid habit of worship. Accordingly he traversed the length of the river in search of followers. Finally finding an orcish shaman with **Speak with Animals**, he presented himself as a powerful god-like being who had selected the miserable creatures to be his humble followers.

An evil human cleric visiting the orc camp had been so impressed with G'BF'Oombar's demeanour, that he had secretly agreed with the 'god' to build a temple in which he could be appropriately housed. The temple was duly built, and regular sacrifices initiated. The cleric, however, fled the area when faced with the rising tide of lawfulness that has resulted in Greendale's present social climate. G'BF'Oombar was left locked in situ, and survived on a diet of inquisitive river fish, until rediscovered by Brock and Viedaf. During this time the descendants of his original orc tribe had traced his whereabouts (they know he is somewhere in the town, but do not know exactly where), and launched the attack in an attempt to regain the favour of their benign and beneficent deity.

G'BF'Oombar however is happy with his present arrangements. He receives a regular supply of suitable delicacies, and occasional sacrifices, in return for the unusual part he plays in the cabaret. He has also convinced Viedaf that eventual control of the town will be his (through orc troops supplied by the 'god'), if Viedaf continues the current arrangements. Viedaf and Brock are happy too, both considering the office of 'High Priest' or 'Direct Personal Attendant to the Godhead' for an evil sect, far more appealing than 'Shrine-keeper' for a good one.

## RUMOURS

If PCs make enquiries, either at one of the taverns in the town, or in the location of the shrine itself, there are many possible rumours they could be told. You should use some of the ones below, and invent some of your own, but keeping a good mixture of true (T), false (F) and partially true (but in some cases misleading) (P).

Give a few references to Brock's recent strange behaviour, a few examples, all (T) are as follows:

He has left his former residency, nobody knows where he is now living.

Several town-girls have complained that he has made indecent advances to them.

He regularly purchases large consignments of foodstuffs and alcohol.

He no longer attends the temple dedicated to his sect, his superiors are worried at his actions.

He has been seen in neighbouring towns talking to persons of ill repute.

The only available information on Viedaf will be that he disappeared some months ago and has not been seen since.

Other examples of possible rumours are:

The Chevalier is still alive (at least in spirit) and wreaks revenge on anyone bringing arms into his shrine (F).

The Chevalier was sealed into his sarcophagus together with his magical arms and armour, and a large number of gems (P).

The shrine is now kept locked all day (P).

Suspicious characters have been seen in the gardens (T).

Several young ladies have disappeared lately (T).

The orc tribe that previously attacked the town are planning revenge and have a secret hide-out in the town (F).

N.B. If characters spend time obtaining rumours you should give a small chance that Brock will get to hear about it (and modify the clerics' actions accordingly).

## ADVANCED SCENARIOS

Although the Shrine has been presented in a format designed primarily for relatively new players, it is sufficiently versatile to be used in a variety of situations for more experienced groups.

The simplest of these is to use the Shrine exactly as detailed in the Beginners' Scenario, but to adjust the strength of the party to compensate for the skill of the players. There are many possible options, but we recommend using just 2 characters, a second level Thief and a second level Fighter (both with STR 13+). Of course this limits the use of the scenario to only one or two players, and for this reason DMs will probably wish to save the adventure until such a situation occurs (eg: due to absence of some regular players at a particular gaming session). The Shrine can thus be used as an interesting diversion for times when regular campaign play is impossible (it should easily be completed in one gaming session). Note that the use of only 2 characters will demand considerable skill from the players, and the abilities of the Thief will come to the forefront. You may thus wish to consider the use of the detailed Thieves' Tools descriptions given in **WD 45** for added interest.

Incorporation of the Shrine into an existing campaign is rather more complex, since the party will generally be stronger than those previously detailed. If the differences are slight the scenario can be used as written, but do not give the party any rumours on which to base their plans. Alternatively give a different (and less informative) introduction, a recommendation from a stranger that "something interesting" can be found beneath the Shrine, for example. If you are otherwise using the key as written, you may wish to give the clerics more offensive spells in order to deal with possible attacks.

For stronger parties you will have to increase the abilities of the occupants, perhaps by making Viedaf and Brock an Evil High Priest and Evil Priest respectively, and increasing the numbers and abilities of the Thieves. An alternative is to set a harder scenario; one that has proved to be infuriatingly fiendish is the 'raid imminent' scenario. In this version one of the club members has received a 'tip-off' that the Shrine is due to be raided by the military. He therefore draws up 2 false membership lists (with his own name omitted, but the names of several business rivals added). He employs the party to enter the Shrine and secretly swap these lists for the real ones (he knows one is in the office, but has no clue as to the whereabouts of the other). It is of course essential that nobody should witness the exchange (and live), and the party must act promptly as the raid is scheduled for the following evening.

To add further complexity the DM could run this scenario simultaneously with a visit by low-level characters as per the basic scenario (on the assumption that the Captain of the Watch does not know of the planned raid). The 2 parties should enter the Shrine at different times, the order and interval being determined by the DM. While it is assumed that the low-level party will be run as NPCs by the DM, it is possible (though not recommended) for an experienced DM to simultaneously run both parties as competing groups of player characters.



## THE END OF THE ADVENTURE

There are several possible outcomes to the scenario, depending on the plan the party decide to implement, the degree of success they achieve and their subsequent actions.

One possibility is that the party will not even attempt to investigate the Shrine; they might decide to merely invent a suitable story to tell the Captain at their next meeting. If the party can successfully convince the Captain that they have indeed investigated the Shrine, and supply a suitably lurid account of the interior depravities, he will happily pay them their fee as arranged. The party will therefore gain the reward at minimal risk, though they will, of course, lose out on the fun of playing the scenario! The DM should decide the sort of stories the Captain would find acceptable, in general anything involving human sacrifice (especially female), or corruption in high places.

If a party manages to gain a substantial bounty during their investigation of the Shrine (eg: the Paladin's magic items), and they correctly reason that such items will be confiscated by the Captain, they may decide not to attend the return meeting, hastily leaving the town instead. In this case, or if for any other reason they decide to leave the town, they will escape unhindered if they leave between 8 am and 8 pm. However the Night Watch has orders to bring all strangers attempting to leave town to the Captain, who will require a convincing explanation as to the players' motives. If the party do not show up at the arranged meeting, but have not left the town, they will be found in 1-4 days and will have to answer to the Captain as above.

Even in the absence of such a bounty, the party might still be unwise to report all (or indeed any) of their findings, if they thought that they could obtain a better deal elsewhere. A party in possession of the membership list, for example, is in a good position to blackmail the (ostensibly) respectable members of the club. If the characters make discrete enquiries they will learn that 5 of the names on the list are of influential local merchants, 2 are members of the town council and another is a military officer (the Captain of the Day Watch). The latter would simply ensure that the party was 'killed while resisting arrest' if subjected to a blackmail threat; the other 7 noteworthies would each cough up 10-100 gp for a first demand, but would stall further payments and contact the Assassins' Guild; the other members on the list will not respond to blackmail threats. The list could be sold to a rival of the 5 businessmen for 200-500 gp.

A party could also invent a new list to take to the Captain, retaining the real list for one of the uses above. Casual enquiries will easily provide the names of most of the town's noteworthies, and a false list will be sufficient to keep the Captain happy as long as it mentions several prominent citizens.

If the party actually decide to stick to the original deal with the Captain, his response will depend on the information they obtained, and any other actions that the party disclose to him. He will pay nothing unless the party penetrated at least as far as the Secret Temple (room 10); he will pay twice the arranged fee if they discovered the Inner Temple. He will also give a bonus of 200 gp for a membership list (regardless of authenticity). He will have the party searched and confiscate any items previously belonging to the Paladin, together with any jewelry, but allow the party to keep any coinage found. However he points out again that the task of the party was to discover information, not to take any direct action. If the party killed either of the clerics he will refuse to pay any fee, strip the party of everything but their arms and armour, and force them out of town.

Whatever the outcome of the scenario, he will tell the party that they are now no longer welcome in Greendale, and insist that they leave within the hour.

## DUNGEON KEY

### TIMETABLE

- A + B:** 8 am - 12 noon. All the occupants are asleep (the clerics in room 14, the girls in room 9);
- C:** 12 noon - 4 pm. All the occupants are awake: Brock goes shopping and attends to business in town; the girls are unlocked and left to their own devices.
- D:** 8 pm - 12 midnight. The 'club' is being prepared for business. The gate and doors are unlocked and favoured clients are allowed access to be entertained in room 7.
- E:** 12 midnight - 4 am. The club opens for the evening.
- F:** 4 am - 8 am. The girls are locked away (in room 9); they typically talk or gamble until 8 am. The gate and doors are locked. The Inner Temple ceremonies take place (room 16).

(N.B. The 1st level thieves patrol from A-C, Nik from D-F.)

### EXTERNAL DETAILS

The shrine is situated in a quiet part of town, having rather poor housing and now largely unoccupied. It is almost on the river-front, indeed a minor underground tributary of the river flows under the gardens. Immediately to the south of the shrine is a dilapidated tenement house, almost empty due to rumours of haunting. To the north an area of waste ground leads down to the river. The north wall is thus accessible from this area without being seen from the road. The west wall (containing the old but sturdy gate) is accessible from the road leading past the tenement. The east face of the shrine building is accessible from an alley leading behind a rather poor tavern, while the south wall is now incorporated into the tenement.

The garden occupies an area of some 50' x 30', and is enclosed by a 12' high wall. At the east end of the garden is the shrine itself; this is 22' x 35' x 15' high at the west end, rising to 20' high at the east end. The wall is obviously old but has been repaired fairly recently. The shrine roof is largely new and overhangs, therefore being difficult to climb

### A: THE SHRINE AND GARDENS

#### 1. The Gardens:

A 5' wide path leads from the gate over a bridge, up to a pair of stout wooden doors, which are flanked by 2 arrow slits on either side. The garden contains 2 evergreen trees (the smaller some 20' high, the larger 30') surrounded by a small border of shrubs, most of the remaining space being covered in grass. Water can be seen 25' below the bridge, flowing slowly from south to north. This water is 10' deep, and flows through 2 archways (north and south), each 15' tall (the top 5' being above the water) and blocked by solid iron gateways. On either side, the river runs underground outside the archways.

The main gate to the garden has a rather cumbersome old lock which can be opened by thieves with a +15% chance (even non-thieves have a 10% chance if they can improvise some tools). The gate is made of iron bars, and these may be subjected to a bend bars attempt, but this will alert the garden occupants on a roll of 4-6 (d6). The gate may be smashed open on an open doors roll made at -2; this will always alert the occupants (as will unsuccessful attempts). The wall may be climbed by thieves at normal chances (count as fairly rough, ie: check only once; the degree of slipperiness depends on prevailing weather conditions). This alerts occupants on a 4-6 (d6) unless a move silently roll is made. Any character may climb the walls using a grapnel (thieves automatically succeed, others have an 85% chance) but this will always alert the occupants. If alerted, the first level thieves will fire missiles at PCs appearing through the gate or over the walls; Nik will fire missiles until 3 or more PCs have entered the garden, at which point he will run into the shrine, shutting the double doors (which he will bar) and the secret door, and then alert Brock. These two will then attempt to defend the temple (Brock will not alert Viedaf unless the opposition seems particularly strong). If unalerted, the guards may be surprised (roll as normal).

The trees are fitted with special seats for the guards, and ropes which can be thrown to the floor. From A - C, the garden is occupied by 3 1st level thieves, the 1st in the northern tree, the other 2 in the southern tree. During D-F the garden is occupied by Nik, who stands just to the south of the gate (out of sight from the street) during E, but is in the north tree 1/3rd of the time, and in the south tree 2/3rds of the time during D or F. Missile fire directed at the thieves in trees is at -4 to hit. Climbing the trees to the thieves takes 2 rounds, during which time the thieves will concentrate on the climber, attacking at +4 (missiles only) for the 1st round, +6 (any attacks) for the 2nd. The thieves will only descend to the ground (takes 1 round) if a missile fight is obviously going against them.

The 1st level thieves will attack anyone attempting to enter the garden. Nik will attack anyone who attempts to climb the wall or

burst through the gate, but will assume that a party approaching the gate peaceably are adventurers who have been allowed to join the club by Viedaf (having finally given in to Nik and Brock). During D, he will inform such a party that "we don't open 'til midnight; come back then!" He will then leave them (assuming they do not attempt to force entry). If a party arrives during E, between midnight and 2 am, he will say: "Come on in, lads, we've got some hot stuff on tonight!" From 2 am to 3 am, he will tell them that they are "a bit late, but there's plenty of action left yet!" Parties arriving after 3 am will be told that "the best bits are over" and he will suggest that they return about midnight the following evening to "really get your money's worth!" During F, he will tell the party that the club is closed, and suggest coming back the following evening. An intelligent party could thus bluff their way in if they arrive at the right time; however, if they obviously do not know what he is talking about, or insist on asking idiotic questions, he will realize his error and attack or run to warn Brock (depending on the size of the party). If they return on the following evening, there is a 50% chance that he will have told Viedaf of the 'new members'; if so, Viedaf will have instructed him to shoot them on sight, and all the thieves will be waiting in the garden.

#### 2. The Shrine:

This is obviously the Chevalier's Shrine; a sarcophagus with a paladin-type figure on the lid stands against the east wall. This is flanked by 2 statues, and there is an urn on either side of the door. The northern urn contains drinking water, the southern is marked "Offerings" and contains 3 cp. The room is dimly lit (very dimly at night) via the arrow slits. Above the rafters the roof can be seen sloping up to a height of some 18'. The left-hand statue is moved out from the wall to allow access to the secret door. If the wall is searched the outline of the door can be found, but no means of opening it is apparent. The spear of the left-hand statue is at an angle, and returning it to the upright produces a loud click. The secret door is now visible (there is a slight crack around it) and can be opened by STR 13+; this door is opened during E. The lid of the sarcophagus can be raised by a total STR of 26+; it contains 27 torches and a few pieces of filthy rag (part of a funeral shroud).

#### 3. Secret Stairway:

This passageway is 10' wide and 25' long, the central 15' being a staircase descending at a rate of 1:1. The stone slab door from 2 is easily visible from this side and has a handle to open it (requires STR 13+). This door effectively seals off sound from areas 1 and 2 (even that of combat). In the north-east corner (5' up the wall) is a bracket which will contain a burning torch during E. The passage is dark at other times, so PCs without infravision may fall down the stairs (unless care taken, roll under DEX on a d20, or fall taking 1-2 damage).

### B. THE SECRET TEMPLE

Unless otherwise noted the following conditions apply: all rooms are 10' high in this area. Doors are unlocked and open easily (no roll required); single doors recorded as locked will open on a normal open doors roll, this roll being made at -1 if the door is also barred from the other side. The double doors require a roll at -1 if locked - they are never barred. Thieves may unlock doors at normal chances, and remove bars (by inserting a dagger blade through the crack) if a remove traps roll is made. A move silently roll will then indicate that the bar has been lowered to the ground (rather than dropped). The secret doors are similar to that between 2 and 3 (ie: they may be found, but no clue will be given to the operating mechanism); once the mechanism is activated they will be clearly visible and may be opened by STR 13+. Both sets of stairs descend 10' from the north-east to the south-west, at a rate of 1:1. The rooms are all faced in stone; both stonework and woodwork is generally in good repair, these repairs and renovations having been recently carried out. Rooms 4-6 are lit by lanterns in wall brackets during E, but are otherwise dark, rooms 7, 9 and 10 are lit by continual light spells on their ceilings, room 8 is always dark. The rooms' descriptions contain general information, followed by individual variations.

#### 4. Office:

The main feature of this room is a long desk with a small stool behind it. The western part of the desk contains 4 drawers. The top drawer is used as a cash box, the entrance fee of 5 gp per person being placed in here (it currently holds 75 gp). The middle 2 drawers contain numerous receipts for the purchases made in the running of the club. The bottom drawer contains a list of members, currently of 32 names, none of which are familiar to the players. A large chest in the north-west corner is used to deposit arms on entering, larger weapons being leant against the wall. Viedaf insists that no weapons are carried into the club; Brock, however, does not search anyone, so small concealed weapons may be smuggled in. However Brock will ask anyone wearing metal (D.M.'s option: any) armour to leave it by the chest.

During F, A and B, all doors are locked, that to 3 being barred. During C and D, all doors are locked, but not barred; there is a 1 in 4 chance that Viedaf is in here studying receipts. During E, Brock sits behind the desk taking entrance fees; a party with insufficient funds will be refused admittance until they have raised the required amount (by coshing citizens perhaps?). The south door is locked, the others are not; the west door is held open by a stone elephant doorstep, value 5 gp.

#### 5. Club Room:

This is where the heavy drinking takes place. It contains a suitable quantity of tables and chairs. Details of these (and other fittings) are left to the DM to determine. During D, there is a 50% chance that 1-3 of the dancing girls will be here clearing up. During E, it will be actually in use (numbers and types of members at DMs option). The door to 4 is detailed above, the other doors are unlocked at all times.

#### 6. Stairway:

This stairway is lit by lantern during E, but otherwise will be dark, check for falling as room 3. The door to 7 will be locked during E, but is otherwise open. The thin door to 6a (the lavatory) can be locked by a bolt on the inside (but can be smashed open at +2 to the normal roll).

#### 7. Members' Lounge:

This room is now 20' high; it was increased to this height during the renovations by removing the floor of an identically shaped room above. The single eastern door was the only previous entrance to the upper room, but it is now permanently locked as it enters 10' up the wall above a large ornamental bed of cacti. Anyone bursting down this door will take 1d6 from the fall; the prickles will inflict an additional 2 points to unarmoured PCs, and 1 point to those in padded or leather. The room is sumptuously furnished and contains several small ornamental tables for drinks. At the DMs discretion, private deals for sundry services may be made between the guests and dancing girls. For obvious reasons, this room is usually referred to by the occupants as "the Room of the Thousand Pricks."

#### 8. Storeroom:

The door is normally unlocked. In here are kept the provisions, both for the occupants and for use during club opening hours. There will therefore be bottles of wines and spirits, kegs of ale, dried meats, various snacks and so on - the DM should determine the details of these. In the north-east corner is a hole (normally covered by a wooden trapdoor) leading to a similar room below (8a). There was originally a rope ladder leading down, but only a few scattered remnants are now left. 8a contains all sorts of rubbish (empty kegs, broken furniture etc.), and also the mouldering remains of the paladin, currently infested with 9 rot grubs (M.M. 83).

#### 9. The Girls' Quarters:

This room is 15' high (with the exception of the staircase and room 9a which are only 10' high). It was originally used as a vestry or robing room for priests conducting ceremonies in the main temple area, but is now the quarters of the four dancing girls. There are bunk beds in the north end of the room, and a table and chairs in the south. At the east end there is a large shrubbery, and also a bookcase filled with extremely poor quality romantic fiction. The room is in a terrible mess with clothing (mostly fine silks) spread all over the place. The DM should determine the exact contents and their values (not particularly high). The north door is always locked; the double doors are locked during A, B and F (preventing the girls from getting out). 9a is a lavatory, similar to 6a but also containing a wash basin.



#### 10. The Secret Temple:

This room was formerly the main temple area; it is now used to stage the entertainments. It is 20' high in the central (yellow) area. The grey area is a 5' wide gallery running along 3 of the walls at a height of 10', supported by 2' wide pillars (the black circles). The single doors enter onto the gallery level, the double and secret doors onto the lower level. The doors are locked or open as per the descriptions of the rooms to which they enter. Favoured clients are allowed to use this area during C or D; the sacred baths being popular as a small swimming pool (even more popular when the dancing girls are also present) - these bathers are forbidden to touch the altar (the existence of the secret doors is only known to Brock and Viedaf). During E, the lower area is used only by 'staff', all members being restricted to the gallery, which is equipped with seating for 24 persons. In the 2 north corners of the room there are statues with outstretched arms; they animate and attack anyone passing on the gallery unless the correct command word (see below) is stated. The attack consists of grabbing the PC in their arms (unless the PC can roll less than his movement rate on a d20, eg: chainmail = MV 9", therefore must roll 8 or less). Each round thereafter the PC has a chance to break free equal to his open doors roll -1; other PCs can attempt to free him at normal open door chances. Whether or not the grab is successful, the statue will shout "Masters, there are intruders present!" five times. The command word to prevent the attack is "scuse me!" (note that "excuse me" or similar will not suffice). This is told to each new member on joining, but Brock (if present in room 4) will have assumed the party are already members and will not have told them. Unless they have noticed the other guests giving the pass word, the PCs will be subject to the attack.

Members often forget the command phrase and it is considered a good joke at the club when someone is grabbed. Any members (or Brock) present will therefore assume a captured PC to be a member, and subject him to a barrage of laughter and comestibles. Viedaf, however, (if present) will recognize him as a non-member and initiate an immediate attack (he will be joined by Brock and the more foolhardy/drunken members).

Note that the water extends north and south underground from this room. Northwards the passage is blocked after 25' by an iron grill (see 1). Southwards it is blocked after 20' by a portcullis; anyone approaching this portcullis will be attacked by G'BF'Oombar (17a), who can reach through it. Members are strictly warned NOT to swim in these passages. At the south end of the room is a set of steps leading up 5' to the altar (used as part of the entertainment). Behind the altar is a secret panel (normal chances to detect) which conceals an alcove containing a wheel to raise or lower the portcullis to 17a. If the top of the altar is lifted by the rings set in it (requires a total strength of 18+), a shallow depression is found containing a lever in the east and west sides. These are the opening mechanisms for the respective secret doors (similar to that in room 2).

During E, there is a 50% chance that some form of entertainment will be taking place in this room. The DM should outline several possible varieties and determine randomly the one actually occurring. Assume that such entertainments consist of several acts, most of which involve the girls, and about half involving G'BF'Oombar (normally with Viedaf also present). PCs who bluff their way in on one occasion may wish to return to watch the cabaret again the next night (purely to gather information for their employer, of course...note that in all the entertainments involving the dancing girls, they typically commence scantily clad, and finish up naked) Some examples of possible items include.

a: singing and dancing from the girls.

b: a mock sacrifice of a naked girl on the altar.

c: a sort of 'magic show', with G'BF'Oombar answering by signs questions put by Viedaf (using **speak with animals**).

d: a form of striptease in which G'BF'Oombar chases the girls round the temple with his tentacles, gradually removing their clothing, with the girls shrieking in simulated terror/ecstasy.

e: a girl will be tied to the altar, and Viedaf will then ask for a volunteer to 'rescue' her, and return her to her 'homeland' (in this case, the Members' Lounge) to collect his 'reward'. G'BF'Oombar (acting under Viedaf's instructions) will pick up a 'rescuer' and hold him aloft. Viedaf then asks the other members for a vote on whether the subject is worthy of the reward. If the vote is affirmative, he is lowered to the altar to untie the girl. Otherwise G'BF'Oombar administers a minor 'punishment' (eg: shaking him upside-down so his money falls into the pool, dunking him in to soak his clothes, or even removing his clothes entirely) and then returns him to his seat. A new potential 'rescuer' is then selected, and the process repeated. This game is very popular with the members (particularly when very drunk); they bribe each other to vote for them, and in general all vote against new members. Usually several potential rescuers are punished before a sufficiently worthy one is selected. Note that if Viedaf sees someone in the audience who is not a member, he will instruct G'BF'Oombar to pick up this intruder. Unless he does some fast talking, the 'punishment' for the interloper will be far more severe than a gentle dunking (typically, drowning and/or the removal of several limbs).

### C. THE SECRET CHAMBERS

The chambers behind the secret doors are all 10' high, and contain no lighting (unless Brock or Viedaf is present, in which case a lantern will be hanging from a wall bracket). They are similar to the rooms previously described, but the stonework is in poorer shape, not having been renovated. All doors are unlocked, with the exception of the secret doors. Note that the secret doors will prevent all noise (including combat) from room 10 or earlier from reaching the secret chambers.

#### 11. Empty Room:

This was originally used as a cell, prisoners being led out directly to the altar in room 10. Two sets of manacles are bolted to the north wall. Turning a large capstan, set in the west wall, raises the portcullis, giving access to steps leading down to 17a. The secret door cannot be opened from this side (treat as a magically locked door).

#### 12. Secret Passageway:

The door from 10 is clearly visible from this side; it has a handle to open it (requires STR 13+). 12a is a lavatory (similar to 9a).

#### 13. The Clerics' Living Room:

This room was previously a vestry or ante-room to the Inner Temple, and it has now been adopted by the clerics as their living room. It is in an appalling state of disarray, making even room 9 look positively tidy. The large table against the east wall is covered in decaying foodstuffs, unwashed cutlery and mouldy utensils. A chest against the west wall has a large quantity of soiled clothing spilling out. The bookcases (north wall) contain a bewildering assortment of useless bric-a-brac, and blatant rubbish; the floor is strewn with similar items. On pegs against the south wall hang 4 sets of robes; these are the only ordered items in the room. The DM must determine the details of the items in this room, and their value (if any).

#### 14. The Clerics' Bedroom:

This was formerly a storeroom, but has been made into a bedroom similar to the monastery cells that the clerics previously occupied. It is simply furnished and surprisingly tidy. If Viedaf has not already been met he will be here (5 in 6 chance) or in room 15 (1 in 6 chance), unless during F, when he is always in room 16. There are bunk beds against the west wall, a bookcase against the north and a desk and chairs against the south. The bookcase contains a large number of theological and philosophical works (mainly Viedaf's), and a smaller number of pornographic etchings (exclusively Brock's). A small iron chest under the desk contains the wealth so far amassed through the running of the club; this is 64 cp, 491 sp, 642 gp, 2 small gems worth 5 gp each, a silver chain and pendant worth 12 gp, and 2 silver ankle chains worth 4 gp each (the last 5 items were given to the girls as gifts, and are currently being stored here for 'safe-keeping'). This chest also contains a copy of the membership list, a book with the girls' wages neatly entered, and a list of suppliers for the various items consumed in the club. The chest is locked, and Viedaf has the only key.

### D. THE INNER TEMPLE

#### 15. Cell:

This 10' high room retains its original function; it contains Priscilla (nicknamed 'Hippo' by the club's clientele), a former dancing girl, who is awaiting sacrifice in the Inner Temple (though she does not know this). There is also a small stool, a chamberpot and a rough wooden bed. There are 2 sets of manacles bolted to the north wall, although these are now rarely used. Viedaf threatens to lock Priscilla into these, if she does not acquiesce to his frequent and revolting demands. The door is locked and sturdily built (-2 on open door rolls). It has a 6" square barred window in it, through which the room is partially lit.

#### 16. The Inner Temple:

This 15' high room has a continual light spell cast on the ceiling (which also serves to partially illuminate rooms 15 and 16a). Since its rediscovery by Brock and Viedaf, this room has once again echoed to the screams of sacrificial victims. When a dancing girl expresses a desire to terminate her employment, she is paid (all wages having been meticulously noted by Viedaf in his accounts' book), allowed to say goodbye to the others and is then led upstairs. Once out of earshot, she is cossed, bound and gagged, and stored in the Chevalier's sarcophagus until the other girls are again locked in their room. She is then carried to room 15, where she is left until it is time for another sacrifice. The portcullis is raised using the wheel in the south wall. The girl is carried through and tied (naked except for any jewelry) to the altar in 16a. The portcullis is then lowered and the gong against the west wall is sounded to call forth G'FB'F'Oombar for his breakfast. Even if there is no sacrifice taking place, the 2 clerics will come to this room for 4 hours every night to pray and chant.

Room 16a is 15' high, and contains the large stone altar aforementioned. Orc shields (from the tribe that attacked the town) line the north and south walls. The central 10' of the west wall is open to a height of 10', revealing a pool of water (17a). There are abundant bloodstains on the altar and the surrounding flooring.

#### 17. The Pool Of G'FB'F'Oombar:

This is a pool of water 10' deep, with 10' of air space above it. The 5' square to the south-west is open, leading to 17a below, and the east is open above water level to give access to room 16a. G'FB'F'Oombar is too large to fit through the former hole, but when the gong is sounded he will extend his tentacles up and into 16a to seize whatever lies on the throne. 17a overlaps 17 in the north-east 5' square; it is an additional 20' deep and forms G'FB'F'Oombar's normal resting place. The stairway from room 11 also emerges (underwater) in this room. Anyone coming down this stairway will be lucky to escape to 17 and from there to 16a unless they have formerly dispatched the octopus. A 10' wide flooded tunnel leads north, via a portcullis, to the pool in room 10. G'FB'F'Oombar will fiercely attack anyone entering 17 or 17a. At the bottom of 17a are the bones of the sacrificial victims (47 bodies in all, of which 3 are recent additions). There is also a large quantity of assorted jewelry from the victims; the DM should specify numbers and types (bearing in mind that the vast majority will be mere trinkets), with a total value not exceeding 300 gp. Also in the pool are the Chevalier's arms and armour (giving as an offering by Viedaf): a set of **banded mail +1**, a **shield +1**, and a **longsword +2 (giant slayer)**.

### NPC STATISTICS

NAME	CLASS	LEVEL	S	I	W	D	C	Ch	hp	AC
Brock	C	2	14	12	16	10	13	16	9	3(2)
Viedaf	C	3	13	14	15	15	8	13	15	3
Nik	T	3	13	9	9	17	12	8	11	8
Snake	T	1	12	11	13	15	15	11	7	8
Bongo	T	1	13	8	11	11	7	6	4	8
Jaspa	T	1	9	8	4	13	10	7	6	8
Yashmak	-	-	8	9	9	13	10	12	1	10
Rose	-	-	7	6	11	12	10	10	1	10
Teacup	-	-	10	8	11	14	12	10	3	10
Fluffy	-	-	6	5	10	10	14	11	2	10
Hippo	-	-	14	5	9	8	8	12	3	10

Brief notes on the characters follow, the DM should expand as necessary:

**Brock:** wears banded armour under his black robes, he always carries a morning star with him (treating his job as bouncer a little too seriously). If encountered in room 4 he will also have a shield with him. Brock is the muscle of the organization, and not much inclined to serious thought. He is an incurable lecher, tends to drink too much on club nights, but is popular with the clients and girls. Brock's spells are **cause light wounds**, **command** (x2), he uses these in a 'humorous' fashion to punish misbehaving members), and **light**.

**Viedaf:** also wears banded armour under black robes, he carries a ceremonial mace (value 25 gp) removed from the paladin's sarcophagus. Viedaf is politely spoken with impeccable manners and taste, despite his (usually) repressed depravity. Viedaf's spells are **cure light wounds**, **light** (x2), **sanctuary** and **speak with animals** (x2).

**Nik:** wears leather armour, carries a sling with a pouch of bullets and a longsword, he is particularly friendly towards adventurers.

**Snake, Bongo, Jaspa:** all wear padded armour and carry a sling with a pouch of stones and a short sword.

**Yashmak:** named after the item of apparel she wears in an attempt to deter the kisses of drunken members. She is the most intelligent of the girls and acts as their leader. She can play several instruments and thus provides a musical backing to some of the entertainments. She refuses to appear naked, take part in the mock sacrifices or make any deals with clients, but remains a firm favourite, having been here the longest.

**Rose:** often wears a flower in her hair, she is hot-headed, given to temperamental outbursts, and famed for her dancing skills.

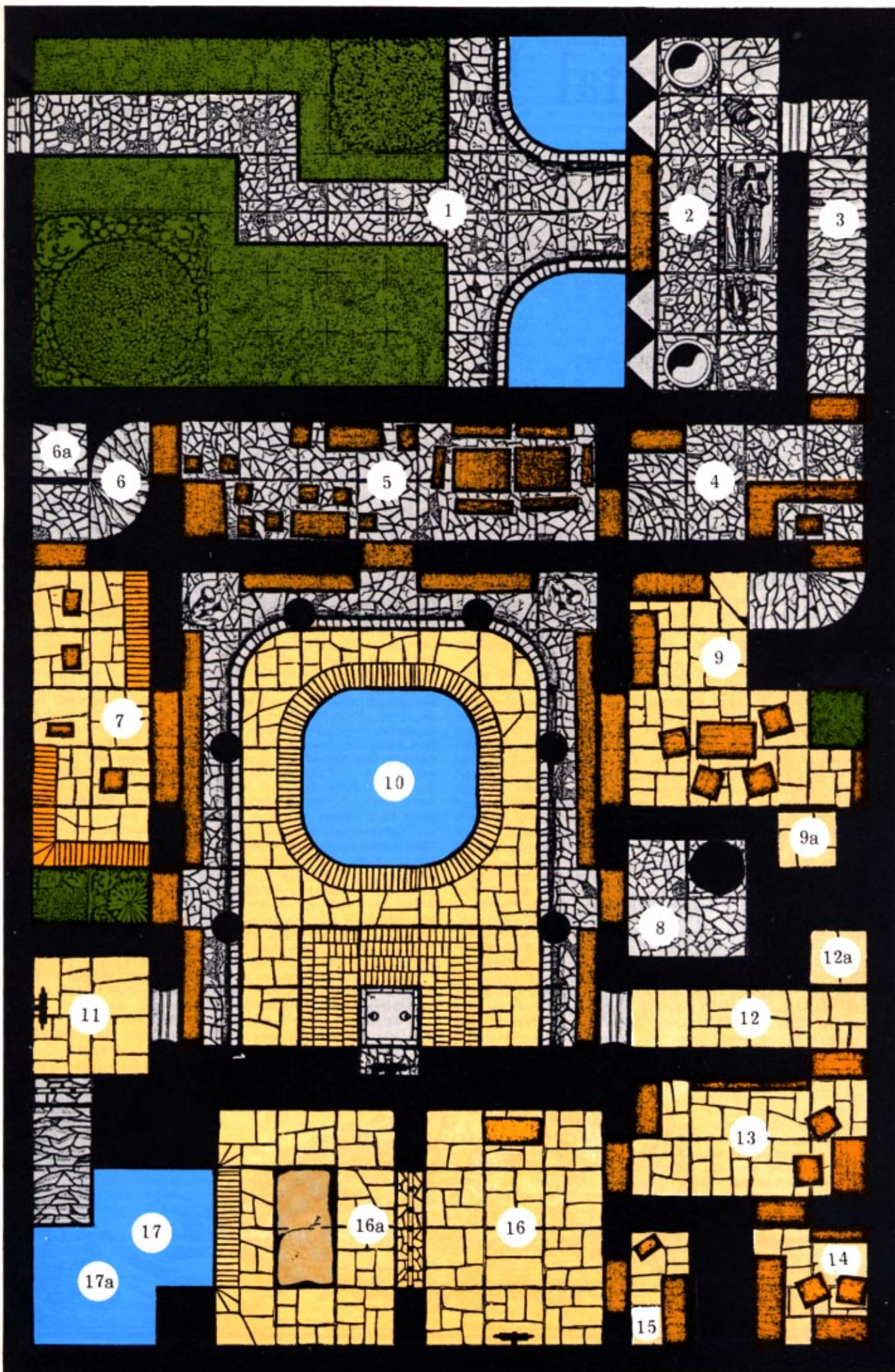
**Teacup:** has 3 circular scars (each some 3" across) on her left inner thigh, as a result of G'FB'F'Oombar becoming over-excited during one performance. She now believes herself to be "the God's Chosen One".

**Fluffy:** the most popular amongst the intellectual clients.

**Hippo:** rather quiet and sensitive, she asked to leave when the clients began making jokes about her figure.

The thieves and girls are referred to by their most common nicknames, those of the girls being chosen by members of the club. All thieves carry 2-12 gp, the other occupants do not normally carry any money, although the girls wear 2-8 gp worth of cheap jewelry.





# The Crystal Keys

AN AD&D SOLO ADVENTURE

Three months ago on a drunken tavern visit your party foolishly agreed to set out on an extremely hazardous expedition.

You subsequently embarked on a voyage to a far off island in the Great Southern Sea, overcame many foes, dangers and perils, and returned to the same tavern to exchange a rare and wondrous plant for a fee of a mere 100 gp. Most of the incentive for the journey was provided by the fact that the sponsor was the Arch-Mage Rabellon, an old and trusted friend. Since he claimed that it was beyond even his powers to obtain the plant, you were quick to accept the challenge regardless of the fee.

The voyage was fraught with disaster, and as the final stroke a dragon turtle attacked you on the return journey. The ship in which you had invested all your hard-earned cash was sunk, together with all your monetary finds, and the dragon turtle made off with the griffon fledglings you had obtained on the island. Fortunately nobody was killed in the attack, and you all managed to scramble aboard a raft. Several days later, bedraggled, dispirited, and broke, you were washed up on your homeland. You revived your spirits to some extent on the long trek back to the tavern. You had a fee of 100 gp to look forward to, and part of the deal was that you could keep any magical items found on the island. Amongst your finds was a strange crystal key made of a glowing red crystalline substance, hard as diamond and bright as fire. Apparently carved out of a single flawless gem, such a key, some three inches long, must be worth thousands. In addition it has a strong magical aura about it, though you have as yet discovered none of its properties.

Three months to the day you return to the tavern, exactly as pre-arranged. Rabellon is there already when you arrive and rises to greet you, looking quite surprised to see you still alive. When you hand over the mystic weed, he laughs and confesses that it is actually quite useless; he had been as drunk as you on the previous meeting and had only suggested the venture as a joke. However he is an honest fellow and honours his word, giving you the pre-arranged fee, plus a powerful magic scroll in recompense for your troubles.

Several drinks later, you casually bring the key into the conversation. He looks greatly surprised and tells you not to mention the key again in such a public place, but to meet him in three hours at his home, by which time he will have been able to consult his archives. He then strides out, looking serious and mysterious. Deciding this is probably another of his drunken jokes, you dismiss the matter, and set about an evening's serious drinking. About five or six hours later, when you are stung out of the tavern, you decide that since you have nowhere else to stay the night, you might as well go and see him. You stagger off to his place, and on the way bump into a man with a vivid scar on the left side of his face who shouts a torrent of abuse after you. At the time you think little of the incident, though later it appears to be far more sinister.

Rabellon is still engrossed in his tomes when you reach him, and does not notice your lateness. He quotes from an ancient script in front of him, and you soon realise that this is no joke:

"...and so it was known, far and wide, that three keys of living crystal were needed to open Zamhardrar's tomb and obtain the great treasure therein. One was of green, fresh and bright as a centaur's meadow; one was of amber, deep and mysterious as a brass dragon's eyes. But the third the ever-elusive one, was as red and fierce as a fire demon's heart. It was this third key that prevented the plundering of the tomb. The first two appeared, and were lost again, several times, always in the

north. But none could ever find the third to complete the set. It was sometimes whispered that it was hidden on an island far to the south, and so eventually men gave up the search and the tomb was left to lie in peace."

"And so," Rabellon adds, "having the most elusive key in our possession, it only remains to journey north to find the other two. I have some serious business to attend to here, which will take a few months. You can rest here and recover from your last journey, then we set off together to seek our fortunes!"

So saying he bids you goodnight. Weary from your journey and the effects of drink, you quickly fall into a comatose state. You are awoken at about noon by the sound of Rabellon returning from some errand. By the time he enters the room you have made a terrible discovery - the key is gone! Rabellon bids you calm down and repeat the details of the previous evening after he had left you. When you give the description of the scar-faced man he looks startled.

"This is worse than I thought," he tells you, "I knew that the tavern was frequented by members of the Thieves' Guild and so bid you be silent." (Here you have rather gully dim recollections of a drunken evening in the tavern spent shouting abuse aimed at Rabellon and his 'joke about the keys'.) "The man you describe is Jack Filchwell, known as 'Scarface', a prominent member of the Thieves' Guild, and an accomplished pickpocket. He must have engineered your collision in order to relieve you of the key." He silences your curses and protests quickly: "Worse still, Jack left town this morning with a band of mercenaries, heading north. With the many filched documents of the Thieves' Guild to consult he must have discovered the true nature of the key. It is clear that there is no more rest for you. You must depart at once and try to find the tomb before him, or regain the key by force. Fortunately things are not all as bad as they seem. I found out this morning that there were originally several sets of keys. It is possible that you will find another copy of the red one, together with at least one each of the others, on your way to the tomb. I am only sorry that it is impossible for me to be with you; however, you must leave at once."

You set off straight away, carrying only your few possessions, the 92 gp and 14 sp remaining of your fee, together with a letter of credit from Rabellon which will suffice at inns and taverns for a considerable distance northwards. You travel for many weeks, and from the few reports at taverns of 'Scarface' it appears he is getting further ahead of you, weary as you are from your recent adventure. Taverns no longer accept your credit note - even Rabellon's fame has not spread this far north. However, some days later, having depleted your resources by 17 gp, you at last come to a village that has heard of your goal.

"Certainly," you are told, "people in Sanbarhadrin will know the location of Zamhardrar's tomb, for it is rumoured that he spent much of his long life in that town." You are told that Sanbarhadrin is only a few days' journey northwards, but that you are now on the outskirts of the 'Badlands'. Tribes of orcs, lizard men and worse creatures are constantly coming down from the north to plague the highways and byways. At the moment they never attack the villages, which remain safe, but even the main roads are open to attack, and the evil creatures are rife on the back routes.

Taking your leave, you continue northwards with renewed vigour. The journey to Sanbarhadrin takes three days, during which you meet with no encounters.

You are now ready to begin the real adventure!



## INSTRUCTIONS FOR PLAYING "THE CRYSTAL KEYS" SOLO ADVENTURE

### INTRODUCTION:

If you have not already read the background, **DO SO NOW!** This is a complete solo adventure, with a wilderness search and then a dungeon expedition. It can be played in several ways. One person can control the party, and play the adventure completely solo. The key will outline the wilderness hexes and dungeon rooms entered, and the reactions of the occupants. With two or more players there are several possibilities:

- One player can read the descriptions as they are reached and play the part of the monsters, the other player(s) controlling the party.
- One player reads the descriptions and acts as final arbitrator (a sort of DM), one acts as a 'monster player' based on information given to him by the DM, the others controlling the party.
- All players control the party between them (up to seven can play) playing the adventure in the same way that one player, playing solo, would.

"The Crystal Keys" can also be played as a standard DM controlled dungeon, either with or without the wilderness part. A separate section at the end of the dungeon keys outlines the additional information required, and recommended alterations. If you are intending to use the dungeon in this manner, you may as well play it through in solitaire form yourself first. You will at least get a good idea of the relative difficulties facing your players, and be able to make such alterations as are necessary to ensure that it remains a balanced part of your own campaign.

### CREATING A PARTY

This is designed for 5-7 2nd-3rd level characters. You may roll up new characters and equip them as below under "Party Possessions", or use existing characters provided that they comply with these conditions. Please note however that "The Crystal Keys" is **not an easy adventure**, and may well result in the deaths of several (or indeed all) of your characters. If you therefore do not wish to expose favourite characters to such risks, roll up a new party as outlined below. Suggested party composition is four 3rd and one 2nd level characters, or three 3rd and three 2nd, or two 3rd plus four 2nd level characters. All characters must be human, elf or dwarf. Possible classes are F, M, C and T, with a total of no more than 3 spell-using characters. The party will have no magic items except that given by Rabellon, or those acquired in the first expedition (see "Party Possessions" and "Background"). If you are using previously existing characters they may use their own magic items **instead of similar items** on the possessions list, eg: +1 battle axe instead of +1 sword. **If in doubt, leave it out!**

### PARTY POSSESSIONS

The party have recently returned broke from a long and perilous expedition (see "Background"), the only possessions they are allowed are as follows:

- FIGHTERS:** 1 set of armour (banded or cheaper), 1 shield, 1 helmet, 2 weapons of cost 2 gp or less, one other weapon (max. cost 15 gp). If you choose a shortbow as your main weapon, then 24 arrows + quiver counts as 1 of your small weapons. A sling + 20 bullets counts as a small weapon.
- CLERICS:** 1 set of armour (chain or cheaper), 1 shield, 1 helmet, 1 small weapon, 1 other (clerical) weapon.
- THIEVES:** 1 set of leather/padded armour, 1 helmet, 2 small weapons, thieves' tools, 1 other weapon (max. cost 8 gp).
- MAGIC-USERS:** All necessary books and ingredients, 1 or 2 daggers, 1 (non-magical) staff.

No characters may possess crossbows or polearms. In addition all characters may have 5 gp worth of items chosen from the Miscellaneous Items table (Magic-Users may have 10 gp worth).

### MAGIC ITEMS

The party has obtained the magic items listed below from their previous expeditions. Note that where alternatives are given you may take the item of your choice. Weapons and shields listed are **in addition** to those listed above, armour is **instead**. These items should be distributed amongst the party as you see fit.

- set of **scale mail** +1 or a **shield** +1.
- longsword** +1 (no abilities)
- longbow** +1.
- dagger** +2, +3 vs. larger than man-sized or **hand axe** +2 (throwing).
- scroll with 1 **fireball** (6 dice damage, given by Rabellon with the advice: "Save it for a real emergency.")
- potions of **extra-healing** or scroll of **neutralize poison**.

Do not forget to give each of these characters a name, and make out individual character sheets. You must accurately record the owner and positioning of **every** item (whether weapon, miscellaneous item or crystal key). If a character is killed, do not forget to make a note of how his possessions have been redistributed amongst the survivors.

Rolled-up characters will be 20%-70% of the way to the next level, your own characters may be no more than 50% of the way. Please note that you **may not** gain the abilities and hit points of a higher level during the actual adventure.

### HOW TO PLAY THE WILDERNESS

The wilderness is mapped out on a hexagonal grid, so if you don't fancy drawing hexagons freehand you'll have to use a sheet of hex paper to draw your map on. Draw your first hex near the south (bottom) edge as you'll be travelling northwards. Each hex has its own reference number. When you consult the key a map letter will be given. Look this up on the map table and copy it into the appropriate hex of your own hex map. Note that the same map may be used for several hexes, but they will all have their own reference number and hence separate descriptions. Then read the hex description, if there is an encounter listed, play it out, otherwise check on the "Random Encounter" table for each day you are in this hex (for movement rates see below). When the hex description is finished, decide which way you will exit (it must be along a road or river). At the end of the hex description it will tell you which hex to go to according to the exit chosen. Draw the new hex in, joining on to the exit you have just taken and repeat the procedure above. Note that there is a slightly different procedure for towns and villages (see below).

### MOVEMENT RATES

GOOD ROAD	1 HEX per DAY
POOR ROAD	1 HEX per 2 DAYS
TRACK	1 HEX per 3 DAYS
RIVERS	SEE RIVER MOVEMENT

### TOWNS AND VILLAGES

Draw the map as usual. The description of the town is divided into 3 parts. The first is a general description, such as could be obtained by your own observation or casual enquiries. The 2nd section is information about the surrounding lands and the local rumours (if any!) You may only consult this section if you first spend 1 to 4 gp on a round in the local. The 3rd section is the exits as for normal hexes above. Whenever you are in a village or town you may stock up on supplies for consumption during your wilderness wanderings. You may purchase food and drink at a cost of 5 sp per party member per day; no more than 2 weeks food may be carried at a time. If you wish to try hunting for game instead, or if your supplies run out before you reach the next settlement, consult the section entitled "Running Out Of Food". Staying in a village or town costs 10 sp per member per day, but you will regain 1 point of damage per 2 days spent there. Note it is permissible, though not recommended, to leave wounded members of a party convalescing while others explore. It is not permitted to split up a party in any other way. In villages you will be able to buy leather or padded armour, daggers, slings, handaxes, spears, javelins, hammers, short swords, carts, clothing, herbs, livestock, provisions and miscellaneous items, all at normal prices, except livestock and provisions at two thirds normal (P.H. 36).

At towns you may buy all the above at normal prices (inc. livestock and provisions). You may also purchase religious items, helmets, shields, studded leather, ringmail, chainmail and any weapon with a standard price of 15 gp or less not on the village list above. However all these items will cost one and a third times standard prices. In some towns you will also be able to buy boats. Horses are only allowed for military purposes in this area, carts being pulled by oxen.

### RUNNING OUT OF MONEY

It is possible to gain extra money from the spoils obtained while adventuring. However this is a poor area, don't expect the ores and brigands you slay to have much pocket money! If you are an evil party you can also rob any villager you happen to meet on the road, however it is recommended to kill them to prevent being recognised later on!

If you are in a woods hex it is permitted to try hunting for game. Each archer hunting has a 75% chance per day of catching some game. Such a catch will be sufficient for 2-12 person/days (ie: if he rolls a 6, his catch would feed 1 person for 6 days, 2 people for 3 days etc.). He will lose 2D4 arrows during the hunt which will last for a whole day. Encounter chances during the days' hunting are doubled, since the archer will have abandoned the relative safety of the path. If two or more archers hunt together, they have a 90% chance of catching game, each archer catching 2-12 person/days supply.

If you get really desperate you may sell some of your possessions. Villages and towns will buy the same items that they sell (assuming good condition), but will only pay 1/4 the actual value. Nobody will buy arms and armour from you that previously belonged to any of the giant class creatures (eg: orcs, goblins etc) as they are instantly recognizable, and thoroughly undesirable. Likewise the brigands etch their arms and brand armour with large characteristic markings; nobody will dare to buy such items from you.

If you totally run out of money and/or provisions you will lose 1 point of STR for each day you go without food. When your STR drops to 2 you are incapable of any vigorous action (inc. spellcasting), and must be helped along. When STR reaches 0 you fall into a faint and will have to be carried, further point losses are now deducted from CON instead. CON falling to 0 results in death.

(N.B: This is not intended to be realistic, merely playable.) These points can be restored at the same rate (and simultaneously with) hit points when resting in a town or village (assuming you can now afford the 10 sp a day!).

### TRAVELLING BY RIVER

During the course of the adventure you may wish to travel by river. You can either purchase boats at one of the wilderness towns specified, or construct a raft (see below). You may wish to use the cut-out boats from **Dungeon Floor Plans 3**. Those towns listed in the key as selling boats will have on offer rafts (which will be sturdily constructed and need not check for collapse), rowing gigs, canoes, flat-bottomed river punts and, for the wealthy, river freight boats. Freight boats move 1 hex/day downstream, 1 hex/4 days up. Punts move 2 hexes/day down, 1 hex/4 days up. All others move 2 hexes/day down, 1 hex/2 days up.

### CONSTRUCTING A RAFT

Whenever you are on a wooded river hex you may construct your own raft. This takes 1 day (remember to check for encounters). However, a home-made raft will be flimsy, so for each day of travel roll a D12, and on a 12 the raft collapses. There is a 50% chance that you can reach the bank before it does so, otherwise you will all fall in the water (see "River Combat"). The chance of collapse is 1 in 6 if you pass through a hex recorded as having a particularly fast or strong current.

### RIVER COMBAT

Combat on boats is no easy feat for the inexperienced. Missiles fired from rowing gigs or canoes are at -3 to hit, or at -2 from other boats. Melee weapons present more of a problem. In gigs and canoes you may stay seated, in which case you are at -5 to hit and do only two thirds damage. Alternatively you may decide to stand, in which case you are at -3 to hit but do full damage. However, if more than half the occupants of a gig or canoe stand up it topples over and you all fall in. In addition anybody suffering damage (inc. that caused by missile fire) while standing up has a chance of falling in equal to 10% times the damage taken (eg: 6 damage = 60% chance). On other boat types standing is easier; combat is only at -1 and all occupants may stand up without penalty. In addition the chance of falling in is only 5% x damage taken. Boats will offer some protection from missile fire directed from the bank or other boats at medium and long ranges. On rafts and punts those firing at you suffer -2 to hit if you lie flat, but you can only travel downstream. Gigs and canoes offer -2 if you keep rowing, or -4 if you hide (downstream travel only), a freight boat offers -4 and -8 respectively.

### FALLING IN

Anybody who falls in the river while wearing metal armour sinks and drowns unless they roll under their DEX on a D20. If they succeed they have grabbed the boat's side; they will need assistance from someone inside the boat in order to re-enter. They **must** drop the contents of both hands. In the event of a raft breaking up, making the saving throw indicates that the character has grabbed a log and may splash towards the bank. Those wearing leather or lighter armour should make the same roll. If they succeed they may keep hold of the contents of one hand only. They can haul themselves back on board if they first drop whatever they are holding into the boat. Those failing their roll **must** drop the contents of **both** hands, but may still swim back to the boat. If a boat overturns or breaks up all characters count as falling in and all non-floating items in the boat are lost.

In addition, such an eventuality is likely to attract river monsters. Roll as for an encounter: if a river-dweller is indicated it attacks; if orcs or humans are indicated there is no encounter. Characters may remove their armour before travelling by river to lessen the chances of drowning, but this must be specified when they board the craft.

### TRAVEL BY RIVERBANK

In the event of a raft break-up or other disaster survivors may travel by walking along the riverbank until they reach a road or can construct another raft. Such travel is slow (1 hex/4 days) and risky (don't forget to check for encounters every day, using the "River Encounter" table).

### SPELLCASTING

Spellcasting in the difficult surroundings of a small boat is also subject to a penalty. In a gig or canoe spells have a 50% chance of failure (75% if non-missile combat is actually in progress). In other boat types spell failure chance is 25% and 50% respectively.

### ENCOUNTER TABLES

There are no encounters in towns or villages. Do not check for encounters when you first enter a hex with an encounter already mentioned in the key. If you later re-enter this hex throw for encounters as normal if you disposed of the original occupants, otherwise they will still be there, and will have healed 1 hp per 2 days since your last meeting.

In all other circumstances you should check for a wilderness encounter once per day. If travelling downstream at 2 hexes/day, throw to see which hex may have an encounter. Chances for encounters are as follows:

- IF TRAVELLING BY GOOD ROAD: 1/8
- IF TRAVELLING BY POOR ROAD: 1/6
- IF TRAVELLING BY TRACK, RIVER OR RIVER BANK: 1/4

N.B: These chances will be doubled (ie: 1/4, 1/3 and 1/2) if the hex also contains woods. If there is an encounter roll a D12 and consult the table below, if there are several alternatives given, roll again giving an equal chance for each:

#### TRAVELLING BY:

ROAD	TRACK	RIVER/RIVERBANK
1-3 ORCS (2-12).	ORCS (2-12).	ORCS (2-12).
4-6 BRIGANDS (2-12).	BRIGANDS (2-12).	BRIGANDS (2-12).
7 TROLL.	TROLL.	GIANT CRAYFISH.
8 OGRES (1-3).	OGRES (1-3).	CROCODILES (1-3).
9 VILLAGERS (2-12).	HILL GIANT.	GIANT CROCODILE.
10 VILLAGERS (2-8).	BLACK/BROWN BEAR.	LIZARD MEN (2-12 swimming).
11 VILLAGERS (2-8).	WOLVES (2-7)/DIRE WOLVES (2-5).	LIZARD MEN (2-12 swimming).
12 VILLAGERS (2-5).	GNOLLS (2-8)/GOBLINS (3-18)/HOBGOBLINS (2-12).	LIZARD MEN (6 in canoe).

#### EXPLANATIONS:

ORCS: 50% have bows, 50% have short sword and shield. If encountered on river or riverbank they will be on the bank (2 in 3 chance) or on a raft (1 in 3 chance).

BRIGANDS: 25% have studded leather, shield and longsword, 50% have leather, shield and short sword, 25% have leather and bow. If met on river or riverbank they will be on the bank (1 in 2) or on a raft (1 in 2).

VILLAGERS: These wear no armour, treat them as 0th level, 1-6 hp each. There is a 25% chance that they will have a cart with 2-12 gp worth of merchandise on it. If they are going in the same direction as you (50% chance) they will accompany you to the next village or town if you wish. They will defend themselves if attacked but will otherwise be of no assistance.

LIZARD MEN: Those swimming will be unarmed, canoes contain 4 unarmed lizard men (rowers) and 2 warriors armed with stone axe (as morning star) and shield.

GNOLLS: 25% have a halberd, 75% have longsword and shield.

GOBLINS: 25% have a javelin, 25% have a hand axe, 50% have a short sword.

HOBGOBLINS: 25% have a shortbow, 25% have a morning star, 50% have a scimitar.

In addition to the weapons listed above all humans and humanoids will carry a dagger. Orcs, brigands, gnolls and hobgoblins carry 2-7 sp each. Villagers and goblins have a 50% chance of 2-5 sp each. Trolls, ogres and hill giants have a 50% chance of 4-24 gp each. All other encounters listed carry no treasure.

As a final note: all lizard men encountered in this adventure, whether as random encounters or as wilderness/dungeon listed encounters will have less powerful jaws than normal. Unless otherwise stated their bites will only do 1D4 damage. In all other respects they conform to the normal statistics for their race.

When you are ready to begin the adventure turn to page 29.

# the rising tower

## INTRODUCTION

The Rising Tower is a scenario designed for a party of 3-8 PCs of 5th-8th level; the composition of the party should be such that the Tower presents a challenge to the players, who should expect several casualties unless they play exceptionally well.

The Tower was originally a place of judgement and execution for a small kingdom of humans outside the boundaries of Imperial justice. Its name relates to its arcane connections with the sun and the power that was derived from the light falling on the building (a similar edifice, named the Setting Tower, stood at the western end of the valley, but this collapsed long ago and only the vaguest reminders of its existence can now be found). Although the Tower has lost its former splendour, and houses much less discerning guests, the power of the spells woven into the very foundations of the building preserve at least some of the original ceremony and function.

PCs should not be fully informed about the Tower, but should be told rumours about EITHER its occupants OR its origins (particularly, in the latter case, legends of the miraculous power of a throne concealed within the Tower).



## GENERAL DESCRIPTION

### THE TOWER AND ENVIRONS:

The Rising Tower is situated some 500 miles outside the Empire, to the south-east of the Tumarian provinces. It stands at the eastern end of a large valley in the Yagha-Tsolv foothills. The hillsides of this area exhibit many rocky outcroppings, and the soil is poor, supporting only the hardier trees and bushes. The short tough grass and the abundant mosses and lichens are darkly coloured, giving the foothills a forbidding and somewhat ominous air. The weather is unpredictable, often changing rapidly from one extreme to another; generally speaking it tends to be damp and stormy, alternating with considerable periods of severe drought.

The area directly around the tower is bare even for this region, and the closest that the PCs can approach, without exposing themselves to any possible watchers, is one mile. In general, the horizon from the tower is between 3 and 5 miles.

The tower is built from a reasonably hard, dark rock, and the outside is pitted and cracked from the weathering of many centuries. The upper floors of the tower have long since collapsed, leaving the ruined remains looking rather squat and decrepit; the rubble from these missing floors has been incorporated into the defensive workings of several nearby lairs. At the foot of the tower is a low but thick growth of a long-thorned bramble. The tower now stands some 60' to 80' high; the remaining walls of the third (ie: the highest) storey are beginning to fall, and lean slightly outwards. If climbing is attempted, treat the walls as very rough and non-slippery (ie: check every 18'; D.M.G. 19); if anyone climbs on the wall of the uppermost floor, double the chances of falling, and check for each round (regardless of the distance actually moved in that round; ie: even if no movement is made at all). If the climber falls there is a 50% chance that some masonry will have broken loose, causing an additional 2d6 damage (ALL falling damage has an addition of 1 point per die due to the brambles at the foot of the tower).

Both the outer and interior walls of the tower are constructed from 2½' cubic blocks, shaped as necessary. The buttresses are made from similar blocks, and are 30' high; the 20' wide sections are only 20' high, and the 10' wide sections slope from the ground to 30' up, with a 5' flat area at the top. The interior walls are unfaced and the blocks fit closely (treat as somewhat rough and non-slippery, ie: 12' per round, should climbing be attempted); this close fitting has eroded into larger gaps on the outer walls. The floors are paved with 2' cubic blocks, and the ceilings are faced with 2' square, 1' thick slabs (all shaped as necessary); between these there is a supporting frame of wooden beams, of varying sizes, which are slowly beginning to decay and weaken. The interior rooms are all 15' high.

The spiral staircases are 3½' wide, built around a 1' thick central column; they are made of stone and are perfectly safe. That in the centre column, between the 2nd and 3rd stories, descends clockwise, the other two descend anti-clockwise. The columns on the first and ground floors are plain, constructed from the same stone as the walls, and are 2' in diameter; they are 10' high (as are the walls between them), and the arches above them meet at 15' high (the vaulting is marked by the dotted lines). Both normal and secret doors are described within the key. The alcoves leading to the arrow slits are all 9' high, with their floor level 1' higher than that of the normal tower floors; the arrow slits themselves are 6" wide and run from 3½' to 6½' from the alcove floors, and are crossletted with 2' wide slits (still 6" high). The main interior stairwells are described in the key.

### THE GIANTS (AND OTHERS):

The major occupants of the Rising Tower (see the key for other creatures) are Belkatz and his band of fire giants, along with their associated minions. Belkatz and his company moved into the tower seven years ago and soon began to extort a tribute from the local inhabitants (a couple of tribes of orcs, a hobgoblin tribe, an ogre enclave and a large colony of firenewts; the latter are on particularly good terms with the giants and pay a smaller tribute than the others), in addition to a toll on any creatures passing through the valley. This tribute takes the form of the best provisions that can be mustered, with occasional luxury morsels such as dwarf or halfling. If any of these tribes are remiss in their payment, several of the giants will call round personally to ensure early settlement, making off with a triple-sized load and several of the more tender juveniles to emphasize their dominion. Each tribe has to visit the tower once every 6 weeks (except for the larger orc tribe who pay tribute every 3 weeks, as they were originally less willing to part with their hard-earned provisions), and carry the supplies into the storerooms. They will also send runners to alert the giants to any possible victims passing through the area. In return for these services, the giants protect the tribes from marauders and other creatures who attempt to exact some form of tribute; they will only act, however, against persistent opponents, being too lazy to rush out and fight every casual plunderer.

There are 5 male giants, with 2 females and 4 young (see M.M. 44); some individual variations are given below:

**Belkatz** (hp 83): the leader of the fire giants, Belkatz rules by brawn rather than brain, leaving the more complex decisions to his mate Yaksi. He wears a suit of armour made from odd pieces of plate and chain he has picked up here and there, variously sown onto a surcoat or strapped on; this looks incredibly haphazard and clumsy, but is, in fact, extremely efficient at keeping blows out (more by chance than by design) - he is consequently AC2. He wields a huge double-handed sword that does 4d8+4 damage, and additionally carries a couple of hammers and a battle axe for throwing. These latter, although large, are human-sized, but have been recrafted for throwing (a PC of STR 17+ could use them at +1 on normal damage, but at -2 to hit because of this recrafting); Belkatz throws them for 2d4+4 damage up to 9" range (3" and 6" for short and medium ranges respectively). He always carries a large leather skin full of ale at his side, and usually has a couple of half-eaten chunks of roast meat somewhere about his person. He wears an ornate gold choker as a wristband on his right arm (worth 500 gp) and has several score copper and silver pieces (49 and 28 respectively) in a pouch for throwing at bugbears to reward them for some particular service rendered. Carefully hidden inside his jerkin, Belkatz always carries a potion of **diminution** that he intends to use as a means of escape if all is lost; the other giants do not know of either this plan or the potion.

**Snort the Render** (hp 57): Snort is the smallest of the giants, and is fairly peaceable and inoffensive (for a fire giant). Although he wields a large halberd-like weapon, he can only manage to inflict 4d6 damage. Unless, that is, he is faced by elves; for Snort has an extreme, almost insane, loathing for all elfkind and will always attack these hideous smarmy beings with their depraved frolicsome ways. If fighting elves or half-elves, Snort will inflict the normal 5d6 damage and will hit at +2. Despite this habit, his nickname of 'the Render' was given tongue-in-cheek due to his generally meek demeanour; Snort will always be the last into combat, and will not even bother joining in unless the opposition is strong (or contains elves!).

**Hog** (hp 69): this hammer-wielding giant is also a smith, and produces all manner of oddities for the group. He is always to be found with 2 enormous hammers, one for fighting and one for smithing. The former is a fearsome weapon, doing 6d4+6 and capable of being thrown for 12" (6" and 9" at short and medium ranges respectively); the latter is not designed as a weapon, but may still inflict 3d6 damage, and can be used single-handed, allowing Hog to use his shield. If using this shield, in addition to being AC2, Hog may attack twice; the second attack is as if a 6 HD monster (ie: to hit AC0 13) and inflicts 2d6+4 from the massive spike on the front of the shield (he will, however, suffer -2 to hit with his hammer in such cases, unless attacked by 2 or more opponents). Hog usually wears the skin of a great cave bear (the claws are still attached); this fur is rather tatty and singed through much use, and is consequently nearly worthless despite its size.

**Harid** (hp 61): Harid has a particular penchant for well-cooked demi-human (even more so than most giants) and although quite willing to leave the day-to-day cooking to the bugbear menials, he will insist on taking command if any demi-humankind are acquired (ie: dwarves, elves, halflings etc.). Known frequently to swear by the quality of his halfling fricassee, he will stand no criticism of his barely adequate cooking. Harid wears a fine silver chain around his neck (worth 50 gp) on which is hung a silver pendant (worth 25 gp); the pendant has a pentagram cut into it, at the points of which are 5 moonstones (worth 50 gp each; total jewelry value is 325 gp). Harid uses a sword.

**Guz** (hp 76): the last male giant is relatively normal. He is Belkatz's right-hand man, and is usually the leader of any party sent to remind the locals that their taxes are due. Guz uses a sword with 11 malachites set in its pommel (worth 25 gp each).

The 2 female giants, Yaksi and Metza, are the equivalent of frost giants (M.M. 44-45) and have hp of 45 and 56 respectively. Of the young, 2 are as stone giants (M.M. 45) with hp of 40 and 37, one is as a gnoil (M.M. 46), hp 11, and the last and youngest, a female, is as a goblin (M.M. 47), hp 3.

Living in the tower with the fire giants are a group of enslaved bugbears, lead by Yassa and Otkin the shaman. Although slaves, these creatures are allowed to carry melee weapons, but are generally deprived of missile weapons (see below, for bugbear armaments outside the tower). The bugbears act as cooks, cleaners and general factotums to their masters, receiving only a meagre amount of food and a liberal amount of abuse for their pains. The giants will not accept any insubordination from the bugbears, and the last pair that attempted to escape are displayed in room 10 as a reminder to the others (see below). The bugbears cannot communicate particularly well with the giants, but have picked up enough of the language to understand all the commands they are likely to receive. For the more complex communications the giants employ Otkin, who can speak their tongue with relative fluency.

**Yassa** (hp 21): the bugbear leader, Yassa, regards his major role in life as being one of deputation. Just because he is subjugated by the giants does not mean that he, in his turn, cannot subjugate members of his own race. Yassa is particularly well-armoured for a bugbear, wearing an adapted suit of banded mail and carrying a shield (AC3). He is even more outstandingly armed, being the proud possessor of a longsword +1, +2 vs. magic-using and enchanted creatures (no intelligence); this sword was originally part of the giants' hoard, but they have lent it to Yassa as it is too small to be of any use to them - consequently, he will tend to attack magic-users if at all possible, or, failing that, clerics. Although the giants have acquired most of the bugbears' treasure (other than pocketfuls of copper and silver), Yassa has managed to secrete 3 small citrines in an inner pocket of his jerkin (worth 25 gp each).

**Otkin** (hp 13): Otkin is a rather doddering ancient bugbear, who is blessed with an unfortunately high and squeaky voice (to the endless amusement of the giants). Unlike the other bugbears, who live in the 2nd storey, Otkin is kept underground with the giants, to stop him encouraging the bugbears to attempt to escape, and so that he is on hand if his spell-casting abilities are required. Otkin is a bugbear shaman, and has all the usual spells (D.M.G. 40) at the equivalent of 5th level cleric; the spells that he will normally possess are as follows: **cure light wounds, light, protection from evil, chant, resist fire and dispel magic**. Otkin only wears leather armour (AC8) and carries a mace and a goblin skull covered in strange painted and carved symbols (his clerical symbol); at his side is a large pouch full of dried herbs and the bones of small birds and animals (many still slightly tainted with the giant owl droppings).

Other than their leaders, there are 12 male bugbears, 7 female and 6 young (M.M. 12).

The last occupants of the tower affiliated to Belkatz's crew are their pet hell hounds (M.M. 51). Of these, 3 are of the 7 HD type (hp 23, 32, 41), 1 is of 6 HD (hp 39) and the last is of 8 HD. This large hound has 59 hp, even though it is old and starting to slow down; it is incredibly vicious in combat, but can no longer maintain this for any length of time (MV 9" it begins a combat at AC3 and D 2d6, but after d6+6 rounds it will tire and drop to AC5 and D d8, and will lose 1 from its AC, MV, D, to hit and save each 6 rounds thereafter, needing to rest 1 turn for

each round of combat). This creature is Belkatz's particular favourite and it prefers his company to that of the other hounds or giants (having no language in common, Belkatz merely refers to the beast as 'Fang' - its real name is, not surprisingly, unpronounceable by all but a few humanoids).

#### DEFENCE OF THE TOWER:

The giants have no set tactics for defending their lair (they do not expect to be attacked very often) and their response to any assault will depend on their positions at the time and the nature of the threat. Individual DMs should determine their actions, considering all the applicable details. Much as the giants have great problems with any complex tactical arrangements, they can quickly get to grips with solid, down-to-earth problems (eg: dwarves), and are not lacking in the more practical applications of defensive procedure. However, although they generally regard the bugbears with the utmost contempt, they are not above asking Otkin for advice where necessary; the latter is very intelligent (for a bugbear) and has a surprisingly good tactical mind. If the DM considers that the situation merits suitable concern from the giants, and if they are in a position to consult Otkin, they should be allowed to implement far more complex and intelligent defences than would be otherwise possible.

N.B: the giants have a limited selection of missile weapons that they may employ in defence, using the arrow slits on the 1st floor. All thrown weapons will be at 1 range category worse than the distance indicates (ie: short range becomes medium, no attack possible at long range etc.); all missile weapons will be at an additional -4 to hit as the users are untrained in either these weapons, or this use of them (see below for details of the missile weapons available).

There is a 5% chance per day that an emissary from one of the tributary tribes will bring news of possible plunder; there is a base 50% chance that the giants will decide to follow up this information (vary depending on the victim of the raid as seems applicable; a seemingly weak or rich opposition will make a plundering raid more likely, apparent strength or poverty will make a raid less likely - as will bad weather). There is also a 5% chance per week that one of the tributary tribes will NOT send the required provisions, and that the giants will go to remind them of their commitments. Decide on the number of giants, and any of the minions that accompany them, as seems reasonable under the circumstances, and bearing in mind the information given above (ie: Snort is unlikely to go unless the opposition contains elves, Guz is more likely to lead a tax-collecting party than Belkatz, etc.). These movements should be thrown in advance of the PCs' arrival, in case some of the giants are absent when the PCs reach the tower. Consider carefully the direction of approach of the PCs; if it is likely to cross the position of one of the tribes, or the path of the fire giants at the same time as they are in that area, adjust the nature of any wandering monsters met accordingly - remember that the tributary tribes will communicate the details of any such encounters to the giants, who may take some action, and will at least be a little prepared for the PCs should they reach the tower.

The distances to the tribes (in terms of the giants' travelling time) are given below, with the strength of the male population of each tribe (see M.M. or F.F. for further details):

1st orc tribe	NW:	18 hours	400	(M.M. 76)
2nd orc tribe	NNW:	10 hours	275	(M.M. 76)
Hobgoblins	N:	24 hours	150	(M.M. 52-53)
Ogres	NE:	12 hours	25	(M.M. 75)
Firenewts	SE:	36 hours	100	(F.F. 36)

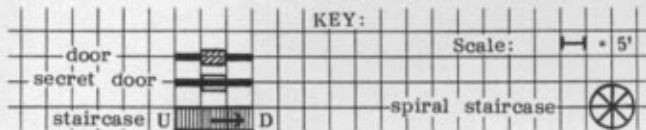
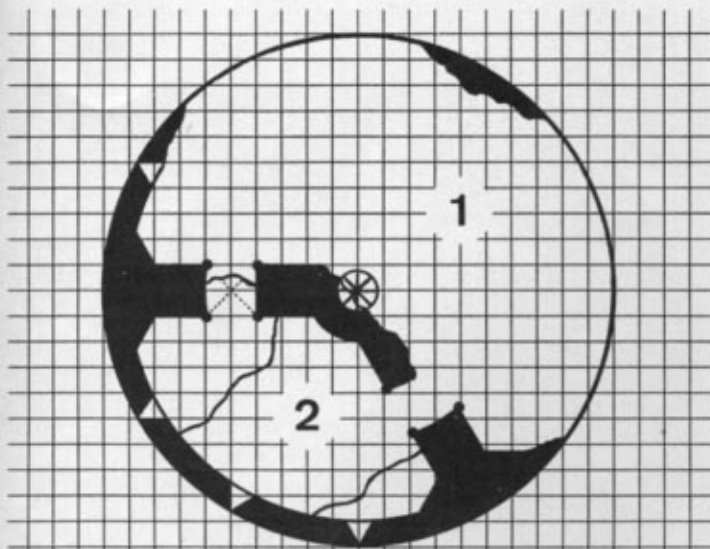
These are the major local tribes; the giants do not bother with the small groups, as these are already suffering extortion by the above tribes.

If the above situations do not apply, throw encounters as usual on the "Mountains" column of the "Temperate and Sub-Tropical Conditions: Uninhabited/Wilderness Areas" table (F.F. 112-115, or D.M.G. 184-186). The following creatures will NOT be encountered: arakocra, elf, halfling ("a: Demi-Human Subtable", see below), dragons (see below), giants: cloud, fog, frost and storm ("d: Giant Subtable", see below), ki-rin, pegasus, undead (see below), vortex, will-o-wisp and wind walker.

(Note: elves and halflings MAY be encountered in character parties, etc.)

Dragons ("b: Dragon Subtable"): ONLY chimera, copper, gold, li lung (oriental earth dragon), red and wyverns will be encountered (chances are: 01-15% chimera; 16-35% copper; 36-40% gold; 41-45% li lung; 46-90% red; 91-00% wyvern).

Undead ("k: Undead Subtable"): if undead are indicated roll a d% and if 30% or less is rolled the encounter takes place as indicated; if 31% or greater is rolled, re-throw on the encounter table, but accept the result if undead are indicated a second time. N.B: ALL undead will be at -1 on each HD (minimum of 1 per die), and inflict -1 on each damage die (again, a minimum of 1). PCs will get to save as if vs. petrification to negate a level drain or similar attack; such a save will be at -8.



**KEY:**

Note that some special spell effects occur in the proximity of the Rising Tower; check the inside front cover for details.

For the occupants' positions within the tower, the DM should again make rulings as applicable, bearing in mind the following general details. The giants, although not creatures of routine, will usually be awake during the day; consequently most of the bugbears will be awake at the same time. The giants will mostly be in the underground gaol (room 16); the bugbears will tend to be either there, or on their own floor (ie: the 2nd storey), with 1 or 2 often in transit between these areas (the giants keep them working, sending them on petty needless errands if they think that the bugbears are having too easy a time of it). The hell hounds either stay with the giants, or roam the lower 2 floors of the tower; there will, however, almost always be a hell hound, with a bugbear, on guard/watch on the 1st floor.

**THIRD FLOOR:**

**1. Roof:**

This area, originally the 3rd floor of the tower, now forms the roof; it is covered with rubble, mostly stone, although there is a fair amount of fungus-covered wood. Scuttering amongst this rubble is a profusion of insect life, but none of it is of a harmful nature.

The roof is used as a lair by 5 giant owls ( M.M. 77). Although these creatures do not actually co-operate with the fire giants below, they realize that their proximity ensures a relatively peaceful existence, with few but the most determined meddlers and intruders getting close to the lair.

The giant owls are each 25% likely to spot any PC or PCs within view (see above; this chance is the same at night or day), and they are 50% likely to attack (modify as seems applicable). During the day each owl is 60% likely to be asleep; during the night each is 80% likely to be hunting, but 40% likely to be still in the valley and capable of attacking.

The collapsed walls and ceiling of this area have revealed the spiral staircase in the central column. This staircase descends clockwise to the next floor, and, though covered in rubble, is still structurally safe (see, however, room 3 for details of the traps).

**2. Giant Owl Lair:**

This part of the 3rd storey is relatively intact, with the walls reaching to their original height, and some of the ceiling remaining (as marked). Much of the rubble has been pushed into the west part of the room, and is banked up against the wall. Behind this is a large pile of slowly decomposing vegetable matter (rather like a compost heap); if this is searched, 2 eggs may be found in it - anyone approaching this area of the lair will be attacked with ferocity (+1 to hit and +2 damage). Any strenuous searching of the heap (especially prodding it with spear butts etc.) is 75% likely to break an egg, and 25% likely to break both eggs. If one or both eggs are recovered they may be sold IF a buyer can be found; they will sell at 200-700 gp each, and buyers are VERY unlikely to be found in anything smaller than a large town (ie: the PCs will have to keep the eggs safe and warm through at least 600 miles of wilderness).

Scattered around other parts of the lair are several humanoid skeletons, along with those of larger animal-types (the bones of smaller creatures can be found in the many droppings that surround the area). There are some odd items of rusted arms and armour lying around, but most of the bulkier equipment was stripped off before the owls returned to their lair (and probably still lies rotten where its erstwhile owner met his fate); use the relevant sections of Appendix I ( D.M.G. 217-219) if PCs search.

**SECOND FLOOR:**

This storey is where the bugbears reside. The whole floor has that unforgettable nauseous smell unique to bugbear lairs; there are various moulds and fungi growing from the ceiling and in unused corners, and, of the previous occupants, only a selection of the more doughty parasites have remained. PCs will have to check at a base 10% chance to see if they suffer a parasitic infection on entering this level (-1% for each round less than a turn that they remain here); and will additionally have to check for each turn (or part thereof) that they spend in searching. The rooms are littered with old furniture (chairs, tables, sofas, desks, wardrobes, beds etc.) that were apparently richly upholstered in their prime, but only the faintest hint of this remains; most of the furniture is near to collapse, despite the shaky repairs that have been conducted. Odd remains of meals, and nearly empty wine-flasks may also be found; any PC eating (or drinking from) these will suffer a base 40% chance of contracting a random disease (even the bugbears rarely eat anything that has been left up here). Individual room contents of note are given below.

This level is the weakest of the remaining tower levels and, although it will not fall of its own accord for years yet, the roof is no longer particularly strong. Therefore, any explosive-type area spell (eg: fireball ) that has a volume of effect larger than the available space is 1% likely per point of damage to bring an area of the roof down; if it does so, the area affected will be 1d10 square feet per die of the spell, centred on the middle of the spell area. Falling masonry will cause 1 point of damage per square foot affected to any within the area (in addition to normal spell damage).

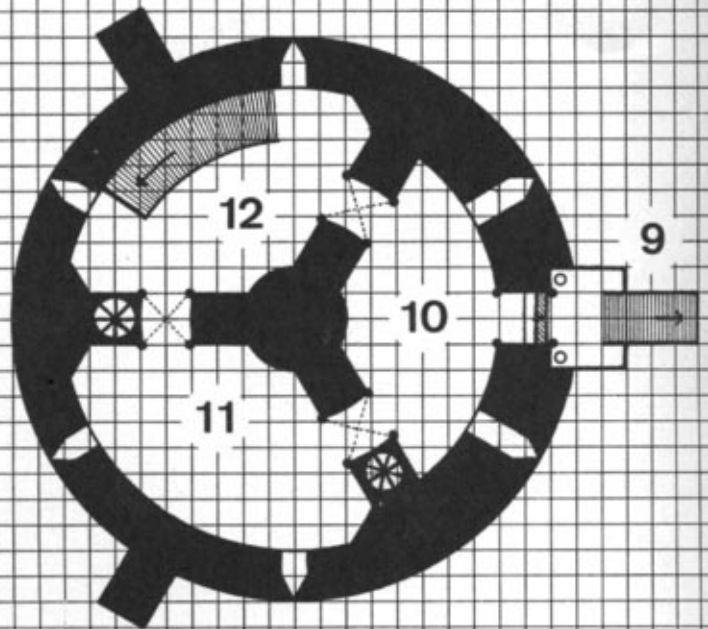
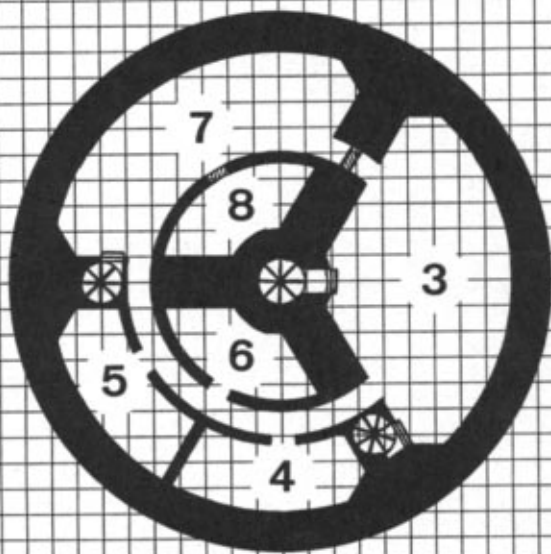
**3. Main Bugbear Living Room:**

When the bugbears are neither sleeping nor working (and there is not very much time not taken up with these activities), they will usually be in here, talking or gambling.

The spiral staircase from the 3rd storey enters into this room via the door in the centre column. This door was once secret, but, since the bugbears discovered and opened it with the least possible subtlety, it can no longer be properly closed. The bugbears leave the door half open, but will push it as far closed as they can (3" gap) and bar it, if they hear anyone coming down the stairs; it will then open at -2 (ie: STR 16+, or 2 PCs opening with a 1 in 6 chance; a maximum of 2 may attempt at once, but normal bonuses apply).

5' down the stairs, the bugbears have placed a barricade of wood and metal that is jammed and spiked into place. On the lower side of this are a variety of carefully balanced metal, glass and pottery items, that will fall down the stairs if the barricade is pushed away; the noise from these falling items will alert any bugbear on this level who is not asleep (there is a 25% chance that any sleeping bugbear will be awakened by the noise). Only 1 PC at a time may attempt to remove this barrier (due to the narrowness of the stairwell), having a percentage chance equal; to his DEX to do so without allowing the balanced items to fall; such a removal will take 3 turns (if the PCs rotate to avoid clumsiness due to tiredness, calculate the chance from the highest DEX and add 1% per additional PC to a maximum of +5%). If the barricade is removed rapidly (and therefore noisily), it will take d6+4 rounds.

At the bottom of the stairwell, there is a large pile of wood and other inflammable materials, much of it coated with a thick black glue-like substance, heaped to a height of 5'; this pile is regularly soaked with oil, to make it catch quickly. Next to this is a barrel with a gallon of oil in it (ie: the equivalent of 8 flasks of oil), and a couple of tinderboxes. If the bugbears are alerted by the trap (as above), they will wait until the intruders are almost through the barricade, and then pour the oil onto the pile of wood, ignite and stand well back. When it is obvious that the fire is burning well, they will shut the door as far as possible, bar it, and fill the gaps with rags made of old hangings and blankets to stop the smoke coming in (the fire is too far from the door to burn these rags). The fire will do 6d6 damage to anyone trying to pass it, and half that to anyone within 5' of it up the stairway; this damage will drop by 1d6 per round after the first 5 rounds to 2d6, then to 1d6 after 2 turns, and go out after 3 turns. Additionally, after 2 rounds, the black gluey substance will begin to produce a thick dark cloud of noxious smoke, which will fill the stairway and billow out the top of the tower, thereafter quickly dispersing; this will last for 5 rounds before the substance is completely consumed. Anyone who stays within this cloud for more than 1 round must save vs. poison or become unconscious for d6+4 rounds.



Once the bugbears have lit the fire, they will all leave this floor, shutting the secret door behind them, and alert the giants.

The secret door in this room is usually open. It is operated by a small stud, 2' to the right of the door, 3' up the wall, that may be found on a chance equal to a PC's Find and Remove Traps percentage (hereafter referred to as FRT; a non-thief will have a 10% chance, +1% per level to a maximum of 20%, +2% per each 5% bonus normally given for race or high DEX - normal racial and DEX penalties apply; this non-thief FRT chance is ONLY for searching etc., NOT for actually finding or removing traps and in such situations may be attempted more than once). If this stud is not found or operated, the secret door may only be opened as if magically held (eg: STR 18:91+, knock etc.); there is a handle on the inside, and the door is obvious and easily opened from here.

#### 4-6. Bugbear Sleeping Quarters:

These rooms house the 12 male bugbears, 5 of the females and the 6 young. The sleeping arrangements (including sleeping partners) are casual and variable, and will change from night to night. Most bugbears sleep at night, but 2 or 3 may be asleep during the day (ie: the ones that are on the night watch at that time).

These rooms have little to individually distinguish them. Room 5 has a door that, although no longer attached to its hinges, is usually propped up in the doorway at night, and room 6 has a rudimentary loom, using an old wardrobe as the frame.

#### 7. Yassa's Room:

The bugbear chieftain, and whichever 2 of the females that are acting as his consorts at the time, sleep in this room. The door at the east end of the room is almost always locked and closed; Yassa has the key (open at normal chances).

The north-west doorway has Yassa's variation of a bead curtain hanging in it the bored-out bones of many rats are hung on a dozen bits of cord, each finished off with a skull at the bottom. Yassa has this curtain because (in addition to its obvious aesthetic appeal) it does not permit silent entry to the room, and he is afflicted with vague and unadmitted fears of some attempt at a coup - not unreasonably, under the circumstances (allow thieves 20% of their normal move silently chance to pass the curtain quietly, should it be relevant).

The secret door will only be found at half normal chances (ie: 1 in 12 for a human, 1 in 6 for an elf), and there is no release mechanism to operate it (from the stairs the door is obvious, and easily opens by means of a handle). The door is wizard locked and may only be opened by STR 18:91+, or knock etc. (treat as 12th level caster for dispel magic purposes).

#### 8. Storeroom:

The door to this room is intact, but remains unlocked. The room contains bits of bugbear equipment, and utensils related to their service to the giants. The room is full of useless and broken pieces of armour, along with dented copper pots and pans, cracked earthenware storage jars, an old rusted spit some bristleless brooms, a hammer with nails and spikes, and similar items connected with cooking and maintenance, now fallen into disuse through damage.

#### FIRST FLOOR:

There will usually be a bugbear on watch on this floor. During the day this guard is 10% likely to notice approaching PCs (or any other creatures) per round that they are in view (see above); at night this chance falls to 3% per round (10% if within infravision range). The chances increase to 80% and 50% respectively if any combat is in progress (eg: with the giant owls).

There is also at least 1 hell hound on guard. The other hounds are each 30% likely to be somewhere on the level, sleeping or stalking round the tower disconsolately.

#### 9. Entrance:

The 15' x 20' section is at the same height as the rest of the storey (ie: 20'); the stairs descend at an inclination of 1:1. On each side of the door stands a 9' high stone statue of a human in chain mail, holding a halberd at his side; their helmets are grotesque parodies of human skulls. Unless the entry conditions (see below) are met, these statues animate and attack; designed to repulse curious interlopers rather than a serious assault these guardians are still relatively fearsome:

AC 1, MV 15", HD 9, hp 40 each, ATT 1, D 3d6, to hit AC0 12, SD (see below), SZ L, EXP 900 + 12.

They will remain on the 15' x 20' level section, and will attack any PC they can reach from that position; they will return to their alcoves and become stone if there is no-one within attack range (animation and de-animation is instantaneous). They are unaffected by all charm, hold and mind-related spells, and only suffer half damage from cold and fire-based attacks; in their stone form they are unaffected by missile attacks of less than siege-engine size and are considered as having 4 construction defensive points - in this form they can only be damaged as 'hard rock' by the attacks shown as effective on the "Siege Attack Values" table (D.M.G. 109). While in their stone form they can regenerate damage at 1 hp per day, but may not do so from 0 hp, nor can they regenerate lost limbs etc.

There is an incantation to keep the guardians in stone form (it is reasonably simple, not an actual spell), and this is known by all the male and female giants and by Otkin. If this is not uttered before stepping onto the level section (or otherwise approaching to within 10' of the doors) the statues will animate and attack; this is negated if the correct opening procedure is carried out from inside the tower (see 10).

The doors are 12' high, 5' wide and 3' thick they are made of hard black stone, and are unmarked either by original decorations or subsequent weathering. These doors may be easily pushed open during the first half an hour after sunrise, but at other times they are shut fast. There is a second incantation (known by the same as the above) to open these doors, or they can be opened from the inside (see 10); they will swing shut after anyone passes through them. Other than this the doors will only open by a knock spell (or equivalent; N.B: dispel magic will NOT be effective); such a spell is 5% likely to work for each level of the caster over 5th. If the spell is successful the doors will swing rapidly open, but ONLY for the caster, and will close equally swiftly behind him if he stops after the doors have opened, before he has passed through the doors will close



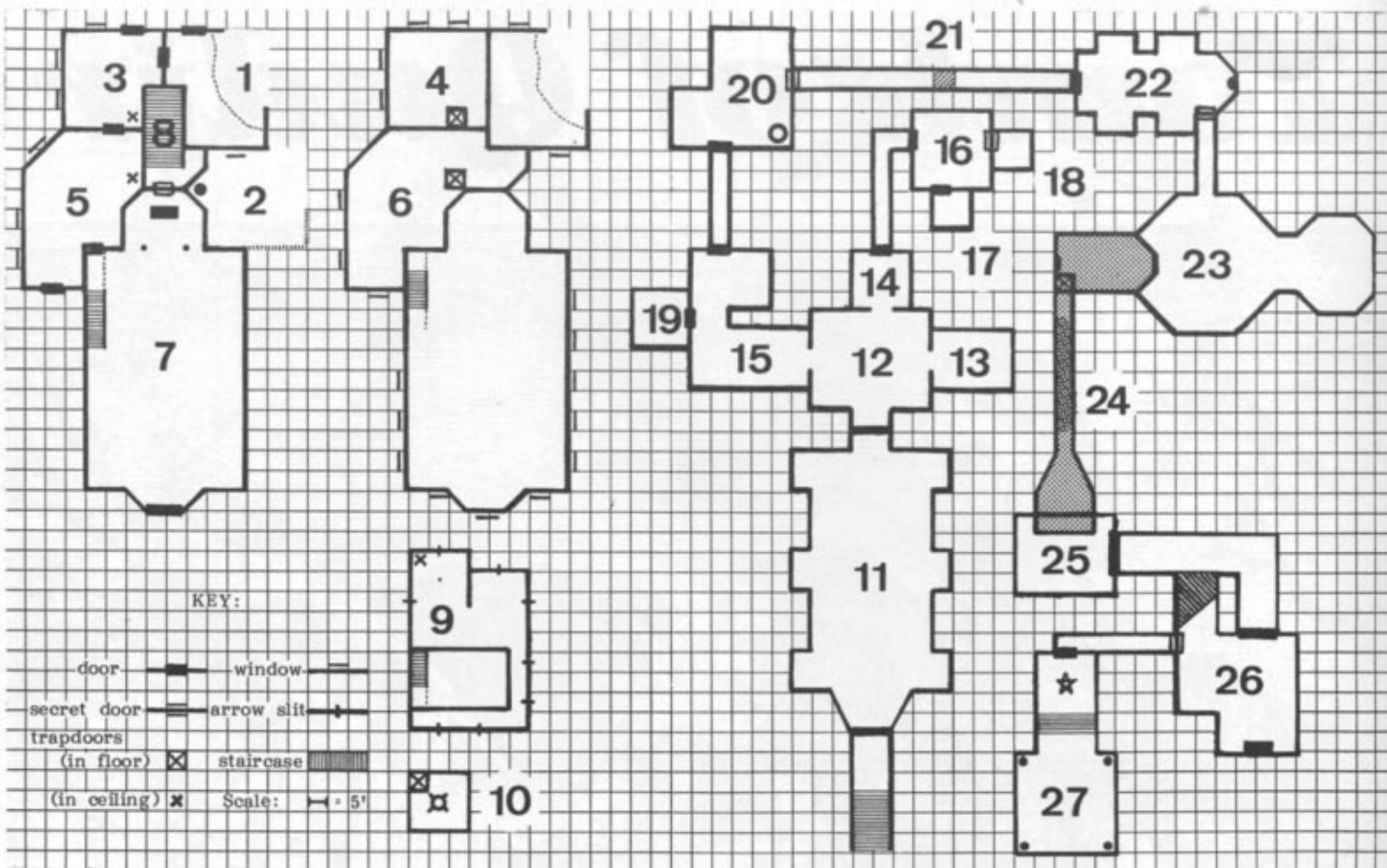
# Tomb of Qadir



Qadir's temple was built some 200 years ago and dedicated to Ha'esha, a demigod of the Shastan pantheon. The Ha'eshan cult was small even at its prime, and within a 100 years had all but died out, this being the only wholly dedicated temple remaining. It was at this time that Qadir became High Priest, and he held the post for 40 years before falling victim to a raid by one of the nomadic desert tribes. Qadir, however, had prepared for this day, and his retainers buried him in the waiting tomb, activating the enchantments he had placed there. The most powerful of these allowed his body to be preserved, as long as blood sacrifices were made to him. Regularly his henchmen would purchase slaves and take them to the tomb; there the winged humanoid would be animated and would tear the chained victims apart, allowing the blood to spill onto the strange stone which let it flow over Qadir's corpse, using the life force of the sacrifice to maintain the enchantments that kept him partially alive. Soon, however, the money that Qadir had left ran out, and the henchmen began to kidnap their victims, taking them

from passing tribes or ensnaring lone travellers. But they realized that eventually they would be caught and executed, and, as their master showed no signs of returning from the dead, their loyalty waned. One by one they quit the temple, until there were no longer any sacrifices being performed, and Qadir's body began to decay. The resurgence of worship that Qadir had anticipated never happened, and, as the god's power departed from the world, the power of many of Qadir's enchantments lessened; the conditions for Qadir's resurrection were never fulfilled, and with him died the worship of Ha'esha.

Since then the temple has remained generally unoccupied, until recently a group of goblins occupied it. Rubal and his goblins were originally part of a larger tribe, but they were banished after an abortive coup. They wandered for months, making their way steadily north-east from their previous lair in the foothills of the Tsovr mountains, before they came across the temple, and settled there. They use the temple as a base from which they raid tribesmen and the smaller caravans.



## INTRODUCTION

The Tomb of Qadir is designed for a medium-sized party of low-level characters. Depending on the scenario employed, something in the region of 4-7 characters of 2nd-4th level; the simpler the scenario, and the more experienced the players, the weaker the party should be. Any party that stands a reasonable chance of defeating the goblins with a frontal assault is far too strong; at least a little intelligent playing (and DMing) should be called for!

There is no specific scenario given for playing the Tomb of Qadir, as it lends itself to various play-situations. Individual DMs should work it to fit their own needs, but it should be noted that if changes are made they should not substantially alter the balance of play, especially in terms of the treasure gained (this is essential if the Zhalindor Campaign is being played).

## GENERAL DESCRIPTIONS

### THE ENVIRONS:

The temple is situated a couple of days' journey to the east of Eldenvaan, on the edge of the desert, in the lands disputed between the Imperial patrols and the raiding Shastan nomads. There is a shallow light-coloured soil, that is loose and infertile, on top of a hard, dark bedrock. The vegetation around the temple is sparse, consisting almost entirely of hardy, gaunt bushes and thin patches of desert grass. There is a small rise, about a quarter of a mile to the west of the temple, that has a thicker than average covering of bushes; this is the closest that the characters can approach to the temple, without being seen.

### THE TEMPLE:

The temple is built from a light-coloured soft stone; over much of this grows a similarly coloured lichen that is gradually breaking up the stone, leaving the surface rough but crumbling (for climbing, treat as rough but slightly slippery, ie: double chances of falling, check every 9'; D.M.G. 19). The building is 25' high, with a centrally spaced second storey at 35' high; there is a wooden frame holding a bell on the roof of this second storey. The walls are 3' thick, and are constructed from blocks 2½' x 1' x 1½'; interior walls are 1½' thick, made from the same blocks. The insides of the walls are unfaced and also covered with lichen. The ground floors are paved with 2½' square slabs, 6" thick. The first and second stories are 5' x 3" planks, 2" thick, resting on 6" square beams; the roof areas are similarly constructed but are faced with 2½' square slabs, 2" thick.

The outside doors are wood, reinforced with iron, all barred from the inside: open at -1 (unless otherwise noted). The interior doors (ie: those between 3-4 and 4-5) are wooden doors, unlocked and unbarred, that open easily (no throw necessary).

None of the windows have glass in them; all are shuttered and barred. The ground floor windows may be broken open, as the doors, at -1, but the upper storey windows cannot be battered open (for obvious reasons). A thief has a chance equal to his Open Locks percentage (OL) of lifting a bar by inserting something through a crack in the shutters (if he has thieves' tools, of course), and a similar chance of preventing the bar falling to the ground and alerting the occupants (the chance of hearing such a noise is dependent upon so many variables, that individual DMs must estimate it when relevant, taking into consideration all applicable details).

The trapdoors are wooden and cannot be locked; they are all easily opened, hinging upwards (no roll necessary).

### THE TOMBS:

The 5' wide passages are all 7' high; the 10' wide passages are 12' high. All floors are paved with 2½' square, 2" thick, paving stones; the walls are faced with 1' square, 1" thick stones. The ceilings are unfaced and a little rough. The facing stone is a light grey colour, and the natural stone (ie: the ceiling and the rougher walls and floor behind the facing) is a similar but harder and darker stone.

The doors are all wooden, reinforced with iron bindings. Those between (and including) rooms 11 and 20 are usually left open. If the goblins are alerted, they may bar them (causing -1 chance to open), depending on the circumstances; if the goblins are all rushing out to fight the intruders they will obviously not bar them, hence impeding their defensive strategy; if, however, the goblins are retreating they would do so, to allow them time to regroup before continuing the combat. The doors after room 20 are merely jammed through lack of usage, and open as normal (ie: on a successful opening roll).

Although characters may find secret doors on a 1 in 6 chance (2 in 6 for elves etc.), this merely indicates the chance of finding that the area concerned is hollow, or discerning the faint cracks of the door's outline. The doors are opened by activating hidden mechanisms that may be concealed some distance from the door. Players must specify a search of such an area (or if they search the whole room, the DM must estimate the time before they reach the relevant area) and then they stand a chance of finding the mechanism (as noted in the text). If this mechanism is not found and activated the door is treated as magically held and can only be opened by 18:91+ strength, or **knock**, etc.

## THE GOBLINS:

Rubal's band numbers 75 male goblins, 12 female and 15 young (the majority of females remained with the main tribe when Rubal was banished). In addition, there are four leader-type goblins (Scud, Odo, Yint'zang, and Rubal himself, all detailed below), 3 bugbears and 9 wolves.

All goblins conform to the normal statistics, as given in the **Monster Manual** (p.47); they are armed with goblin scimitars, which do d6 damage (and conform to the normal scimitar armour class adjustments, P.H. 38, if used); additional armament is detailed below.

There are always 10 guards on duty, each standing an 8 hour watch; the morning watch runs from midnight to 8 am, the day watch runs from 8 am to 4 pm, and the night watch runs from 4 pm to midnight (changing times are not strictly kept; there is no time at which there are either 20 guards). The guards are positioned as follows:

2 on the bell-tower	(room 10)
3 on the balcony	(room 9)
2 inside the front doors	(room 7)
2 with the wolves	(room 5)
1 beside the stairs down	(room 8)

Those at 8 and 9 carry light crossbows with 20 quarrels; all the others have slings with 30 bullets. The guards at 7 also have spears.

During the daylight the guards have a 60% chance per round of spotting any approaching characters, beginning when the characters come within 44" of the temple (see above). During night the chance is 40% per round, starting at 22". Take into account weather conditions, PC's stated actions, thieves moving silently and in shadows etc., as applicable. Should it be relevant, it is 80% likely that the bell-tower guards will spot the PCs, otherwise it will be those in room 9 (eg: if the guards at 10 are asleep, dead etc., reduce chances to 12% and 8% per round for day and night respectively). Due to line-of-sight, PCs that are within 2" (ie: 60' of the wall cannot be seen, although they may be heard (the 2" is a compromise figure for simplicity). For the chance to hear PCs, deduct each PC's armour class from 10 and total these figures (do not include thieves that succeed to move silently); if this figure or less is thrown on a d% the guards will hear the PCs. Halve these chances during the night (when most goblins are awake and making noise); double chances if strenuous activity is undertaken, and quadruple if combat is in progress (only add up each PC actually in combat). There is a base 20% chance per segment for hearing spell-casting. All these chances are at -10% per 10' from the walls.

If the PCs are within 1 round's movement when spotted, the guards will ring the bell to alert their fellows; if they are further than this, the alert will be accomplished by signals and spoken word. Determine the offensive/defensive actions of the goblins as seems reasonable with reference to the party's actions. As a general rule they will tend to be offensive, although crafty; in particular they will bring the wolves into combat as soon as possible. If they are obviously facing particularly strong odds, or if a large party is absent from the temple, the action will tend to be somewhat more defensive (but remember that the goblins' chance of winning any combat is very much dependent on weight of numbers, and they are well aware of this).

During watches the positions of the goblins will be as follows:

Day watch: 10 guards
20 awake
45 (+ females and young) asleep
Morning and night watches: 10 guards
50 (+ females and young) awake
15 asleep

(see the individual room descriptions for particulars of numbers in each room. These numbers may be regarded as convenient averages and may be varied slightly, at DM's option).

During the night and morning watches (specifically, during the hours of darkness), there is a 50% chance that a patrol of 10+d20 goblins will leave the temple for 4+d4 hours. They will take 1 bugbear and 7 wolves with them, and will be under the command of Scud.

Additionally, if a patrol is indicated, there is a 10% chance that it will be a raiding party of 20+d20 goblins, who will be away for d4+2 days. They will take 2 bugbears and 7 wolves with them, and will usually be under the command of Scud or Odo (50% chance of either). There is, however, a 30% chance that command will be assumed by either Rubal or Yint'zang (again a 50% chance of either), who will be wolf-mounted. (The chance for a raiding party should be thrown for several days before the PCs arrive as they may be out already, or, indeed, may return at that time.) Allow a 1 in 16 chance (ie: a throw of 2 on 2d4) that a patrol or raiding party will come close enough to the characters to have a chance of spotting them equal to that of the guards (see above).

On a raid (but not a patrol) the goblins who are going will be armed with extra weapons. There are 10 slings (each with 20 bullets) and 20 spears that will be distributed throughout the force, for the duration of the raid.

When the goblins are on patrol deduct that number from those awake during the night and morning watches; Rubal will take command in Scud's place. When the goblins go on a raid deduct the numbers proportionally from those remaining, both awake and asleep (there will still be 10 guards). Whoever remains of Scud and Odo will take command of the day watch, with the remaining bugbear. Unless Rubal is in command of the raiding party he will be available in room 7 during the night and morning watches; if he is away Yint'zang will take his place.

The bugbears conform to normal statistics (M.M. 12). One is in room 7 each watch; the other two will be in room 19, one asleep (unless otherwise specified due to raid, see above). They will be available in room 7 during the night and morning watches, with hand-axes and spears, for throwing.

The statistics for the four leaders are as follows:

### ODO:

AC 4, MV 7", HD 2, hp 12, ATT 1, D 2d4+1 (morning star), to hit AC0 15, S 17, I 7, W 8, D 11, C 14, Ch 14 (8).

Odo takes command of the day watch and sleeps in the morning watch. His arms are chainmail and shield, morning star, dagger, spear, and light crossbow with 30 quarrels. He carries 8 gp and 25 sp.

### SCUD:

AC 1, MV 8", HD 2, hp 14, ATT 1, D d6+1 (flail), to hit AC0 16 (14 with bow), S 15, I 12, W 11, D 17, C 12, Ch 13 (7).

Scud takes command of the morning watch and sleeps in the night watch. His arms are chainmail and shield, flail, short sword, dagger, 3 javelins and shortbow with 50 arrows. He carries 6 gp, 13 ep and 14 cp.

### RUBAL:

AC 2, MV 9", HD 3, hp 21, ATT 1, D d10+3 (double-handed sword), to hit AC0 15, S 18:13, I 14, W 9, D 16, C 11, Ch 16 (10).

Rubal is a half-orc, half-goblin, and is nearly as large as an orc. He takes command of the night watch and sleeps in the day watch. His arms are banded mail, double-handed sword, mace, dagger and heavy crossbow with 20 quarrels. He carries 26 gp, 14ep, and a platinum necklace with 10 lapis lazuli in it (50, + 10 x 10 = 150 gp). He also has a selection of keys.

### YINT'ZANG:

AC 5, MV 6", HD 2, hp 15, ATT 1, D 2d4 (morning star), to hit AC0 16, S 7, I 17, W 13, D 10, C 12, Ch 15 (9).

Yint'zang's arms are chainmail and morning star. He carries 36 ep, several keys, a bone scroll case, a potion bottle and a carved elf thigh bone (his clerical symbol). The scroll case contains a scroll of 3 spells: **magic missile**, **comprehend languages** and **web** (the **magic missile** allows 3 such attacks, ie: as 5th level caster). The potion is of **gaseous form**. Yint'zang is the goblin's witch-doctor; he is equivalent to a 5th level cleric and a 4th level magic-user. He has the use of all the normal spells for tribal spell-casters (D.M.G. 40), and will usually know the following: **cure light wounds** x 2, **light** (to cast at an individual) **chant**, **resist fire**, **speak with animals**, **dispel magic**, **affect normal fires**, **shield**, **ventriloquism**, **invisibility** and **levitation** (alter at DM's option, and depending on specific circumstances). Note that if things are going against the goblins, Yint'zang is very likely to cast **invisibility** and escape, rather than stay and risk being killed.

(The charisma scores are in relation to other goblins, and similar creatures; the bracketed score is in relation to PCs etc.)

The watch-commander will be in room 7; the leaders will usually remain in their respective rooms at other times.

The goblins' wolves are all worgs; however, 7 of them conform generally to the statistics for dire wolves (M.M. 101), other than having low intelligence and being neutral evil (ie: they can speak the worg language and co-operate with the goblins, acting as mounts, but they are smaller than usual). The 2 worgs that are normal in all statistics belong to Rubal and Yint'zang, and will only allow their respective masters to the ride them.

The goblins use rudimentary saddles that allow them to fight effectively from wolf-back. If they do not put these saddles on the wolves, they will fight at -1 to hit and 1 AC. Additionally, they may fall off when damaged; there is a 10% chance per hit point of damage taken (not cumulative from round to round) that a goblin will be knocked off an unsaddled wolf when struck (this is only 5% per hit point for Odo and Yint'zang, 3% for Scud, and 2% for Rubal). If a goblin falls off, there is an equal chance that he will be stunned for 1-3 rounds.

It takes 2 goblins 1 round to saddle a wolf, or 1 goblin 3 rounds; only 3 wolves may be saddled in any round (due to the limited space in room 5).

## THE SAND LIZARDS:

The temple is also the lair for a colony of small sand lizards, known colloquially as skittlers. There are about 50 of these (again a convenient average that may be varied at the DM's option), and they live in a complex warren of tunnels that connect much of the temple and underground. The statistics for these lizards are as follows:

AC 7, MV 12", HD 1-4 pts, ATT 1, D d4, to hit AC 0 20 (21), INT Animal, AL N, SZ S, EXP 5 + 1.

These lizards are about 30" long and are sandy-coloured. They have 2 large claws on their powerful forelegs that they can use to burrow (slowly in this hard rock), and it is with these that they attack, standing on their rear legs using their tails for balance. They usually eat other lizards, insects, small animals and birds, but will attack much larger creatures (eg: PCs) if they outnumber them by 3 to 1. Once they have begun to attack, however, they will not check morale until they have suffered at least 50% casualties, and are obviously outclassed.

These tunnels have exits on all the ground floor rooms of the temple, and in the underground rooms and passages up to and including room 23. If PCs look for these, they will find one for approximately every 20' of wall. These tunnels are very rough and about 1' high, 9" wide. PCs will only be able to enter these tunnels if they are somehow dimunited; if they attempt this, draw a complex maze of tunnels, the larger egg-chambers being some distance to the west of the tombs. Remember that if the characters have shrunk, the skittlers will have proportionally more hit points and do more damage.

The skittlers will not attack the goblins, and in return the goblins do not kill them. This rather uneasy truce was established by Yint'zang, through the use of **Speak with Animals**, and with him alone are they on particularly good terms. Chances are given for the appearance of sand lizards in specific locations, namely those that are otherwise unoccupied. As the PCs clear out the rooms, more such locations will become available; the lizards will now be likely to enter these rooms. Assume something like a 20% chance for d4 lizards in any such room, bearing in mind the relevant conditions (eg: number of unoccupied rooms, number of lizards, available food supply - corpses, for instance - etc.).

## KEY

### OUTSIDE THE TEMPLE:

The terrain is as described above. During the night there will be about 10 goblins outside the temple. These will not move more than 1 round's movement (ie: 6") away from the front doors, and will generally stay much closer.

Characters who slither or crawl up to the temple (for concealment etc.) are sure to encounter one of the goblins' many outdoor toilet areas!

### THE TEMPLE:

#### **1. Storeroom:**

The north-east corner of this room has collapsed, leaving piles of rubble sloping up to the normal 25' wall height (ie: where the walls are marked on the map). The roof only covers half of the room (as marked by the dotted line). The first floor is almost entirely missing, with only a few burnt beam ends protruding from the walls. The room contains a large amount of stone rubble, broken and burnt beams and floorboards, smashed paving slabs and so on. In the south-west corner there stands a small cart that is rather rotten and rusted; it only has wheels on the right hand side, which is the side against the wall.

There is a 50% chance that d4+1 lizards will be in the room, and a further 10% chance that 1-2 will arrive in any round (increase to a 25% chance of 1-2 if combat is in progress).

#### **2. Temple Garden:**

An overgrown garden, partially walled by an 8' high wooden fence (as marked by the dotted line); the remainder of the fence lies rotten in the undergrowth. Since the garden was left untended, various long grasses and creeping plants have taken hold in the more fertile imported soil. These have covered the fence and crept up the walls of the temple to a height of 15' (above the garden area only), but are loosely attached and will only give a +2% bonus to climbing.

In the alcove on the west side of the garden, there is a 6' high statue made of a hard white stone. It is of a robed man holding his arms out (to the east), or rather his arm, as the left one is lying at his feet in several pieces. The statue is covered with creepers; underneath this any features and details have been erased by weathering, and abuse from the goblins.

There is a 50% chance that d6 lizards will be in the garden, and a further 10% chance that 1-2 will arrive in any round (increase to a 25% chance if combat is in progress).

#### **3. Storeroom:**

The room is 15' high. In the south-east corner there is a wooden ladder attached to the south wall, which leads to a trapdoor in the ceiling. The room merely contains a variety of old and useless junk; eg: a rotten chest with the lid staved in, a couple of rusted goblin helms, a wolf skull, etc.

There is a 20% chance that d4 lizards will be in the room, and a further 10% chance that 1-2 will arrive in any round.

#### **4. Attic:**

The room is 10' high. The floor is strewn with old and broken furniture, and a selection of harmless but unpleasantly smelling moulds are growing from the ceiling and walls. Against the north wall the furniture is piled nearly to the ceiling, interspersed with bits of rusty metal, mouldy robes and hangings etc. A pair of goblin skeletons, still with rusty armour and scimitars (all useless), lie on the floor in front of the pile. If anyone approaches to within 10' of the pile, 2 huge spiders (M.M. 90) burst out of the rubble and attack. The spiders have designed their exit so that they are not unnecessarily impeded by the rubble; they surprise on 1-5 on a d6 (1-3 if PCs specifically state that they approach the pile as if they may be so attacked). Their poison (save vs. poison at -1) takes effect d4+1 rounds after injection; if another character sucks out the poison, or takes similar actions, within the first round after the bite, allow the saving throw at +4. If the save is made the victim will retch and vomit for 2d6 rounds and be incapable of most actions (no attacks, no spells, AC-4, move at half speed etc.); if it is failed then the character is paralyzed for 4d6 turns (and is apparently dead), then suffers the vomiting effects for a further 6d6 rounds.

If the goblin skeletons are searched, 20 sp may be found in the mould beneath them.

The goblins sometimes feed the spiders, retaining them for additional defence (although the spiders are not aware of the role they are playing).

#### **5. Worg Room:**

The room is 15' high. There is a wooden ladder attached to the east wall, which leads to a trapdoor in the ceiling. The room contains the 9 wolves that the goblins use as mounts. They are not chained or tied, but generally lie or stand around, sleeping during the daylight hours (they have adopted these lazy, rather non-lupine, habits after long association with the goblins).

There are permanently 2 guards in the room, though more goblins may be present (at DM's option; 25% chance of d4 goblins is suggested).

#### **6. Tack Room:**

The room is 10' high. It contains the saddles and harness for the worgs, and various grains and meats in half-a-dozen large sacks. Any PC eating this food must throw his constitution or less on a d20 or contract a random disease (the food is only fit for wolves - and maybe goblins!).

#### **7. Temple:**

The main room of the temple, this room has no first floor and is 25' high. The barred windows are 20' up (ie: at the height of the first floor windows). The front doors (the double doors at the south) are unbarred at night (unless the goblins are attacked) and can be easily opened (no roll necessary). When it is light the doors are barred and open at -3; ie: either a strength of 18:51 or greater, or more than one person attempting to open the doors. If 2 PCs make the attempt allow a 1 in 6 chance, if 3 make the attempt allow a 2 in 6 chance (give STR bonuses as usual; eg: STR 12 and STR 17 make the attempt; give a bonus of +1 for the STR 17, making the chance 2 in 6). A maximum of 3 PCs may attempt to open the doors at any one time.

There are always 2 goblins on guard inside the door. During the day watch there will be 20 goblins in here; during the night and morning watches there will be a similar number, plus 7 females and 8 young.

At the north end of the east wall there is a set of wooden stairs leading up to the balcony section (room 9); these rise at a rate of 1:1 (ie: 25' up in 25' along). The steps are held up by beams from the wall, rather than posts to the floor.

In the northern part of the room there is a large black stone altar, 8' wide, 4' deep and 3' high. This has some vague marks of old runes and decorations over it, but these have been mostly erased (with picks, etc.) and are undecipherable (there is not enough left for a **comprehend languages** or similar spell to operate; they are incomprehensible due to the erasing, rather than being intrinsically so). The altar is now covered with a selection of crude drawings and goblin graffiti. In the centre of the north face, at floor height, is the release mechanism for secret door. There a chance equal to a character's Find and Remove Traps percentage (FRT) of finding the mechanism (per round of searching).

(N.B: although the attempt to find or remove traps by a thief can only be made once, attempts at finding concealed or secret panels and portals can be made once per round, even though the chance for success is defined in terms of the FRT percentage.

Non-thieves have an FRT equal to 10% plus 1% per level, to a maximum of 20%; dexterity and racial bonuses are awarded at 2% for every 5% given to a thief - penalties are awarded as normal. This is ONLY applicable to finding secret panels and hidden items etc., where the chance for doing so is specified in terms of FRT in the text, NOT actually finding and removing traps, which can only be undertaken by thieves).

In front of the altar (about 7' away, as marked) are two 8' high, 1' diameter wooden flogging posts. There are ankle and wrist shackles secured in these (set at human height; creatures shorter than 5' have to be roped on); Rubal has the keys to these shackles. A PC must throw his Bend Bars percentage (BBIG) or less on d% to break free; if the PC is roped in the chance is 3 x BBIG. The goblins are proud of their ability to enact gruesome but excruciatingly slow tortures, and are likely to practise and further refine their art whenever possible (eg if they capture any PCs; any rescue attempt concerning these PCs will have to be fairly rapid or will only recover limbless remains).

#### 8. Stairway:

The secret door is obvious from this side and is opened by pulling a lever that is to the east of the door. The door is usually open; if the goblins are alerted the door may be closed, depending on the circumstances (ie: the tactics of the players and the response that the DM decides that the goblins will make).

There is always 1 goblin on guard in the section just to the east of the stairs.

The stairs descend at an inclination of 1:1, to a depth of 80'.

#### 9. Balcony:

This is a second floor room, 10' high, reached by the east wall stairs in room 7. There is a ladder in the north-west corner, attached to the north wall, leading to a trapdoor in the ceiling. The south part of the room has no floor, only a balcony around the edge. There are arrow slits in all the walls; under these are roughly constructed wooden blocks, about 1' cubes, that the goblins have made so that they can see out of the slits properly. The bell-rope comes through a 2" hole from the middle of the bell-tower above, and hangs to the ground.

There are always 3 goblins on guard in this room, all armed with light crossbows. With their crossbows the guards can shoot at anyone in room 7 (unless they are high up the walls or on the ceiling). However, they cannot hit anyone outside who is within 45' of the east or west walls, or within 120' of the north or south walls (again these are compromise figures for simplicity).

#### 10. Bell-tower:

This is not a room, as such, but the roof of the north-west section of room 9. There is a 3' high wooden wall around the outside (about half is on a roof edge the other half has further roof area on the far side). In the centre of this area there is an 8' high wooden frame, on an 8' square base, holding a 2' diameter, 3' high brass bell. The bell-rope goes through a 2" hole to room 9. There is a 10' long rope ladder fixed to the inside of the west wall; using this the goblins may gain access to the main roof of the temple.

There are always 2 goblins on guard here.

### THE TOMBS:

#### 11-19. Living Quarters:

These rooms form the living quarters of the goblins and the bugbears. They were once tombs and similar rooms, but their previous furnishings and trappings have been removed or barbarized to the point of unrecognizability. The rooms have their specific contents detailed below, but the following applies to all the living quarters (unless contradicted in the individual descriptions).

These rooms are in a dismal state of disarray, with ill-defined bedding areas (ie: sacks, or piles, of grass and straw) merging into heaps of filthy garments. Pieces of cut-down or reconstructed furniture obstruct the otherwise relatively clear central areas, and on these (and, in fact, all over the rooms) can be found half-eaten meals in old wooden or tin bowls, often with mould or maggots in them. There is nothing of real worth to be found in most of the rooms, the goblins carrying their personal wealth (ie: 3d6 of silver) with them, but if PCs search, a variety of rusted or useless items may be found (use Appendix I: Dungeon Dressing in the D.M.G. pp.217-219; specifically, the General Furnishings and Appointments, and the Miscellaneous Utensils and Personal Items tables. Nothing found will have any special value).

#### 11. Goblin Quarters:

This room is 20' high and, although it has been long rid of its coffins and corpses, there is still a rather sombre and funereal air about the place.

During the day watch there will be 24 goblins, with 6 females and 8 young, all asleep. During the night and morning watches there will be 17 goblins, 7 of whom will be asleep, with 3 females and 4 young.

#### 12. Goblin Quarters:

This room is 15' high. Paving stones all around the room have been smashed by goblins conducting fruitless searches for hidden treasure; these holes are now merely filled with items of goblin attire.

During the day watch there will be 8 goblins, with 2 females and 3 young, all asleep. During the night and morning watches there will be 7 goblins, 3 of whom will be asleep, with 1 female and 2 young.

#### 13. Goblin Quarters:

The room is 10' high. In the middle of the north wall there is a large open chest, containing a selection of old and smelly rags, occasionally used as a crib for some of the goblin young; there is a secret bottom to the chest (find at 2 x FRT), but this has already been emptied by Rubal.

During the day watch there will be 3 goblins, with 1 female and 1 young. During the night and morning watches there will be 2 goblins, 1 of whom will be asleep.

#### 14. Goblin Quarters:

Sleeping places in this room are considered to be privileged, as it is the room nearest to the leaders; places here are awarded to those who demonstrate some particular merit during combat. Consequently, the goblins in this room will tend to be of the largest size (ie: having 7 hp) and will attack most viciously, doing +1 damage.

During the day watch there will be 2 goblins, with 1 female and 1 young, all asleep. During the night and morning watches there will be 2 goblins, 1 of whom will be asleep.

#### 15. Goblin Quarters:

This room is 15' high. It is particularly smelly and filthy, even for a goblin room, due to the influence of the neighbouring bugbears, and everything in it is of a most unsavoury nature.

During the day watch there will be 8 goblins, with 2 females and 2 young, all asleep. During the night and morning watches there will be 7 goblins, 3 of whom will be asleep, with 1 female and 1 young.

#### 16. Odo and Scud's Room:

This room is 10' high, and the walls are covered with a series of crude and anatomically improbable sketches drawn by Scud, who is regarded as artistically gifted by the other goblins. In the north-west corner there are 20 spears stacked against the wall; in the north-east corner is an unlocked chest, which contains 10 slings and 10 large pouches, each with 20 bullets in it - these spears and slings are used on the raids.

In each of the south corners there is a poorly made wooden bed. In the middle of the room is a 4' diameter circular table with its legs cut down to 18", and 3 rickety chairs, also cut down to goblin size. There is always a set of 5 bone dice on the table and 3 piles of silver and copper, amounting to a total of 196 cp and 47 sp. Rubal, Scud and Odo play a never-ending variation of poker dice, but with some unusual house rules that are unintelligible to any but these three (although some have been known to express suspicions that these rules are rather ad-libbed by Rubal when he's losing too much!). No goblin would dare to take any of this money; the players know how much there is to the last copper.

In the north-east corner, at floor level behind the sling chest, is the release mechanism for the secret door to Yint'zang's room (18). This will be easily found if that area is searched (no roll necessary if the PCs specifically state that they look in that corner).

#### 17. Rubal's Room:

The room is 10' high; against the south wall there is a bed with a small wooden crate and a small locked chest under it (Rubal has the key; normal OL chances to pick the lock). In the middle of the room there is also an old chair with a couple of bottles of good wine next to it.

The chest contains about 300 coins (283 cp and 73 sp to be exact, all mixed up) and a small sack that has 23 gp in it. There is also an old silver amulet, worth 10 gp, on a leather thong. The crate contains another 6 bottles of the good wine and a half empty bottle of rather suspect brandy.

#### 18. Yint'zang's Room:

The secret door is obvious from the inside and has a handle to open it. The room is 10' high; on the wall opposite the door is a torn and frayed 4' x 2' hanging, apparently the centre section of a longer hanging, depicting the death throes of a red dragon (it's assailant is not seen on this fragment). Just inside the door, a 3' diameter pentagram has been scratched into the paving slabs.

Against the south wall is Yint'zang's bed; under it are 3 small locked chests, for which Yint'zang carries the keys. The room also contains a 3-legged stool, 2 1' high iron candlesticks, half-a-dozen pieces of parchment (covered in meaningless red doodles), an inkpot (half full of red ink), 3 blunt quills, 2 goblin skulls, a selection of cracked glassware and dented pots, and the shrunken head (3" diameter) of an elf.

The east chest (at the foot of the bed) merely contains dozens of Yint'zang's doodled parchments in a variety of colours. The central chest contains various skulls, bones and skins that previously belonged to small furry animals, bits of rock, dried plants and herbs, odd fragments of iron (arrow-heads, parts of swords, rusty nails etc.). The only things of value are 3 gems: 2 are azurites, worth 10 gp, and the other is a jasper, worth 20 gp. The west chest contains a thick leather bound book. This book is apparently Yint'zang's spell book and only close inspection (at least 1 turn per spell level) by a magic-user who knows the spells will reveal that they are all flawed in a vital place, and completely useless.

Under a paving stone at the head of the bed (under the western chest) is a fourth chest in a 2' square, 3' deep hole; there is a 2 x FRT chance of discovering this loose stone if the area is searched. This chest is locked and trapped, normal FRT chances apply. If the trap is not removed, and the lock is picked, 2 poisoned needles shoot forth from below the lock; they will hit the opener on a 10 or greater on a d20, -1 per dexterity point over 14, -1 per level of opener (eg: DEX 17, 2nd level thief: throw at -5, therefore any throw of 15 or over indicates a hit). If the victim fails his saving throw vs poison he will become comatose for d4+1 days (he will apparently be dead); if he makes the save then he is at AC, to hit and save at -4, movement at half rate etc., due to vomiting, for 2d6 turns. In the chest is Yint'zang's real spell book.

(All the chest locks open at normal OL chances).

#### 19. Bugbear Room:

The room is 10' high; it is even dirtier and smellier than the goblin living quarters. In the north-west corner there is a barrel that is a third full of very flat beer. Next to the barrel is a large unlocked chest that contains a large variety of junk; eg: a couple of maces (one with only half of its handle), a dagger, the hilt of a double-handed sword (with 1' of blade still attached), a couple of dozen assorted arrows and quarrels, several unusually shaped stones, 3 pairs of dwarf boots, a pouch of teeth (from kobold to hill giant, in varying states of decay), a flask with a hole in the bottom, a tatty long blond wig, 5' of rusty chain, and a bag of white feathers.

#### 20. Storeroom and Gaol:

This room is 15' high. There are four sets of new ankle and wrist shackles securely fixed to the 20' section of the north wall; they are for human-sized standing prisoners, and Rubal has the keys (see below for occupants).

The rest of the room has barrels, sacks, crates, etc., and a couple of sides of salted camel. The food these sacks etc. contain is in diverse states of degeneration (about one third is unfit for human consumption; about one tenth is unfit for even goblin consumption!); the two barrels of beer (both full) and the crate of wine (12 bottles) are alright; the grain in the sacks is going rotten, but most of the meat is still quite fresh; the vegetables range from 1 week old to piles of mould and maggots. Anyone eating this food has a base 20% of catching a disease, reduced to 5% if care is taken in the selection and preparation.

There is a 4' wide uncovered well in the south-east corner. This descends 30' to the water; if the water is entered the well will be found to descend another 10' and then enter an approximately 20' diameter area (very roughly spherical), the exits of which are too small for humans to pass through. The water is safely drinkable. 2 buckets, each on a 50' piece of rope, stand by the well.

In the north-west set of chains is a dead dwarf; he is hung upside down by his ankles in the wrist chains. His throat has been cut and a large bucket under his head is filled with his blood. He is not a pretty sight, the signs of a long and gruesome torture being apparent on his naked body.

In the north-east set of chains is a tall and well-built human, also naked and with the scars of a similar but less exacting torture. He is still alive but has gone totally out of his mind. He was once Jabor, a second level fighter (S 18, I 7, W 9, D 11, C 15, Ch 10, hp 14) but now has no memory of his name or profession; he mumbles continually but incoherently, and if released will merely sit and play with whatever is placed before him. However, if brought into the presence of goblins there is a cumulative 10% chance per round that he will go berserk and attack them with the nearest weapon (and if no weapon is available he will use a piece of furniture, a broken bottle, or even his bare hands and teeth). In such a case treat him as a 2nd level fighter (S 8, I 3, W 3, D 7, C 15, Ch 3, hp 14) but with +1 to hit and +2 damage due to frenzy; he will count as -3 on AC as he has no desire to defend himself properly. He will berserk until all the goblins are dead, or he is killed; otherwise, if he survives, there is a cumulative 20% chance per round that he will revert to his incoherent mumbling - until he does so he will continue to attack the nearest creatures, including PCs (or even furniture, doors, walls, etc., if there are no available living opponents).

The release for the secret door is at the top of the door itself; FRT x 2 if the area is searched. The door is obvious from the east side and has a handle to open it.



#### 21. Barricaded Passage:

The goblins have blocked the passage, from floor to ceiling and for about 5' along, with beams and broken furniture. This obstruction is nailed and roped together, and then nailed to the floor; even so it will only take 3 turns to smash through, or about a dozen to pull apart less violently. It is designed to stop access from the east, so that side is bristling with broken bottles, arrows and spears, presenting a formidable front (the goblins placed this barricade across the passage to prevent the zombies of room 22 from breaking out and attacking them, not knowing the nature of the orders the undead had been given).

There is a 25% chance that 5d4 skittlers will come into the west side of the passage when the PCs begin to break down the barrier (reduce to a 5% chance if they can do so silently); if they do not, there is a similar chance each turn thereafter; once they have arrived, d4 skittlers appear each turn to a maximum of 20. (Remember they will wait in their tunnels until they outnumber the party 3:1).

#### 22. Tombs: Zombies:

The room is 15' high; it is rather dank and the walls are thinly covered with a dark brown moss. The alcoves all have strong wooden shelves across them at 2' and 5' high. On each of these is a wooden 7' coffin (ie: there are 8 coffins); they are all empty and their lids stand on the floor next to them.

In the room are 8 zombies that will attack any creature that enters. They conform to normal zombie statistics (M.M. 103) except for their speed; they move at 9" and attack normally (ie: NOT always last). Each zombie wears a silver amulet on a silver chain (worth 7 + 2 = 9 gp; a total of 72 gp); the amulets all have a spiral design inscribed in them (the spiral moves anticlockwise from the edge to the centre). Two of the zombies wear gold rings (worth 14 gp each; the jewelry is worth 100 gp in all) with the same design on them.

At the east end of the room, there is a 7' high, 3' diameter semicircular altar made from a hard black stone (the flat side is against the east wall). This also has the spiral design carved on the front (2' diameter, near the top). Zombies that are turned will move towards the altar unless the turning cleric interposes himself. If they reach the altar and can touch the spiral design the turning will be negated and they will return to combat. No zombie can be turned if it is within 10' of the altar; if the turning cleric is within 10' of the altar he makes his attempt at -5, if within 5' at -10. Clerics who succeed in their first turning attempt may make subsequent attempts to re-turn the zombies that manage to reach the spiral, and may continue to do so until they fail an attempt (a failure in the first attempt will, of course, not allow further attempts. N.B: the animation of these zombies was tied closely to the altar and therefore this effect is relevant ONLY to these zombies in this animation; reanimation of even these bodies will not allow this effect).

If either of the gold rings is placed at the end of the spiral on the altar and moved around it to the centre, the altar will crumble to dust (both the rings and the altar will appear dimly magical if any detection attempt is made). Hidden behind the altar is a beautifully wrought silver-headed mace, worth 100 gp. Although the mace appears to be normal when used, a **detect magic** will reveal a faint *dweomer*. Use of an **identify** or similar spell will show that the enchantment concerns petrification; further **identifies** will reveal nothing more. Holding the mace will give the wielder a +1 on his saving throws vs. any form of petrification; there is no command word necessary, but the PC must be holding the weapon as if he were going to use it. (The altar cannot be moved but may be pick-axed through in a few turns; there is a 50% chance that such action will smash the mace, leaving it worth about 5 gp, and non-magical; allow it a save vs. crushing blow, at -1 per 10% below the 50%).

The release for the secret door is in the top south-east corner of the south-east alcove; the door is obvious from the south and has a handle to open it.

### 23. Tombs: Ghouls:

The room is 15' high; it is damp and has a charnel-house smell about it, the latter from the 4 ghouls (M.M. 43-4) that lair here. They will listen to any combat in room 22 and react accordingly; they will wait with 1 on each side of the passage where they enter the room, and 2 against the north wall of the eastern section. The 2 in the east section will wait a couple of rounds before joining the attack so any cleric attempting a turn will not get all 4 ghouls in one attempt. However if the players wait in room 20 for more than a couple of rounds after the combat has finished (while curing or searching for example), the ghouls will open the secret door and attack (if the PCs have left the ghouls will go back to their room with any available corpses - anything for a change from lizard!). Whichever tactic is used, the ghouls will surprise on 1-3 on a d6.

The floor of the east section is covered with smashed wood and torn burial robes. Among the rubble can be found a number of lizard skeletons; there are also 4 of the gold rings with the spiral design (worth 14 gp, 10% chance per round per person searching of finding a ring), a leather scroll case (30% per round per person) and a leather flask (40% per round per person). The scroll case merely has a sodden pulp in the bottom, an irrevocably destroyed scroll; the flask once contained a potion, but this has been maliciously exchanged for a vile concoction of blood and putrid flesh. The contents of the flask would now cause any drinker to vomit for 2d6 rounds (AC, to hit, save at -2, movement at three-quarters, etc.), and unless a save vs. poison is made the character will contract a random disease.

The west section of the room is a 15' deep pool of murky water (the water level is 6" below the floor level). At the eastern end of the wall, some more wooden wreckage and the rusted remains of a suit of chainmail and a longsword can just be discerned. Under these is a lacedon (ie: an underwater ghoul; M.M. 43-4); this creature will attack any creature that goes more than 10' under the surface, surprising on 1-5 on a d6. It will not attack people on the surface unless they are caught under the net (see below). If the trapdoor is open (see below) and the PCs are not entering the water, the lacedon will retreat a short way into the tunnel and wait there (but only if it has been previously noticed).

On the west wall is a 4' square, 6" thick, stone slab; the bottom of this slab is 3' 6" from the water level. The spiral design, 3' diameter, is carved into the face of this slab. In the center of each side (ie: the 6" sides) is a small raised area, that will be noticed on FRT x 2 if the slab is searched; these can be depressed. If these are depressed, beginning anywhere, in an anticlockwise direction (ie: the same way that the spiral moves in), the trapdoor in the south-west corner of the pool floor is unlocked. This trapdoor will not be seen from the surface, but becomes obvious from within 10'; if the opening operation is not completed the trapdoor is treated in the same way as a secret door (ie: as magically held).

If these trapdoor releases are depressed in a clockwise order they release a trap (as soon as the second is depressed) from the ceiling. Fastened to the ceiling is a 15' x 10' weighted net that has had **invisibility** cast upon it; it is easily found if the ceiling

area is searched, and becomes visible once it has been released. Any PC in the center of the net area will be caught; any PC on the edge of the area (eg: on the walls) has a 5% chance of avoiding it for each dexterity point over 12. The net will drag characters down to the floor of the pool. There is a 1% chance per strength point total of all the characters caught by the net that they can keep themselves at the surface; throw each round with a cumulative penalty of -5% per round after the first, until they sink or escape. PCs caught in the net will be unable to attack and will be at AC-6. A free person can free netted people at a rate of 1 per round. Netted PCs have a cumulative 10% chance per strength point over 12 per round of escaping. Should anyone be in a higher armour type than leather, deduct 5% from their chance of keeping on the surface, and 10% from their chance of escaping the net once caught, per armour type above leather or padded (eg: chainmail is AC 5, leather AC 8, therefore -15% and -30% respectively). Remember that PCs cannot swim in non-magical armour other than leather or padded. However, each segment after the first round (or 2nd round if inactive) the trapped PCs must throw under their constitution on a d20 or begin to drown; there is a cumulative penalty of -1 per segment after the first. Once a PC has begun to drown there is a cumulative 5% chance per segment of drowning that subsequent actions (eg. the kiss of life) will not revive the victim, even if he can be brought out in time (once begun to drown a PC may not take any action himself); if recovery is successful the PC must remain inactive for 2d6 turns (he will suffer a penalty of AC, to hit and save at -4, movement at three quarters if action is necessary).

Once the trapdoor has been unlocked it cannot be relocked; similarly if any of the mechanisms has been depressed it cannot be depressed further (ie: if a mistake is made in the direction, another means must be found to open the trapdoor).

### 24. Underwater Tunnel:

The trapdoor opens into the top of a 5' high passage filled with water. On the floor of the passage, for about 30' (as marked) there is an area of black weed; the fronds of this weed are about 2' long and sway gently. Any creature passing over the weed will arouse it and it will reach out for him, usually waiting until the creature is in the centre of the area; the fronds can extend to 6' long and have small barbs all along them. The fronds will grasp any creature and attempt to drown him, gradually consuming him (this consumption is so slow as to be irrelevant for game purposes). To free himself a PC must throw a number equal to twice his strength plus his dexterity, or less on a percentage die (he may attempt 1 throw per round); if the PC is roped add twice the strength of those pulling on the rope to the chance of escaping. (See below for bonuses.) Additionally, anyone who is held by the fronds for more than 1 round must save vs. poison or be paralyzed for d4+1 turns, +1 turn for each further round in the weed; if he saves he merely suffers an irritating skin rash for the same period. The chances for drowning and resuscitation are the same as those given above for room 23.

It will take 1 round to cut through 1' of weed, assuming characters take care to stay out of reach of the fronds (and must, therefore, use an edged weapon greater than 4' in length to ensure safety: if the weapon is any shorter allow a 10% chance per round that the PC is grasped); alternatively, count each 1' of weed as having 5 hp, and the PCs will always hit. If trapped in the fronds PCs must throw as if to hit AC 8, and can only use short edged weapons (space required of 3' or less according to the figures on p. 38 of the **Players Handbook**); any damage done to the fronds may be added to the PC's chance of escaping (and adds a further 2% for each 1' of weed destroyed, if such destruction has previously occurred).

It will take 1 round to swim from room 23 to room 25 if not otherwise obstructed by the weed (it is assumed that all PCs can swim; if the DM decides otherwise, he should determine a random selection of swimmers, with possible racial modifications, and then calculate the penalties that will accrue to the non-swimmers, keeping in mind all relevant details).

N.B: remember that PCs cannot wear more than leather armour or equivalent while underwater and still function normally; deduct 20% or -4 as applicable for each armour type above leather that is worn. Armoured PCs should strip in room 23, swim through and somehow take their armour through (which will not be hindered by the weed; this only attacks creatures as it is the body-warmth that attracts it). dry their armour in room 25 and then dress. (It is suggested that a time roughly equal to 10-AC in rounds will be taken to dress again, with additional time much dependent on what other equipment a character carries.) If precautions are not taken against the soaking of magic books etc. such items will become sodden and useless; calculate reasonable chances for destruction by water dependent on the stated precautions (there are too many variables for a ruling to be made here).

### 25. Pool Room:

The room is 15' high; it is damp and slightly chill. The 5' x 15' pool in the north of the room is 20' deep, and the water level is 6" lower than floor level; the bottom 5' of the north wall is open to the tunnel (24).

After the PCs have been in the room for 1 turn they will hear a quiet moaning, coming apparently from beyond the west wall. (If they leave before a turn expires, the following sequence is negated; if they re-enter the sequence begins again from the start as if they had not previously entered. Do not count the pool as part of the room for these purposes.) On inspection, a 2' diameter circular area, in the centre of the wall, may be seen to be darker than the surrounding stone; this area will remain even if the facing stone is removed. Over the next turn this area becomes a solid black, the moaning becomes louder, and the room becomes noticeably colder. At the end of this second turn the area momentarily becomes a 'hole' from the negative material plane and 3 shadow-like creatures appear, accompanied by a gust of howling and shrieking wind (the hole disappears as soon as the shadows appear, and even at this moment it can NOT be used for entry from this room into the negative material plane). This wind will extinguish all naked flames and is 30% likely to extinguish lanterns (if there is no light, PCs that have no infravision will be at -4 on AC, to hit, and saving throws, etc.). Then the wind and sound suddenly stop as the shadows attack. The shadows conform to normal statistics (M.M. 86), with the 2 following exceptions: if there is illumination the shadows can easily be seen as dark shadowy humanoids (ie: ignore the 90% undetectable rule); and they CAN be hit by normal weapons. The shadows will pursue until they or the PCs are dead, or until the PCs have fled through the tunnel (assuming it is still full of water); they can pass through doors in 3 rounds (working their way round the edges and through cracks, etc.), but cannot pass the block in the passage between this room and room 26, should the PCs have activated this (they will be waiting for the PCs to return).

#### 26. Sarcophagus Room:

When the door is opened, the stone block in the alcove will move north across the passage, and seal it off. If, prior to this, the relevant floor or south wall areas have been searched, there is an FRT chance that cracks will be noticed running up the wall (ie: the edges of the block) and from these along the floor to the north wall (see below). Anyone standing on the edge of this area must throw their dexterity +4 or less on a d20 or suffer 2d4 damage. If anyone is standing in the centre of this area they must throw their DEX or less on a d20 or suffer 4d8 damage; even if they save they suffer 2d4 damage. PCs must move to the side of the block they were nearest (if they move the other way subtract 1 from their DEX for each 1' they are from the farther side, and treat them as if they were standing in the centre for damage purposes), unless they are in the middle in which case they can choose on which side they end up. PCs killed by the block are trapped against the wall; in such a case there will be a 6" gap between the block and the wall. Once the block has moved across the passage it is effectively immovable, and even knock will not shift it (see below).

The room is 15' high; the block and the alcove are 12' high, the same height as the passage. The room is the lair of a pair of creatures that appear to be giant crabs with scorpion-like stingers attached. Their statistics are as follows:

AC 3, MV 9", HD 4, ATT 3, D d6+1/d6+1/d4, to hit AC0 15, SA poison, SZ L, EXP 125 + 4.

The creatures will attack as soon as the door opens. The block that seals off the passage is shaped so that access is possible from the room, but not from the west side; one of the creatures stands behind the door, the other behind the block, the latter achieving surprise on a 1-4 on a d6. The stinger does d4 damage and injects a weak venom-like liquid that is strangely cold. A save vs. poison must be made and if it is successful there is no effect, otherwise the victim will temporarily lose 2 points of strength; these are regained at the rate of 1 per hour (ie: 6 turns). The crab-creatures are undead and can be turned as if ghosts.



Against the 20' section of the south wall is a small white stone sarcophagus, 7' long, 3' wide and 4' high. The sides of the sarcophagus are plain; the lid has the name 'Qadir' carved in it at the east end (the head end). The lid is sealed; there is a 5% chance of opening it for each strength point over 20 that is used. Inside the sarcophagus is a reasonably preserved human male in grey robes. Around his neck on a leather thong he wears a small platinum amulet with the spiral design upon it and on his left index finger is a gold ring with a similar design; these are worth 120 gp and 30 gp respectively.

If the sarcophagus is searched carefully a secret panel may be found (FRT chance) at floor level, at the east end (ie: under the head). The 1' square 2" thick panel can easily be worked out to reveal a 2' deep hole containing a small leather purse, a large iron key and a scroll. The purse contains 8 gems worth 180 gp between them (4 x jasper worth 10 gp each; 2 x onyx worth 25 gp each; and 2 x amethyst worth 45 gp each). The scroll is of 3 clerical spells: **cure light wounds**, **speak with animals** and **slow poison**.

If the centre of the area where the sliding block was originally positioned is searched, a small keyhole will be found. If the iron key from the sarcophagus is placed in this hole and turned, the area where the block now is (ie: the 10' square area of the passage that is delineated by the cracks in the floor mentioned above) descends 5' (the block descending also) allowing egress.

The secret door is detected at half the normal chances, but there is no release mechanism. It can only be opened by brute force, at -3 (see room 7 for the relevant details), or by use of **knock** or an equivalent spell (the door is obvious from the south side and has a handle to open it).

#### 27. Qadir's Tomb:

The room is 10' high at the north section, and 15' high after the stairs; the stairs go down 5' (1:1). In the centre of the 15' square north section, above the stairs, there is a 5' diameter pentangle inscribed on the floor.

In the centre of the 25' square south section there is a set of ankle shackles fixed firmly to the floor. These are attached to what is apparently a 5' square paving stone; this is stained dull red from much blood. In each corner of this lower area there is a 1' diameter, 3' high stone pedestal; on top of each there is a 4' high statue of a winged humanoid with wicked looking claws and teeth, facing into the centre of the room and grinning.

If anyone steps onto the lower floor area, the statues will animate and attack, until they or the PCs are dead or until the PCs flee beyond room 25 (they can open doors as normal but will not enter the water). Their statistics are as follows:

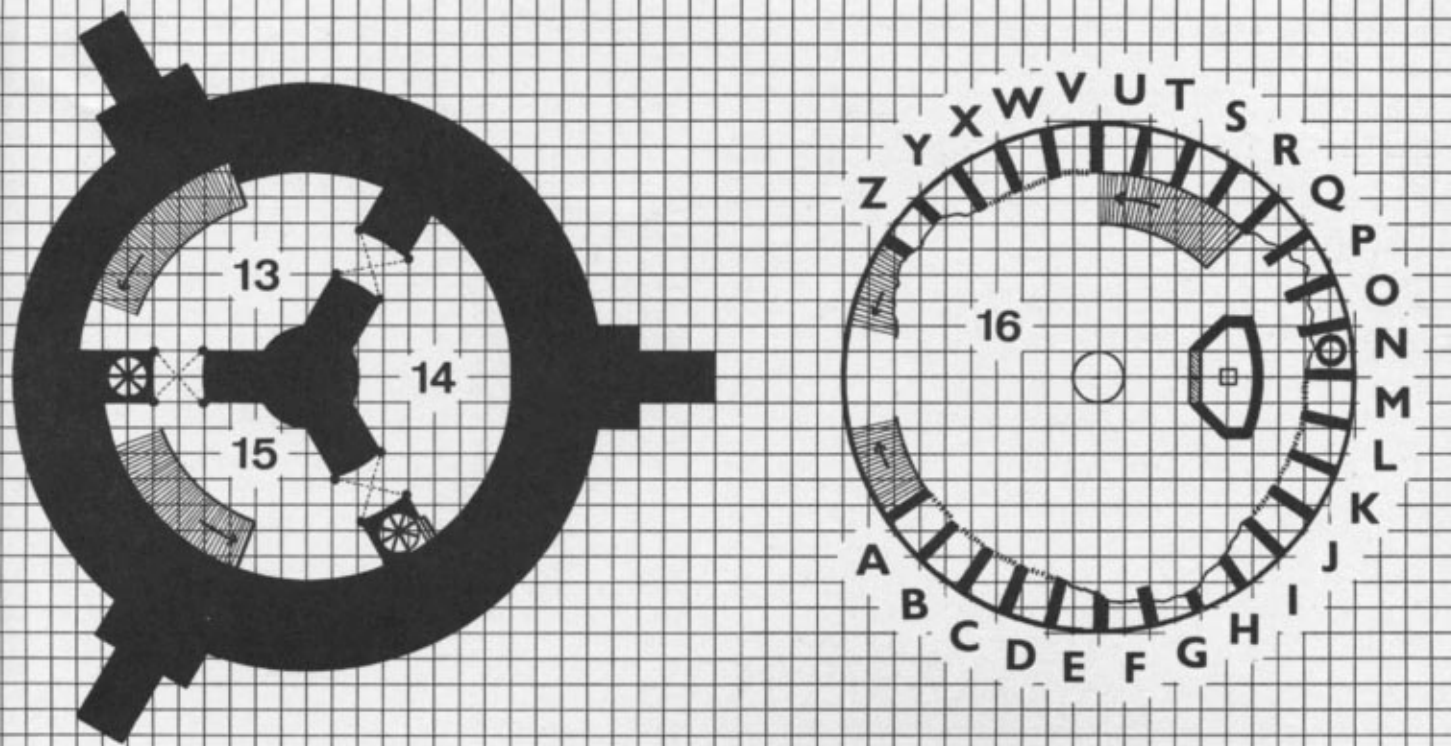
AC 4, MV 9"/15", HD 4, ATT 3, D d4/d4/d3, to hit AC0 15, SA see below, SD see below, SZ S, EXP 110 + 4.

These creatures attack with 2 claws and a bite; if both the claws (ie: the d4 damage attacks) hit, the creature has taken hold and can also employ its rear claws attacking at +4 (ie: to hit AC0 11) and doing an additional d4 damage per claw. These creatures are not affected by the following spells: **sleep**, **charm** or **hold** spells, cold-based attacks, **poison**, **paralysis** or **petrification**. Although these creatures are not normally held at bay by a **protection from evil**, such a spell cast on the pentangle will keep them away (they are intelligent enough not to come within weapon range once the protection is obvious, and will take cover from missile attacks).

If the pillars are examined the top of each will be found to have a shallow carving of the spiral design; only a careful inspection (eg: the players actually ask which way the spirals go) will reveal that the north-west and south-east spirals go anticlockwise (from outside to centre), and the north-east and south-west go clockwise. In the centre of each spiral is a small stud; if these are depressed the pillars may be easily moved aside (otherwise there is a 5% chance per strength point over 50 to move the pillars). Under the pillars are 4" wide, 3" deep holes, each with a 3" diameter iron wheel in the base (fixed by an axle descending into the floor). If these are turned in the same direction as their relevant spirals (ie: north-west and south-east to be turned anticlockwise etc.), the 5' square paving stone will rise (see below). If they are turned the other way the person touching the wheel receives 2d8 electrical damage (the wheels are solid with no spokes, and must be turned by hand).

If the wheels have been turned correctly the 5' square block rises. The block itself is 2' deep, and a 6' long iron rod at each corner is fixed to a similar 2' deep block at the base; the whole section (now 10' high) lifts above floor level. Inside the iron frame stands a motionless robed and hooded figure; if anyone or anything passes inside the frame the figure collapses into a very definitely inanimate skeleton. Among these remains may be found a gold amulet, on a gold chain, inscribed with the spiral design (worth 125 gp + 25 gp = 150 gp), a decorated gold ring with 3 large moonstones set in it (25 gp + 3 x 175 gp = 550 gp), a diadem of fine platinum wire set with an emerald (50 gp + 1400 gp = 1450 gp), a small stoppered iron jar and a plain bone scroll case. The former is a jar of **Keoghtom's Ointment** (5 applications), the latter contains a scroll of 5 clerical spells: **silence 15' radius**, **animate dead**, **dispel magic**, **remove curse** and **protection from evil**, 10' radius.





again. In the time that the doors are open only 2 PCs may pass through (ie: the spell-caster and one other, or two others); any others that attempt this must roll under their DEX-10 on a d20 or suffer 3d4 damage, or 4d6 damage if they roll over their unmodified DEX (all such failures will of course be left outside; any PCs killed by the 4d6 damage will have been cleft in twain by the doors, leaving half on each side - roll for which side is which, bearing in mind the possessions thereby available to the other PCs).

**10. Entrance Hall:**

On the north face of each column, 4' up, is a 6" diameter circular area that may be depressed; these are not readily apparent, and can be found at normal FRT chances. If both of these are pushed in at the same time, and a simple, short incantation is repeated by both persons (or person if it is a giant), the doors will open for as long as the areas are held depressed (the incantation is so simple, even all the bugbears can remember it!).

These panels are at the moment concealed by the decaying bodies of a pair of bugbears, strung up a couple of feet off the ground, hanging from nooses attached to spikes in the ceiling. These two attempted to escape from the tower, and were displayed as a warning to the other bugbears after the hell hounds returned their lightly grilled corpses.

**11. Storeroom:**

This room is used to hold some of the provisions that the taxed tribes donate, and merely contains sacks and barrels etc. of grains, meats and vegetables, at least half of which are still edible (unless careful inspection is made, give a base 10% chance for any PC eating the food to catch a random disease). The 6 HD hell hound has made a cozy bed among some old sacks of last year's grain and will generally be found here when on guard.

**12. Stairway:**

Like much of the lower levels of the tower, this room is fairly empty and contains only a few items of little interest and less use (use the relevant sections of D.M.G: Appendix I, if PCs search here, and, at DM's option, in the other floors of this level, and the one below).

The stairway is 10' wide and 15' high; it is safe and descends at an inclination of 4:7.

**GROUND FLOOR:**

This floor is little used, except for storage and access. There is a 15% chance that each hell hound not on the first floor will be here, either sleeping, prowling or, if sufficiently bored, hunting rats; there is a similar 15% chance for each male young giant.

**13. Stairway:**

The stairs to the first floor (see 12).

**14. Storeroom:**

Similar to room 11 on the first floor, this room is full of supplies, including several barrels of a potent orc brew; there are several long strips of giant snake meat hung from hooks in the ceiling (suitably salted and seasoned for preservation, of course).

The secret door to the spiral staircase (see room 3), usually stands open, and is the same as the door at the top for opening chances. The mechanism to open this door is hidden at the base of the column nearest to it, on the south-west side of the column, and can be found at 2 x FRT chance. The bugbears use this to pass between their level and the giant's room (via the stairs in 15), often stopping to collect the ingredients for the giants meals. Yassa may occasionally be found here, adding to his rat collection (see room 7).

**UNDERGROUND:**

**15. Stairway:**

The 10' high, 15' wide stairs descend, at an inclination of 1:1, to the giants' quarters below (see 16). These stairs are safe, but a little slippery due to the food slopped over them by passing bugbears (unless particular care is taken, there is a 25% chance per PC that he must roll under his DEX on a d20, or fall 2d12 steps, taking half a point of damage per step, rounding down).

**16. Fire Giant Quarters:**

The stairs on the north side of the room (ie: those that enter by cell v) descend from room 15, 125' above. The ceiling is slightly domed; the walls are 20' high and the ceiling reaches 25' high in the centre. The walls and the ceiling are natural stone, unfaced, but the floor is paved with 1' square, 3" deep slabs, made of the same stone as the walls. The cells around the edge of the room are 10' high; the stairs in the west part of the room rise to the roof level of the cells, at an inclination of 1:2. The areas of the cell roofs and stairs that have collapsed (as marked) are safe to within a foot or two of the edge.

Some of the cells still have their doors (as marked by dotted lines); these doors are made from 1" iron bars, spaced at 4" apart (these bars are vertical with a supporting frame of horizontal bars at 12" apart). All these doors have intact locks, but the giants only have the keys for cells d, v, w and x (plus 5 others for doors that are now missing); unless they have a prisoner in one of these cells, the giants leave these doors unlocked.

In the centre of the room there is a 10' wide, shallow dish-shaped depression in the floor (about 18" deep at the centre) made from a single piece of incredibly hard white stone (effectively this cannot be destroyed by anything less than disintegrate etc., and even then it counts as 95% magic resistant). During the hours of sunlight, the dish is filled by fire, the flames, at full strength, rising to a height of 15'; this fire automatically extinguishes itself at sunset, and ignites at dawn. The flames in this dish are extremely hot, but do not heat up the room as would be expected (it is still fairly hot by human standards; the fire giants find it only slightly chilly); at this strength the flames will do 12d12 damage to anyone who falls or is thrown into them etc. The flames are so fierce that a resist fire or equivalent will have no effect against them; a potion or ring of fire resistance or similar will allow a saving throw against breath weapon for half damage if successful, but will otherwise be non-effective.

The strength of the fire is dependent upon the brightness of the sun falling on the tower. In clear weather the fire burns as

above at 12d12 damage, but as the weather becomes stormier and cloudier the fire will become weaker and smaller, doing less damage. A cloudy day will reduce the flames to 12' high, and they will only do 10d10 damage; if the clouds are darker storm clouds, the fire shrinks to 8' high and does 8d8 damage; if it is a foggy day, or a storm is actually in progress, the flames are 4' high and do 6d6 damage; and if it is a raging storm (gale force winds, light equivalent to twilight, rain and sleet etc.) the fire shrinks to a mere 6" above floor level, and only does 4d4 damage. (Individual DMs will have to employ their usual methods for determining the weather, bearing in mind the information given in "The Environs" section of the "General Description"; useful guidelines on weather conditions would be too extensive for inclusion here). Spells such as **control weather** will alter the fire strength, but something like **darkness** would only work assuming that the whole tower could be completely surrounded by a series of such spells - this would act upon the fire as if it was night, ie: the fire would extinguish itself (note that Otkin would obviously be employed to dispel such an attempt, or part thereof, to let the sunlight strike at least a small area of the tower).

This room was previously the gaol for the tower, and the various implements necessary to help the guests remember all the details of their confessions still litter the floor. The giants still employ some of these to the ends for which they were designed, but most of the more subtle ones have been converted into items of furniture, or left on display for their aesthetic appeal (if players wish for details on individual items, use the 'Torture Chamber Furnishings' table in Appendix I, D.M.G. 218).

Although the giants each have their own cell in which to sleep and store personal items, they spend most of their waking hours in the main area of the room (unless, of course, they are out of the tower). They are not known for indulging in any great amount of constructive activity, assuming there are no snacks to play with, but sit around chatting, gambling and consuming large quantities of orc brew (many barrels of which stand around the room, containing varying amounts, mostly flat). There are several hundred coins spread around the floor, which the giants use when gambling (487 cp, 238 sp, 17 ep and 2 gp to be exact); as this is a communal treasure, they merely grab a handful when a game begins, fetching more as necessary. They have a couple of sets of large dice for these games, carved out of bone, that they keep in an iron boot (ie: the piece of torture equipment so named), one of their favourite toys.

This is where the bugbears do most of their work; they cook and clean for the giants (eating the scraps that are left after the giants have had their fill), and the utensils for these occupations are scattered around the room (although the giants are not particularly keen on tidiness, they sacrifice the lived-in atmosphere they prefer in order to persecute the bugbears - the latter have such an antipathy to cleaning that the giants positively relish watching them mop up the accidentally spilt beer, and polishing the armour to a mirror-like finish).

The various cells are occupied as follows:

A: 'Fang', the 8 HD hell hound.

B: Belkatz.

C: Yaksi.

D: Snort the Render; there is a large chest at the back of this room, half-full of elf scalps. Snort is inordinately fond of this collection, and is ever-willing to regale any guests with tales of his conquests - he can remember the gory details concerning every acquisition.

F and G: empty.

H: 6 HD hell hound.

I: 2 7 HD hell hounds (hp 32 and 41).

J Hog; there is a collection of weapons around the walls of this and the next cell: almost every usual weapon is represented at least once, and there are many fascinating variations and custom designs. These are worth about 750 gp and maybe as much as 250 gp in addition if collectors can be found for the odder weapons (at least a large town needed for such a sale); remember these will add up to a large total encumbrance.

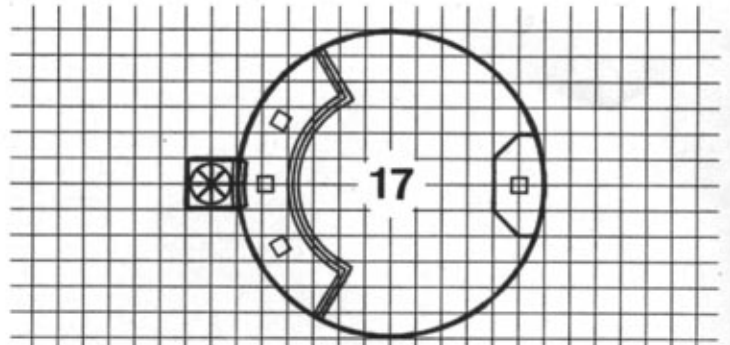
K: Hog's smithy equipment, and the remains of the weapons collection. There are many giant-scale blacksmith items (eg: huge anvil, hammers, pliers etc.) and a selection of old lumps of metal (eg armour, iron-barred cell doors etc.) awaiting melting and re-use.

L: Metz and Detsi (the young female).

M: Harid; there is a large stock of herbs and spices stored in Harid's immense personal cooking pot.

N: the well; this is a 5' wide well with a wooden cover, that descends 130' to an underground stream. The giants, being creatures of unsavoury habits, also use this as their toilet, unwittingly providing a growing colony of blind cave fish with sustenance. On the north side of the shaft, 20' down, hidden in a crevice, is a bone scroll case (20% of normal FRT chances); in this is a scroll of 2 spells: **cone of cold** and **glassteel** (the giants hung Otkin on a piece of rope and told him to stay down there until he had found somewhere to hide this pernicious item; he will use this knowledge if he has to bargain with PCs). There are 2 buckets by the well, each on a 200' long piece of rope, the other end of which is tied to a ring in the wall.

O: empty.



P: Kaksi, the youngest male juvenile.

Q: stacked against the wall at the back are the various missile weapons that the giants have stored to use in defence of the tower. There are 17 javelins, 5 spears, 12 darts, 2 hand axes, 3 light crossbows with 78 quarrels in a sack, and 1 heavy crossbow with a case of 15 quarrels. There is also a long composite bow with 16 arrows but there is unfortunately no bowstring.

R-U: these rooms are entered through 3' square trapdoors in the middle of their roofs; all but T. have large bars holding them locked.

R: 2 orc skeletons and a mouldering hobgoblin; the giants threw these in here after tax inspections and promptly forgot about them.

S: the giants' treasure: there are several thousand coins spread about the floor and in sacks or small, unlocked chests. These total as follows: 874 cp, 1838 sp, 1058 ep and 846 gp. In addition there are 3 turquoises and a banded agate (each worth 10 gp), a bloodstone (worth 50 gp), a sardonyx (worth 75 gp), a chrysoberyl (worth 125 gp), a large star rose quartz (worth 210 gp), a silver pendant with a coral set in it (worth 10 + 125 = 135 gp), a decorated gold coronet (worth 320 gp) and an intricately engraved platinum necklace (worth 1,000 gp).

T: Otkin; Otkin never throws anything away, and his cell is full of old and tatty odds and ends of no conceivable use. There is a crude wooden ladder from the floor to the trapdoor; hidden under the paving stone on which this stands, in a 6" diameter, 1' deep hole, is a large purse, and a leather flask. The purse contains 30 ep, 23 gp and 3 pp the flask contains a potion of **water breathing**. Should he feel it necessary, Otkin will quaff one of the 2 doses of this potion and hide under the water in the well (ie: he will hide down the well until someone begins to search it, then take the potion and submerge he thinks that, at a push, he could climb back up the rough shaft even if the rope was removed).

U: empty.

V: Mox, the 40 hp young male.

W: empty.

X: Guz.

Y: Slaan the 37 hp young male.

Z: the 23 hp, 7 HD hell hound.

All the giant cells have a reasonable amount of domestic items (eg: beds, clothing etc); for such details in these rooms use the relevant sections of Appendix I (D.M.G. 217-219).

The walled section in the east part of the room contains the platform and the judgement throne (see below for details, room 17). Although the giants do not really understand this platform, they have observed its effects and may use it to dispose of any less tasty prisoners (eg: orcs, hobgoblins, humans etc.). They are strong enough to hold the doors open (see 17), and will watch the prisoners descending, and listen for their cries of alarm and agony from below, regarding this as an excellent diversion.

#### 17. Judgement Chamber:

The walls of the room are 15' high; the ceiling is domed and rises to 20' in the middle. The floor, walls and ceiling are plastered over with a fine white substance (made of powdered human bones); the walls are panelled, with 6" wide strips of the original rock protruding through the plaster at 3' intervals. At the west end of the room is a dais, raised to a height of 3' (2 steps, each 1' wide and 18"). On this are 3 old stone thrones (as marked).

Seated on the chairs are 3 skeletal figures, heavily robed and cowed in faded red garments. These each hold something in their lap: the centre figure holds an 18" long, 6" diameter iron sceptre; the north figure holds a quill in his right hand (the quill is a cockatrice feather) and a piece of parchment in his left; the south figure holds an hour glass containing a fine red sand (this glass actually measures 1 hour).

Behind the central throne are secret double doors concealing a 10' square room, 10' high, from the middle of which rises a spiral staircase (see room 7). From the inside these doors are obvious, and each has a handle that opens it; from the outside these are very difficult to find (a 1 in 12 chance, or 1 in 6 for elves), and even when found there is apparently no operating mechanism. The door is **wizard locked** and may only be opened by STR 18:91+ or **knock** etc. (treat as 12th level caster for **dispel magic**).

At the south end of the room, there is an irregular hole (see below) approximately 10' x 20' (as marked); this descends 50' to the walled area in the fire giants' room (floor level to floor level), and then a further 75' to room 18 (again to floor level). Behind this section are the stairs leading from room 15 to 16; there is 3' of wall between this room and the stairs.

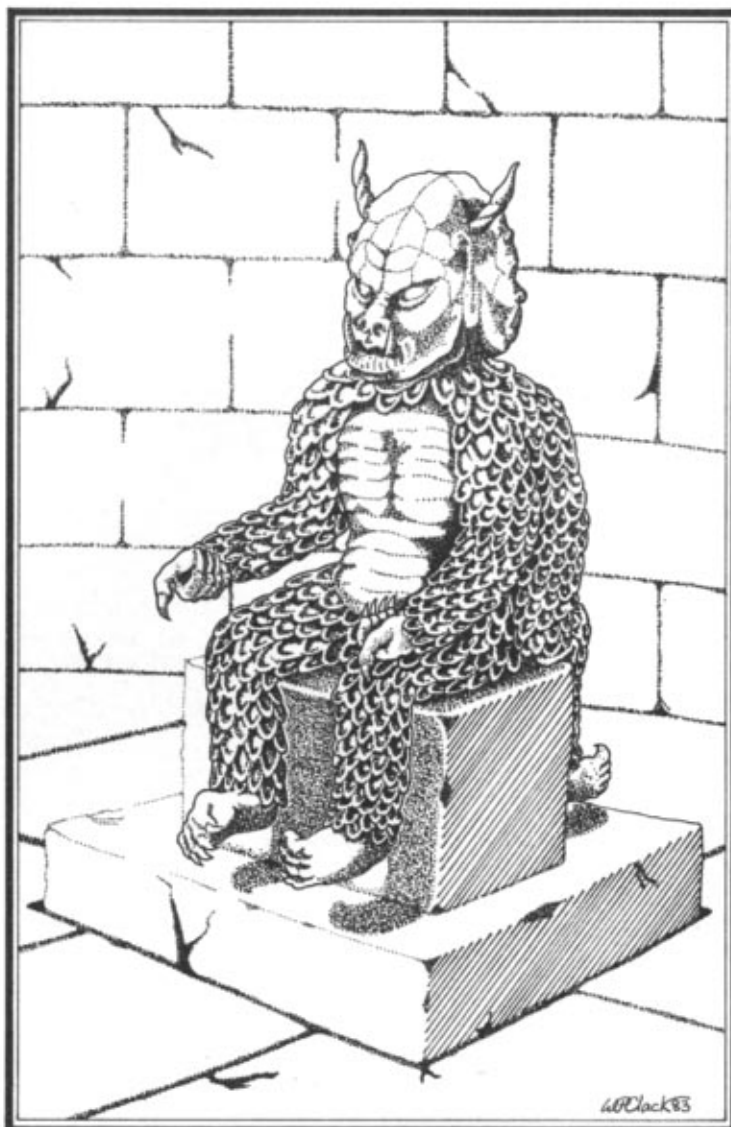
This room was originally the judgement chamber of the tower, the 3 judges would hear the cases presented to them and pronounce sentence. The strength of the many enchantments surrounding these creatures and their duties have caused them to return to their thrones after death, and continue to judge those brought before them. For simplicity, the process involved in judging is described in this section, although it concerns both room 16 and room 18.

The irregular area (as marked on rooms 16, 17 and 18) is a platform made of the same white stone as the dish in room 16 but faced with 3" thick stone slabs to look much like the surrounding floor. The platform as a whole is 5' thick, and when it positions itself on any level it will stop with 1' above the floor level. There is no visible mechanism for the movement of this platform, and this movement will not be impeded by anything less than a similar amount of a like material (eg: something like a **Bigby's** spell will be ineffective, but a large wall of stone in the form of a block would stop the platform reaching the floor of room 18). On the platform is a stange throne in the form of a large, vaguely humanoid, scaled creature, backed by a similar creature facing the other way (ie: the throne faces west and east and is symmetrical through a vertical, north-south plane). This ugly 'creature' is positioned so that anyone sitting in the throne will have his legs along its legs, resting his feet on the large claws at the base, and his arms along its arms, which end in similar claws (this assumes a normal sitting posture). The creature sits on a 3' high stone block (the white stone as above).

The normal position of the platform is in room 16. The large iron doors in the walled area will open easily, although they are obviously very heavy. If anyone sits on either side of the throne, the claws will close around the ankles and wrists of the victim, securing him fast (this will only happen if the victim assumes a suitable posture); note that the throne cannot distinguish between living and dead bodies. The chance of avoiding these claws is 1% per DEX; each claw must be thrown for separately. The grasp of this creature is immensely strong and only giant strength or greater will be able to free itself (give a 20% chance per STR above 18; at DM's option, allow PCs 10% of their Bend Bars chance, rounding down - both these chances are rolled for each individual limb, and only if all four are successful will the PC have escaped). If 2 victims seat themselves simultaneously, both will be grasped, the creature pausing slightly before acting in order to capture both, if necessary, anyone else within the walled area will be magically hurled out into the main room (2d6 falling damage; roll under DEX on a d20 for half damage) - PCs behind the throne will be hurled over the top (3d6 damage, save as above). At this point the doors will close rapidly and lock. If an attempt is made to hold the doors open, add the highest STR to half the total of the lower STRs; a result of 21 or over will indicate success, anything less will mean that the doors have closed (and the PCs attempting the restraint will be pushed out of the platform area by the force mentioned above, this time taking no damage). The platform will now rise to room 17 (in 1 segment), and the throne will swivel so that the prisoner faces the judges (if both sides of the throne are occupied, the prisoners will be judged in turn, the one currently facing west being the first judged).

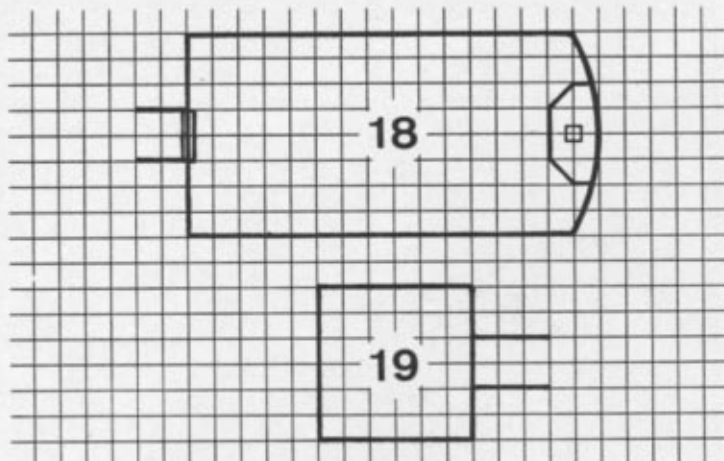
If at any point in the proceedings another PC attempts to move onto the platform, or otherwise approaches to within 10' (eg: flying etc.; this does not apply when the platform is in room 16 when the repelling force is operative - this force becomes non-operative when the platform passes above ceiling level), the creature will spread-eagle the prisoner before it. If the approaching PC does not retreat immediately, the creature will begin to move its limbs apart, tearing the prisoner into 4 pieces (its limbs are fairly long, and anything of less than 8' tall will be ripped apart before the creature is at full stretch). The first round of such action, the grasped PC will suffer d6 damage per limb held; in the second and subsequent rounds the damage increases to d10 per limb per round. This attack ceases as soon as the approaching PC leaves the platform (or otherwise moves to further than 10' away). N.B: the creature will always count as grasping 2 limbs, even if only 1 was originally grasped, as it will be able to hold onto the torso of the victim, and merely wrench him in two. If the creature is attacked, it counts as AC-2, HD 10, hp 60, SD +1+ weapons to hit, unaffected by **sleep**, **charm**, **hold** or mind-affecting spells, or cold and fire-based attacks. At hp 30 it will release 1 limb, if it held 4; at hp 15 it will release a 2nd (or the 1st if it only held 3); and at hp 0 the victim will be released. Before they 'attack', they will be effectively invulnerable; treat as the guardians above, room 9).

Once the prisoner has reached room 17, the judging will begin. The north judge will state the PCs name and the charge, writing this on the parchment he holds; the DM should pick some crime from the PC's past, and, in the case of particularly evil PCs, a long list of these might be rehearsed. The south judge,



lifting the hourglass slowly and staring blankly across the room, will then state that the PC has 1 hour to plead his case, and will turn the hourglass. After the PC has uttered a few words (or after a few segments of stunned silence), the south judge will claim that his time has run out, irregardless of the short time that has actually elapsed. The central judge will now pronounce sentence upon the PC; raising his sceptre, he will find the PC 'guilty' and sentence him to death. This is the only sentence that the judges now give and bears no relation to the crimes that are theoretically being punished. The DM should attempt to pace the trial so as to make the PC feel as conned as possible by the perverted course this justice takes (it is, of course, equally possible that the sentence will be entirely deserved). As soon as the sentence is pronounced, the parchment disappears (it is soon replaced by another) and the platform descends rapidly (in 3 segments) to room 18 (see below).

If the judges are attacked during the trial, they will offer no defence; any blow directed at them will hit, and will scatter their bones about the dais. However, remaining in the thrones there will be dark and shadowy outlines of the figures, and these will continue the judgement as above. These spectral creatures (in fact a form of lich-type being) exist mainly on the negative material plane, and it was energy from that plane that held the skeletons in place. Only attacks that can in some manner penetrate into this plane will affect these creatures (DMs will have to determine whether such capabilities are available to the PCs; on the whole, it is very unlikely); if such an attack form is possible, treat them as follows: AC 0, HD 12, SD unaffected by the same spells as lichs (M.M. 61); their hp are 49, 78 and 63 (from north to south). These creatures have no attack, per se, but if they are touched (in either skeletal or spectral form) they will cause d8 damage and a saving throw vs. paralysis must be made at +2, or the PC will be paralyzed for 2d4 days (these creatures do not move, except as noted above, and PCs must touch them rather than vice versa). If all 3 of these creatures are killed before the sentence is pronounced, the judgement will not take place, and the throne-creature will release the prisoner; if 1 or 2 are left alive, they will continue, assuming the dead one's role - if there are 2 prisoners, and 1 has been judged, only the 2nd is released, the 1st suffers the normal consequences.



The process given above relates to the action during daylight, on a day when the fire is at full strength (see above); in other conditions there will be variations, as follows:

at night: neither the judgement throne, nor the platform, will be operative, and the judges will therefore merely be sitting inanimate.

during the day, at less than full strength: the tearing action of the judgement throne creature will do -1 damage for each step that the fire is weaker than full. The platform will take twice as long to move for each step weaker (eg: at 10d10, takes twice as long; at 8d8, 4 times etc.).

The judges may only carry out half as many judgements as the fire does dice of damage (eg: at 12d12, 6 judgements; at 4d4, 2 judgements), between sunrise and sunset.

N.B: the judges will not differentiate between a dead and an alive prisoner, should he have been previously torn apart (or if he was dead when placed on the throne).

#### 18. Execution Chamber:

The room is 25' high, and is not faced on any of its surfaces, although it is very smooth and regular. The area into which the platform descends is 4' lower than the rest of the floor level. In the middle of the west wall, there is a 10' wide, 15' high, relief carving, again made of the same strange white stone as the dish in 16; the centre-piece of this is a 12' tall reptilian creature that is apparently standing on 2 tentacles, and has 4 arms, each ending in an ornate cleaver. Around this creature are carvings of flames, and various strange rune-like marks (although a **comprehend languages** or similar spell will make no sense of these markings).

When the platform descends from room 17, the throne-creature will release its prisoner, flinging him into the room (should there be 2 prisoners, the one judged second will be flung in first, then the throne will rotate and the other will be flung in; this will happen too quickly for the first to have recovered before the second joins him), inflicting d4 falling damage. Then the platform will rapidly rise to room 16 once more (taking 2 segments, the time lengthening as noted above, dependent on the fire strength; the doors in 16 will unlock when the platform reaches this level).

In the centre of the room, lying on the floor, is the piece of parchment from the judgement chamber. As the platform disappears through the roof, the creature in the carving will suddenly appear in the centre of the room, leaving a large hole in the wall (see below). This demon will not animate if the fire in room 16 has been permanently extinguished. It will proceed to attack anyone in the room, not ceasing until either it or all the other creatures are dead. The statistics for this creature are as follows:

AC -2, MV 15", HD 14, hp 101, ATT 4, D 2d6, to hit AC0 8, SA (see below), SD +2+ weapons to hit (and see below), SZ L, EXP 6,800 + 18.

The demon is immune to all fire-based attacks, and to all **charm**, **hold** and **mind-affecting** spells, to **protection from evil** and similar spells, and to all petrification, paralyzation, poison and death magic (and any related magic). It can see invisible, out of phase, astral and ethereal objects and creatures, and exists (and can therefore attack and be attacked) in all these planes simultaneously (only when animated). It flies rather than walks, using its tentacles for balance not motive power. In addition to the 2d6 damage that this creature does with its cleaver-like limbs, each of these weapons will have tongues of flame licking up and down it, doing d4 fire damage to any creature struck. This creature may also immolate; the chances for this are related to the fire strength (see 16), the demon needing to throw a number equal to or less than the dice of damage done by the fire, on a d20. Such an immolation will engulf the demon in flickering and shifting flames which will conceal its true position, giving it AC-4. The sword-like limbs now shoot forth long spikes of fire, and the fire damage that these inflict is thrown on the same type

of dice as that of the fire in 16 (ie: at 4d4 strength, there is no difference). This immolation will last for as many rounds as the dice-type used and will then die out; if the combat is still in progress the chances for re-immolation are the same as above (it only immolates once per day for every 2 dice of fire strength).

N.B: during the hours of darkness the demon will not animate (no-one will be sent down, anyway).

If the creature is killed, the platform rapidly descends (movement as above). Should any PC be in the sunken area where the platform enters, when the platform descends, he will have to roll under his movement rate on a d20 or he will be crushed (resulting in instant death). This roll will be at -1 per 1' from the nearest edge, and +10 per segment that he has to move (roll surprise on a d6, a 1 being 2 segments of surprise, and a 2 being 1; the time taken for the platform to descend is given above).

Behind the carving is a 10' wide, 15' high passage, 25' long, that slopes down at an inclination of 3:2, entering into room 19. This passage and the room behind it can only be entered if the fire-demon is destroyed while animate; at other times the passage will not be in the prime material plane, and can only be entered on its own plane (ie: when the creature leaves the carving, the room moves onto the PMP, and provided he is killed while out of the carving, the room will remain on the PMP; the chances of the PCs locating the relevant plane, let alone finding the room within that plane, are effectively nil - only many years of research would give a reasonable chance of such location).

#### 19. Treasure Room:

This room is 45' high. As noted above, the room and passage are not usually present on the PMP. The passage from 18 enters the east side of the room at 30' up the wall. Under the entrance there is a pile of varied skeletons, arms and armour etc. These are placed here by the fire-demon, with their equipment (the parchment is burnt), when he has killed them. Any PC falling down this passage (unless roped etc., a PC must roll under his DEX on a d20, at -5, or fall down this slope) will take 2d6 falling damage, plus an amount equal to his AC from the items at the bottom.

The room is very hot, and PCs in here will suffer 1 point of heat damage per round they stay in this room ( **resist fire** etc. will negate this damage).

The room will begin to fade out of existence on the PMP 1 hour after the death of the fire-demon. 6 turns after the creature's death, the room will begin to shudder noticeably; this will continue for 3 turns getting to the stage where no-one in the room can stand. Suddenly this will stop, and 1 round later the room will shift back to its own plane, taking with it any creatures in there at the time (who will die through lack of oxygen, starvation or maybe even old age, depending on the resources available to them - unless, of course, these include plane travel).

The skeletons range from goblins to giants; almost all of the arms and armour is old, and all is useless - its previous quality ranges from poorly-made goblin scimitars to carefully crafted elven swords (though, as said, this is now all of equally negligible value). Amongst this junk are various valuable items, as follows: 156 cp, 337 sp, 224 ep, 915 gp, an eye agate and an onyx (each worth 20 gp), a citrine (worth 40 gp), 2 zircons (worth 55 and 80 gp), a red spinel (worth 70 gp), an amber (worth 115 gp), an engraved silver flask (worth 25 gp, see below), a small golden antelope (worth 70 gp), a platinum ring with a star engraved into it (worth 75 gp), a silver armband with 3 jaspers set into it (worth 8, + 3 x 30 = 98 gp), a pair of silver bracers each set with a jet (worth 50, + 2 x 150 = 350 gp, see below), a pair of exquisitely crafted gold earrings (each worth 100 gp), a gold lion with coral eyes (worth 100, + 2 x 150 = 400 gp, see below), a platinum ring set with a black pearl (worth 50 + 500 = 550 gp, see below) and a fine platinum belt entwined with 20 large blue quartz (worth 450, + 20 x 25 = 950 gp).

The silver flask contains a rather suspect looking brown liquid; if drunk, this reveals itself as a potion of **polymorph self**. The silver bracers are, in fact, **bracers of defence**, AC6. The gold lion is the only remaining one of a pair of **figurines of wondrous power: golden lions**. The platinum ring with the pearl in it allows an AC bonus of +2 against all missiles (including magic arrows, but not spells such as **magic missile** etc.). None of these properties will be immediately apparent and the appropriate actions must be taken before they become so (eg: drinking the potion, **identify**, **detect magic** etc.).

There is a 10% chance per person per round of searching for finding any of these items; roll randomly for which item is found (treating the magic items merely as further jewelry when describing it to the players), grouping the coins into 5d10 amounts comprising proportional quantities of each type.

N.B: once the fire-demon has been killed the fire in room 16 will begin to die very slowly. For each 10 years after the creature's death, the fire will decrease in maximum strength by 1 die (and proportionally so at the lesser strengths); hence, the fire will be permanently extinguished after 120 years, though this is hardly likely to effect the PCs presently concerned (it may be of interest when playing the tower in a long-running campaign, whether the Zhalindor campaign or any other).

## KEY TO WILDERNESS

The first hex you enter contains the town of Sanbarhadrin (hex 100, see below). You enter from the road on the south side. Do not forget to deduct 17 gp for your travelling expenses up to this point. We recommend recording the reference number of each hex on your map, so that you can return to towns later on and find the appropriate description without having to read through all those in between.

The first time that any character who has a crystal key **actually on his person** is attacked by missile fire or a thrown weapon attack, go to 325.

Good luck with your quest!

**100: MAP F.** The town of Sanbarhadrin. A large trading centre where pelts and livestock from the north are traded for finer goods from the south.

People in the tavern are talkative, but seem to know little of use. Zamhardrar was well known around here, but nobody can direct you to his tomb. A party led by a scar-faced man passed through here a week ago, they asked similar questions to yours. N: the Great North Road leads through several villages (the 1st a few days travel away) to North-Hold, a military town on the outskirts of the Badlands. NE: minor village (Kalhar) a few days journey away, rumoured to have a prehistoric temple nearby. NW: a couple of days to a village of little interest (Kalhrim).

N 133, NE 220, NW 122.

**101: MAP X.** Two gargoyles swoop down and attack your party (hp: 22, 24). They both attack the same character, and if during any round they both score hits with both claws they will have seized the unfortunate victim, and will attempt to fly off with him. They fly off at 15" a round, simultaneously ascending at 60' a round. Any missile hit will cause them to release their hold, but don't forget to calculate the damage caused by the fall! If they successfully escape with their victim he will never be seen again. They will also fly off if either of them is reduced to less than half their original hp; in either case they will return to an inaccessible mountain lair to the SW.

N 320, S 210.

**102: MAP T.** Nothing of note. N 302, S 222.

**103: MAP U.** Encounter occurs (use table). NE 201, SW 222.

**105:** He begs to be spared, offering information in exchange for his life. Kill him (return to 131), or accept the offer (311).

**110: MAP T.** Nothing of note. N 300, S 202.

**112: MAP Y.** Nothing of note. NW 203, S 233.

**113:** The Sage tells you that Zamhardrar's tomb lies a little to the south of Sanbarhadrin, a town originally named after him. Return to 302.

**120: MAP O.** This hex contains more marshy bog than forest; if an encounter occurs on land use the river table instead. The track fords the river at two points, those travelling by river may change to the track, those on the track may build a raft and change to the river. N 211, NE 221, S 132, SW 131.

**121:** The occupants of this village know nothing of any possible use, return SE to 211 (2 days travel).

**122: MAP M.** The sleepy little village of Kalhrim

To the north the road leads to the village of Kamhar (a few days travel). Traders from Kamhar usually stop here on their way to Sanbarhadrin (a couple of days to the SE), but there have been none for a month now. Some of the villagers are concerned about their relatives in Kamhar, as it is rumoured that something terrible has happened in the north.

N 221, SE 100.

**123: MAP Z.** A band of orcs live by the riverside here and fire at passing boats. If travelling upstream it will take 8 rounds to pass them, if downstream only 4. You will suffer 6 shortbow attacks per round. The first 1/4 of the rounds it takes to pass the attacks will be at long range, the next 1/2 at medium, the final 1/4 again at long. The first round you will be surprised, and subject to attack as normal; you may then either hide or fire back (see "River Combat"). Note that your return fire will be at an additional -4 due to the concealment offered to the orcs by trees etc. If you land to fight the orcs you will suffer 1 round at long range, 2 at medium, 1 at short, then go to 313. Assume

that any orc hit by missile fire is dead and will not fire back in later rounds, but note that the surviving orcs will be here (and fire at you) every time you enter this hex. N 213, S 312.

**130: MAP A.** Village of Hadra, a trading post on the Great North Road.

It is rumoured that a party of adventurers found some caverns NE of the village of Khard, 2 days travel to the NE. Villagers from Kamhar (a few days travel to the SW) now come here on their way to Sanbarhadrin (3 days travel S) after several parties mysteriously vanished on their normal route.

NE 233, S 230, SW 321.

**131: MAP G.** The track runs past a wooden hut, the headquarters of a company of brigands (as per encounter table), and they rush out to attack you. If at any time during the conflict there is only 1 left alive go to 105. If you kill them and wish to search the hut go to 205.

NE 120, S 223.

**132: MAP V.** Nothing of note. N 120, SW 223.

**133: MAP T.** Nothing of note. N 230, S 100.

**200: MAP C.** You are faced by a waterfall descending from N to S. There is no way to paddle up it and the banks are too rocky to land; you are on the wrong track!! Return SE to 300.

**201: MAP Q.** The track leads up to the mouth of a cavern!! Light your torches and enter (read the "Dungeon Instructions", and then go to room 983 in the "Dungeon Key").

**202: MAP T.** Nothing of note. N 110, S 302.

**203: MAP N.** The river winds through a swampy part, and coming round a bend, you see a large number of primitive huts. Too late you realise that it is a **huge** lizard man colony and they have already seen you!

**IF YOU ENTERED THIS HEX ON FOOT:** you are suddenly surprised by a **very large** number of lizard men, there is no avenue of escape and you disappear beneath a mound of bodies before you have time to cast any spells. You are ceremoniously roasted and eaten soon afterwards; SORRY!

**IF YOU ENTERED BY RIVER GOING UPSTREAM:** you realize that the lizard men can swim faster than you can row/paddle upstream, and this is a **very large** colony. There is nothing to do but turn around and make a break for it downstream. 4 lizard men will throw javelins at you while you turn (long range at the lightest armoured), then go to DOWNSTREAM below.

**IF YOU ARE GOING DOWNSTREAM:** 2 lizard men throw javelins (long range at lightest armoured), then you are past the colony. 3 war canoes give chase! Each contains 4 unarmed rowers and 2 warriors armed with javelins, stone axes and shields. The canoes rapidly draw near (you may have 1 round of medium range missile fire). If you have 2 or less missile weapons they now stay at javelin medium range (out of range of weapons hurled by you except javelins) and throw their javelins at missile-users (or the lightest armoured in the absence of missile-users). When their supply of javelins is exhausted (there are 6 javelins per canoe), or if you have 3 or more missile-users, they draw alongside and the warriors jump aboard, brandishing their stone axes (treat as morning stars). When the warriors have engaged you, all but one of the remaining lizard men in each canoe will swim across to join the fray (takes 2 rounds). Lizard men throw javelins and fight from boats at only -1, since they are well practised in this respect. If you killed two warriors from the same canoe **during the missile fight** go to 215; if you killed 2 rowers from the same canoe **during the missile fight** go to 315. After the conflict your survivors head SE to 112 (there are plenty more lizard men where these came from, add an extra canoe on each subsequent visit to this hex).

**205:** The hut contains (amongst assorted rubbish and debris) 14 gp, 64 sp, 312 cp and a gem worth 10 gp (there is nothing of value on the bodies). There is also a map showing the track N to a village marked as "Kamhar", from which a road runs NE through two other villages (unmarked) to a set of caverns marked "...Z's Tomb???"

**210: MAP D.** Village of Kalhar, very sleepy with little going on.

Track N goes to the village of Khard, but this trading route has now been abandoned as it requires a weeks' journey through a perilous forest. Road SW where the Kalhar villagers do their trading. Track SE is rumoured to go to an ancient temple consisting of a stone circle allegedly older than Zamhardrar himself. Nobody has been that way for a very long time.

N 101, SE 303, SW 220.

**211: MAP E.** The village of Kamhar, rather small and backward.

NW lies a village so small and backward (you are told), that it has to be seen to be believed. The Kamhar villagers can't even remember its name, but its extreme insignificance is the theme behind many exceptionally tedious tavern jokes that the Kamhar villagers insist on repeating. NE a few days away is the village of Hadra. Kamhar villagers now go through Hadra on their way to Sanbarhadrin (a longer journey), following the disappearance of several parties on the normal route (SE to the village of Kalhrim, a few days away). The track S leads to an old shepherd's hut, but nobody goes that way as it is believed to have been occupied by brigands for a year or more.

NE 321, NW 310, S 120, SE 221.

**212:** You cads!! Any clerics of a good alignment in your party lose all spellcasting abilities for the remainder of this adventure. Return to 131.

**213: MAP Y.** Nothing of note. NW 300, S 123.

**215:** In the event of both their warriors being killed, the rowers of any canoe will not swim to attack until they have seen rowers from another canoe doing so. Return to 203.

**220: MAP W.** Nothing of note. NE 210, SW 100.

**221: MAP R.** A Great Water Troll has laired in this hex and preys on passing traffic.

IF YOU ENTERED BY ROAD: He is standing across the bridge, and refuses to let you pass unless you pay the "Troll-Toll". The amount he requires is one crystal key or two magical items or one magical item + 100 gp. If you offer him a crystal key go to 314; if you offer him 2 magical items, or 1 magical item + 100 gp go to 305; if you offer him 1 magical item or 100 gp or another sum of money go to 317. If you do not wish to take any of these options you must either fight the Troll (go to 225), or return the way you came.

IF YOU ENTERED BY RIVER: the Troll leapt unseen from the bridge and landed on your boat (automatically surprising you); a raft will fall apart on a roll of 6 (D6). He then attacks any character possessing a crystal key or, failing this, the character with the most magic items. He will continue attacking this character until he kills the character (in which case he jumps into the water with the body and disappears), or until he has knocked the character into the water (in which case he jumps in as well to drag the character under and drown him, no saving throw). In either case the Troll will swim off under water to devour the body at his leisure and add the magic item(s) to his collection (the other characters may continue on their way unmolested). Go to 225 for details of how to handle the combat with the Troll.

The river to the NE is narrower and faster flowing, so it is not possible to travel upstream.

NE IMPASSABLE, NW 211, S 122, SW 120.

**222: MAP B.** The village of Khard, seems to be principally a travellers' resting place on the road northwards.

Boats can be purchased in the small town of Kalhadra (2 days N). NE is an old track now little used. About a year ago a party of adventurers seeking Zamhardrar's Tomb reported finding some caverns there. They stocked up on arms, armour and alcohol and left down the track. They, and those who have followed since, have never returned. S is a track to a small village (over a weeks' journey); this track is no longer used as the woods on the way are so dangerous. SW is the road to Hadra (2 days journey), a village of little interest.

N 102, NE 103, S 320, SW 233.

**223: MAP K.** IF TRAVELLING BY TRACK: the track emerges into a clearing in the woods. In front of you is a cavern entrance (read the "Dungeon Instructions" and then go to the "Dungeon Key", room number 683).

IF TRAVELLING BY RIVER: the river rounds a bend and suddenly plunges into a steep hillside (read the "Dungeon Instructions" and then go to the "Dungeon Key", number 669).

N 131, NE 132.

**225:** The Great Water Troll is a slimy, disgusting, slightly stronger version of a normal troll, but with greater intelligence and cunning, and limited magic use. His statistics are as follows:

AC 3, MV 10"/12", HD 7+7, hp 38, ATT 3, D 5-8/5-8/2-12  
SD regenerates 2 hp/round, SZ L (10'+ TALL).

He is an excellent swimmer, and while he cannot breathe water he can hold his breath for several minutes at a time. He can cast **darkness**, **15' radius** and **invisibility** 3 times a day, and has **detect invisibility** and **detect magic** as innate, permanently functioning abilities. Any claw damage roll of 8 indicates that the

character affected has been knocked into the river (7 or 8 if the fight is on a boat or raft). If the party is travelling by river they will have extreme difficulty in using any fire weapons since everything will be wet. Note that if the Troll is reduced to 16 or less hp he will jump into the water and swim off under water to regenerate in a secret hiding place. If anybody tries to use a missile or thrown weapon attack on the Troll go to 235; if you manage to kill the Troll (ie: 17 or more damage in the last round) go to 324.

**230: MAP H.** A large graceful bridge spans the river here, built in days of past splendour. The river is fast flowing with rocky banks: you may not change direction or change to the road. Those on the road may change to the river, if they feel like diving into a raging torrent and swimming all the way!

N 130, NE RIVER TOO FAST TO TRAVEL UPSTREAM, S 133, SW 221.

**231:** The Sage tells you that Zamhardrar's Tomb lies far to the SW of here, further S even than Sanbarhadrin, a town originally named after him, and is accessible both by land and river. Return to 302.

**232: MAP S.** Nothing of note. NE 302, SW 203.

**233: MAP I.** You meet a party of 2-7 wood elves, they ask you for aid, hailing you from the bridge if you are travelling by river. The leader (most hp) can speak common and explains that they fought some orcs and he was wounded (deduct 3 hp). He asks if you have a cleric who could cure him, or a healing potion, or 200 sp so that he can purchase the herbs he needs to effect a cure. If the party do one of these go to 301. You may fight the elves if you wish (roll them up as normal and deduct 3 hp from the strongest; they will have 2-5 sp each), or you can simply ignore them and leave. Whatever the result of this meeting is, they will **not** be here if you pass through this hex again.

N 112, NE 222, S 322, SW 130.

**235:** The Troll has some form of **protection from missiles** operating about his person. Missile or thrown weapon attacks will have **NO EFFECT WHATSOEVER**.

**300: MAP P.** The town of North-Hold, a fortified town bustling with soldiers and merchants.

People here haven't even heard of Zamhardrar, and appear to be much too busy to be interested. N of here is the Badlands, there are no roads in that direction and people going that way seldom return. Boats are for sale here, same cost and availability as at Kalhadra (302). People suggest that you have come the wrong way and should head back by road or by river to Kalhadra. River NW goes "nowhere of any use", SE goes to Kalhadra, but is little used lately due to orcs. Road S goes to Kalhadra (3 days).

NW 200, S 110, SE 213.

**301:** The elves thank you for your assistance; they also tell you that the local elvish tales often refer to Zamhardrar the "Elf-friend". They do not know the position of the tomb, but in the old stories Zamhardrar's fortress was situated in woodland, and elves visited it by river.

**302: MAP J.** The small fishing and trading town of Kalhadra.

People here vaguely recall hearing of a Zamhardrar, possibly to the S, but they are not sure. They suggest asking the Sage Kalzaphron, who lives in a tower in the town. He has a reputation for answering such matters, and only a couple of days ago a scar-faced man met him here. The stranger showed Kalzaphron something red and shiny, and then the two departed to the Sage's tower. (Opinion here seems to be fairly divided as to Kalzaphron's alleged abilities. Some maintain that he is a true visionary and unerringly speaks the truth. Others maintain that he is an old thief who will sell any old story to a gullible traveller.) If you wish to consult the sage the locals will willingly direct you to his tower; go to 323.

N is the the road to North-Hold, a fortified town 3 days away "right on the edge of the Badlands". NE the river also leads to North-Hold, and was used for carrying goods between the two towns until the recent invasion of the woods through which it passes by orcs. SW the river runs into a forest but nobody goes that way "since the lizard men moved in". The boats at Kalhadra are therefore now only used for fishing in this hex, and they will therefore be sold off very cheaply. Prices are as follows: rafts 15 gp, rowing gigs, canoes or river punts 25 gp, river freight boat 75 gp (if you buy a boat go to 330).

N 202, NE 312, S 102, SW 232.

**303: (NO MAP NEEDED).** The trail peters out. You waste another 1D4 days looking for the ruins (check for encounters, and deduct from supplies) before resigning yourselves to the fact that they are just a legend. Return to 210 (3 days journey).

**305:** The Troll accepts the proffered item(s) and allows you through, but will ask for the same toll on each subsequent occasion that you pass through this hex. If you change your mind you will now have to go to 225 and fight to get your goodies back.

**310: MAP L.** This village is so small and backwards it makes even Kamhar look like the legendary metropolis of LUN-DUN. Nobody even seems to know the name! The only "tavern" is a table on someones' front porch where they sell the obscenely putrid local brew. The locals are only interested in discussing the huge city of Kamhar to the SE where they take their pigs to market once a month. Loosening them up will be expensive, if you wish to spend 2-8 gp go to 121, otherwise go SE to 211.

**311:** He tells you that the track to the S leads to some caverns, but when his party tried to explore them, they were ambushed by orcs. He has seen no other parties for several months. You can now let him go free (return to 131) or run him through anyway (go to 212).

**312: MAP V.** Nothing of note N 123, SW 302.

**313:** When you land the orcs will have already vanished into the forest; however, when you set off again, they will return in time for a parting shot at long range. If you managed to immobilize them by a successful spell (eg: **sleep**, **web** etc., but bear in mind the penalties for casting spells from boats), they will still be on the bank and you can slaughter them (6 orcs yielding 2-7 sp each), otherwise they will remain in this hex and repeat their performance every time you pass through.

**314:** If you offer the Troll an amber key go to 317, if you offer a red or green key go to 305.

**315:** That canoe will no longer be able to keep up with you.

**317:** The Troll accepts the offer, but doesn't let you through. Fight the Troll (go to 225) or go back the way you came.

**320: MAP X.** Nothing of note. N 222, S 101.

**321: MAP W.** Nothing of note. NE 130, SW 211.

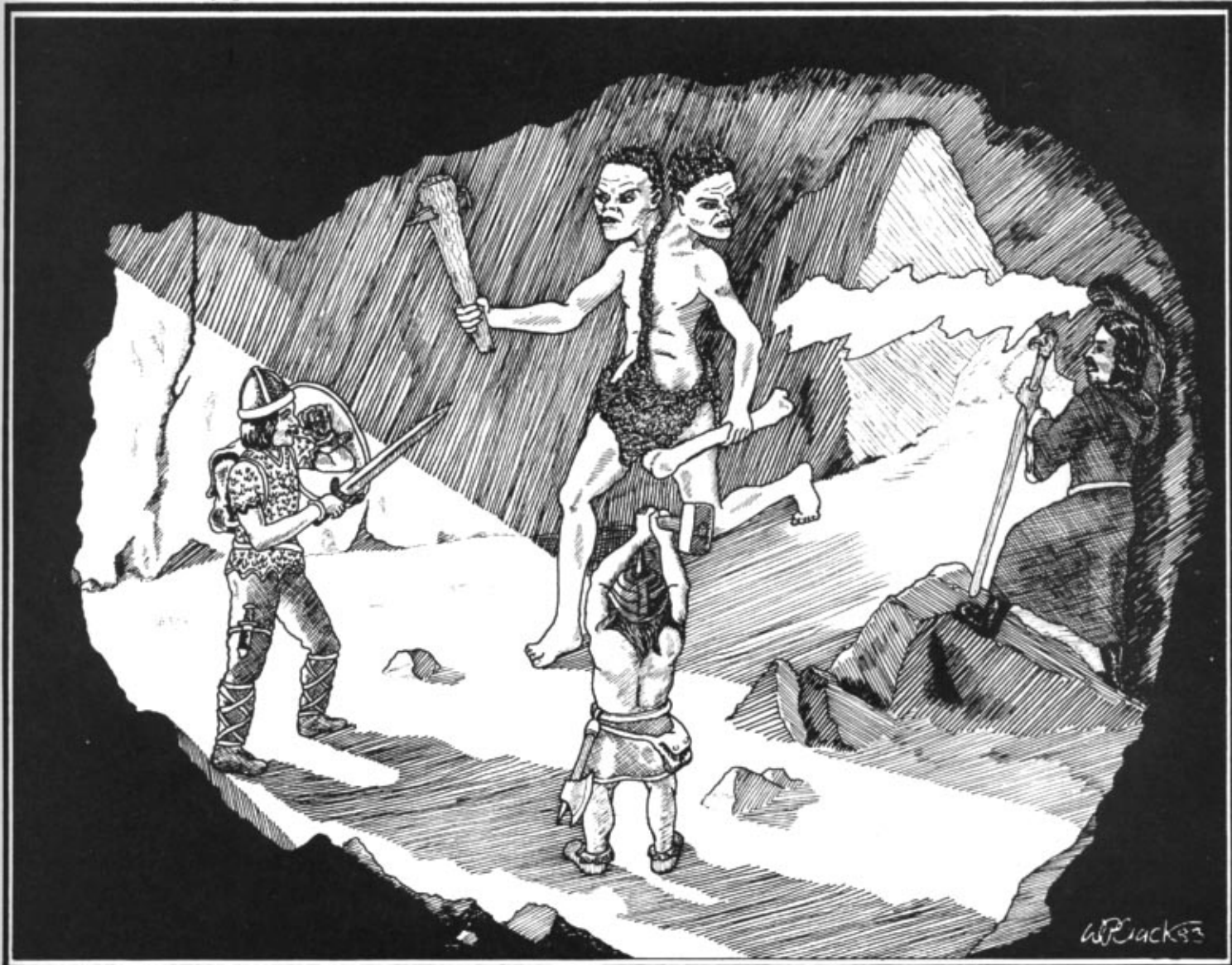
**322: MAP V.** Nothing of note. N 233, SW 230 THE RIVER BECOMING NARROWER AND FASTER.

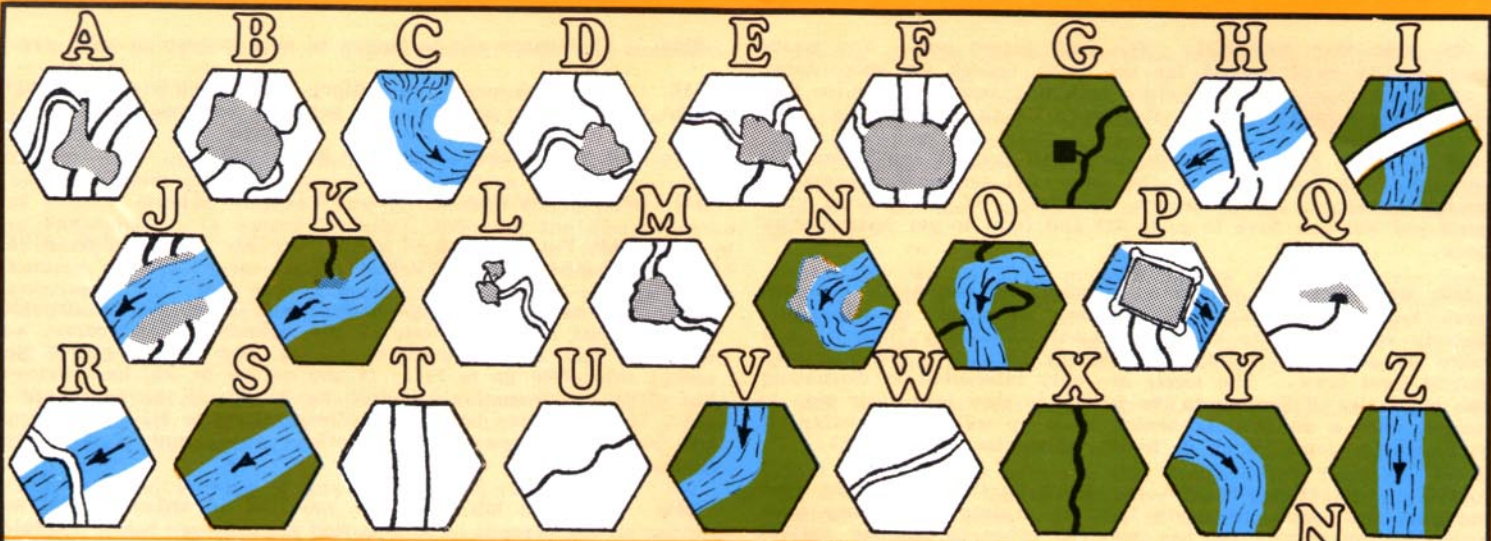
**323:** You find the Sage Kalzaphron's tower with no trouble. He says that he knows some of the legends of Zamhardrar, and can give you rough directions to his tomb for 50 gp; if you accept this offer go to 231. If you refuse he will look annoyed but offer you "something useful" for 25 gp; if you accept go to 113. If you decline both these offers return to 302. Kalzaphron will refuse to answer any questions about any of his other customers.

**324:** If you kill the Troll you find an amber crystal key hidden on his person. You also find his treasure hoard concealed beneath the bridge. Apart from the pile of well-chewed bodies and blood spattered clothing there are: 37 gp, 876 sp, 438 cp, a gem worth 50 gp, 2 matching gold bracelets each worth 25 gp, a silver figurine worth 15 gp, a gold pendant worth 10 gp, a ring of **feather falling** and a potion of **extra-healing**.

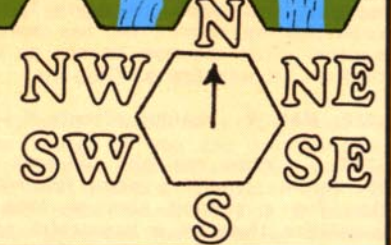
**325:** The crystal key has the property of making its possessor immune to all missile and thrown weapon attacks (ie: they always miss). However this effect is limited to **only** the character actually in **possession** of the key, and it can in no way extend to other members of the party. Any other crystal keys you find during the adventure will also have this effect.

**330:** The man who sells you the boat remarks that only a couple of days ago he sold 2 canoes to a band of mercenaries led by a scar-faced man of "obnoxious and obsequious nature".





== good road      ~~~~~ track  
 == poor road      u → d river.  
 Wilderness Maps & Key.



# THE CRYSTAL KEYS.

u → d stairs      ■ doors etc.      ↖ = 10°  
 Dungeon / Cavern Maps & Key.



## SOLO DUNGEON INSTRUCTIONS

The dungeon section of this adventure is played in much the same way as the wilderness. The description of each room is divided into several parts: the opening part reveals the room's contents and occupants (if any), the central part or parts explain the results of any actions you have taken, and the last part details the exits.

When you enter a room, first locate the relevant drawing on the map page. Draw this with the entrance you have used joined to the correct exit of the previous room. If the room is on a new level (ie: if the last room contained a stairway or similar construction), it is advisable to draw it on a new sheet of paper. Make sure that you have got the right room before drawing it, as several of the numbers may be sufficiently similar so as to cause confusion, and write the room's number on your map for future reference.

Once you have drawn the room, look up the description in the key (again make sure that you have the correct number) and read the first, and ONLY the first, section. This will give you some information upon which to act, varying in its complexity from room to room. Decide EXACTLY what each and every character in your party is going to do (if there are a large number of optional actions, it might be a good idea to make a brief written note of what each individual is doing). Once you have made your decisions consult the next section; this will explain what your actions have achieved (if anything) and may give you further information. The number of these sections will depend upon the complexity of the room, but the last one will always end with 'EXITS'. This indicates that the next section gives the reference number of the rooms that can now be entered, depending upon the exit chosen. You should decide which exit you are going to take BEFORE looking at this section. When you have decided, look at the EXITS section and find the room that you are now entering; locate this on the map page and draw it onto your map, ensuring that you join the exit you have taken to the entrance you are now using.

Each of the sections of a room will be divided by a line space, and you should always stop reading and make your choices when you reach such a space (you could cover the text with a sheet of paper and move it down as you read to avoid accidentally looking at the next section). It should be noted that the options for action are not given in a 'menu'; you should treat the information in much the same manner as you would if you were playing a

normal DM moderated game. This method demands greater attention on your behalf than some simpler methods of solo play, but allows a far wider range of possible actions, and avoids the common problem of offering an obvious reaction along with several that are inane or patently ridiculous.

Some of the room descriptions will contain choices that direct you to other reference numbers; if, and ONLY if, you have made the relevant choice should you look up the number in the text and read the information in that section. The decisions and reactions concerning such sections should be treated in the normal manner, as those above. These sections will not, of course, possess maps as they are continuations of other rooms that have already been mapped.

You should play the dungeon using your normal rules (either AD&D as in the rule books, or containing variations that you always use), but do not pursue choices if common sense dictates otherwise. For example, if you have found a flask full of liquid and you decide that all the party should take a swig, it would be reasonable to assume that the rest of the characters desist if the first imbibor falls instantly dead at their feet. If, however, the second section of the room said that all those drinking the potion must save vs. poison or develop warts all over their bodies after half an hour, then all the characters would have drunk from the flask before realising the effects and should therefore all suffer the consequences (this does not mean that you can change your decisions merely because you have made the wrong choice!).

Note that there are no wandering monsters in this solo dungeon and that, unless it is specifically stated to the contrary in the text, ALL monsters will attack the party, employing their best possible offensive tactics; similarly, unless it is stated to the contrary, all monsters will attack until killed.



**333:** A small (10' high) cavern, containing a pool of water, and 5 goblins who rush to attack you.

The goblin bodies (if searched) yield 1-3 sp each. The cavern contains numerous fish bones, half-chewed fish, filthy rags and other goblin paraphernalia, and 2 items that look like makeshift goblin weapons (a sort of barbed whip).

If any character spent 2 rounds or more observing the pool of water to the east go to 666. EXITS.

A: 396C.

**336:** This room is dimly lit by 2 arrow slits in the west wall. There is a large ship's wheel set in the south wall.

If anyone looked through the arrow slits go to 365. If anyone turned the wheel (requires total STR of 17+) go to 398. EXITS.

A: Emerges through a secret door in the north face of 669, 5'-10' east of the river; B 338A.

**338:** Empty passageway (smells of orc excrement). EXITS.

A: 336B; B: 399A; C: 966A.

**339:** If you are not invisible you get a brief glimpse of the wrong end of a bow before taking 2d4 damage and falling to the ground (another 3d6 damage). If invisible take a look at map 966 (if north slits), or 896 (south), but do not read the key.

**363:** Manacled to the north wall is an inanimate skeleton, dressed in decayed rags, at his feet is a glowing green key.

The skeleton crumbles to dust if touched, the key is one of the magical crystal keys. EXITS.

A: 696A; B: 388A.

**365:** You see a subterranean river flowing in through an opening just to the north. The other side of the cavern through which the river flows is approx. 25' to the west.

**366:** The lizard man leader has 5 HD (34 hp). He wears a suit of ill-fitting chainmail, which, together with his scales, makes him effectively AC2, but his own attacks will be at -2 to hit. He carries a large shield and a longsword which he may use, but

prefers to drop these to attack lightly armoured (ie: not metal) opponents hand-to-hand (ATT 3, D 1-3/1-3/1-8). Around his neck on a chain his symbol of office, a brightly glowing green key, is visible. He must be killed before it can be taken.

**368:** You have now regained possession of the red key. Also on the body are 6 gp, 17 sp, 2 gems worth 50 gp and 100 gp, a set of thieves tools, a grappling hook with 50' of rope and a sling with 17 bullets. There is also a scroll (similar to Rabelon's) giving a brief history of the 3 keys, and mentioning a tomb guarded by "a fearsome guardian of enormous dimensions..." Return to 636.

**369:** The body has had everything of use or value (except the chainmail) removed; you notice that it is still warm.

**383:** This passage contains a raised portcullis (emerging through the floor by the west wall) and a ship's wheel (east wall) from which rusty chains go over a roof pulley to the portcullis.

The mechanism is rusted solid and cannot be moved. EXITS.

A: 966B; B: 896A.

**386:** An empty staircase. The thick dust on the floor suggests that nobody has passed this way for a very long time. Door B carries a large warning in an ancient (but recognizable) form of the common speech: "Herein waits Zamhardrar's Guardian. Enter, and be welcome, but seek to live no more!" EXITS.

A: 839B; B: 638A.

**388:** An old stairway, empty but for cobwebs and dust. EXITS.

A: 363B; B: 986 (enters by secret door, middle of north wall).

**389:** Jack Filchwell now attacks you (he has been hiding in shadows in the north east corner of the larger part of the room). He will have attempted to get behind the party and backstab the lightest armoured available victim. He then makes a run for exit A, if he gets there he will be trapped if you specified that you shut the door behind you, otherwise he slams the door behind him thereby trapping you. There is no possible means of opening the door from this side, even a knock spell will prove to be ineffective. Jack wears leather armour and carries a shortsword and 2 daggers, he is a 4th level thief (DEX: 17, AC 5, 12 hp). If you kill him go to 368; otherwise return to 636.

**393:** This 20' high cavern has a sand-covered floor. Inside are four lizard man females and a huge (9' high) lizard man, the tribal chieftain (see 366 for his stats, he will not be present if you have previously met and killed him). There is also a chest, next to which is a blood-stained suit of chainmail and a wet shield. The four females do not fight unless attacked, in which case they attack as a 1 HD monster, doing 1/1/1-3 damage. Other lizard men rush to the exits from B and C to watch the fight, but will not enter this cavern unless the chief is killed, at which point 2-8 will rush in from C, and 2-12 from B (from which the smell of roasting meat can be detected). These lizard men are all unarmed; remember that their bites do only 1-4. You must kill all of them before you will be able to open the chest.

The chest contains an old sack, filled with something heavy.

The sack contains a shark tooth necklace (value 15 gp), an ivory pendant on a leather thong (5 gp), a rusty mirror (2 sp), an ornate silver dagger (25 gp) and a pile of mixed coinage (13 gp, 85 sp and 347 cp). The females are wearing a motley collection of cheap metal bangles, plus shell, wood and ivory ornaments, a liberal smearing of wood-type daubings, and very little else. The total value of their trinkets is 13 gp. EXITS.

A: 689B; B: 698A; C: 639B.

**396:** an empty cavern, 25' high in the centre. The west doors stand open and have been extensively damaged by fire. EXITS.

A: 683A; B: 663A; C: 333A.

**398:** There is a loud creaking and clanking sound.

If you looked through the arrow slits go to 635.

**399:** An empty but offensively smelling passageway. EXITS.

A: 338B; B: 633 (through secret door behind north body).

**633:** A large cavern 30' high, it is rough rock west of the dotted line, but a worked surface east (all rooms/passages from now on are constructed unless recorded as caverns). In the east wall are a pair of huge (15' high) very battered doors hanging partially open from their hinges. The 10' of wall either side of these doors contains 4 arrow slits, approx. 20' from the ground. There are two bodies on the floor, wearing chainmail, apparently killed by arrows (there are no arrows in the bodies or on the floor of the cavern). There is a large hole in the floor of the cavern to the south (the shaded part).

If the party enters further into the cavern (ie: does not exit the way they came in), orcish shouts will be heard and 8 arrows a round (from shortbows) will be fired from these slits (at least 1 round's fire to cross the room). The north arrow slits can fire at any target northwest of a line drawn southwest of the north door hinge, the south slits at targets SW of a line NW from the south door hinge. No arrow slit permits fire at targets within 10' of the east wall.

A brief inspection of a body may be made on the way past, or 2 characters may drag a body with them (both expose the relevant characters to an extra round of fire, in either case go to 369). The southern shaded part is a chimney, 5'-7' wide, descending some 15' with an opening to the south at the bottom. If you climb down it go to 696 (remember you will be exposed to fire while hammering in spikes if you secure a rope). Missiles directed at the orcs are at -10 to hit, and spells have a 50% chance of missing; any orcs slept will be awake again in 1 round and continue firing. If you hide in the 10' under the arrow slits and then climb up/levitate to peek in, go to 339. EXITS.

A: 663D; B: 988A; CHIMNEY (shaded part) 696.

**635:** Read 365. There is also a portcullis across the river, along a line extending west from the south face of this room.

**636:** Steps descend 15', then after another 5' the room widens out. The mercenary leader is standing in the northwest corner facing you and holding a crossbow. He is wearing banded mail and carries a shield, a **bastard sword** +1 (to hit and damage), a light crossbow and a dagger; he is 3rd level (STR 16, AC 3, hp 16). He will fire the crossbow (preferably at spellcasters) until you rush him, at which point he changes to the sword. When you reach him (or kill him by missile fire) go to 389. When the fight is over you may go to the section below.

If you searched the corpse you will find 14 gp, 7 sp and a gem worth 20gp. This room has obviously been unoccupied for decades, there are a multitude of small cobwebs, and the thick dust on the floor is piled 3" deep in the corners. EXITS.

A: 986; B: 833A.

**638:** The door opens and dust swirls out at you, the air is stale and musty. There is a moment of silence as you stand stunned by the awesome sight in front of you. A huge figure, some 40' broad and of 60' (standing) height, squats cross-legged in a 50' cubic room. He slowly raises his massive horned head. The eyes open, and then focus on you; he slowly intones: "Who dares to disturb Zamhardrar's Guardian?" At his words the earth shakes, clouds of dust and loose masonry fall from the ceiling and settle unnoticed on his huge shoulders. He sits still, apparently awaiting your reply. You get an impression of solitude, sadness and infinite patience. The middle 10' of each side of the room contains a cubic alcove (there is thus a drop of 20' from where you stand to the floor of the main chamber). A portcullis is in position across the end of your 10' cube, a lever protrudes from each of the east and west walls. Similar portcullises can be seen at each of the other alcoves, that in the east is lowered like yours, the other two are raised. You can also see the lower third of a skeleton in the eastern alcove, lit by an orange light. Decide your actions before consulting the section below.

If you attempted any kind of attack (magical, physical, psionic, theological, verbal etc.) go to 699. If you attempted peaceful communication go to 838. Investigation of the levers in the alcove will reveal that the western one raises and lowers the portcullis, the eastern one locks it in either position; the Guardian will take no action if the portcullis is raised. If you left the room go to 386B (the Guardian takes no action to stop you), if you now re-enter he repeats his previous question, which he also does at the end of every turn that you take no action other than fiddling with the portcullis. If you enter the main chamber go to 699. If you have not already done so, choose an option in this section.

**639:** A large natural cavern approx. 40' high. If entering this cavern for the first time: If entering from D: go to 868; if entering from A: go to 888. The entrance from D enters the cavern through the mouth of a huge carved stone reptilian head, the ledge beyond is 15' above water level. There is a flimsy-looking rope bridge descending to the sandy western part. A canoe is tied to a stake driven into the sand. If you visited Kalhadra during your wilderness search, read 898.

If you try to cross the bridge from D to C, 12 lizard men run out of C and up the bridge to meet you. They will be accompanied by their chief, unless you have already met and killed him (see 366 for his stats.). He will stay on the western shore supervising the attack, but will take shelter from any missiles you direct at him (1 round of missile fire **only** is effective). You are at -3 to hit while on the bridge, the lizard men are at -1. Anyone hit has a 10% x number of damage taken chance of falling off the bridge. Lizard men falling off will swim back to shore and re-enter the fray, players falling off will not resurface (there are an awful lot of lizard men underwater!). If you entered by boat and landed on the sandy part you will be attacked by the lizard men from C as above (inc. the chief unless dead). If you attempted to navigate through without stopping, you will get just past the bridge before 6 lizard men (inc. the chief unless dead) surface next to your boat and attack. Use the river combat rules from the wilderness, note that any characters falling in (the entire party if the boat overturns) will not resurface! If you survive this attack you may leave from exit E, if you bested the lizard men in combat on land you may choose any exit (taking the canoe if required). EXITS.

A: You may not go upstream, choose again; B: 393C; C: 698B; D: If you have the key formerly belonging to the lizard man chief go to 688, otherwise: 996A; E: 993A.

**663:** A large rough cavern approx. 40' high. The river is fast flowing, travel by river in this room and beyond is only possible downstream. There is a wooden bridge across the river and a canoe on the south bank, the room is otherwise empty.

If you entered from C, you may grab the bridge and hence get off, or may continue on downstream. If you went to the town of Kalhadra during your wilderness search, go to 898. If you inspected the canoe go to 899. EXITS.

A: 396B; B: 689A; C: 669B; D: 633A.

**666:** You notice small twigs appear in the west of the pool and slowly move to the east, where they disappear. Small fishes occasionally dart about.

**668:** A 20' high chamber with 10' high passages leading off to the north and south, the air is musty and stale, there is thick dust everywhere. There is a large stone sarcophagus in the central section, from which 3 tubes 1" across lead into the western wall. 2 are transparent and contain a sickly green fluid, moving eastwards in one and westwards in the other, the other is black and opaque. There is an inscription on the lid which reads: "Zenhar-far-ray, mightiest of Zamhardrar's magic-using nobles, lies within and awaits his master's return."

If the sarcophagus is left alone nothing untoward happens, and you may choose an exit from the end of this room description. If you lifted the lid (5% chance per STR point over 14) go to the section below. If you cut the black tube go to the section 2 below this one. Cutting either of the other tubes results in a harmless green liquid spurting out, you may now choose an exit or attempt to lift the lid, or cut the black tube.

If you succeed in lifting the lid you find a glass (aquarium-style) case within; it is covered with a layer of filth. If you cut the black tube, go the section after the next one.

If you smash the glass go the next section, if you scraped the filth away you can see a wrinkled human body. The body is dressed in magic-user's robes, in good condition and inlaid with gold braid (value 200 gp). There is a gold ring on its right forefinger (value 50 gp), and an intricate platinum and diamond necklace around its neck (value 2000 gp). The black tube leads to a strange sort of helmet, made of a tracery of thin gold and platinum wires with gemstones of an unknown nature (total value approx. 1500 gp). The incoming liquid tube disappears into the clothing in the region of the figure's left armpit, the outgoing tube into the right. You may now either leave the room (choose an exit from end), or cut the black tube or smash the glass (consult next section).

There is a loud smashing sound. If you have previously removed the sarcophagus lid, all within 5' are splashed with a corrosive chemical, doing 1-3 damage, if not the lid now flies back (5% chance per person in chamber of striking random character for 2-8 damage), and a hideous figure rapidly rises from the sarcophagus (you may read the section above for a description of the body if you have not already done so). Before your eyes its purple and gold robes decay and peel away, tubes fall from its body, and in split-seconds the flesh rots and falls away in a putrid nauseous mass, leaving only a rag-wrapped skeletal figure. It throws back its head and shrieks with insane laughter as the last of the slimy flesh drops from its face to reveal glowing red hollows in place of eyes. You may either flee in terror (choose an exit from the end of this section and keep running!), or stay to fight it out, in which case go to 969, also go to 969 if you later return to this room. EXITS.

A: 835B (opens easily from this side); B 686A.

**669:** IF ENTERED BY RIVER: You are swept rapidly into a cavernous tunnel (20' high); you notice a portcullis flash by overhead; go to exit B.

IF PEERING INTO FROM LAND: The river enters a tunnel as above, you can see the portcullis clearly some 10'-15' back from the cavern's mouth, but can see no sign of a mechanism to raise/lower it (it is currently 12' above water level). You may construct a raft from the surrounding trees (takes 1 day) to enter the tunnel if you wish. EXITS.

A: The wilderness (hex 223); B 663C.

**683:** You see a cavern entrance in the hillside (A), you are in wilderness hex 223. To the east this section of the hillside joins to the west edge of 669, which you may also inspect. Through the cavern entrance (A) you can dimly make out a pair of large wooden doors standing ajar. EXITS.

Eastwards (outside cavern): 669 (western edge); A: 396A.

**686:** A large irregularly-shaped room (30' high). The walls, floor and ceiling are faced with white marble, the room is clean and the air is cool and fresh. A magical fire burns in the centre of the room, producing no smoke, permanently lit torches burn likewise in brackets in the southeast and southwest corners. You can hear a distant hum, which becomes louder on approaching D, where there is a massive pair of doors, each 15' by 30'. They are made of a substance like black marble, and are very cold to the touch. About 5' from the ground a 2' square deep red block is set across both doors. It has 3 keyholes set in a row across it, each has a thin edging of a glowing crystalline substance, green, amber and red respectively from left to right.

Anyone touching a torch bracket receives 1d4 electrical damage per round, anyone entering the magical flame will heal 2d4 damage, and will not age for the next 4d8 years (no effect if repeated). The large doors may not be opened by any magical or physical means, if you insert one of the crystal keys into a keyhole, go to the next section.

If you inserted any key into a hole of a different colour, go to 933. If you inserted the red or amber key into the appropriate colour hole go to 939. If you inserted the green key into its hole go to the section below.

The green key glows very brightly (it cannot be looked at directly), and cannot now be removed. Decide your next action.

If you put an amber or red key into a hole of the other colour go to 933. If you put the red key in the red hole go to 939. If you inserted the amber key in the amber hole go to the section below.

The green and amber keys glow extremely brightly, flashing alternately, neither key can now be removed. The magical fire and torches go out, and the humming sound begins to increase in pitch and volume. You may insert the red key (if you have one) in which case skip the next section. If you have no red key, or do not insert it, go to the next section.

The humming quickly builds up to an ear-splitting level, quickly put in the red key (if you have it) to go to the next section, if you have no red key, or decide to wait, go to 933.

When you insert the red key the humming suddenly stops, the keys stop glowing, and everything is still for a couple of seconds. The keys then slowly start to glow, they get too bright to look at, and great heat can now be felt coming from the door.

Any character that did not retreat to 20' or more from the door takes 1d4 heat damage this round, and will take 2d4 for subsequent rounds until they retreat.

After 5 rounds there is a sudden explosion. Anyone facing south will be blinded for 2d4 rounds, there is a 5% chance of this blinding being permanent (+10% per foot closer than 20'). Characters closer than 20' receive 1d4 damage from the explosion; those within 15' receive 3d4, have all their clothing burnt away, and will have 20%-70% of their skin surface covered in a sparkling crystalline crust for the rest of their days (the crust gives -1 AC, but subtracts 1" from movement, for each 10% covered); those within 10' will be frazzled to death; those within 5' vaporized. In front of you there are now a pair of crumbling blackened doors, there is no sign of the keys. EXITS.

If you take any exit other than D, first read the last section only of room 693 (beginning N.B.). A: 668B; B: 963B; C 836B; D 999 if doors opened as above, otherwise impassable.

**688:** The mouth of the reptilian head which formerly served as exit D has now firmly closed. You will have to return to 639 and choose another exit.

**689:** A rough cavern some 20' high, at B is a sandy area sloping down to the water.

You may land at the sandy part if you tried to, otherwise go to exit C (the current is too strong to go upstream). If you leave your boat, and do not wish it to drift off, either one character must stay in the boat and hold onto something embedded in the sand (eg: a spear or pole, not an iron spike), or you must tie the boat to such an object. In the former case go to 989 when the rest of the party have left this cavern, in the latter case go to 989 on your return. EXITS.

A: impassable; B 393A; C 639A.

**693:** The first 5' of this room contain the remains of the 3 sets of doors from 686, after this there is a 30' cubic room, lit from an unseen source, there is a humming sound. It is very cold in here, characters will lose 1 point of strength per round spent in this room (this strength will be regained at the rate of 1 point per 2 turns on leaving the room). When reduced to 0 strength characters fall unconscious, when reduced to -10 they die. In the exact centre of the room is a 10' cube of transparent material, the 10' below this cube is a solid block of matt black stone, the 10' above contains a mass of extremely complex machinery. All around the exterior of the room (with the exception of 2 5' wide passages by which the room may be entered, are banks of complex machinery, covered in levers, knobs, dials etc. 4 tubes lead from the machinery above the cube to the surrounding banks. A sickly green fluid flows through the transparent east tube towards the cube, and through the west away. The north and south tubes are black and opaque. The bank of machinery to the north of the cube has a 5' square panel set in it at waist height, which is totally clear of controls apart from a single red lever set in the upward position. There is a Z engraved in this handle, above it on the panel is engraved the word "suspend", below it "awake".

In the middle of the transparent cube, suspended upright in a pale blue fluid, is a human figure. It is dressed in very fine gold-inlaid scarlet robes (value 350 gp), but wears no jewelry other than a sort of helmet made up of a tracery of very fine gold and platinum wires, inlaid with gemstones of an unknown nature (value approx. 1500 gp). From the helmet two black tubes lead into the machinery above the cube. Transparent tubes carry a green liquid from this machinery to the region of the figure's left armpit, and away from his right. The figure is extremely emaciated, his skin is very wrinkled and he shows no signs of life. Remember to list everything that you are intending to do before consulting the next section.

If any of the levers, knobs etc. are fiddled with there is a cumulative 10% chance per round that a siren will sound and red lights begin to flash, the humming sound rises rapidly in volume for 1 round, then throw a d6: On a 1 or 2 things revert to normal, on a 3 or 4 go to 933, on a 5 or 6 go to the section below this. If you moved the lever to the awake position go to the section below this **unless** you specified that you first cut the northern black tube. Cutting this tube has no discernible effect, but moving the lever to the awake position **afterwards** will now produce no effect. Any other actions appear to do nothing (the cube is impervious to magical or physical attacks).

At first nothing seems to happen, then you notice that the level of the liquid in the cube is slowly dropping, it will take 2-5 rounds to do so completely. Then a sound of rushing air is heard, the temperature in the room rapidly rises to normal, and the characters no longer suffer the chilling effect. The helmet and tubes are withdrawn upwards from the figure, and the side panels of the cube slide down to expose the interior (there is a strong chemical smell). The body briefly glows blue, and convulses to the accompaniment of crackling sounds. The room is then silent, the humming sound having also stopped.

Zamhardrar (for it is he) slowly opens his eyes and looks around the room.

**IF THERE ARE NO MAGIC-USERS PRESENT:** He falls to the floor, wailing pitifully, he keeps this up for 2-5 rounds, then go to the section after this (do not read the rest of this section).

**IF THERE IS A MAGIC-USER PRESENT:** Zamhardrar addresses him thus (in a voice cracked and faltering):

"Oh great Wizard, many must be your powers to have located all the keys and bested those I left to guard me during my long sleep. I now have little time to live so listen attentively. Beneath me lie great riches, all are gladly yours if you can perform for me but one small task. In the room north of here lies my wife, the fair elf princess Janella Meliaan, she is afflicted with a terrible curse. None of my time could cure her, so I preserved us both, together with my bravest warrior and wisest wizard, to await a time when there would be a stronger force in the world. You must have great knowledge to have survived the perils of my tomb, perhaps you have the power to cure her. If you can do so take all my wealth as a willing payment, if not, risk the terrible curse that afflicts any who plunder my tomb." Go to the next section.

He falls forward with a gurgling sound and lies sprawled on the floor. His flesh rapidly decays and peels away with a nauseating stench to leave a shiny white (inanimate) skeleton. The room is suddenly still and quiet.

If you search the stone block beneath the transparent cube you find a secret panel. Removing this reveals a secret compartment containing Zamhardrar's hoard:

1 **Longsword +2** (Abilities: **detect evil, strength.** Communicates by empathy, INT 13, EGO 5, AL LN.)

1 **Chime of Opening (D.M.G. 140).** (This may be useful on your way out to get through the doors in room 636.)

1 **Robe of Useful Items (D.M.G. 153).**

There is also the following treasure:

7 small bags containing 200 gp, 12 containing 200 sp, 30 containing 200 cp, 1 containing 15 gems (value 20 gp each) and a small ivory box (old and battered, value 30 gp) containing 5 assorted silver rings (value 15 gp, 3 x 25 gp and 35 gp) and 1 gold ring (value 55 gp). There is also a large pile of decayed garments, obviously once of great value, but now worthless.

If you take anything from this hoard, when you leave the dungeon (ie: re-enter the wilderness) read 987.

N.B. You must now try to escape from Zamhardrar's tomb, and cross the wilderness back to civilization. Note that all the crystal keys vanished when the doors were opened, therefore any spare keys you had on you will no longer be there, and you should ignore any references to other keys in the instructions. On your return journey the wilderness will remain the same (except for the absence of keys), but the dungeon will have undergone certain changes. Consult the list below for each room you enter, any not listed remain the same.

638: The Guardian has crumbled into dust. The locks have melted on the east, west and south doors and these now open easily.

668: Read the first and last sections on entering the room, then go to 969.

686: As per the description of the doors opening (ie: the doors at D are no longer there, the fire and torches have gone out).

839: The robots are now inanimate.

986: The pool of water is choked with dust and has lost all of its previous effects. There are now three doors visible (excluding A), they are in the centre of the north wall (goes to 388B), east wall (goes to 893A) and west wall (goes to 869B).

**696:** This rough cavern is 30' high in the central portion, but only 10' high north and south of the dotted lines. It is the lair of a 7 HD hydra (40 hp), who instantly attacks, surprising the first character(s) to enter. It has only 4 heads, the stumps of another 3 being clearly visible. It therefore has only 4 attacks, but each counts as a 7HD monster, doing 1-8 damage. It will attack fiercely until killed.

There are numerous bodies scattered around the cavern, most being in an extremely advanced state of decay. There are various rusted weapons and armour, but nothing of any value on the bodies. In the southwest corner of the cavern, beneath a 1' diameter hole in the ceiling, there is a large pile of assorted bones and mouldering entrails.

Poking around in the entrail pile will reveal 57 cp, 7 sp, various cheap trinkets (total value 14 gp) and a number of crude wooden carvings of vaguely humanoid tailed creatures. However there is a 50% chance that anyone poking the pile will be subject to a barrage of objects thrown through the hole. These will be either several half-chewed fish, 1-4 cp, or several small rocks doing a total of 1-3 damage (1/3 chance of each).

Any other investigation of the pile, or of the hole, will result in a barrage of rocks, as above but doing 1-4 damage. EXITS.

CHIMNEY: 633 (shaded southern part); A: 363A.

**698:** This large (30' high) sandy-floored natural cavern contains 12 unarmed lizard men (who rush to attack you), 2 human bodies roasting on spits over a fire pit, a large pile of driftwood (southeast corner) and nothing else of note. EXITS.

A: 393B; B: 639C.

**699: BAD MOVE!!** The Guardian's stats. appear below. He is not able to attack anyone hiding behind a portcullis, otherwise he attacks with each fist once per round. He continues until all the party are dead or have fled the room, at which point he re-enters suspended animation. If you later re-enter the room he will be awake and attack without warning.

### THE GUARDIAN

Guardians are immense beings summoned to guard some place, be it temple, tomb or tower, from unwanted intrusion. The powerful enchantments necessary to do this have long since been forgotten, but a few Guardians still remain in scattered locations performing their duties. A Guardian may never move from the spot to which it is summoned. Whenever an attempt is made to thwart its duties, it will first deliver a message of up to 6 words, usually in the form of a command or question. It can then have a maximum of 4 different responses, depending on the answer it receives or action of the intruder(s). Its response can consist of any simple series of actions not requiring it to leave its position, and each response can be accompanied by a separate statement of up to 12 words. While there is nobody else in the room the Guardian will enter a state of suspended animation. It can live in this state for up to 1001 years, after which it crumbles to dust (its lifespan is shortened by 1 year for each time it is forced to awake). Guardians have the magical ability of knowing in advance the details of all intrusions that will occur during its term of office, it will thus know the names, spells possessed, items carried and full abilities of all intruders, and will use this information against them. However it will **never** disclose this information, even to the one who summoned it.

Guardians can see invisible, astral and ethereal creatures and function equally well in any plane. They are immune to psionic attack. Guardians are loath to use force unless compelled to; fortunately their appearance is often sufficient in itself to warn off intruders.

AC 3, MV 0", HD 30 (this Guardian has hp 147), ATT 2 (fists, see below), D 20d4, SD +3 or better to hit, MR 75%, INT Supra genius, SZ L (60' tall 40' broad), AL N.

Method of attack: Each fist strikes once per round, to hit the guardian must roll higher than the defenders armour type on a d20. He adds +4 to the roll if defender is encumbered, +1 for each point of defender's DEX under 7, -1 for each point over 14, magical protections, other than shields, will subtract from his roll as normal. Magical armour (of any bonus) will count as 2 armour types better.

A **fireball** cast at the Guardian's head will blind him for 2-5 rounds, no other magical attacks will be of any effect. If blinded, he emits an earth-shaking roar and large pieces of masonry fall from the ceiling, doing 1d10 damage to anyone in the main chamber. He will then lash out randomly (10% chance per character of a random character suffering a normal Guardian attack). Securing a rope in an alcove takes 1 round, descending a rope to the floor takes 1 segment, climbing up such a rope takes 5 segments; thieves can climb the walls at 20' per round.

Chance of throwing a grappling hook up to one of the portcullises = 5% x level for non-thieves, 10% x level for thieves, each attempt taking 5 segments. If you reach the west alcove, go to 835, if the east, go to 895, if the south, go to 865.

**833:** You enter a 30' cubic room. In front of you there are 2 statues of warriors in oriental garb, carrying strange curved polearms. There are also 2 bodies on the floor, evidently long-dead fighters. The statues suddenly animate, springing into martial poses. Each challenges (in common) one of your party to single combat (order of preference: F/C/T/M-U).

If you ignore their challenge, or if you use any missile spells/weapons, they attack anyone trying to reach the far door. If you accept the challenge, and attack only at odds of 1 to 1, they will engage in single combat (thereby allowing unengaged characters to reach the door), until you break one of the conditions. Treat their armour as banded, and their polearms as halberds; their stats. appear below:

AC 4, MV 15", HD 6 (hp 32 each), ATT 1, D 1d10, SD +1 or better to hit, INT average, MR 85%, AL N, SZ M.

If killed they collapse into dust (inc. their arms/armour). The accoutrements of the former fighters have long since perished, though there are 5 50 gp gems and 3 +2 arrowheads on the floor. (If you return to civilization a fletcher will be able to fashion these into +2 arrows for you.) EXITS.

A: 636B; B: 839A.

**835:** The west alcove of room 638 contains mechanisms to drop the portcullis that function in the same way as those of the north alcove. It also contains a large stone slab door (B), set into which is a keyhole with a glowing amber crystalline surround.

No physical or magical methods will open the door. The amber key will unlock it (go to 668A); don't forget to take the key with you! Other actions have no effect, so if you have no amber key you will have to stay here until you rot or enter the main chamber to face the Guardian (go to 699).

**836:** A 20' high chamber, with 10' high passages leading off to north and south. There is dust and filth everywhere, the air is stale and smells particularly offensive towards the centre of the chamber. There is a large stone sarcophagus from which 3 tubes lead into the east wall, two are transparent and appear to be blocked with a dark green slime, the other is black and opaque. There is an inscription on the lid which reads "Hrim-Hadra, bravest of Zamhadrar's warrior nobles, lies within and awaits his master's return".

If you tried to lift the lid of the sarcophagus, you have a 5% chance per point of STR over 14. If you succeed go to the section below, otherwise go straight to the exits, there being nothing else of interest in this room.

The contents are not a pretty sight. A long-dead body lies partially immersed in a disgusting smelling green slime, splinters of glass lie everywhere, as does the remains of some rusted chainmail. It is clear that Hrim-Hadra gave up waiting quite some time ago. The remains are harmless but valueless. EXITS.

A (opens easily from this side): 895D; B: 686 C.

**838:** If you gave your names accurately go to the next section, otherwise return to 638 and pick another option.

If you have no magic-users with you he says: "You may not enter this place. Depart in peace or be destroyed." Go back to 638. If you have at least one magic-user go to the next section.

He says: "Wizards step forward, prepare to meet my master. Others must stay here!" He then extends a hand (50% chance of either), so that the palm forms an extension of the floor of your cube. You may walk out onto it (go to next section) or return to 638 and pick another option.

If any non-magic-users attempted to leave the alcove, go to 699, otherwise he very carefully and gently carries you over to the western alcove (if his left hand), or the eastern alcove (if his right hand). You may step into the appropriate alcove (in both cases he takes his hand away once you have left it), in which case go to 835 (west alcove) or 895 (east alcove), wait on his hand (go to next section) or attempt to climb down into the main chamber or some other action (go to 699).

He is prepared to wait like this for centuries, return to the section above and choose again.

**839:** You enter a large room (30' high), containing a wooden bridge spanning an area of still water. On the far side, in the southeast and southwest corners are two strange, vaguely

humanoid metallic creatures. They each have one limb ending in a crossbow-like device (treat as heavy crossbow, but firing twice/round), and another ending in a short heavy blade (treat as shortsword). They immediately begin firing (as 4 HD monsters) at random characters. On a tripod at the end of the bridge is a large transparent globe half filled with a strangely glowing liquid. Two pairs of tubes lead from this globe, one pair to the back of each of the figures.

These creatures are robots, their stats. appear below. They defend themselves with their swords and will simultaneously use the missile weapons to try to prevent other characters from reaching the far door.

AC -3, MV 6", HD 8 (35 hp each), ATT 2 (as 4HD monster), D by weapon type, SD +1 or better to hit, MR special, INT non (programmed), SZ M, AL N. N.B: They are rather clumsy (and thus attack only as a 4HD creature), but very strong (as STR 20 creature, but do not give damage bonuses). These robots have no visual, aural or olfactory sense organs (depending on radar to locate targets), and are thus immune to spells affecting these organs. This includes all **charm**, **hold** and **command** spells, **sleep**, **light**, **stinking cloud**, **mirror image** and so on. **Ray of enfeeblement** has no effect, since they have no organic components to be affected. Any spells doing physical damage (eg: **fireball**, **magic missile** etc.) will do half damage. You may either continue to fight it out (you may go to exits if you win), or decide on another course of action.

The tubes and globe have **protection from normal missiles** cast on them, and so will be unaffected by such attacks. Anyone wishing to attack them with a melee weapon may do so, but must of course first cross the bridge. The tubes may be cut at the rate of one pair a round. A robot having its tubes cut will continue to fight normally, but at the end of each round throw a d6 for each robot cut off, it is a 5 or 6 go to 935. If you now win you may go to exits; if you decide to take the globe with you, or if you attacked the globe, go to the section below.

Any hit by a melee weapon destroys the globe, spewing a highly corrosive chemical everywhere (it also bursts if you attempted to pick it up). The character striking the blow will take 2-12 damage (2-8 if wearing armour) unless he rolls under his DEX on a d20 (there is no saving roll for characters attempting to pick up the globe). If the robots have not previously been killed the fight continues as if they have had their tubes cut (see the section above). In addition the chemical spreads out and rapidly (1 segment) eats away the south end of the bridge, which collapses into the water. Characters will now be stuck on the appropriate side of the water.

The water has now become very acidic, anyone who attempts to swim across will take 1-4 damage if they get out the same side, or 3-12 if they continue and swim right across. Thieves may climb across (requiring 3 checks and falling in if they fail) and then secure a rope for other characters, or you may throw a rope across if you have characters on both sides. Thieves can cross such a rope easily, others have a 1/6 chance of falling in. **Levitate** works as normal. EXITS.

A: 833B; B: 386A.

**863:** This room is filthy and murky, there are cobwebs stretching across the ceiling.

Anyone entering the central part without having taken specific precautions is surprised on a roll of 1-5 by a huge spider dropping on him. If you had decided to burn the webs, or prod the ceiling with a spear/pole etc. the spider drops to the floor and combat proceeds as usual. Those falling prey to the poison (save at +2) collapse into a coma in 2-5 rounds. They will die in 2-5 days unless **neutralize poison** is administered. When the spider is killed you notice a 10' square area filled with webs in the southwest corner.

If you hack/burn through these (treat as **web** spell), you find 2 ore bodies and a secret door in the west wall. EXITS.

SECRET DOOR: 965; A: 886 B.

**865:** The south alcove in room 638 contains a portcullis functioning in the same manner as that in the north alcove, and a large stone slab door (C), containing a keyhole with a glowing red crystalline surround.

The door cannot be opened by means of any physical or magical attack, however the red key will unlock it (opens into 963A); remember to take the key with you! If you have no red key stay here until you rot, or enter the main chamber to face the Guardian (go to 699).

**868:** You hear a splash, and below the ledge from D you see a set of ripples. Return to 639.

**869:** This room contains the upper part of a portcullis, emerging through a slit by the west wall, chains run from it over a roof pulley to a ship's wheel in the south wall.

Turning the wheel (STR 14+ required) raises the portcullis. If you had a boat held against the portcullis in room 993 go to 1000 **unless** you stated that it had been tied up. EXITS.

A: Opens into a 10' wide chimney, descending 15' to 993C; B: 986 (emerges through secret door in middle of western wall).

**883:** An orc leader sits on an ornate throne decorated by 2 huge (dragon?) skulls. 4 guards with chainmail, shield and longsword surround him; he has banded mail, shield and longsword and does +2 damage. They have 2 HD (hp: 9 7 6 8), he has 4 HD (hp 23). He also has a glowing green key attached to a belt loop.

If you kill them and search the room, in addition to his crystal key you find a small iron chest under the throne.

The chest is trapped (the normal thief chances for detection and removal apply if you specified that you tried them). On opening (unless removed), a razor-sharp blade slashes out from the clasp (roll under DEX on a d20 or be hit). It does only 1 damage, but reduces DEX by 1d6, causes you to fight at -2 and deducts 20% from all thieving abilities (except move silently, hide in shadows, hear noise and read languages) until cured (2 days). The chest contains 57 gp, 432 sp, 6 gems (4 worth 20 gp, 2 worth 50 gp), a healing potion and a dagger +1. The orcs carried 2-12 gp each, and the leader also wore a silver headband (value 20 gp) and a gold pendant (value 25 gp). EXITS.

A: 968B; B: 893B.

**886:** A dusty, smelly staircase. EXITS.

A: 988B; B: 863A.

**888:** As you enter the cavern you catch a glimpse of a green naked humanoid diving from the ledge at D; it disappears where the ripples are marked and does not resurface. Return to 639.

**893:** Empty passageway. EXITS.

A: 986 (through secret door in middle of east wall); B 883B.

**895:** The east alcove of room 638 contains a portcullis that operates in the same manner as that in the north alcove, it is currently lowered, but may be raised from either side (by reaching through if on the outside), taking 5 segments to do so. In the alcove there is also a large stone slab door (D), containing a keyhole with a glowing green crystalline surround, and a decayed inanimate skeleton, dressed in the rags of a magic-users robes. By him lie a ring and a glowing amber key.

The ring is of **invisibility**, the key is one of the crystal ones, nothing else of value can be found on the body. The door cannot be opened by any physical or magical attack, but the green key will unlock it (opens into 836A); don't forget to take the key with you! If you have no green key stay here and rot (as the other guest did), or re-enter the main chamber and face the Guardian (go to 699).

**896:** This room contains 6 orcs (unless previously encountered in room 966), 4 with shortbow and dagger, 2 with shortsword and shield. They attack viciously.

The west wall contains 4 arrow slits (the south set in room 633). Scattered about the room are various rags, straw bedding areas and bowls of mouldering food. Each orc carries 2-7 sp. EXITS.

A: 383B; B: 968A.

**898:** You recognize the canoe; it was for sale at Kalhadra.

**899:** The canoe is still wet and has the oars stored underneath. You may use it to exit by B if you wish.

**933:** The chronicler Jellic thus recorded: "...and so, on that eventful day, (insert today's date!), a mighty explosion occurred some miles southwest of Sanbarhadrin. A crater was formed many hundreds of yards across, and a local river diverted as a result. For a time there was renewed interest in the legends of Zamhardrar, for the site of the explosion was said by many to be in the vicinity of his resting place. From this date on however no crystal keys such as those previously reported have ever been found, and the legends of Zamhardrar have faded into obscurity. It is now generally accepted that the crystal keys existed only as a myth, though there has still been no explanation for this great explosion."

Bad luck! May the Gods smile more favourably upon your attempt at next issue's solo adventure!

**935:** The robot stops functioning, offering no further resistance.

**936:** A small cavern, obviously the ettin's lair. Some mangy rags serve as a bedding space, rotting food and other filth is evident everywhere amongst the general squalor.

Hidden amongst the bedding rags are 230 gp, a ring of **fire resistance**, 2 potions of **healing** and a glowing amber crystal key. However, you sadly realise that these caverns are just the ettin's lair, and not the tomb you seek. At least you have one of the keys and the ettin's treasure to help you on your quest.

**938:** A dusty and empty passage.

IF YOU ENTERED FROM A: Go straight to exits  
IF YOU ENTERED FROM B: As you approach door A (which smells of fish) gruff voices can be briefly heard from the other side. EXITS.

A (barred from other side, open door roll at -1): 996B; B: 988C.

**939:** The humming sound gets rapidly louder (approaching a deafening whine within a round). Either remove the key (return to 686), or wait another round to see what happens (go to 933).

**963:** A stone sarcophagus lies in the middle of this dusty, musty-smelling room; on the lid is inscribed: "Janella Meliaan Princess of the Forest Elves and wife of Zamhardrar." An opaque black tube leads from the sarcophagus to the south wall.

If you attempted to lift the lid you have a 5% chance for each STR point over 14. If you succeed go to the next section, if not go to exits (other actions having no effect, and there being nothing else of interest in the room).

In the sarcophagus lies a beautiful elf Princess she appears to be alive, although she does not breathe. She is wearing beautiful scarlet robes inlaid with gold braid (250 gp value), an ornate platinum and diamond necklace (2500 gp value) with matching bracelets (750 gp each) and a platinum ring (75 gp value). She is also wearing a strange form of helmet connected to the black tube. It is made of a tracery of fine gold and platinum wires with gemstones of an unknown nature (value approx. 1500 gp).

Nothing happens if you remove any of the jewelry. If you removed her robes go to the next section, otherwise go to exits.

Have you no shame? As you attempt to remove her robes they flake away and crumble to dust. The beautiful pale body of the elf Princess is now revealed (paladins and good clerics avert your eyes of course!); it is at this point that you make a gruesome discovery- Janella has a large sliver of wood protruding from her left breast.

If you removed the piece of wood, go to the next section, otherwise go to exits.

Janella quickly sits up, her pretty features twisted into a look of malevolent evil. She instantly attacks your party - she is a vampire (42 hp), and also has magic use as an 8th level illusionist. You can either give this adventure up as lost, or try fighting it out (give her useful offensive spells, and remember she will attack fiercely and to the death, but with considerable intelligence and cunning). If you defeat her go to exits below.

A: 865C (opens easily from this side); B: 686B.

**965:** You emerge into room 966 through a secret door at the southern end of the west wall; look at the map but do not read the description yet. The occupants (6 orcs) are surprised (not knowing of the door), and you will be able to make at least one free attack. Go to 985.

**966:** A small smelly room, containing 6 small smelly orcs, 4 with shortbow and dagger, 2 with short sword and shield. The south eastern 5' square of the room is a hole leading down to the level below. 2 rounds after combat starts 6 orcs burst in from B, armed as above. They join in the combat.

The room contains only filthy rags, rotting food and 2-7 sp per orc. EXITS

A: 338C; B: 383A; HOLE 988 (emerges above filth in corner).

**968:** A large room teeming with orcs, 23 in total. They all have short sword and shield.

The floor is littered with battered straw mattresses, filthy rags, piles of offal, halfling entrails, dwarven eyeballs etc. etc. etc. (ie: a typical orc dwelling place). Each orc has 2-7 sp. Exits.

A: 896B; B: 883A.

**969:** Zenhar-far-ray was already dabbling in evil arts before he was entombed here, and during his internment the evil side of his mind grew stronger, until it finally destroyed all that was good and turned him into the creature you see before you. Treat him as a wraith (28 hp). He will attack until destroyed, even following you from the room if need be.

**983:** A cavern entrance consisting of rough passage some 10' wide and 15' long. In the middle is a shrivelled head (dwarven?) set on an upright spear. EXITS.

A: The wilderness (hex 201); B: 998A.

**985:** Go to 966 and enact the combat. Note however that the first of your characters through the door will plummet through the hole in the floor into room 988. He will take only 1-3 damage from the fall as it is cushioned by the pile of orc faeces, but he will suffer a loss of 3-6 from charisma for the same reason. The orcs in room 966 will burst into hysterical laughter and will be at -2 to hit for 2 rounds. It will take 3 rounds for a character falling through the hole to return to the fray via the stairs.

**986:** A 30' cubic room, with a huge pair of doors in the south face (each 10' x 30'). As you enter there is a shout of "Stop them!", and the doors at A slam shut. In the room are 4 mercenaries (1st level fighters with chain mail, shield, longsword and dagger, hp: 6 5 7 5). There is also a pool of water which they will avoid if combat ensues (if one of your characters falls/is pushed in, consult the last section of this room description before exits, and then return here). They look nervous and shout at you for a parley.

If you agreed to parley they will explain that they were hired by Jack, a scar-faced thief, who is now in the room beyond the doors at A with their leader. They have faced great danger (6 of their original number are now dead), and have received little of the promised pay. They will be happy to leave peacefully if you wish to avoid combat. If you had already opted for combat you may not now change your mind.

If you agree not to fight, they gradually edge round one wall, allowing you to edge round the other, until they reach the door you came in by; they then leave and never return. If you try to jump them or are already committed to combat consult the next section, otherwise skip it.

They will not be surprised, and will not repeat their offer of peace, fighting fiercely and to the death. Each has 1-4 gp.

There is an ancient and apparently undecipherable script running around the edge of the pool. If any of your characters roll their INT or under on 4d6, or if you use a **comprehend languages**, go to 997. The doors at A carry an inscription: "Zamhardrar's tomb lies within, only the strongest and wisest may seek to see his face". The doors have a single keyhole, surrounded by a strip of crystal, striated in green, amber and red.

The doors may not be opened by any physical or magical attack, however any of the crystal keys will unlock them (they open to 836A), remember to take the key with you! For the effects of the water see next section.

The water will neutralize any poison and cure any disease when drunk. Bathing in the pool will heal 2-12 damage. The water has no effect if taken outside this room.

**987:** If any of your characters exit the dungeon with any of the goodies from room 693 (with the sole exception of the helmet that was on Zamhardrar before his awakening), the whole party will be cursed as follows:

**FIGHTERS:** You are cursed never again to hit with your favourite weapon, or any weapon similar to it. Treat your favourite weapon as the one you have used most in this adventure, treat similar weapons as all those sharing the same general class, as follows: a) all missile weapons; b) all swords (inc. daggers); c) all axes; d) all polearms; e) others (mainly the blunt weapons).

**CLERICS:** From now on whenever you cast a reversible spell, there is a 50% chance that you will cast the reverse instead (eg: causing your comrade 1-8 damage instead of curing it!).

**THIEVES:** You are afflicted with a form of severe arthritis. You will use all weapons at -2, and suffer -20% on all thief functions except move silently, hide in shadows, hear noise and read languages.

**MAGIC-USERS:** All your spells (inc. those from scrolls or devices) have a 50% chance of failure (if there is a DM he should determine the results of failure, ie: whether nothing happens, the spell effect is reversed or altered etc.).

The only way to have escaped Zamhardrar's curse is to have performed the requisite task, ie: to have cured his wife (room 963) of her vampirism. Pulling out the stake does nothing to cure her and so will not prevent you from being cursed. If you carried her out into the sunlight with you, or dumped her body in running water (not the still water of room 839), she will have been slain and hence cured of vampirism. In the absence of holy wafers only one of these courses of action will have prevented the curse. You can have the curse removed at any wilderness town (not village) for a cost of 3000 gp per person cured.

**988:** The doors at A are those from 633B redrawn for clarity. Just in front of you is a partially raised (5' off the ground) portcullis. IF you pass beneath go immediately to 995, otherwise return to 633B.

In the main part of the room there is a pile of offensive smelling filth in the northwest corner; the room is otherwise empty.

Anyone attempting to inspect the filth will take 1-3 damage from a rock landing on his head, and will then fall flat in the large pile of orc faeces (losing 3-6 points of charisma until well scrubbed). You can then hear raucous orc laughter from the hole above the pile. EXITS.

A: 633B; B: 886A; C: 938B; HOLE (if levitated, climbed up etc): 966 (through hole in floor).

**989:** IF A CHARACTER WAS LEFT HOLDING THE BOAT: 4 lizard men surface and attack him. He may jump onto the land to fight or run (in which case the boat drifts off), defend himself in the boat (in which case the boat drifts off with him in it, continue the combat, you will exit the cavern in 2-5 rounds) or keep hold of the boat and allow them to hack him up (not recommended). IF THE BOAT WAS LEFT UNATTENDED: It is not there on your return (but there will be an extra boat tied up in cavern 639 if you subsequently visit it).

**993:** A rough cavern 10' high. Your boat is brought to a halt by a portcullis in position across the river. You may neither go backwards (the current is too strong) or forwards (because of the portcullis). There is a 10' wide chimney at C rising some 20' to a door on the eastern side. EXITS.

A: Impassable; B: Impassable unless you have raised the portcullis in which case go to 1000; C: Up chimney to door in east wall, thence to 869A.

**995:** There is no effect, go to the next section of 988.

**996:** A rough cavern 10' high. It reeks of fish, and there are an extremely large number of bones and 2 half-chewed specimens on the floor. In the west is a 1' diameter hole in the floor, next to which is a large (dragon?) skull set on a stake. The door at B is barred from this side (unless you entered from B, in which case a shattered bar lies by the door). EXITS.

A: 639D; B 938A.

**997:** The script reads: "Rest weary travellers and refresh yourselves before entering my household. A draught of this water cures many complaints, while to bathe relieves your wounds". Return to 986.

**998:** This small cavern (15' high) is dank and gloomy, and stinks abominably (the stench is not unlike that of orc).

Soon after you enter an irate ettin rushes in from B and attacks (hp 47). EXITS.

A: 983B; B: 936A.

**999:** A pair of crumbling blackened doors stand in front of you.

They crumble away when touched to reveal a pair of scorched metal doors. However if you did not wait for at least 4 rounds before touching them, they were hot enough to give 1d4 damage.

The scorched doors are warm but not hot enough to damage. They open easily towards you, crumbling away in places, to reveal another pair of only slightly tarnished metal doors.

These doors are quite heavy, and although not locked, they require a STR of 10+ or a **knock** spell to open (they go to room 693). Failing this you will have to return to fetch help. If you wish to do this, first read the **last section only** of room 693.

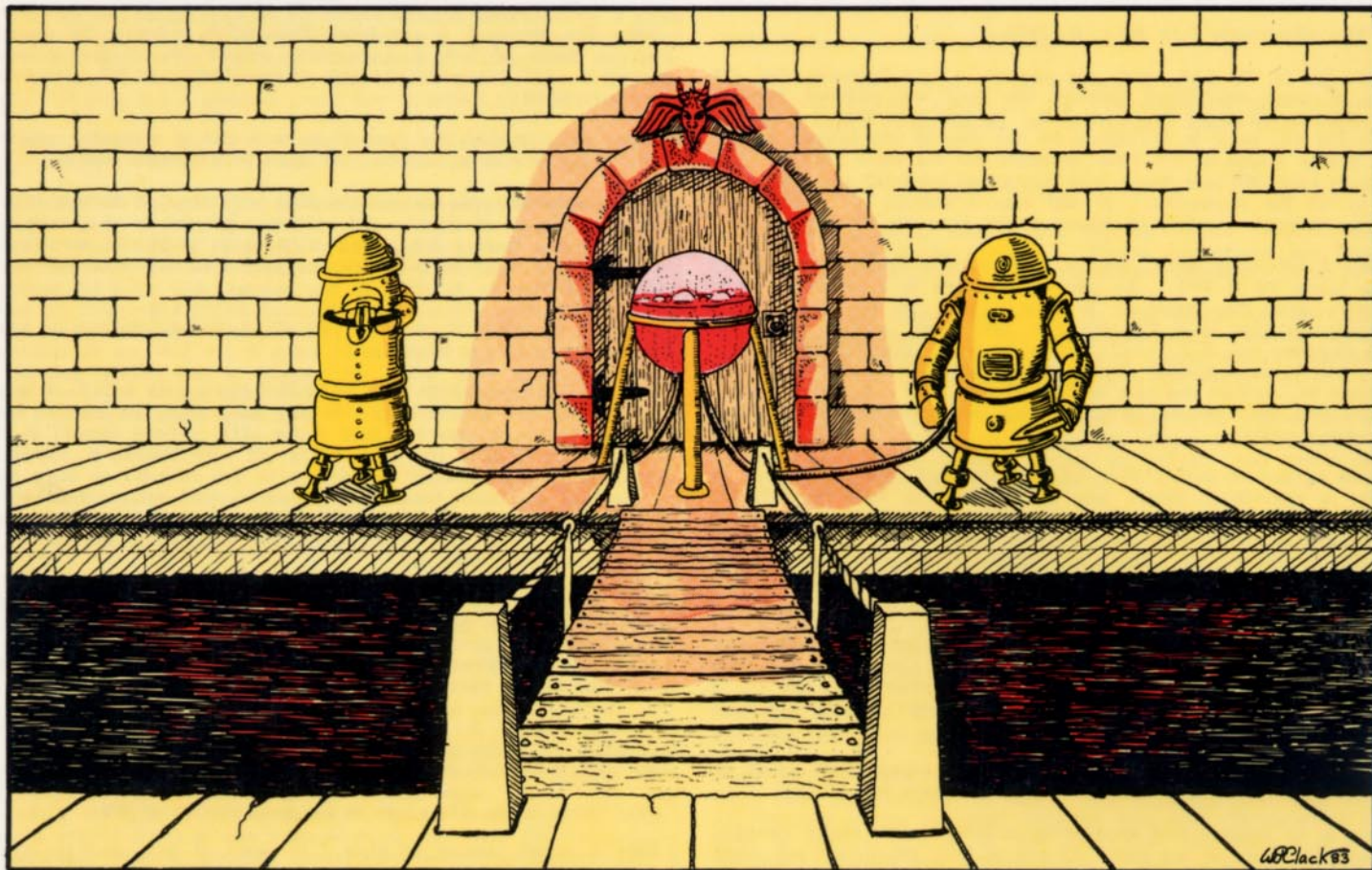
**1000:** You are swept rapidly downstream for about 1 mile. You suddenly emerge into sunlight again, the river soon widens and slows down and you may now disembark. You must begin the long trek northeast back to the tomb. On the way you have 1 wilderness encounter (roll randomly); you then arrive at 683.

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