

B1**FOR USE WITH
D&D® BASIC RULES**

Dungeon Module B1 In Search of the Unknown

by Mike Carr

INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



This package (a cover folder with maps and descriptive material) is especially designed for new players and players, specifically created to enable new Dungeons & Dragons® Basic Set.

In addition to descriptive and situational material, this package includes background history and legends, listings of possible material, tips on various aspects of play for

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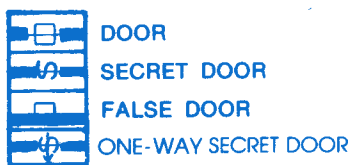
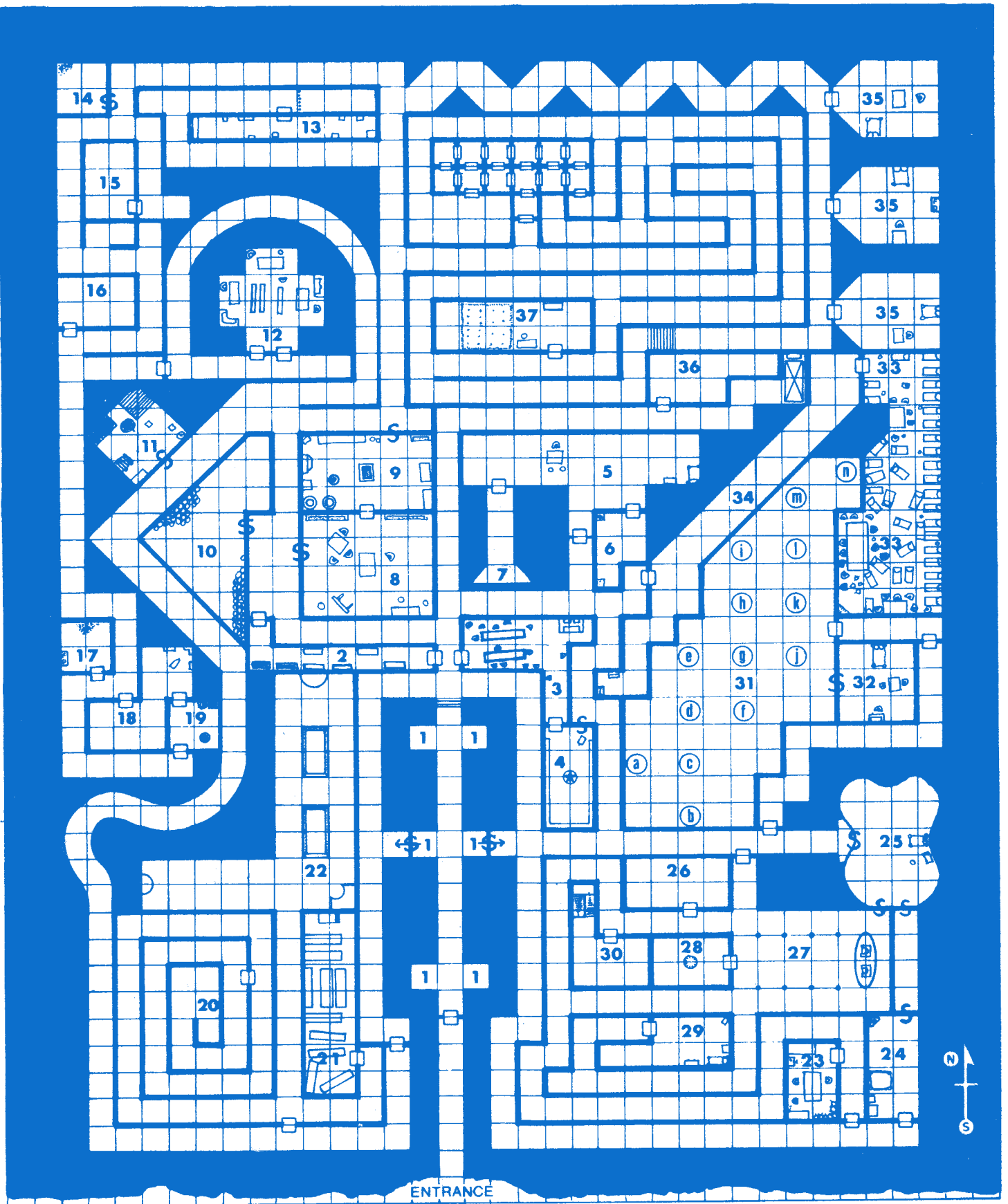
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UPPER LEVEL



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DUNGEONS & DRAGONS® Basic Set
Special Instructional Dungeon Module #B1
IN SEARCH OF THE UNKNOWN
by Mike Carr

Introduction: This package forms a special instructional module for play of DUNGEONS & DRAGONS® Basic Set, and as such, is specifically designed for beginning players and Dungeon Masters. Due to its special design, it has numerous applications and services a multiplicity of purposes.

Most material within this module is that contained in the D&D • Basic Set game booklet. In some instances, new material (such as additional monsters, magic items, etc.) is included, and when this is so, every effort has been made to provide a pertinent explanation of important aspects and effects.

Those who would intend to be beginning players using this module would be well advised to stop reading this now and to avoid further examination of the module details or game map. The reason for this is that enjoyment of the module will be enhanced when the challenge of the unknown and unexpected confronts the participants, who will not be able to benefit from any familiarity with the game situation other than the background provided by the referee. This element of the unknown and the resultant exploration in search of unknown treasures (with hostile monsters and unexpected dangers to outwit and overcome) is precisely what a DUNGEONS & DRAGONS adventure is all about, and "knowing too much" can greatly spoil the fun of the experience that makes D&D gaming so special. So, if you're going to be a player in this module, stop reading here, resist the temptation (which will be considerable) to go further in examining the contents, put the module aside, and wait for your Dungeon Master to get ready to use this package for gaming. You won't be sorry!

NOTES FOR THE DUNGEON MASTER

As a beginning Dungeon Master, you will find this module helpful in many ways. First of all, it serves as a graphic example of a beginning dungeon. For this reason, it should prove illustrative to fledgling Dungeon Masters who will benefit from a look at what another dungeon design "looks like." Those designing their own dungeons will want to note various aspects of this dungeon which will give them valuable insights into the creative process which allows them to formulate their own unique dungeon and gaming setting. Those going on to design their own dungeons and campaigns should be advised of the various playing aids available from TSR as official DUNGEONS & DRAGONS accessories—most notably the various sets of geomorphs (see the products list on the D&D Basic Set booklet for details) which allow preparation of large map areas with a minimum of time and effort.

Second, this package provides an almost "ready-made" game situation which can be utilized for one or more playings. Some initial preparation is necessary in addition to reading the material through one or more times before using it in a game. The preparation, however, is interesting and fun as well as instructional, for it shows how a Dungeon Master (or DM) "stocks" the dungeon with assorted treasures and monsters before any adventuring begins. Separate lists of monsters and treasures to key with the various locations inside the dungeon insure that no two similar modules will be the same when set up by different DM's, and will also guarantee that players will not know what to expect in any given room or location. As for player characters, participants can use their own characters rolled up according to the guidelines within the DUNGEONS & DRAGONS Basic rulebook or choose from a

list of pre-generated characters supplied here (including possible retainers to accompany the player characters in their adventuring).

Thirdly, there are several salient points of good dungeon design illustrated in this module which new DM's would be wise to note. Likewise, they should keep these factors in mind when they start to design their own game maps and situations:

- 1) Since it is important to offer a challenge commensurate to the players' level, this two-level dungeon design is made specifically for exploration by beginning players in a party of 3 to 6 adventurers (player and non-player characters combined). This is reflected in various ways:
 - a) In general, this dungeon is less deadly and more forgiving than one designed to test experienced players. It is designed to be fairly challenging, however, and is by no means "easy." Careless adventurers will pay the penalty for a lack of caution—only one of the many lessons to be learned within the dungeon!
 - b) The dungeon is designed to be instructive for new players. Most of it should be relatively easy to map, although there are difficult sections—especially on the lower level where irregular rock caverns and passageways will prove a real challenge.
 - c) The monsters encountered will generally be commensurate with the adventurers' ability to defeat them. For the few that are too formidable, the adventurers will have to learn the necessary art of fleeing or else employ more powerful means against them.
 - d) The treasures to be found will generally be small, although a couple of more lucrative finds are possible if the adventurers are clever or lucky.
- 2) The dungeon includes a good assortment of typical features which players can learn to expect, including some interesting tricks and traps:
 - a) Several one-way secret doors
 - b) Illusions and magic mouths
 - c) A wind corridor which may extinguish torches and open flames
 - d) A room of mysterious pools
 - e) A room of doors
 - f) A water pit trap which suddenly drops adventurers to the lower level
 - g) A portcullis trap where vertical bars drop behind the party in a dead end corridor
 - h) A pair of teleport rooms to confuse explorers
 - i) Several magical treasures—most beneficial, some cursed
 - j) Mysterious containers with a variety of contents for examination
- 3) There is a legend or story explaining some details of the setting and providing a background (i.e., why it exists, its background, how the characters became involved with it, etc.). Of course, players/adventurers will probably only know bits of this information—or perhaps only rumors of dubious reliability. Most good dungeons (and indeed, entire game campaigns) rest upon a firm basis of interesting background and "history" as set for the players by the game moderator, or Dungeon Master.

4) The setting is neither too simple nor too difficult. Adventurers can exit by either returning to the entrance or locating the other secret exit. Two ways down to the lower level are available for discovery, and a trap may also bring adventurers unexpectedly there.

PREPARATION FOR THE USE OF THE MODULE

The use of this module by the Dungeon Master first requires a working familiarity with its layout and various design features. Therefore, the first step is to completely read the module, doing so with care and with reference to the two maps provided to learn the basic layout and location of the various parts described in the written commentary. A second and third reading will also prove beneficial in preparing for a game employing the module.

Once the DM has obtained a background knowledge of the situation and the various features of the areas to be explored, he or she must key the two maps by placing various monsters and treasures within the dungeon complex. To do so, the DM utilizes the two lists provided which follow within this booklet, taking advantage of the special system to allow easy setup and reference.

Upon examination of the two game maps, it will be noticed that each prominent room or chamber has a number for designation purposes. Each number corresponds to a written description within the body commentary which accompanies the maps and which is contained in this booklet. Thus, a description of each such area of the dungeon is easily referenced by locating the written material within the booklet, and these are arranged in numerical order. The basic descriptions are standard, but in most cases there is no mention of either monsters inhabiting a particular area or specific treasures to be found within (except for occasional items which are part of the furnishings and which may have some unusual value). A space exists after each description with a brief area for listing either a monster or a treasure (or both) which may be within that room; exactly what will appear in each room, however, is up to the Dungeon Master, who will fill in some of the spaces to denote their presence. This is done easily through the use of the number and letter-coded lists provided for monsters and treasures, respectively. It is important to note, however, that not every room will contain a monster, a treasure, or both—in fact, a fair number of rooms will contain neither, and in some cases the treasure will be hidden or concealed in some manner. Further details on the use of the two lists is contained in the description which precedes them in the section entitled KEYING THE DUNGEON.

Once the dungeon has been keyed and the Dungeon Master's preparation is complete, he or she must assist the players in getting ready for the adventure. The first step is in providing them with the background outline which sets the stage for the game. This "Player's Background Sheet" (which differs in some ways from the more detailed description/background for the referee) is on a perforated sheet at the end of this booklet. It is designed to be removed and handed to the players prior to the adventure (or simply read aloud to them if you do not wish to remove it from the booklet).

Once the players know the background, they can prepare their characters for the adventure. If new characters are needed (as they will be if the players are just starting their first game), they can be rolled up by using the dice and following the prescribed procedure within the DUNGEONS & DRAGONS Basic rule booklet. Each player also determines his or her amount of starting money (the number of gold pieces he or she has to begin with), and this amount is available for the purchase of arms and equipment for adventur-

ing. Once the players have decided upon the equipment they will be carrying, as well as their own arms and armor, they are ready to start play. A written record of abilities, wealth, and equipment owned and carried is kept by each player.

As an alternative to spending time rolling the characters up, a list of assorted adventuring characters is included on the reverse side of the "Player's Background Sheet." If the Dungeon Master decides to do so, the players can choose one of the characters listed there as their player character. In such a case, the DM then provides the pertinent specifications and ability ratings of the character to the player, who makes a note of it on the side. The DM's master list of character abilities is within this booklet.

If there are only two or three players, or if a party wishes additional assistance, one or more retainers (non-player characters who will be a part of the party but who will not be under the total control of the players) can be added to the group of adventurers at the Dungeon Master's discretion. These characters can also be from the list, and their specifications and ability ratings are also on the master list for the Dungeon Master.

When players have retainers (characters who serve out of admiration or loyalty), the Dungeon Master must use common sense in their employment within the game. Obviously, allowing players to assemble large bands of armed assistants at this stage of the game would be unfair and unbalancing, so it will be unusual to see more than one or two non-player characters appearing in the first games. Only after players have survived to earn some repute and wealth to attract (and afford) them will they be able to locate additional adventurers to aid their exploration.

Seeking retainers is a matter to be handled by the Dungeon Master. A player's success in attracting retainers will depend upon the charisma of the seeker. Once a retainer has decided to join a group (this usually being determined by a secret dice roll by the Dungeon Master), the non-player character will generally function according to the directions of the player character being served. However, in some situations—most notably those involving great risk or danger—the Dungeon Master serves as the "conscience" of the retainer, and may cause him or her to balk at ordered action or perhaps even desert in the face of danger or as a result of unrewarded courage or accomplishment. For example, if a party is facing a hazardous situation and a player tells his or her retainer to do something which would seem more dangerous than the actions pursued by the other player adventurers, the retainer may hesitate to act upon the order—or in some cases might simply run away if the chance of death is great (this being determined by the DM's secret morale role plus modifiers of his or her choosing, depending upon the situation). Likewise, if a retainer successfully executes a hazardous action (slaying a dragon without much help, for instance) and does not get a proportional reward, he or she will understandably consider deserting the player character who ill-treated him or her. In such cases, the DM will determine the outcome and, as always, the DM's decisions (often the result of die rolls at appropriate chances which he or she determines) are final.

An alternative to having retainers under player control is simply to have non-player adventurers available for single-game participation. In this case, an additional character accompanies the group and participates, but is independent of player control other than to be helpful and generally cooperative. The Dungeon Master runs the character in essence,

although his or her actions will generally follow the desires and suggestions of the players (unless an unduly hazardous action is demanded). The independent character participates in return for a share of the treasure gained, and this share (which will at least be proportional if the character is better than the player characters) must be agreed upon before the adventure starts. If your players are trying to attract such help, roll a die to see how hard a bargain the extra character drives in order to be convinced that participating is worthwhile. . . . After the adventure has been completed, the extra character might simply take his or her treasure share and disappear from further use, or if the DM desires, be available for similar service in future quests. The section entitled THE CHARACTER LISTS gives additional suggestions for the employment of non-player characters or retainers.

Once the players have completed their preparations for the game, the referee finishes "setting the stage" by bringing the player characters from the background story to the place where the game adventure will begin. This is usually simply a matter of providing a brief narrative (such as, "Your group, after purchasing supplies and getting organized, left their town and went cross country till a deserted pathway was found which led into the hills, and finally to a craggy outcropping of rock . . ."). Use of the LEGEND TABLE (described elsewhere in this booklet) is also made at this time.

To start the adventure, the players must decide on an order of march for all of the characters in their group—who will be in front, who in the middle, who at the rear, and so on. This should be diagrammed on a sheet of paper and given to the Dungeon Master for reference, and any change in the order of march during the adventure should be noted. In a standard 10' wide corridor, the most common arrangement is two adventurers side by side in each rank, although three characters could operate together in a single rank if all of their weapons were short and easily wielded (daggers or small axes, for instance).

One player in the group should be designated as the leader, or "caller" for the party, while another one or two players can be selected as mappers (at least one is a must!). Although individual players have the right to decide their own actions and relay them to the Dungeon Master as play progresses, the caller will be the one who gives the DM the details on the group's course of action as they move around and explore (such instructions as "We'll move slowly down this corridor to the east. . ." or "We'll break down this door while so-and-so covers our rear. . ." are typical directions given by a caller to the DM). In the course of the adventure, the caller will naturally discuss the options available to the party with the rest of the adventurers, but it is this person who the DM relies upon for the official instructions (although individual players can still pursue alternate courses of action at appropriate times, if they insist, by telling the Dungeon Master). Once a caller (or any player) speaks and indicates an action is being taken, it is begun—even if the player quickly changes his or her mind (especially if the player realizes he or she has made a mistake or error in judgment). Use your discretion in such cases.

The player or players mapping the explored area should use graph paper. Orient them according to the same directions on the referee's map (with the top being north in almost all cases). After that, allow them to draw their maps from your descriptions as they wish—but make certain that your verbal descriptions of the areas they explore are accurate (although you can say such things as "approximately sixty feet," especially in large or open areas or places where there are irregular rock surfaces). Above all, avoid the considerable temptation to correct their maps once they have drawn

them. It will not be uncommon for players to show you their map (especially if they're confused) and ask you, "Is this right?" In most such instances, you should avoid correcting any mistakes there, unless it would be obvious through the eyes of the adventuring characters. Encourage good mapping skills and an attention to detail rather than falling into the rut of continual player map questions.

Exploration of the entire area comprising the module may well take more than one game session. It is also quite possible that adventurers (especially if wounded or reduced in number) may want to pull out of the stronghold and prepare for a return visit when refreshed or reinforced. If this is done, they must work their way to an exit and discuss with you the pertinent details and time passage until their return. In such cases, the exact status of areas already explored will depend upon your judgment—whether areas cleared of monsters might in some cases be reoccupied by new ones, doors left open closed again and locked, or whatever.

If the exploring adventurers wish to suspend the game temporarily during a rest period (when the adventuring characters stop to sleep, as they must do every 24 hours), appropriate notes should be made of each adventurer's status so that resumption of the game can begin at the same point on the next meeting of the players. Their choice of where to camp is a factor to consider, as well, since in this dungeon a check for wandering monsters must be made up to three times for any 8-hour period they remain there (these checks are made at a normal 1 in 6 chance). It is customary to have one or more adventurers in the party standing guard at any one time, as the party members sleep in shifts in order to always have continual protection (although the devious DM may give a slight chance of a guard being asleep if a monster comes . . .). Just as with march order, it is important that players provide the DM with the sleeping location of each member and the placement of the guard or guards, since this may be crucial if and when a monster approaches from a given direction.

Experience points earned and any benefits gained will only be applicable if and when the adventurers successfully exit the dungeon; experience gained in an adventure is only credited after the adventure is complete. However, successfully exiting the dungeon and then returning later would allow the characters to use experience gained on the previous foray, if applicable.

TIME

As adventures go on, the Dungeon Master is responsible for keeping track of time elapsed.

In normal movement and exploration, each turn is considered to be ten minutes. If an encounter or melee occurs, the Dungeon Master immediately (but temporarily, for the duration of the encounter) adjusts the time frame to melee rounds consisting of ten 10-second melee rounds.

Every third turn of adventuring, the DM should take a die roll for the possible appearance of wandering monsters at the indicated chances (which are normally 1 in 6, but which may vary depending upon location and dungeon level). Some occurrences (such as noise and commotion caused by adventurers) may necessitate additional checks.

Paper and pencil can be used to tally time, and the DM should monitor its passage as he or she sees fit, but keeping in mind that exploring, mapping and examining various features takes up considerable time—with the larger the area

and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if adventurers move rapidly through the areas which have been previously explored and mapped. In all cases the DM should use good judgment and common sense.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent adventurers will sleep in shifts with a guard always awake. In this dungeon, three checks will be made each "night" for possible wandering monsters.

COMPUTING EXPERIENCE

At the conclusion of an adventure (the party's emergence from the dungeon), the surviving characters divide the treasure (with equal shares generally awarded to each and magical or special items dived for by eligible characters) and experience is computed. Retainers usually get an equal share of any treasure, although their experience point award may vary at the Dungeon Master's discretion from half to the full amount awarded to player characters, depending upon their accomplishments.

As an example, let us assume that the first level player characters (a magic-user and a fighter) and a first-level retainer (a fighter) survive an adventure and return to the outside world from a dungeon which has claimed several of their comrades. The treasure they carry out with them amounts to the following: 630 g.p., 9—50 g.p. gems, a scroll of 2 magic-user spells, a **sword +1** and a **ring of protection +1**. In the course of their adventure, their party slew the following monsters: 8 kobolds, 5 orcs, and a black widow spider.

In this instance, the treasure is rather easily divided: the gold pieces are split into 210 apiece, 3 gems are awarded to each character, the scroll goes to the magic-user (since he is the only one who can use it), and the two fighters roll dice for the sword and the ring, with one going to each (in some instances, a non-player character may end up with the best treasure this way, but such is the luck of the dice . . .). This gives each adventurer the equivalent of 210 g.p. cash, plus 150 g.p. in gems (if traded or sold for gold pieces), plus one other item which can be retained and used.

The monsters slain are considered for experience point values as follows (see page 12 of the D&D Basic Set booklet): the 8 kobolds are worth 5 points apiece as creatures under 1 hit die, the 5 orcs are worth 10 points each as 1 hit die monsters, and the spider is worth 50 points (35 points as a 3 hit die creature plus 15 points for its special ability of poison). The total value of all monsters killed is thus 140 experience points—40 for the kobolds, 50 for the orcs, and 50 for the spider. This divides to 46 experience points per surviving adventurer for monsters slain.

Total experience points for each adventurer would be 360 (the g.p. equivalent of coins and gems) plus 46 (for the monsters killed), or 406 points each. No additional points are awarded for the special or magical items.

Once enough points are accumulated, a character can rise to the next higher level of experience, and gain the benefits of the new level. Wealth obtained, besides counting initially for experience, can be used to purchase equipment or supplies, defray everyday expenses, attract retainers, sponsor various enterprises, or can be spent in any manner (including payments of tithes to the church, especially for clerics!).

HOW TO BE AN EFFECTIVE DUNGEON MASTER

The Dungeon Master, as referee, is the pivotal figure in any DUNGEONS & DRAGONS game. Accordingly, the DM's ability and expertise—as well as fairness—will be important factors in whether or not the game will be enjoyable for all of the participants.

The D&D game is a role-playing game, and is unlike traditional games which have a firm basis of regulated activity and repetitious action. A D&D adventure is free-flowing, and often goes in unknown and unpredictable directions—and that is precisely the reason it is so different and challenging. The Dungeon Master is best described as the moderator of the action, for the DM oversees the whole process, keeps the game moving, resolves the action based upon events occurring and player choices made, and monitors the actions and events outside the player group (i.e., handles monsters encountered, determines the actions of non-player characters encountered, etc.). The DM's responsibilities are considerable, but his or her foremost concern should be to provide an enjoyable game which is challenging to the players. This means that risk should be balanced with reward and that game situations are neither too "easy" nor too deadly. Above all, the DM must be fair, reasonable (without giving in to the unreasonable demands of the players), and worthy of the respect of all the participants.

Beginning Dungeon Masters who are not familiar with the game often ask the most common first question, "Exactly how do you referee the game?" The answer is that there is no single best way—different DM's have different styles, just as individual players do. However, there are certain guidelines which are important to follow . . .

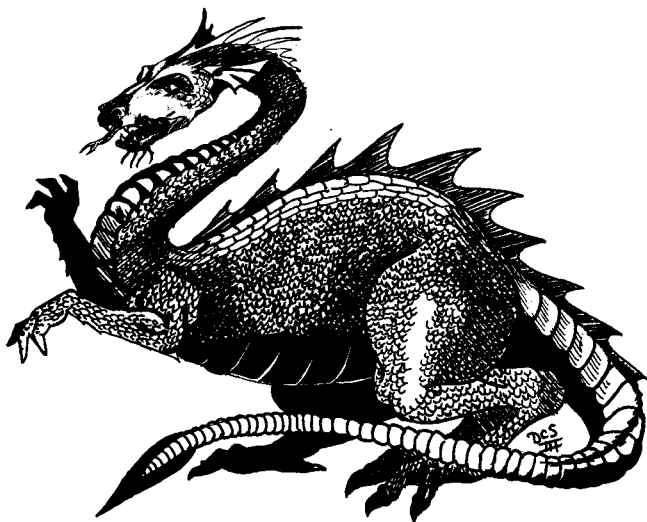
First, it is crucial to keep in mind that this is a game based on player interaction and player choice. The game generally follows the course of the player's actions—if not always their plans! As moderator, you present an ever-changing situation as it occurs (sort of like an unfolding story, or even a movie, if you like to think in those terms), and the players respond pretty much as they desire. As the game goes on, you are presenting them with a hundred different opportunities and choices—exactly how the game goes will depend upon their response to those opportunities and choices. For instance, if players decide to walk down a corridor and find a dead end with three doors, they have a number of choices—simply turn around and ignore the doors, listen at one or more before proceeding elsewhere, try to open one or more (either normally, by forcing them, or even by simply bashing them in), or whatever. You describe the situation, then await their decision as to a course of action. Of course, some decisions will be more difficult, or quick, or crucial to survival—and as always, imagination and resourcefulness, as well as quick thinking, will usually be rewarded.

Second, a good DM remains "above the battle" and does not attempt to influence player actions or channel the activity in a particular direction. The Dungeon Master should do everything possible to assist players in their quest without actually providing important information unless the players themselves discover it or put the pieces of a puzzling problem together through deduction or questioning, or a combination of the two. A large part of the game consists of player questions, many of which are, "What do we see?" Your job as gamemaster is to answer those questions without giving too much away. You need not hint to players any information that they do not ask for on their own, except in unusual instances. Allow them to ask the questions, and allow them to make the choices.

In the same vein, as Dungeon Master you will enjoy watching players wrestle with the problems you present them with. Although you may set up situations to challenge them, you must understand that you are not their adversary, nor are you necessarily out to "defeat" them. You will enjoy moderating a well-played game where players respond to the challenges encountered much more than one where the adventurers foolishly meet their demise in quick time. However, if your players abandon caution or make stupid mistakes, let them pay the price—but be fair. In many cases, a danger due to lack of caution can be overcome, or a mistake in judgment countered by quick thinking and resourcefulness, *but let your players do the thinking and the doing,*

As Dungeon Master, you are the game moderator. This means you set the tempo of the game and are responsible for keeping it moving. Above all, *you* remain in control of the situation, although with reasonable players your game should always be in control. If players are unusually slow or dilly-dally unnecessarily, remind them that time is wasting. If they persist, allow additional chances for wandering monsters to appear—or at least start rolling the dice to make the players think that you are doing so. If players are argumentative with each other, remind them their noise also serves to attract unwelcome monsters; if they persist, show them that this is true.

Lastly, it is important to remember that the Dungeon Master is the final arbiter in his or her game. If players disagree with you, hear them out and reasonably consider their complaint. However, you are the final judge—and they should understand that, as well as the fact that not everything will go their way, or as they expect. Be fair, but be firm. With human nature as it is, players will undoubtedly attempt to try to talk you into (or out of) all sorts of things; part of the fun of being a DM is this verbal interplay. But in the end, what you say is what goes.



BACKGROUND

Many years ago, rumor has it, two noted personages in the area, Rogahn the Fearless (a fighter of renown) and Zelligar the Unknown (a magic-user of mystery and power) pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, the new construction took shape. Carved out of the rock protrusion which crested the heavily forested

hill, this mystical hideaway was well hidden, and its rumored existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Construction of the new complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of slaves and laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was constructed above ground for lookout purposes, even though there was little to see other than a hilly, forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for quite some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague (or chaotic) evil. No one knows for sure.

What is known more widely is the reputation of each. Despite their questionable alignment, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a barbarian invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. A grateful populace rewarded the pair and their henchmen with considerable treasure, after which the two retired to their hideaway. Most of the reward treasure was apparently used to finance the further construction of Quasqueton, although some of it may yet be hidden somewhere. In any case, the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on their last adventure.

Some years ago, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along in a great armed band, the two personages disappeared into the forbidding alien lands to the north, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the barbarian lands where Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details—and no substantiation of the story. The only thing certain is the Rogahn and Zelligar have been gone far too long. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore! And who knows what riches of wealth and magic might be there for the taking???

LEGEND TABLE

Prior to the first adventure into the stronghold, the Dungeon Master will utilize this table to impart "background knowledge" (from rumors or legends known) to the adventurers. The table itself includes bits and scraps of information regarding the place to be explored—most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players

to act upon the information they "know"; the Dungeon Master will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

To determine legends/rumors known, each player character will cast a 4-sided die in secret conference with the Dungeon Master (non-player characters or henchmen/hirelings will get no roll). The result of the roll will give the number of rumors/legends known by the individual rolling the die:

- 1 One legend known
- 2 Two legends known
- 3 Three legends known
- 4 No legends known

Rolls of 1, 2, or 3 will result in that many rolls on the Legend Table using d20. A roll of 4 indicates that the adventurer has no knowledge of any rumors or legends pertaining to the stronghold; any information the player desires he or she must attempt to obtain from the other players.

The legends/rumors known are determined by the player's roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll (this is done secretly where the other players cannot overhear). The DM then tells the player that this is the extent of background information known by his or her player character; whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner each player is given a chance to see what bits of additional information their character knows before the adventure starts.

LEGEND TABLE (d20)

"F" denotes a false legend or rumor, but the player will not know it is false.

- 1) The name of the stronghold is Quasqueton.
- 2) F Zelligar had a wizard's workshop in the stronghold where he worked on magic stronger than any known to man.
- 3) F Rogahn owned a fantastic gem as big as a man's fist that was worth over 100,000 gold pieces; he kept it hidden in his personal quarters.
- 4) Zelligar and Rogahn had orc slaves to do the menial work, and some lived permanently at the stronghold.
- 5) The complex has two levels.
- 6) Part of the complex is unfinished.
- 7) The complex has a rear exit which is secret and well hidden.
- 8) No outsiders have ever entered the complex and returned to tell the tale.
- 9) Troglodytes have moved into the complex in the absence of its normal inhabitants.

- 10) F The place is protected by the gods themselves, and one member of any party of intruders is doomed to certain death.
- 11) F The treasures of Zelligar and Rogahn are safely hidden in a pool of water.
- 12) F The entire place is filled with guards left behind by Zelligar and Rogahn.
- 13) Rogahn's trophy room has battle relics and slain monster remains from his adventures.
- 14) There is a room with many pools of water within the complex.
- 15) The very walls speak to visitors.
- 16) F An enchanted stone within the stronghold will grant a wish to anyone who chips off a piece of it and places it within their mouth.
- 17) F All treasures of Zelligar and Rogahn are cursed to bring ill to any who possess them.
- 18) F Zelligar and Rogahn have actually returned to their stronghold, and woe be to any unwelcome visitors!
- 19) There are secret doors, rooms, and passageways in parts of the complex.
- 20) The complex has more than one level.

Note: When rolling on this table, roll again if any number duplicates one already rolled by the same player.

THE DUNGEON

This area for exploration is designed to challenge a party of 3-8 adventurers (player characters and henchmen or hirelings) of up to the third level of experience, and is specifically intended for use with DUNGEONS & DRAGONS Basic set. Players will find it beneficial to have a mix of characters in their party who will complement each other and who will possess a variety of abilities due to their different classes (fighters, magic-users, clerics, thieves, etc.). Additionally, the carrying of one or two useful magic items will likewise be of great help (although more numerous or more powerful such items will unbalance the situation).

The Caverns of Quasqueton, as mentioned in the background description, are hewn from a great rock outcropping at the crest of a large wooded hill. Winds buffet the hill continuously, blowing and whistling through the trees, vines and other vegetation which blanket the prominence on all sides. The rock itself is a heavy blackish slate, and is evident all throughout the caverns on both levels.

The air within the caverns is heavy, wet, and musty. In some portions of the complex, a layer of dust lies upon everything, undisturbed for years. Burning anything within is slow and difficult, for the entire atmosphere resists combustion. Torches and lanterns will burn smokily.

There are many doors within the dungeon (the term "dungeon" being used generically for the entire underground area, as it usually is in DUNGEONS & DRAGONS games), and some of them are secret doors, discernible only by special examination or perhaps by an elf with his or her inborn ability

to notice them. In all cases, unless otherwise noted, doors will be locked one-third of the time—and any roll of a 1 or 2 on a six-sided die (d6) will mean that they will bar entrance unless the lock is sprung or broken. Breaking the lock or breaking down the entire door will be a noisy undertaking, to be sure, and may serve to attract unwelcome monsters . . .

The two levels of the dungeon are approximately equal in size and are located one above the other. If the two maps could be placed over one another, the three access points between levels would directly correspond to their locations on the maps and lead directly to each other up and down.

THE CAVERNS OF QUASQUETON

KEY TO THE UPPER LEVEL

Within the complex, the upper level is a rather finished abode with generally good stonework and masonry overall. There are rough spots, or portions where workmanship is not as good as overall, but for the most part the construction and excavation are well done. The walls are relatively smoothly hewn and finished and in generally good repair. The floors, while uneven in places, are likewise in good condition. Corridors generally measure 10' in width, while ceilings for the most part are approximately 8' to 10' above the floor. The blackish stone from which the halls and caverns were hewn is evident overall. Doors are uniformly of heavy wooden construction, approximately five or six inches thick.

WANDERING MONSTERS

Check every second turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Orcs (1-4)-AC 6, HD 1, hp 6,4,3,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
2. Giant Centipedes (1-2)-AC 9, HD 1/2, hp 2,2, #AT 1, D poison, MV 60' (20'), Save NM, ML 7
3. Kobolds (1-6)-AC 7, HD 1/2, hp 4,3,3,2,2,1, #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
4. Troglydtes (1-2)-AC 5, HD 2', hp 6,5, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
5. Giant Rats (2-5)-AC 7, HD 1/2, hp 4,3,2,1,1, #AT 1, D 1-3 + disease, MV 120' (40') swimming 60' (20'), Save NM, ML 8
6. Berserkers (1-2)-AC 7, HD 1 +1', hp 5,4, #AT 1, D 1-8 or by weapon, MV 90' (30'), Save F1, ML 12

ENCOUNTER AREAS

ENTRANCE. A cave-like opening, somewhat obscured by vegetation, is noticeable at the end of a treacherous pathway which leads up to the craggy outcropping of black rock. By sweeping aside some of the vines and branches, the opening becomes easily accessible to human-size explorers.

The opening leads straight into the rock formation, with a 10' wide corridor leading the way to a large wooden door. The door opens freely, and close examination will reveal that bits of wood have been chipped away from the edge, indicating that it has previously been forced (this fact will certainly be known if adventurers indicate they are examining the door; otherwise, there will be a 10% chance per adventurer, cumulative, of this being noticed—40% if four adventurers, etc.).

1. **ALCOVES.** There are three pairs of alcoves past the entrance, located as they are for purposes of defense against intruders or invaders. These guardpoints are all empty and barren of any markings.

The second pair of alcoves are actually secret one-way doors, but totally unnoticeable to anyone on the side of the entrance corridor (even if close examination is made). These one-way doors are also a defensive measure to allow guards to appear in the rear of any invading group which passes this point.

The third pair of alcoves contains a double **magic mouth** spell, and this magic omen will be triggered as soon as any adventurers reach the point in the corridor between the two alcoves. When this occurs, a **mouth** appears on the side wall of the east alcove, and another **mouth** appears on the side wall of the west alcove. The east **mouth** speaks first, in a booming voice: "WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?" After but a moment, and drowning out any attempted reply by the party, comes the reply from the west **mouth**: "ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!" Then both **mouths** will shout in unison, "WOE TO ANY WHO PASS THIS PLACE-THE WRATH OF ZELGIGAR AND ROGAHN WILL BE UPON THEM!" The **mouths** will then begin a loud and raucous laughter, which fades in intensity as the twin **mouths** disappear from view. They are a permanent feature of the stronghold, and will reappear on every visit.

Past the third pair of alcoves and at the end of the corridor from the entrance are two steps up. At the top of the steps, the corridor continues straight ahead, and corridors meet from east to west. At this intersection is a grisly sight—the remains of a hand-to-hand battle where no less than five combatants died.

Upon examination of the bodies (if the adventurers choose to do so), it will be seen that three of them were adventurers themselves, explorers from the outer world. This ill-fated trio obviously had their first and last battle at this spot. Their opponents, also slain here, are two guards. The bodies arrayed here, each in various states of decomposition, are as follows (the stench of decaying bodies is strong and repulsive, and the sight doubly so):

Body #1—A human fighter, slumped against a wall. His broken sword, sheared off about eight inches above the pommel, tells the story of his demise. The body has been stripped of any armor, and there are no items of value on the remains, other than a belt pouch containing 5 gold pieces (g.p.).

Body #2—A human magic-user, impaled against a wall. The killing sword, still thrust through the body, is lodged in the wall, which has a large section of wood at this point. If the sword is removed, the body will crumple to the floor, exposing a blood-stained carving. The carved letters form the word "QUASQUETON" in the "common" language.

The sword, upon being removed, will prove worthless, since its handle is very loose and the overall quality of the weapon is poor.

The body is bereft of any items of great value. The magic-user's robe, now bloodstained and ruined, has a pocket and within it is a purse containing 2 g.p. and a pouch full of garlic buds.

Body #3—A dwarf fighter, face down in the corridor just east of the intersection. In his right hand he still clutches his war hammer, and it appears that he crawled, wounded, to this point, since a trail of dried blood leads back to the battle location. A sack turned inside out lies alongside the body, now empty.

Armor has been stripped from the body, although the fighter's helm is still on his head. This headgear, however, has a noticeable dent in it which will make it unusable and thus worthless. There are no items of value on the remains.

Body #4—A human berserker/fighter, obviously a guard who defended to the death. The body is sprawled on the floor, and a broken wooden shield lies nearby. The body has no armor on it. There is no weapon on the body or nearby, nor are there any other items of value on the remains.

Body #5—A human berserker/fighter, another guard. This body, with a bashed head from the blow of a war hammer, lies on the floor face down. There is no armor or weapon on the body except for a small sheathed dagger on the belt. The belt is very ornately decorated leather, which would appear to be worth something, except for the bloodstains ruining its appearance.

Monster:

Treasure & Location:

2. KITCHEN. The food preparation area for the complex is a very long room with a variety of details. At the southwest corner of the room are two cooking pits, each large enough to cook an animal as large as a deer. One of the pits is slightly larger than the other, but both are about 3 feet in depth. The pits are full of ash and charred remains of cooking fuel. A chimney leads upward, but its small size prevents further investigation.

Long tables line each wall, and there are scattered containers on them, some upturned, with spilled contents moldering on the table top. There are spoiled pieces of food all around, and the smell in the room is very uninviting. One chunk of moldy cheese is particularly noxious, as a fuzzy green growth covers its entirety.

Hanging from above are a variety of utensils, and some other of these are scattered about on the floor of the room. These are nothing more than pots and pans of various sizes, although there is a large cast iron kettle suspended from the ceiling by a thick chain. The kettle is empty.

Monster:

Treasure & Location:

3. DINING ROOM. This room serves as the main dining hall for the complex, and it is here that guest banquets are held.

The room is moderately decorated, but frugally so, since there appear to be no items of great value which are part of the decor. A nicely carved wooden mantle surrounds the room at a height 7 feet off the floor, and the stone walls are also carved in simple yet pleasant designs.

There are a number of tables and chairs in the room, these being of wooden construction and quite utilitarian in nature. Only two chairs stand out from the rest, these being the personal seats of the stronghold's illustrious inhabitants, Zelligar and Rogahn. Both of these chairs are ornately carved walnut, formed from an enormous block of wood which forms a portion of the wall in the northeast corner of the room. Upon closer examination, it will be seen that the chairs themselves are actually fixed seats connected to the wooden structure, thus being unremovable. Their great beauty is apparent, but is marred by a greenish fungus growing on portions of the walnut. It is obvious the seats have not been used for quite some length of time.

The lesser tables and chairs are scattered about, and several are overturned. All of these furnishings are of hard maple. They show wear, although they have obviously not been used recently.

The entire room has a musty, mildewy smell to it.

Monster:

Treasure & Location:

4. LOUNGE. This anteroom is through a south door from the dining room, and apparently was designed for before-dinner and after-dinner activity. Drinking was apparently the most popular pastime here, for several earthenware tankard mugs hang from a row of hooks high on one wall (many more are missing, it appears). An ale keg, long since dry but still smelling slightly of the brew, stands in one corner.

The stone walls are strangely textured for an unusual effect, but are devoid of further markings or details. A long wooden bench seat, actually attached to the wall, is along each side of the room. Those seated on the bench all face toward the center of the room and the statue there.

At the center of the room is a carved statue, full-size, of a nude human female, beckoning with arms out front in a very alluring pose. This statue, apparently of white marble, is obviously of great value (over 5,000 g.p.). However, due to its tremendous weight and the fact that it seems anchored to the floor, it will be impossible to remove without a major engineering effort. Even characters with a strength of 18 will be unable to move it in any way.

Monster:

Treasure & Location:

5. WIZARD'S CHAMBER. Zelligar's personal chamber is actually a rather austere abode. The most noticeable feature seen upon entering is a very large and fairly detailed stone carving which runs most of the length of the north wall of the room. Some 70 feet in overall length, the wall carving depicts a mighty wizard (obviously Zelligar) on a hilltop casting a spell in the air over a valley below, with an entire army fleeing in confused panic.

The east and west walls are devoid of detail, although there are several wall pegs on each, apparently for hanging garments.

There is a minimum of furniture within the room. Zelligar's bed, located in the southeast corner of the chamber, is a frame of ornately carved rosewood. The headboard, bed-sides showing the carved designs to advantage, boldly features Zelligar's name highlighted in gold leaf. The bed, obviously of value, is of fine workmanship and construction. Because of its sturdiness, it cannot be removed from the room without dismantling, and doing so will be difficult and likely to cause damage to the various pieces. If this is done, the baseboard and sides would be worth 100 g.p. each, and the headboard up to 500 g.p. However, anyone trying to sell the headboard for its value will run an 80% risk that the purchaser will recognize the original owner's name (since the fame of Zelligar is widely known)—and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where the headboard was obtained.

A rosewood nightstand/table is beside the bed, and it has one locked drawer. The brass handle to the drawer has a pin trap which will be tripped by anyone grasping it, inflicting 1 hit point of damage. An oily substance on the pins is not a poison, but it does inflict unusual pain which will make the grasping hand unusable by the victim for 2-5 (d4 + 1) turns. If a key is inserted into the lock before the handle is grasped, the trap will be negated. Any key of a size comparable to the actual key (which is nowhere to be found) will accomplish this function. The drawer itself is empty (unless treasure in this room is to be located within the drawer).

Elsewhere in the room is a table and three chairs, none of which is of any exceptional worth or value. Upon the table is a pewter pitcher and three pewter mugs. The pitcher has a value of 15 g.p., and the mugs are worth 5 g.p. each.

Monster:

Treasure & Location:

6. CLOSET. Zelligar's closet lies through a door on the south wall of his chamber. The room is rather large for a closet, but is actually somewhat barren for its size.

In one corner of the room, several bolts of cloth are stacked, well covered with dust and partially moth-eaten and deteriorated. These are of no particular value.

On one wall, several garments are hung, mostly coats and cloaks. These are quite musty in smell, as well as being dusty and dingy in appearance. Of the five pieces of apparel there, only one is remarkable, being studded with circular bits of pewter for ornamentation. This bit of garb, however, has also suffered the ravages of age. While the first four garments are of no value, the last one could possibly bring up to 15 g.p. if sold.

A wooden stand in the corner of the room farthest from the door holds several books upon it. These large volumes are four in number, and apparently belong in the library (room 12).

Book #1—A historical work, this book, written in the common tongue, outlines the history of the civilized area within 100 miles of the stronghold location. It contains nothing remarkable.

Book #2—This tome is apparently an encyclopedia of various types of plants. Although the various illustrations given within provide a clue to its topic, it is written in the language of elves, so it will not be understandable to a reader who does not know the elfin tongue (unless a **read languages** spell is used).

Book #3—This volume appears unremarkable at first glance, seeming to be a notebook with many handwritten entries of undecipherable runes and markings. It is actually a diary kept by Zelligar, and it details one of his adventures from the distant past, written in his own hand. The writing is not discernible unless a **read languages** spell is used. This book is really of no value to any finder, but a book dealer/scribe/librarian would pay up to 50 g.p. for it. Of course, if the book is sold in this manner, the seller risks a 40% chance of word of its sale getting out as a rumor, with attendant problems developing as those who hear of it seek out the finder for further details.

Book #4—This work, -written in the common language, discusses weather. Although well-illustrated with drawings of meteorological phenomena, descriptive text is sparse. Some cryptic notes written in the margins were apparently made by Zelligar, but these are undecipherable without a **read languages** spell and are actually nothing more than notes such as a student would make in studying the work to highlight important points.

Along one of the walls within the closet is an oil lantern which contains no fuel and which has obviously been unused for a great deal of time. If fuel is provided, the lantern will be perfectly usable.

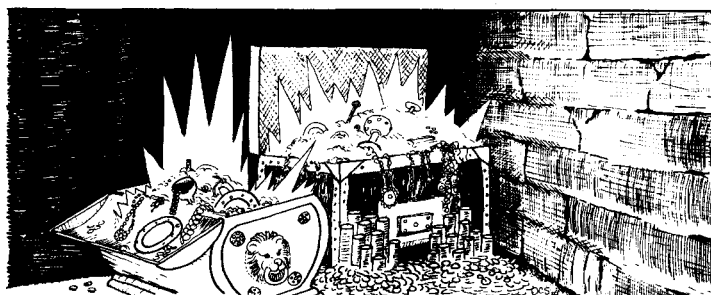
In another corner is a small table with a stack of papers upon it. These are very dusty, and they are held in place by a stone slab paperweight which is monogrammed with a fancy letter Z. The papers are written in the common language and upon examination will be seen to deal with mundane matters: an inventory of foodstuffs, a financial accounting of expenses, notes on construction work for the complex, a couple of routine messages received by Zelligar, and other unremarkable writings. The most recent date on any of the papers is still more than three decades in the past.

Monster:

Treasure & Location:

7. WIZARD'S ANNEX. Another room off of Zelligar's chamber is the unusually-shaped annex. This room apparently was for meditation and study, as well as the practice of magic spells. The triangular widening at the south end of this room was apparently for this purpose, and the stone wall (although not noticeable to adventurers) is actually thicker than elsewhere in the complex, the floor near the south wall is bumpy and darkly discolored, as if charred and partially melted by intense heat (this will not be noticeable until the **illusion** described below is dispelled).

At the south end of the room is a magnificent sight visible when explorers enter the door and cast light within. The spectacle is indeed impressive: two large wooden chests, each studded with jewels, overflowing with riches. A pile of gold pieces is arrayed around and within them, and scattered among this treasure trove is an assortment of glittering gems and jewels.



The massive treasure is in reality a permanent **illusion**, and it will be temporarily dispelled as soon as the first bit of "treasure" is touched by any creature. The **illusion**, once dispelled, reappears in the same place again within 24 hours.

In reality the room is empty (and it is recommended that no treasure be placed here).

Monster:

Treasure & Location:

8. **WIZARD'S WORKROOM.** Zelligar's workroom and laboratory (room 9) are located adjacent to each other, with a limited access by secret doors.

The workroom is a facility designed for various purposes related to the study and practice of magic. There are several large wooden tables within the room, one of which is overturned on its side, as well as one central table made of stone. The top of this prominent table is a slab of smooth black slate, although its cold black beauty is hidden by a thick layer of dust. None of the tables have anything upon them. There are several chairs and stools scattered about the room.

Along the north wall to both sides of the door leading to the laboratory are wooden cabinets on the wall, approximately 4 feet off the floor. The cabinets are not locked, and contain various chemical compounds and supplies of no particular value in glass or earthen containers. There are forty such containers, as well as one larger jar (described below). If the adventurers choose to open and examine the contents of any particular container, roll a die (d20) to determine the contents:

Contents	Possible Types
1 Sand	White, brown, black
2 Water	Pure, brackish, holy, urine
3 Salt	Common, mineral
4 Sulphur	—
5 Wood chips	Hickory, pine, oak, ash, maple, walnut
6 Herbs	Dill, garlic, chives, basil, catnip, parsley
7 Vinegar	Red, white, yellow
8 Tree sap (hardened)	Pine, maple
9 Carbon	Coal, ash, graphite
10 Crushed stone	Quartz, granite, marble, shale, pumice, obsidian
11 Metal filings	iron, tin, copper, brass
12 Blood	Human, orcish, dwarfin, elfin, dragon, halfling
13 Dung (hardened)	Human, canine, feline, dragon
14 Wine	White, red, alcohol (spoiled), fruit
15 Fungus powder	Mushroom, other
16 Oil	Vegetable, animal, petroleum, mineral
17 Insect bodies	Bees, flies, beetles, ants
18 Bone powder	Human, animal
19 Spice	Pepper, cinnamon, clove, paprika, oregano, nutmeg
20 Empty	—

If a die roll gives a duplication, use the column at the right of each entry to determine differentiation between different substances of similar types. If adventurers try to ingest any substance, the Dungeon Master will handle the situation accordingly. In not all cases will the contents be immediately identifiable—in the case of uncertain substance not obviously identifiable, multiply a character's wisdom times 5 to give

the percentage chance of positive identification. Up to 2 characters may try to identify any given substance, but if both fail, the material will be a mystery to the entire party.



The larger jar is of clear glass and seemingly contains a black cat's body floating in a clear, colorless liquid. If the large cork lid is unstopped, the liquid will instantaneously evaporate, the cat will suddenly spring to life, jump out of the jar, meow loudly, and run for the door. If the door is open, the cat will dash through and disappear. If the door is not open, the cat will be seen to pass through the door and disappear. In neither case will the feline be seen again. (This occurrence has no special meaning other than to surprise and/or mystify the adventurers, as well as provide some fun for the Dungeon Master.)

Monster:

Treasure & Location:

9. **WIZARD'S LABORATORY.** The wizard's lab is a strange but fascinating place. Zelligar's experimentation with many kinds of magic led to a collection of equipment and devices which was stored here, scattered about this 50' by 30' room.

Dominating the room is a large human skeleton suspended from the ceiling and hanging in the northeast corner of the laboratory. The skull is cracked. (Were there anyway to know, it would be discovered to be a barbarian chieftain's remains . . .)

About the room are several large wooden tables, just as found in the workroom (room 8), and another heavy stone table which is likewise similar to the one appearing next door. The tables are bare, except for a single stoppered smoked glass bottle on one of them. If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within ten feet must make an immediate save vs. poison or be affected by laughing gas. The gas itself is not poisonous, but will cause any characters failing their saving throw to immediately lapse into uncontrollable raucous laughter for 1-6 melee rounds (check each individually). During this time, the characters will have a 50% chance of dropping anything they are holding or carrying and will rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. The noise will necessitate a special additional check for wandering monsters being attracted to the ruckus, and even if a monster appears, the affected characters will be unable to oppose it until the gas effects wear off (if a monster does come, roll a 4-sided die to see how many melee rounds it appears after the laughing starts). Characters under the influence of the gas will not respond to any efforts by others to snap them out of its effects (even slapping the face will do no more than cause more laughing), although if a **dispel magic** spell is thrown, it will make them sober immediately. Otherwise, the only way to stop the laughter is to wait for the effects to wear off.

Several pine logs are piled underneath one of the tables, and if these are moved, a shiny "gold" ring will be found. Although it appears brilliant and seems to be worth up to 100 g.p., it is actually worthless. It has no special magical properties.

Along the west wall is a large wooden rack, apparently from some kind of torture chamber, since it is obviously sized for human bodies. A trickle of dried blood stains the oaken construction on the front.

On the south wall is a stretched leather skin with magical writings which will be undecipherable unless a **read magic** spell is cast. The legend, if interpreted, will read: "What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water and sky is but a tool!" The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

A sunken fire pit, blackened and cold, is noticeable as the centerpiece of the room. The pit is only 2' deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4' wide opening suspend a cast iron pot which is empty except for a harmless brown residue sticking to its interior sides and bottom. Another similar pot which is more shallow lies on the floor alongside the pit, and it is empty. Both pots are extremely heavy, and it takes great effort by two or more characters of 14 or greater strength to even move them.

Off in the southwest corner are two vats, each of approximately 100 gallon capacity. Both are made of wood and both are empty. A third vat nearby, only half the size of its neighbors, is half filled with murky, muddy water.

A stone block used as a table or stand is next to the vats, and along the west wall. It has six earthen containers just like those found in the workroom (room 8), and any contents within them should be determined in the same manner as described there. There are also pieces of glassware of various types on the top of the stand, as well as on the floor next to it. Some are clean, some show residues, but all are empty and dusty.

An empty wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. It opens easily and is empty. The wood seems to be rotting in places.

Two kegs rest against the north wall, and examination will show them to be similar to those found in the storeroom (room 6). Each has a letter code to denote its contents, and a roll should be made in the same manner as described there to determine what is within if they are opened.

Wooden shelving on the north wall holds more glassware and three more containers (as those in room 8 and likewise determined). Two small trays hold powdered incense of different colors, and the smell of their aroma will give away their identity.

Monster:

Treasure & Location:

10. **STOREROOM.** This irregularly shaped room, hidden by a secret door, contains quantities of supplies which are only a bare fraction of its capacity. Although the casks and barrels storing the commodities have prevented spoilage, the contents are by no means "fresh." Although usable or edible still, they nonetheless have an off-taste which suggests staleness.

Approximately 60 barrels and casks are within the room, in two stacks—one against the northwest wall and the other along the east wall in the southern portion of the room. These containers are each marked in some letter code to denote contents. If any individual barrel or cask is chosen for examination, a die (d20) is rolled on the following table to determine its code marking, and if it is broken open, the appropriate contents will be discovered:

	Code Letter(s)	Contents
1	TL	Whole barley
2	B	Wheat flour
3	FT	Rye flour
4	MK	Salt pork
5	GG	Dill pickles
6	HU	Raisins
7	EJ	Fish in brine
8	Y	Dried apples
9	PF	Whole peas
10	SD	Ale
11	Z	Honey
12	AW	Wine
13	OG	Water
14	XR	Soft Soap
15	LC	Salt
16	VW	Lard
17	QS	Seasoning
18	RH	Sunflower seeds
19	UT	Hard candy
20	JS	Dried mushrooms

Note that any container opened and left unsealed, or containers whose contents have spilled, will (over a period of time) attract vermin and/or monsters. Spilled or uncovered material will also be subject to spoilage and rot. This is important if more than one foray into the stronghold is made, and time elapses between such adventures.

Monster:

Treasure & Location:

11. **SUPPLY ROOM.** The stronghold's supply room is also rather empty, containing mostly construction supplies.

Going through the room will reveal the following materials:

- A coil of very heavy rope, 200' in length
- A box of iron spikes (50)
- A box of metal nails
- A pile of wooden beams, each 10' in length and 6" by 6" in width (80)
- A sack of building mortar, almost empty
- A stack of stone blocks, each about 6" by 6" by 12" in size (400)
- Six wooden doors, leaning in a row against a wall
- A large box of assorted hardware (including several locks of various types, door hinges, clasps and hasps, door handles, assorted metal bolts, and similar items)
- A jug of dried glue

Monster:

Treasure & Location:

12. **LIBRARY.** Quasqueton's library lies behind a pair of ornately carved oaken doors. The floor of the room is covered with dust, but beneath is a beautiful and shiny surface of polished red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each of the walls. In the very center of the room within the floor surface are blocks of white

granite within the red stone, and these form the letters R and Z with an ampersand between.

There are three large oaken tables within the room, one in each of the west, north, and east wings of the room. There are several wooden chairs scattered about. In two corners of the room are plush divans, each covered with a rich, fleecy upholstery that makes them very comfortable for reclining. These, however, are rather dusty and dingy due to their age and lack of use.

Wall sconces designed to hold torches for illumination are mounted on the walls all around the room. Small cages inset into the north wall contain numerous fire beetles, and these unusual insects give off an eerie, glowing light from their bodies—enough to illuminate this portion of the room. The reddish glow from this source will appear as forbidding and mysterious when viewed from the entrance to the library, seeming to be a luminosity of varying intensity totally alien to anything viewed before. The insects themselves seem to be thriving in their captive abode, but their food source and longevity are totally puzzling . . . There is no way to open or force the cages themselves, so releasing the insects or gaining access to them is impossible to any adventurers.

The library is rather modestly supplied with books, volumes, and tomes of various sizes. There are likewise only a few scrolls, these being stored in a rack along the east wall. None of the books or scrolls is of any particular use or special interest to the adventurers, despite how many they examine.

Monster:

Treasure & Location:

13. IMPLEMENT ROOM. This elongated room is used primarily for storage of tools, equipment, and implements of various types. In the room are the following items:

- A box of wooden pegs
- A coil of light rope, 50'
- A coil of heavy chain, 70'
- A coil of fine copper wire, 20'
- Mining picks (32), all unusable and in poor repair
- Chisels (15)
- Shovels (13)
- Empty barrels (11)
- Mallets (8)
- Iron bars (29, each measuring 1" in diameter, 8' in length)
- An iron vise (12" jaws)
- Mining jacks (2), broken
- Crosscut saws (2, 2-man)
- Hacksaw (4)
- A mason's toolbox (containing trowel, stone chisel, plumb line, etc.)
- A cobbler's toolbox (containing small hammer, knife, heavy needles, etc.)
- A small barrel of unfletched arrows (60, all normal)
- An empty wooden bench, 10' long

On the north wall, fairly well concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two men/dwarves/elves, etc. at a time can attempt to use the lever to raise the portcullis, and their combined strength ratings must total at least 30. This gives them a 20% chance to raise the impediment, with an additional 5% chance for each point of the total beyond 30 (for example, two men with strengths of 15 and 18 trying together would have a 35% chance to raise the portcullis). Each combination of characters (including

henchmen/hirelings) can attempt to raise the barrier but once, although different attempts can be made with different combinations of two persons making the try.

The trap itself is in the corridor outside the door of the room and just beyond it to the east. The trap will be sprung when one or more adventurers reach a point 10' in front of the dead end wall, in which case the portcullis is noisily dropped 20' to the rear of that point. Thieves in the front of the party will have a chance for their percentage chance on the "remove trap" category, in which case they discover the trap and alert the party without triggering it—provided the thief is the first one to reach the trigger point, of course.



The bars of the portcullis are rusty and weak. There are twelve vertical bars and several crossmembers. Persons who are very strong may attempt to escape the trap; however, each person has but one attempt, and if the attempt fails, that person will never be able to do so with that barrier. Adventurers with a strength rating of 13, 14, or 15 have a 5% chance to bend bars or lift the gate, those with a strength of 16 have a 10% chance of doing so and those with a 17 or 18 have a 15% chance of success.

If some way can be employed to use the hacksaws to cut through the portcullis, there will be a time delay of 24 hours if one saw is used, 18 if two are used, 12 hours if three are employed, and 6 hours if all four are utilized (no more than one saw per person). The sawing will make noise of some sort, and this may attract wandering monsters at the Dungeon Master's discretion beyond normal chances. Additionally, each saw has 20% of its blade breaking in any 6 hour period—and there are no extra blades.

If all attempts to escape fail, the persons trapped will be doomed to their fate.

Monster:

Treasure & Location:

14. AUXILIARY STOREROOM. This extra storeroom is empty of goods and supplies. In one corner is a pile of rock rubble.

Monster:

Treasure & Location:

15. & 16. TELEPORTATION ROOMS. A strong magic causing **teleportation** has been permanently placed upon these two

rooms of equal size and shape. This is a trick to fool and confuse unwary adventurers and is designed to upset their directional sense.

Both rooms function in the same manner once their doors are opened. In each room, at the corner farthest from the door, is a shiny, sparkling outcropping of crystalline rock which will dazzle when light is reflected off of it; in both rooms the outcroppings are identical. Once adventurers enter the room to investigate this, the entire party is instantly **teleported** to identical locations at the other room—whether they be in the room itself or nearby in the hallway. This teleportation occurs without the adventurer noticing that it has occurred; that is, they have no way of "feeling" that anything unusual has happened. And of course, this means that, although they are in a different location facing in different directions, the adventurers will still have reason to believe that they entered the room through a door which is on the east wall (if they originally entered room 15), or through a door which is on the south wall (if they originally entered room 16). To reflect this fact without tipping off the players, the Dungeon Master must turn his or her map on its side in order to be able to correspond to the directions the players **believe** they are facing. Of course, when the players emerge from the room and attempt to follow their maps, they will be confused by the fact that the details outside the room are not as they expect. They may question the Dungeon Master and even suspect a mistake has been made (with such comments as, "Wait a minute, that **can't** be like that, we just **came** that way!") When this occurs, the DM should avoid argument and simply state things as they are in the new location, letting players puzzle over the problem and arrive at their own conclusions and/or solutions.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. It will thereafter be triggered when the door is opened and the room is entered. The door of the receiving room (the one to which the party is being teleported) will always appear exactly as the door of the first room entered. Doors to both rooms will automatically close themselves and the rooms will become "ready" to be triggered whenever all adventurers have passed to a point at least 120' from either door, as measured down any corridors. It is possible, however, that a party could trigger the trick, be teleported to the other room, then blunder back upon the original room, see that the two were identical but in different locations, and discover what had occurred. On the other hand, the adventurers could become totally confused, lose their way with an inaccurate map, and experience all kinds of difficulty—whatever does happen will depend upon players' actions and their ability to recognize and cope with the situation.

Note: It is recommended that no monsters or treasures be located in either of these rooms.

Monster:

Treasure & Location:

17. CHAR STORAGE CELLAR. This 20' by 20' room is used for storing fuel for the smithy across the hallway. The room is full of blackish soot and dust, but there is only a small pile of fuel against the north wall.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame and even will rattle or move ever so slightly when great strength is applied.

Monster:

Treasure & Location:

18. SMITHY. The smithy is an irregularly shaped room which actually seems to be almost two separate parts. An eerie wind whistles through the upper areas of the room near the ceiling, and this natural effect provided exhaust venting when the fires, long since silent, were stoked with fuel.

Three fire pits lie dormant in the northeast 20' by 20' portion of the room, and these are located on the north wall, in the northeast corner, and on the east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although an assortment of blacksmith's tools and irons hang on the walls.

Monster:

Treasure & Location:

19. ACCESS ROOM. This room adjoins the smithy, and also provides a vertical access to the lower level of the stronghold.

In the northeast corner of the room and along the north wall are log sections of various size (8"-24" in diameter, 1'-4' in length) stacked in a pile, apparently as additional fuel for the blacksmith's fires. The room is otherwise empty.

In the southeast portion of the room there is a large hole in the floor about 3' across. If light is held from above and observation is attempted, it will be impossible to see how deep the hole is or to where it gives access. If a light source (such as a torch) is cast down the hole, it will come to rest on the floor of the lower level, and from above it will be seen that this is approximately 40' down.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however, is a bit loose, and each person using the rope will have a 1 in 6 chance (non-cumulative) of pulling the ring out of the wall, causing them and the rope to fall to the floor of the lower level. This chance is 2 in 6 for any persons with sizable encumbrance (the equivalent of 500 or more coins in weight). If any person falls, they will do so near the bottom and will take 1-4 hit points of damage (determined by the roll of a four-sided die). Once the ring has been removed from the wall, it cannot be replaced to be usable again.

As an alternative to use of the ring, clever adventurers could use one of the logs in the room measuring 4' in length, tie the rope around it, place it across the 3' opening, and climb down the suspended cord.

For purposes of descent, any rope must be at least 30' in length. In order to allow a return back up, the rope must be at least 35' in length so that it can be reached from below while suspended.

The final method for possible descent is to use a rope and grapple, either attaching the hook to the iron ring or anchoring it to one of the two doorways. If a grapple is used anchored at the south doorway, add 10' to required length, or 20' if the north doorway is used as the anchor point.

Monster:

Treasure & Location:

20. DEAD END ROOM. A turning corridor winds inward until ending in a dead end room. The walls are unfinished, and apparently this area of the stronghold was reserved for future development—although no one can say for sure.

Monster:

Treasure & Location:

21. MEETING ROOM. This long and narrow room apparently served as some kind of auditorium or meeting room. There are ten wooden benches scattered about the room, each about 15' in length. A large stone slab at the north end of the room serves as a sort of stage, rising 10 inches off the floor to accommodate any speakers and place them in full view of any assemblage.

On the north wall are four decorative cloth banners of red, green, blue, and yellow. Although once attractive, they are now deteriorated and rotting, thus being of no particular value.

Monster:

Treasure & Location:

22. GARDEN ROOM. Once the showplace of the entire stronghold, the garden has, over the passage of time, become a botanical nightmare. With no one to tend the gardens, the molds and fungi have grown out of control.

The room has two major portions, a north arm and a west arm. At the end of each of these extensions are large semi-circular stone formations overgrown with fungoid matter. In the southeast corner of the room is another similar outcropping likewise covered with the underground vegetation. In the center of the northern wing are two large sunken pits, each 10' x 20' in size.

Approaching the room from the corridor to the south reveals an eerie and forbidding sight, as unusual growths have extended themselves from within the room into the corridor, spreading inexorably onward and away from the garden room. Passing this feature and entering the room will reveal a sight totally unlike any ever seen in the outside world.

The floor is covered with a carpet of tufted molds that extends to all the walls and even onto parts of the ceiling, obscuring the rock surface. The molds appear in a rainbow assortment of colors, and they are mixed in their appearance, with splotches, clumps, swirls, and patches presenting a nightmarish combination of clashing colors. This is indeed a fuzzy fairyland of the most forbidding sort, although beautiful in its own mysterious way . . .

All around the room are fungi of a hundred different kinds. These are scattered in patches and clumps of growth. There are many different types of mushrooms (including an incredible "grove" of the giant variety, with stems looking like tree trunks and caps fully 8' in diameter), as well as such common fungi as shelf types, giant puffballs, coral fungi, and morels. The various growths all seem to be thriving, although any nutrient source is well covered by their proliferation. Perhaps some strange magic or extraordinary means keeps this incredible garden alive and growing . . .

Although passage through the room is possible, the various types of growth hinder movement. Furthermore, any kind of mass movement or commotion (such as a melee) will raise small clouds of spores which will obscure vision and be unpleasant to breathe.

If any adventurer attempts to ingest a certain type of fungus, there is a 30% chance of it being poisonous (a save vs. poison is necessary).

Monster:

Treasure & Location:

23. STORAGE ROOM. This room is used primarily for furniture storage, although it is mostly empty. There are three large oaken tables, a number of chairs, and fourteen wooden stools stacked against the walls. In the corner opposite the door is a woodworking table with a crude vise attached, and small saws and other carpenter's equipment are thereon. There are wood chips and some sawdust scattered about the floor.

Monster:

Treasure & Location:

24. MISTRESS' CHAMBER. This room is more tastefully decorated than the rather spartan living quarters found elsewhere in the stronghold. It is the personal chamber of Rogahn's mistress and lover, who apparently lived at the stronghold for some time. But now it appears that she, along with so many others who lived here, has long since been gone.

There is a large walnut bed against the west wall, rather ornately carved (somewhat resembling the bed in room 5—see the description there—but with no name engraved on the headboard). The bed has a large canopy of embroidered green cloth with a striking reddish trim, but it is very dusty like everything else in the room.

Next to the bed is a small table/nightstand with a single drawer. Beside it against the wall is a chest of drawers made of red cedar, which, despite its age, still has the characteristic smell. In the drawers are an assortment of leather items, old clothing, and personal effects like combs, brushes, and hairpins. One comb is a silver-plated item which is of moderate value, being worth 5 g.p. On top of the chest is a tortoiseshell dish which is empty except for a single gold piece coin lying in it, and this rests upon a frilly lace cloth along with two small capped bottles half full of perfume.

On the north wall just to the west of the secret door is a large full-length wall mirror in a wooden frame. The crown of the frame is carved into attractive curving designs, and there is an inscription hewn into the finished wood which says in the common language, "To the fairest of all in my eyes."

In the northwest corner of the room is an attractive water basin which is sculpted from the same rock which forms the wall of the room. Indeed, this protrusion is an integral part of the wall itself. A hole in the bottom of the basin is stopped with a rotting cork; this crude drain lets water drop to an inclined piece of rock which drains into a crack in the wall. There is no running water in the room, however.

A small tapestry measuring 3' x 4' hangs on the east wall. It depicts a handsome and robust warrior carrying off a beautiful maiden in a rescue scene set in a burning village, with a horde of ominous-looking enemies viewing from afar. Embroidered in gold cloth at the top of the scene are the words, "Melissa, the most dearly won and greatest of all my treasures." The tapestry is within a wooden frame, and is firmly anchored to the wall. It cannot be removed without damaging it, in which case it will only carry a value of 40 g.p.

Monster:

Treasure & Location:

25. **ROGAHN'S CHAMBER.** Rogahn's personal quarters are rather simple and spartan, showing his taste for the utilitarian rather than regal.

The curving walls of the room are immediately noticeable as different from all others in the stronghold, not only due to their layout, but also because of their covering. The walls are covered with vertical strips of rough-finished fir wood, and these narrow planks run in single pieces from floor to ceiling. The construction is not remarkable nor is it fancy in any respect, but the result is strikingly pleasing to the eye. If any of the wood is removed from the wall, nothing save back bracing and the rock surface wall will be discovered.

In each of the four curved corners of the room is a different wall hanging. These tapestries are each 6' wide and approximately 8' high. The four subjects depicted are: a dragon being slain by a group of warriors, with one standing prominently at the front of the group, thrusting the killing sword into the dragon's neck; a great battle in a mountain pass, with a small band of fighters led by a great wizard and a single hero putting an entire army to flight; a warrior and a maiden on horseback against a backdrop of mountains, holding hands with joyful expressions; and a depiction of a hero and a wizard joining in a firm handclasp on a deserted hilltop, with only a sunset in the background. The principals in all of these panoramas, of course, as well as the tapestry in room 26, are the same—the warrior/hero is Rogahn, the wizard is Zelligar, and the beautiful maiden is the Fair Melissa, Rogahn's mistress. The tapestries, if removed, will be heavy (equal to 600 g.p. in weight each) and bulky; they are worth 100 g.p. each.

Opposite the secret door on the west wall is a bed which is made of maple, with a feather mattress. The baseboard has an engraved letter R on it, but the bed is otherwise devoid of particular detail.

A free-standing cabinet of wood matching the bed is alongside it. Inside are some garments of general use: cloaks, a leather vest, a buckskin shirt, a metal corselet, etc., as well as a pair of boots. None is of any exceptional value.

A wooden stool is near the cabinet, but there is no other furniture in the room.

Monster:

Treasure & Location:

26. **TROPHY ROOM.** The stronghold's trophy room consists of an assortment of various curiosities accumulated over the years.

Covering most of the north wall is an immense dragon's skin, its brassy scales reflecting any illumination brightly. At the west end of the room is a basilisk frozen in stone, its menacing gaze forbidding but no longer a threat. On the east wall is a dwarfin skeleton, suspended from a pair of irons near the ceiling, giving the entire chamber a macabre presence. Elsewhere on the walls are a variety of mementoes: two gigantic sets of moose antlers each on a large head, four dragon paws with claws extended, a stuffed cockatrice, a largish black shield which could only be used by a giant, a pair of ram's horns, a pair of crossed swords, a bearskin, an entire door bearing religious symbols, and a set of three colorful flags which will be immediately recognizable as belonging to prominent barbarian tribes.

Monster:

Treasure & Location:

27. **THRONE ROOM.** The throne room, mostly for show, consists of two great chairs on a raised stone platform overlooking a rectangular court. The court is flanked on each side by a set of four large stone pillars.

The area is reminiscent of a ballroom of small size, although it is impossible to know the room's actual purpose. The floor is smooth slate, while the pillars and raised platform seem to be constructed of great blocks of red granite. The two chairs are sculpted from gigantic blocks of white marble and due to their bulk and weight, are for all intents and purposes permanent fixtures.

Great draperies in alternating panels of yellow and purple hang on the wall behind the raised platform. These are of no unusual value, although they add considerably to the appearance of the room (despite their color clash with the various shades of stone).

Monster:

Treasure & Location:

28. **WORSHIP AREA.** The stronghold's worship area is no more than a token gesture to the gods, it would seem.

On the back wall of the room, opposite the door, is a rock carving of a great idol which is actually sculpted from the wall itself. The image (of a horned head with an evil visage) appears about 4' wide and 6' high, and is surrounded by religious symbols and runes.

The floor is smooth black slate. In the center of the room is a circular depression, or pit, which measures 5' across and slopes to a maximum depth of 3'. This sacrifice pit is open and mostly empty, except for a small quantity of residual ash covering the bottom.

Monster:

Treasure & Location:

29. **CAPTAIN'S CHAMBER.** Home for Erig, Rogahn's friend and comrade in arms, is a rather simple room with few furnishings.

The door to the room is a large wooden construction just like the others in the stronghold, but its exterior surface is embellished with an irregular-shaped leather skin covering, which is studded with circular bits of brass which form the word "ERIG" prominently.

The door opens into a rather barren room. In the southeast corner is a crude bed, and alongside it is a table. On top of the table is a small stoneware crock with cover which contains 5 g.p., a large earthenware tankard mug, and a small hand mirror. On the south wall is a wooden chest which is locked. If opened, it will reveal its contents: several garments, including a pair of pants, several cloaks, a heavy cloth coat, and two pairs of boots. A broken dagger is at the bottom of the chest underneath the clothing. A leather pouch also therein contains an unusual memento, a walnut plaque with an inlaid piece of silver engraved with the words, "To Erig, great and trusted fighter by my side, and captain of the guard at Quasqueton—against all foes we shall prevail!" It is signed with an embellished "R." This plaque is of some value, and could bring up to 25 g.p. if sold.

In the northeast corner of the room is a wooden keg stand with a single barrel upon it. The barrel is marked with a letter code of "SD" and is full and untapped. If the keg is broken open, ale will issue forth.

On the wall at the western extremity of the room are numerous pegs and brackets, apparently for holding arms and armor. The wall is mostly empty, however, except for two shields and a heavy mace hanging thereon.

Monster:

Treasure & Location:

30. ACCESS ROOM. This room is devoid of detail or contents, giving access to the lower level of the stronghold by a descending stairway. This stairway leads down and directly into room 38 on the lower level.

Monster:

Treasure & Location:

31. ROOM OF POOLS. This room is the largest one on the upper level, and is quite different from all the others.

Although the walls are the same as elsewhere (rough blackish stone), the floor of this room is covered with ceramic tiles arranged in mosaic fashion. The majority of the thousands of tiles are golden brown in color, but patterns of white and black tiles appear in various places to enhance the effect of the very striking designs thus formed. The designs (various flowing lines, etc.) are purely decorative, and carry no mysterious message or meaning.

Arrayed throughout the room are fourteen different pools, each about ten feet in diameter, with sides sloping to a maximum depth of five feet in the center. This mystical arrangement is doubly amazing, since all the contents of the pools are different. . .

The individual pools are letter coded A to N, and examination of any particular pool will reveal the following:

a) Pool of healing—This pool contains a strange pinkish liquid that will cause instantaneous healing when ingested. It will also cure disease, but will not restore hit points in doing so. Whenever a drink is taken, 1-6 hit points of individual damage are restored immediately to the drinker, although this can only be done once per day per person (any further consumption will have no additional effect). Although the liquid can be placed into containers and removed from the pool, the healing properties will immediately disappear once it is taken from this room. Note: this pool disappears and reappears from time to time magically, so if adventurers make a return to this room, there is only a 30% chance that the liquid will be present again then (although it will always be there upon their first visit).

b) Acid pool—This pool is filled to the brim with a clear, fizzing liquid which gives off a strange and unpleasant aroma to those near it. It is full of acid, and most deadly. If any adventurer falls or leaps within it, certain and immediate death will result. Putting a hand or other body member within it will result in an immediate 2-5 hit points of damage (roll a 4-sided die and add 1 to the result)—more if a greater portion of the body is exposed to the liquid. Drinking any of the liquid (even but a sip) will cause immediate gagging and cause no less than 5 hit points of damage, plus a saving throw against poison to survive. Putting just a drop or two to the tongue will cause the loss of 1 hit point, plus induce gagging and choking for two melee rounds of time (twenty seconds), although no saving throw for poison will be necessary. Weapons or other objects dipped into the acid will deteriorate (swords will be marked and weakened, wooden items warped and cracked, etc.) and may even be ruined completely at the discretion of the Dungeon Master (who can roll a die for each item to determine how adversely it is affected). The strength of the acid is such that it will eat through any type of container within two melee rounds of time.

A single brass key of large size (about six inches long) is visible at the bottom of the pool, seemingly unaffected by the acid. This key, if somehow retrieved, will be worthless and it does not correspond to any of the locks within the stronghold.

c) Pool of sickness—This pool is filled with a murky gray syrup. If any of it is consumed (even but a sip), the victim will begin



to suffer sickness, but not until six turns (one hour) afterwards. If this occurs, there is no loss of hit points, but the victim suffers from strong and recurring stomach pains for 1-4 hours (roll a four-sided die) which make fighting and even movement impossible for that period (although a victim could be carried by others), after which all symptoms pass and the character returns to normal. Placing a drop of liquid upon the tongue will give a sweet taste, but will cause no symptoms. Weapons or other items placed within the liquid will be totally unaffected. Any portion of the liquid removed from the pool will lose its special properties within three melee rounds (thirty seconds).

- d) Green slime pool—The horrid contents of this pool are immediately obvious to any gazing into it. The slime (HP: 20) is covering the walls of the basin most of the way from the bottom to the edge.
- e) Drinking pool—This pool is filled with icy cold spring water which will refresh anyone who takes a drink from it. The water is pure and good, but has no other special characteristics.
- f) Pool of wine—This pool is filled with powerful wine of a deep red color. Not only is it excellent wine, it has a taste so inviting that anyone tasting it will be prone to drink more and more until intoxicated! If a sip is taken, the taster will have a 60% chance of drinking more (regardless of the player's wishes). If this is done, three 6-sided dice are thrown and compared to the character's constitution rating; if the number rolled is greater than the character's constitution score, then the difference is figured, and this is the number of **hours** the character will be intoxicated (if the roll is equal or less, the character "holds his liquor" and is unaffected). Any character so intoxicated will suffer the following penalties: -2 on all rolls "to hit" in combat, -3 to dexterity rating, and any other disadvantages to being drunk that the DM may deem in effect (prone to loud and boisterous speech, stumbling about, a greater chance to be surprised, etc.). After the allotted number of hours have passed, the character returns to normal. Any intoxicated character who returns to the pool of wine will have a 90% chance of drinking too much again, and the check against constitution will then be necessitated once more. If any of the wine is removed from the room, it will immediately lose its potency and be considered as normal wine, but actually rather weak in its effects.
- g) Dry pool—This depression is completely dry, and there is no trace of any liquid within it, nor any clue as to whether any type of matter was ever within it. The basin itself seems to be some kind of yellowish ceramic origin, but it will be impervious to striking or any similar attempt at cracking or fracturing.
- h) Hot pool—This steaming and bubbling cauldron is filled with boiling water, which will be obvious to any observer. The water itself is completely normal in all other respects, although it has a relatively high mineral content, as evidenced by a whitish crust built up around the edge of the pool.
- i) Aura pool—This pool of shimmering water (which otherwise appears normal in every respect) is less full than many of the others. The water itself seems to glisten and sparkle, and will be seen to radiate magic if an attempt to detect it is made. The water tastes normal in every respect, but those drinking as little as a single sip will experience a strange effect. Upon swallowing the liquid, the drinker will feel his or her entire body tingle, and at the same time the character and others in the area will see a

visual phenomenon: an aura of color will glow around the character's entire body for approximately a full minute. The color apparent will depend totally upon the character's alignment. It will glow blue for an alignment of lawful, yellow for chaotic, while any neutral characters will exhibit a white aura. Of course, upon first consuming the liquid, the players will have no idea what the strange appearing colors may mean, so they may be puzzled by the effects—and there are no clues around the pool to explain the colors. The water will retain its special magical characteristics even if it is removed from the pool, but there are only 10 suitable drinks possible due to the small amount of liquid present. This pool, just like the pool of healing previously described, disappears and reappears from time to time (see "a" above for details and percentage chance of re-appearance for future visits).

- j) Pool of sleep—This pool is full of a greenish liquid of varying shades, with a swirling pattern evident on its stagnant surface. Putting a drop on the tongue reveals a sort of fruity taste, but no special effects will be noticeable. Taking a sip will be tasty refreshment, but within ten seconds a real drowsiness will set in which may even cause (50% chance) an immediate sleep to begin, which will last from 1-6 minutes. Drinking any greater volume of the liquid will certainly induce a comatose slumber of from 1-8 hours, with no saving throw possible. Any removal of the liquid from the room will totally negate its effectiveness, although removing anyone who has consumed the stuff will not awaken them.
- k) Fish pool—This pool of normal lake water holds numerous small fish. It has no other special properties, nor are the fish unusual in any way.
- l) Ice pool—This basin is filled with steaming dry ice, although for some unknown reason it never seems to dissipate. The ice is "hot" to the touch due to its extremely low temperature. Since it is highly doubtful any character has ever seen dry ice, the entire spectacle will be highly mysterious, appearing as some kind of whitish rock giving off eerie vapors and feeling hot to the touch. If any pieces are broken off and removed from the pool, they will dissipate into carbon dioxide gas as normal dry ice would do. Such pieces could be handled with a gloved hand, but the nature of the substance will still likely be unapparent.
- m) Treasure pool—This basin, filled with normal water, seems to hold a great treasure underneath the water. A pile of gold pieces appears to lie on the bottom of the pool, and the golden image is sprinkled with an assortment of sparkling jewels. Alas, this treasure trove is nothing more than a magical **illusion**, which will be dispelled once the surface of the water is broken or disturbed. Once the waters are calm again, the image will reappear.
- n) Pool of muting—This pool is almost empty, but a small amount of water remains. Although the liquid appears to be normal water (and has no unusual odor or taste to belie its actual nature), it is actually a magical substance. This liquid, when swallowed, causes a complete loss of voice and verbal capabilities for 1-6 hours. This muting will become apparent only when it has been swallowed; merely putting a drop on the tongue will give no clue as to its effect, and it will seem like normal water. Any character drinking the water will suffer the effects, and that means that the players will be affected likewise. Thus, the referee informs the player or players of their limitation, and they are barred from any further communication by verbal means with the other players in the party for the duration

of the muting effects (1-6 game hours, determined by rolling a six-sided die). In such cases, they must remain completely silent (no grunts or groans allowed), and can only communicate with other players via nods, head shaking, hand signals, etc. If any player who is caller for the group is so affected, another player must take his place. Written communication is possible only if the muted player has an intelligence of 14 or more, and any such message can only be read by another character with a similar intelligence rating.

Monster:

Treasure & Location:

32. ADVISOR'S CHAMBER. Access to this room is only via a secret door on its west wall which gives access to the Room of Pools (31). The chamber is the dwelling area for Marevak, advisor to Zelligar and Rogahn.

The decor is rather pleasant, although uninspired. The floor is the most striking aspect of the room, for it is a continuation of the colored mosaic patterns of golden brown, white and black which are evidenced in the adjacent Room of Pools. There are some minimal furnishings in the room—a common bed, three chairs, a makeshift desk with a single drawer (locked), and a battered old table. The walls are barren rock, except for a framed picture hanging over the desk showing two figures standing side by side: a warrior of impressive proportions, and a wizened magic-user in a purple robe. This is actually a full-color painting, beautifully rendered, and in one corner is written in the elfish language the words: "To wise Marevak, worthy advisor and counselor, from a grateful Zelligar and Rogahn." These words are readable only to those who know the elfin language (or via a **read languages** spell), but the signed names of Zelligar and Rogahn will be apparent upon a close examination. In another corner of the painting is the signed name Tufloor—this being the artist who painted the picture, but this fact certainly not obvious to anyone finding the painting other than through deduction or by a character "asking around" once back in the civilized world.

The painting is quite large and bulky, as well as heavy, when removed from the wall. If carried undamaged out of the stronghold and back to civilization, it could bring up to 300 g.p. if sold. However, anyone trying to sell the painting for its value will run a 60% risk that the purchaser will recognize the origin of the painting—and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where it was obtained.

The desk in the room is mostly empty, except for several attached sheets with various notes written in elfin. The first sheet is headed with the title, "Suggestions for the Further Development of Quasqueton," and the notes relate to certain details of construction for the stronghold (although there is no information of a sort to assist the adventurers, and no maps). The document (discernible only by those who know the elfin language or by a **read languages** spell) is signed at the bottom of each page by Marevak.

The locked drawer of the desk is well-secured, and any tampering (with the exception of a successful "remove trap" by a thief) will cause the release of a terrible gaseous emission which will be so penetrating as to drive all characters from the room for 1-4 hours, with no saving throw (this happens only once). The lock can only be picked by a thief character at his or her normal chances, but only a single try can be made—if he or she fails, the lock cannot be opened by that character. However, access to the drawer can be gained by dis-

mantling the desk, although this will require heavy blows from some kind of weapon (due to the noise, an extra check for wandering monsters must be made if this occurs). The contents of the drawer are determined by rolling a single twelve-sided die (only one roll is taken, for there is but a single item within): 1 **Potion of levitation**; 2 **Elven boots**; 3 10-100 g.p.; 4 A 50 g.p. gem (moonstone); 5 a golden medallion worth 20 g.p.; 6 **Read languages** scroll; 7 **Web** scroll; 8 **Cursed** scroll (permanently removes 1 point from charisma rating of first person to read it—**remove curse** (see D&D Expert rules) will not counteract it); 9 **Ring of protection +1**; 10 **Potion of healing** (two doses); 11 A **dagger +1** with ornately carved handle; 12 Nothing.

Monster:

Treasure & Location:

33. BARRACKS. This large, open room is the dwelling place for the guards and men-at-arms of the stronghold (most of whom left on the last adventure with Rogahn and Zelligar). Scattered throughout the room are about 40 common beds, and about half that number of chairs and stools. There are several large wooden tables along various walls, and at the south wall is a large wooden chest of drawers which is empty except for a few old socks, some common footwear, a few cloth vestments, and other similar items of no special value.

In the southwest corner of the room the floor slants toward the wall steeply and an opening (too small to give any access) leads into the wall. From the faint smell, it is apparent that this is some kind of crude toilet area.

The walls of the room are rough stone, but there are wall sconces designed to hold torches, and various pegs upon the wall. There are some odds and ends hanging from several of the pegs: an old battered shield, an empty canteen, a 20' section of light chain, a sheathed sword (old and rusty), and a bearskin.

Monster:

Treasure & Location:

34. ARMORY. This irregularly-shaped room is designed to house the arms supply of the stronghold. It is mostly empty now, however, since many of the arms were taken along on the last foray of the inhabitants of the hideaway.

When the room is entered, a slight whistling sound can be heard if the adventurers stand quietly. If the door is closed (unless spiked open it will close automatically one round after everyone has entered, and even if so secured, there is a 50% chance that it will close anyway) and the second exit is likewise closed, a howling wind will immediately result, with an 80% chance of putting out any torch carried by the adventurers, or a 50% chance to extinguish each lantern carried. The wind will cease whenever either or both of the exits is opened. Upon examination of the ceiling of the room (which is a full 20' from the floor), two sizable vents will be noticeable (neither providing usable access) to show that this is a natural, rather than magical, phenomenon.

The rock walls of this room are mostly smooth, and there are carved ledges within several of them. Wooden pegs also abound, and there are some items still left in place on the wall: a number of battered shields (several broken and in otherwise poor repair), bits and pieces of body armor (in uniformly poor condition), several crude bows (-2 "to hit" if used), a quiver of normal arrows, two swords (one in good condition), a dozen spears, two hand axes (one with a split

handle), a flail, a two-handed sword with broken blade, and a dagger. None of the items appears remarkable, although the flail, the dagger, and one of the swords seem to be usable and of normal value for such an item.

In the extreme southwest corner of the room are two locked chests, but they are empty. Both are large and bulky, as well as heavy.

Monster:

Treasure & Location:

35. GUEST CHAMBER. There are three identical guest chambers side by side, all opening into the same corridor. The rooms are all similarly furnished, with rough rock walls, and a minimum of furnishings: a wooden bed, a small table, and a single chair.

The middle chamber differs from the other two in one respect: there is a false door on its eastern wall. Although it seems to move just as a normal door would, it resists opening. If it is battered down, it will reveal only a stone wall behind it.

Monster:

Treasure & Location:

36. UTILITY ROOM. This extra room is empty and unused. Two special features of note near the room are described below:

FALSE STEPS. Although the steps here are very real, the entire area north of this room (the various winding corridors) is specially designed to confuse any explorers. The corridor leading past the guest chambers is on an upward slant which will be unnoticeable to casual adventurers (except dwarves, who will have a 2 in 6 chance to notice it). The stairs (8 of them) then lead downward, as if to another level—although this is only the impression created.

PIT TRAP. Just to the east of this room is a dead end to the corridor, with a false door on the north wall where the corridor stops. When any adventurer approaches the door (within 5'), the weight will trigger the trap, causing the entire 20' section of floor between the false door and the wall opposite it to open up. A giant crack opens in the center of the floor as the middle drops down and the sides slant inward, dropping all characters and their equipment through the 4' wide opening. The bottom of the trap, some 40' below, is a pool of cold spring water in room 50 of the lower level. Those falling through the trap will sustain 1-4 hit points each when they hit the water below. In addition, since the pool is about 8' deep, characters heavily encumbered (more than 50 coins of weight equivalent) will risk drowning unless they free themselves of the bulk and weight after landing in the water. If any character heavily encumbered does not, he Or she will have a 90% chance of drowning, modified by a -5% per point of dexterity (for instance, a heavily encumbered character who elects not to unencumber and has a dexterity of 12 will only have a 30% chance of drowning— $90\% - [12 \times 5\%] = 30\%$). Items dropped to the bottom of the pool will be retrievable, but due to the extremely cold temperature of the water, characters will depend upon their constitution rating to see if they can stand the water enough to dive for things on the bottom. One check can be made for each character, with a 5% chance per point of constitution that they will be able to take the cold water (for example, a character with a constitution rating of 11 would have a 55% chance of being able

to take the cold water and dive effectively). If characters dive for items at the bottom of the pool, only one item at a time is retrievable and each dive takes one round (ten seconds) with two rounds between each dive for air. In any event, no character can stand to stay in the water for more than ten rounds—and one hour is required for rest and recovery after each diving session to dry off, fully warm up again, etc.

The trap, after being triggered and dropping persons from above to the pool, will close again until triggered once more from above. Refer to the room description of room 50 of the lower level for adventurers deposited here, and begin their progress from that location on the lower level map.

Monster:

Treasure & Location:



37. RECREATION ROOM. This room is designed for recreation and training, and was designed specially for Rogahn's use. The carved door, heavy and thick, bears a fancy "R" on its outer face.

The room is made for a variety of activities, as is apparent from its furnishings and contents. On the east and west walls, which are covered with pocked wood, are large archery targets, and six arrows are still stuck into the eastern target. Although there are several quivers of arrows around, there are no bows in the room.

There are several iron bars of varying length and weight in one corner of the room. These vary in circumference, and are apparently designed for weight lifting, although this fact is best discovered by the deduction of the players.

In another corner of the room, a metal bar is attached to the two walls and is about 7' off the floor. Nearby, a rope is suspended from the ceiling 20' above. Except for two heavy benches and a single stool, there are no furnishings in the room other than five heavy woven mats lying atop each other to form a sort of floor cushion measuring 20' by 20'. Hanging on the wall are several very heavy weapons which appear normal but which weigh almost double normal weight—a notched sword, a battle axe, a flail, and a mace. Leaning against the wall are two heavily battered shields.

Monster:

Treasure & Location:

KEY TO THE LOWER LEVEL

The lower level of the complex is rough and unfinished. The walls are irregular and coarse, not at all like the more finished walls of the level above (except for the two rooms on this level which are more like those in the upper portion and in a state of relative completion). The corridors are roughly 10' wide, and they are irregular and rough, making mapping difficult. The floors are uneven, and in some cases rock chips and debris cover the pathways between rooms and chambers. The doors are as in the upper level, but the secret doors are either rock or disguised by rock so as to appear unnoticeable.

WANDERING MONSTERS

Check every second turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Troglodytes (1-4)-AC 5, HD 2*, hp 9,8,5,4, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
2. Crab Spider (1)-AC 7, HD 2*, hp 12, #AT 1, D 1-8 + poison, MV 120'(40'), Save F1, ML 7
3. Kobolds (2-7)-AC 7, HD 1/2, hp 4,4,3,3,2,2,1, #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
4. Orcs (1-8)-AC 6, HD 1, hp 6,5,5,4,4,3,3,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
5. Zombies (1-2)-AC 8, HD 2, hp 8,7, #AT 1, D 1-8 or by weapon, MV 90' (30'), Save F1, ML 12
6. Goblins (2-7)-AC 6, HD 1-1, hp 5,5,4,4,3,2,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save NM, ML 7

ENCOUNTER AREAS

38. ACCESS ROOM. This room is filled with piles of rock and rubble, as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. It is apparent that there has been no mining activity for quite some time.

Monster:

Treasure & Location:

39. MUSEUM. This room is an unfinished museum, a special monument to the achievements of the stronghold's most illustrious inhabitants.

The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of frescoes show the two great men together: shaking hands for the first time in younger days, winning a great battle against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank. Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the common language). There is more blank space on the wall, apparently for further additions to the room's collection of items.

The frescoes are painted and they cannot be removed. None of the mementoes is of any particular worth or value.

Monster:

Treasure & Location:

40.-56. CAVERNS OF QUASQUETON. The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail—all being characterized by irregular walls of rough rock. Uneven floors strewn with bits of rock and rubble, and joined by winding corridors. The majority of the rooms are empty of furnishings.

40. SECRET CAVERN.

Monster:

Treasure & Location:

41. CAVERN.

Monster:

Treasure & Location:

42. WEBBED CAVE. The entrance to this room is covered with silky but sticky webs, which must be cut or burned through to gain access to it. See web spell for details in D&D Basic booklet.

Monster:

Treasure & Location:

43. CAVERN.

Monster:

Treasure & Location:

44. CAVERN.

Monster:

Treasure & Location:

45. CAVERN OF THE MYSTICAL STONE. This ante-chamber is the resting place for a large, glowing chunk of rock which appears to be mica. The stone radiates magic strongly.

The stone rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

Once a chip is removed, its glow will begin to fade, and after three rounds (thirty seconds) it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room). The chip's magical properties are manifested only if it is consumed (or placed in the mouth) by any character before three rounds have passed after breaking off from the chunk. The magical effects are highly variable and each individual can only be once affected—even if a future return to the rock is made at a later time. If any character places a chip within his or her mouth, a 20-sided die is rolled to determine the effect according to the following table:

- 1 Immediately teleports the character and his gear to the webbed cave (room 42)
- 2 Immediately blinds the character for 1-6 hours of game time (no combat, must be led by other adventurers)
- 3 Raises strength rating permanently by 1 point
- 4 Raises charisma rating permanently by 1 point
- 5 Raises wisdom rating permanently by 1 point
- 6 Raises intelligence rating permanently by 1 point
- 7 Raises dexterity rating permanently by 1 point
- 8 Lowers strength rating permanently by 1 point
- 9 Lowers charisma rating permanently by 1 point
- 10 Lowers intelligence rating permanently by 1 point
- 11 Cures all damage on one character
- 12 Causes **invisibility** for 1-6 hours of game time (subject to normal restrictions)
- 13 Poison (saving throw at +1)
- 14 Makes a 500 g.p. gem (pearl) appear in character's hand
- 15 Gives a permanent +1 to any single weapon carried by character (if more than one now carried, roll randomly to determine which)
- 16 Heals all lost hit points of character (if any)
- 17 Causes idiocy for 1-4 hours (unable to function intelligently or fight, must be led by other adventurers)
- 18 Gives a special one-time bonus of 1-6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
- 19 Gives a **curse**: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (can only be removed by a **remove curse** spell)
- 20 Has no effect

Monster:

Treasure & Location:

46. **SUNKEN CAVERN.** This small cavern lies at the bottom of a short, sloping corridor. The walls are wet with moisture, and glisten in any reflected light.

Monster:

Treasure & Location:

47. **CAVERN.**

Monster:

Treasure & Location:

48. **ARENA CAVERN.** This cavern, designed as a small theatre or arena, is unfinished. The center portion of the room is sunken about 15' below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheatre.

Monster:

Treasure & Location:

49. **PHOSPHORESCENT CAVE.** This medium-sized cavern and its irregularly-shaped eastern arm present an eerie sight to explorers. A soft phosphorescent glow bathes the entire area independent of any other illumination, and the strange light is caused by the widespread growth (on walls, ceiling, and even parts of the floor) of a light purplish mold. The mold itself is harmless.

Monster:

Treasure & Location:

50. **WATER PIT.** This room contains the 8' deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of room 36). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects.

The pool is about 20' across and is filled by a cold spring.

Monster:

Treasure & Location:

51. **SIDE CAVERN.** This cavern is unusual only in that its eastern rock wall is striated with irregular diagonal streaks of a bluish ore (of no unusual use or value to the adventurers).

Monster:

Treasure & Location:

52. **RAISED CAVERN.** This room, off the southeast corner of the grand cavern, is accessible by climbing four upward steps. Its eastern wall also shows diagonal streaks of the same bluish ore noticeable in room 51. The room has a low ceiling (only 5'), so some humans may find it difficult to stand fully erect.

Monster:

Treasure & Location:

53. **GRAND CAVERN OF THE BATS.** This majestic cave is the largest in the complex, and is impressive due to its size and volume, for the ceiling is almost 60' above. A corridor sloping downward into the cavern (noticeable even by non-dwarves) gives primary access to the room on its south wall. A secondary entrance/exit is via a secret door to the west, while steps to the southeast lead up to room 52.

A southwestern arm of the room leads to an alcove of rock pillars of unusual and irregular shape, and these run from floor to ceiling to form a very meager catacomb.

When it is daytime in the outer world, a small opening in the ceiling just off a midway point of the north wall will show daylight. (If the DM has not been meticulously charting time as night vs. day, there will be a 60% chance of daylight being visible at the time the adventurers enter the room; if not, it will be very difficult to notice the opening—only a 10% chance per adventurer observing the ceiling.) The opening in the ceiling (which will be totally inaccessible to any and all attempts by adventurers to reach it) is used by the many thousands of bats which live on the ceiling of the cavern by day and which venture out at sunset each day for feeding. (Again, if exact time is not being tracked, a die roll may be necessary to determine what time of day the adventurers reach the cavern and whether or not the bats are present or active.)

The bats are nocturnal animals, but the species living in this particular cavern is very easily agitated. Any party of adventurers entering the cavern with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per turn (10 minutes) of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course that they are present in the cave when the party enters. (For example, a party with 4 torches would have a 20% chance of disturbing the bats and causing them to swarm, or 30% if they are arguing in addition.)

If the bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. They will fill the grand cavern and overflow into adjacent areas and corridors, but those flying out of the cavern will soon return. While swarming, the bats will buzz and harry any persons in the cavern or adjacent corridors, zooming past them at high speed while others hover about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite which is unpleasant but harmless.

If adventurers leave the grand cavern and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes). If the adventurers stay in the room, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, with an 18, 19 or 20 needed to hit with a 20-sided die. Bats landing to bite can be hit on any roll of 7 or above. A single hit will kill any bat.

Characters fighting or otherwise enduring swarming bats will automatically be caught by surprise if any wandering monster comes upon them while they are doing so. Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters.

A sort of fluffy and dusty guano covers the floor of the grand cavern, quite different from the droppings of most other species of bats.

The bats will return and leave at sunset each day until returning as a swarm at the following dawn.

Monster:

Treasure & Location:

54. TREASURE CAVE. This secret room, itself opening to a corridor shielded by secret doors on either end, was designed as the hiding place for the valuables in the stronghold. There is a scattering of gold pieces (11-30; roll a twenty-sided die and add 10) on the floor of the room, and three locked chests (which are empty unless noted below).

Two short human statues (appearing lifelike, as if made from wax) are within the room. As soon as any item of value is touched or disturbed, both will immediately spring to life and draw their swords and attack the party. These are magical berserkers (4 Hit Points each, Armor Class 7) who will fight to the death. Neither has any treasure on his person.

Monster:

Treasure & Location:

35. EXIT CAVE. This large cavern is otherwise unremarkable, except for the fact that a secret one-way passage out of the stronghold is hidden in the northeast corner of the cave. This secret exit is triggered by pushing on a loose rock within the wall, at which time the opening occurs in the wall, leading to the outside world. The opening allows access for only 10 seconds, at which time it closes once more, and will not be triggered for another 24 hours.

If characters take advantage of this exit, they will find themselves on a rock ledge about 3 feet wide and 20 feet long. If they use ropes to scale down, they can rappel without too much difficulty to a location some 40 feet below where the drop is less steep and a descent can be made through the trees and vegetation toward the valley below. If the characters stand on the ledge and observe the view, they will notice that they are on the north face of the massive outcropping which houses the stronghold, whereas the other entrance is on the south face. Because of the wilderness which surrounds the entire area, it may take some doing to return to civilization or home.

The secret exit is but a one-way access, and allows only egress from the stronghold, never entrance. There is no way to trigger the door from the outside, and even if this were possible, a permanent magic spell upon the exit totally prevents movement into the complex via the opening.

Monster:

Treasure & Location:

56. CAVERN OF THE STATUE. In the southern end of this cavern is a solitary stone figure, roughly sculpted from the same black stone of the cavern walls and firmly anchored to the floor. The figure, obviously a human male (although lacking any finished detail), stands some 5 feet high, with both arms slightly outstretched and pointing to the jagged rock outcropping which divides the two corridors to the north-northeast. The statue is too heavy to be moved, and will completely resist any attempts to budge or topple it.

PIT TRAP. Just outside this cavern, in the corridor which leads eastward, is a large covered pit at the intersection of three corridors. The pit is about 12' across and 10' deep. A fall into this pit will inflict 1-4 hit points of damage, and any characters

reaching the area will have a basic 70% chance of falling in, with a 30% chance of noticing the trap (the danger would be greater if, for instance, they were running rather than simply exploring). If characters in the first rank of a party fall in, there is only a 20% chance of the next row of characters falling, and each checks separately as before. The trap, once sprung, does not shield the pit any further, and the pit will be noticeable.

Monster:

Treasure & Location:

THIS ENDS THE MODULE "SEARCH FOR THE UNKNOWN"

KEYING THE DUNGEON

Once the Dungeon Master has read the entire module over one or more times and has gained a working familiarity with it, he or she is ready to key it. In doing so, the DM will take the basic descriptive framework and add his or her own ideas as to how and where the various monsters and treasures are located. The result will be a dungeon with his or her own indelible stamp, a bit different from all others—even those using the same descriptive outline.

With over fifty rooms and chambers noted on the two level maps by numbers (and several other unmarked open areas), there is plenty of space to explore (though this dungeon is actually quite small compared to most). With 15 to 25 listed treasures (plus a few items of value that are part of the basic furnishings) and 16 to 20 monsters to place, the DM is offered a real choice in setting up the dungeon, for it is he or she who will decide on which areas are forbidding with danger or rich with reward.

The monsters (number keyed 1. to 25.) and the treasures (lettered A to HH) should be placed with care and consideration and in many cases there should be a reason or rationale *why* something is located where it is. Just as there is a logical explanation behind the entire setting or scenario, so too should there be a similar thought behind what is to be found within the dungeon. Of course, in some cases, the unexpected or the inexplicable will be the exception—not everything should follow the normal order of things or be too predictable for the players.

As mentioned previously elsewhere, not every room or chamber will have a monster, a treasure, or both. As a matter of fact, quite a number of places will simply be empty, while others may hold a monster with no treasure, or, rarely, a treasure without a monster guarding it. In the latter instance, the unguarded treasure will likely be well-hidden (as indeed any treasure can be) or concealed to make the room appear empty. Finally, in some instances, a room may contain a monster (being in its lair) as well as a treasure it is guarding, either wittingly (if it is its trove) or unwittingly (if its appearance there was only coincidental). In such a case, it will be necessary to defeat (either by killing or driving away) the monster or monsters before any attempt to discover or garner the treasure is made . . .

Although monsters will inevitably make their presence known, treasures are usually not obvious. It is up to players to locate them by telling the DM how their characters will conduct any attempted search, and it is quite conceivable that they could totally miss seeing a treasure which is hidden or concealed. In fact, any good dungeon will have undiscovered treasures in areas that have been explored by the play-

ers, simply because it is impossible to expect that they will find every one of them.

Once the DM has decided on where to place the various monsters and treasures, he or she keys both the maps and the descriptive copy within this booklet by using the letter and number codes for treasures and monsters, respectively. On the two game maps, he or she marks (preferably using a colored pencil for readability and possible erasure) the letter (for treasure) in each room containing a treasure from the master list. The DM then places a number (for monsters) in each room which will contain a monster, and may also make a note on the map what type of monster is there ("orcs" or "troggs," for instance). Each monster or treasure listing should appear but once on the game map when finished. The DM then refers to the descriptions of each room or chamber within the body copy of this booklet, and fills in the blanks following the proper sections corresponding to the marked map with the pertinent details and any side notes on: what monster is located there (if any), where it hides (if it does so—not all will hide), what treasure is located within the room (if any), where it is located, and how it is hidden or protected (if it is). Any remaining space should be reserved for further notes, especially listing of the effects caused by subsequent player adventuring—monsters scared away to new locations, creatures slain, treasures removed, equipment abandoned, etc. Of course, notes on the map can likewise be made as desired.

Once the dungeon has been keyed, it is ready for exploration by the players. Good luck, and have fun! Follow these guidelines when setting up your own dungeon from scratch, and you should be successful.

MONSTER LIST

The monsters occupying the area to be explored are an assortment of creatures, some of which are former inhabitants (orc and kobold slaves), and some of which have moved into the dungeon by unknown means.

The monsters (keeping in mind that the term refers to any encounter, no matter what the creature type) can be encountered in two ways: either in their "lair" (the particular room or chamber where they live, as keyed by the Dungeon Master), or as "wandering monsters." The latter encounters are more irregular, uncertain, and unpredictable as adventurers happen to meet the monsters on a random basis while exploring.

The monster list below is keyed by number for easy reference, and shows the monsters which will be shown on the game map as being in their "lair." The wandering monster lists appear within the descriptive copy of the module and are given prior to the information on each of the two levels of the dungeon—one being for the upper level, and the other for the lower level.

Monsters are shown on the list with pertinent details given (consult the descriptions within the D&D game booklet for further information on each type), thus allowing them to be employed by the DM when encountered without additional dice rolling (except for the initial roll to determine number appearing). **Important: although there are 25 listings, the Dungeon Master should use only 16 to 20 of them in the dungeon, placing some on each of the two levels in the rooms and chambers desired. The remainder are unused.**

The following are brief explanations of the abbreviations used in the monster lists. **Name**—an asterisk (*) after a name indicates that a special weapon or attack form is needed to hit this monster, **(#)**—number appearing, this type of die

should be rolled to determine the number of monsters, **AC**—armor class, **HD**—hit dice, an asterisk (*) after hit dice means that the special abilities bonus should be added when calculating experience, **hp**—hit points, the number of hit points that each monster has, **#AT**—number of attacks, **D**—damage done by each attack given in ranges of hit points, **MV**—move of the monster in feet per turn (and feet per round). **Save**—the class and level at which the monster makes its saving throws, D = dwarf, F = fighter, NM = normal man, T = thief, **ML**—morale (optional, see page B27 of the D&D Basic rulebook).

MONSTERS

1. Orcs (1-4)-AC 6, HD 1, hp 5,4,3,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
2. Troglodytes (1-2)-AC 5, HD 2*, hp 7,3, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
3. Kobolds (2-9)-AC 7, HD 1/2, hp 4,4,3,3,3,2,2,1 #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
4. Ghouls (1-2)-AC 6, HD 2*, hp 6,4, #AT 3, D 1-3 each + special, MV 90' (30'), Save F2, ML 9
5. Giant Centipedes (1-4)-AC 9, HD 1/2, hp 2,2, #AT 1, D poison, MV 60' (20'), Save NM, ML 8
6. Carrion Crawler (1)-AC 7, HD 3+1*, hp 6, #AT 8, D paralysis, MV 120' (40'), Save F2, ML 9
7. Orcs (2-7)-AC 6, HD 1, hp 5,5,4,4,3,2,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
8. Crab Spiders (1-2)-AC 7, HD 2*, hp 6,5, #AT 1, D 1-8 + poison, MV 120' (40'), Save F1, ML 7
9. Troglodytes (1-2)-AC 5, HD 2*, hp 10,4, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9
10. Black Widow Spider (1)-AC 6, HD 3*, hp 13, #AT 1, D 2-12 + poison, MV 60' (20'), in web 120' (40'), Save F2, ML 8
11. Stirges (2-5)-AC 7, HD 1*, hp 4,4,3,2,2, #AT 1, D 1-3, MV 30' (10'), flying 180' (60'), Save F2, ML 9
12. Gnolls (1-4)-AC 5, HD 2, hp 13,7,6,3, #AT 1, D 2-8 or by weapon +1, MV 90' (30'), Save F2, ML 8
13. Shriekers (1-4)-AC 7, HD 3, hp 14,10,10,8 #AT special, D nil, MV 9' (3'), Save F1, ML 12
14. Skeletons (1-6)-AC 7, HD 1, hp 4,4,3,3,2,1, #AT 1, D 1-6 or by weapon, MV 60' (20'), Save F1, ML 12
15. Hobgoblins (2-5)-AC 6, HD 1+1, hp 9,8,6,4,3, #AT 1, D 1-8 or by weapon, MV 90' (30'), Save F1, ML 8
16. Goblins (1-8)-AC 6, HD 1-1, hp 7,5,4,3,3,3,2,1, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save NM, ML 7
17. Giant Rats (2-7)-AC 7, HD 1/2, hp 4,3,3,2,2,1,1, #AT 1, D 1-3 + disease, MV 120' (40'), swimming 60' (20'), Save NM, ML 8
18. Zombies (1-2)-AC 8, HD 2, hp 10,7, #AT 1, D 1-8 or by weapon, MV 60' (20'), Save F1, ML 12

19. Kobolds (2-5)-AC 7, HD 1/2, hp 4,4,4,2,1, #AT 1, D 1-4 or weapon -1, MV 90' (30'), Save NM, ML 6
20. Bandits (1-4)-AC 6, HD 1, hp 7,5,4,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save T1, ML 8
21. Ochre Jelly* (1)-AC 8, HD 5*, hp 16, #AT 1, D 2-12, MV 30'(10'), Save F3, ML 12
22. Gnomes (2-5)—AC 5, HD 1, hp 7,5,4,2,1, #AT 1, D 1-6 or by weapon, MV 60' (20'), Save D1, ML 8
23. Orcs (2-7)—AC 6, HD 1, hp 8,6,5,4,4,2,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save F1, ML 8
24. Crab Spiders (1) AC 7, HD 2*, hp 7, #AT 1, D 1-8 + poison, MV 120'(40'), save F1, ML 7
25. Goblins (1-6)-AC 6, HD 1-1, hp 6,5,5,4,3,2, #AT 1, D 1-6 or by weapon, MV 90' (30'), Save NM, ML 7

TREASURE LIST

Listed below are 34 different treasures, each letter-coded for easy reference.

Considering their very nature, treasures, in most instances, should be concealed or hidden cleverly. The Dungeon Master should use his or her imagination in devising ways to hide items from discovery. Some suggestions for treasure location might be: inside an ordinary item in plain view, within a secret compartment in a container, disguised to appear as something else, under or behind a loose stone in the floor or wall, under a heap of trash or dung, or similarly hidden. Occasionally a treasure may be easily noticed, but this should be the exception rather than the rule.

In some instances, valuable treasure will be protected by locks, traps, or protective magic. The more deadly protections are reserved for more experienced adventurers, so any such devices will be uncommon in dungeons designed for beginning players, such as this one. The DM should feel free to create an occasional protection which may confuse or delay characters attempting to find a particular treasure, however.

Remember that all coin values are based on a gold piece (g.p.) standard, with equivalent values being: 100 copper pieces (c.p.) = 10 silver pieces (s.p.) = 2 electrum pieces (e.p.) - 1 gold piece (g.p.) - 1/5 platinum piece (p.p.). All coin weights and sizes are approximately equal.

- A) Leather pouch with 10 e.p.
- B) 15 g.p.
- C) 28 g.p.
- D) Small wooden box with 35 g.p.
- E) Dagger with jeweled handle (2—50 g.p. gems, onyx)
- F) 20 s.p.
- G) 8—10 g.p. gems (agate)
- H) **Mace +1**
- I) False map (shows room and adjacent corridor in detail; nothing else is accurate)
- J) **Spear +2**
- K) 120 g.p.

- L) Silver medallion on chain worth 500 s.p.
- M) 100 g.p. gem (pearl)
- N) 2450 c.p.
- O) Onyx statue worth 200 g.p.
- P) 820 s.p.
- Q) 4—100 g.p. gems (garnets)
- R) 620 g.p. in locked chest
- S) Scroll of 2 Spells (Cleric): 2 **cure light wounds** (or roll at random for determination)
- T) False **magic wand** (finely detailed; radiates magic but has no other magical properties)
- U) **Bag of devouring**
- V) 500 g.p. gem (peridot)
- W) **Shield +1**
- X) Bronze statuette, inlaid with silver and copper, worth 115 g.p.
- Y) Silver mirror of exceptional quality, 90 g.p. value
- Z) **Chainmail +1**
- AA) Gold ring (non-magical) worth 10 g.p.
- BB) Scroll of 1 Spell (Magic-User): **sleep** (or roll at random for determination)
- CC) Silver bracelet worth 80 s.p.
- DD) 840 c.p., 290 s.p., 120 e.p., 25 g.p. in locked chest
- EE) **Ring of protection +1**
- FF) 4 small gold rods, each worth 30 g.p.
- GG) Crystal goblet worth 15 g.p. (engraved with the word "Quasqueton")
- HH) Potion: **invisibility** (2 doses, each with a duration of 2 hours)

Special note: Even though 34 treasures are listed here, only between 15 to 25 of them should actually be placed in the dungeon by the Dungeon Master. The remainder should go unused. When treasures are chosen and placed, a good assortment of items should be represented: some very valuable, some worthless, most in between. The letter type treasures listed under the monster specifications in the D&D Basic booklet are ignored in this module, as the above treasure list replaces them and monsters encountered will possess or guard the appropriate treasure assigned by the referee's listings.

THE CHARACTER LISTS

The character lists are designed for multi-purpose use. First of all, they can be used by players to select a player character if they choose to do so rather than roll up abilities of their own. And secondly, they can be used as non-player charac-

ters in the position of retainers. In either case, certain dice rolls will be made to determine various particulars about each character. There are separate lists of 12 characters each. The guidelines below explain how to use the lists depending upon desired applications.

Selecting A Player Character From The Character Lists

If a player prefers to choose a character from the lists rather than roll one up, he or she first determines the class of character he or she wishes to play. The player then examines the list of character names and races which appears on the back side of the "Players' Background Sheet," and either chooses one or rolls a 12-sided die to determine which one will be used. In any event the choice is made without knowing further details about the character's exact ability ratings, which will be given to the player by the Dungeon Master once the decision is made. The ability ratings are fixed, and may not be adjusted.

Once a player has gotten a character in this manner, he or she records the ability ratings and selects the character's alignment (lawful, chaotic or neutral, with law or neutrality prevailing in this module setting). The player then determines wealth owned, purchases equipment, determines hit points, and chooses spells as normally. All characters will begin at first level of experience.

Using The Character Lists For Retainers or NPC's

Players about to embark on an adventure might well wish to have additional assistance on the part of other fellow explorers, and these other adventurers are non-player characters who will serve either for pay (as hirelings) or out of respect and loyalty (as henchmen).

Non-player characters, although not always plentiful, are nonetheless easier to find than retainers. They will serve for a fee, as well as a cut of any treasure gained—their exact price to be determined by the DM, who then interacts with the players if any bargaining is necessary, taking the part of the non-player character.

Retainers are usually characters who will be willing to serve a particular character out of admiration or respect without special regard for compensation. In any case, with only 1st level characters, players cannot expect to attract retainers until they have accomplished enough to gain a bit of reputation and notice. Thus, any non-player character gained for an adventure will have only a 20% chance of being a retainer. (Of course, this fact is not crucial to the immediate adventure, but may bear upon future considerations . . .) Note that no retainer will serve a character of lower level.

The number of non-player characters available to a party of player characters is determined by consulting the table below, and by appropriate dice rolls as noted. The number of NPC's available depends upon the number of player characters in the party—the more player characters participating, the fewer NPC's available.

AVAILABILITY OF NON-PLAYER CHARACTERS

Player Characters	Chance for Non-Player Characters & Number Available
2	100% chance of 1-4
3	75% chance of 1-3
4	50% chance of 1-2
5	25% chance of 1
6 or more	None

Once a party of players has determined that one or more non-player characters will be willing to join their adventuring group (dependent upon the financial arrangements being finalized), a 12-sided die is rolled for each NPC to determine their character class based on the following table:

CHARACTER CLASSES OF HENCHMEN/HIRELINGS

- 1 Fighter*
- 2 Fighter*
- 3 Fighter*
- 4 Cleric
- 5 Cleric
- 6 Thief
- 7 Thief
- 8 Magic-user**
- 9 Magic-user**
- 10 Any class desired
- 11 Any class desired
- 12 Any class desired

*Also Dwarves and Halflings

**Also Elves

Example: Three player characters—a magic-user, fighting man, and thief—wish to bolster the strength of their adventuring band by having others join the group. They have a 75% chance of locating 1-3 interested non-player characters who will listen to their offer and, if reasonable, likely be agreeable to joining the party for at least a single adventure. If they fail to locate any willing non-player characters, they will be forced to adventure without them, at least initially.

Once a class for each non-player character has been determined (this can be done prior to any terms being offered by the player characters), a 12-sided die should be rolled on the specific table corresponding to that type of character class to determine the individual character's name and race (although his or her other ability ratings will not be known by the players until he or she actually joins their group. If the arrangement is finalized, the DM gives the players specifics on the non-player character's abilities, as well as other pertinent details) which are described following each character list depending upon the particular class). The alignment of any non-player character will generally be compatible with the rest of the group, although there is a slight (10%) chance that a non-player character will be chaotic while professing otherwise, thus seeking to hoodwink the party and perhaps take advantage of them when the opportunity arises.

Non-player characters will carry no wealth other than 1-6 gold pieces for incidental expenses. In most cases, they will carry their own weapon and/or armor. However, player characters may purchase additional equipment, arms, or armor for them to use while adventuring—either as a loan or an outright gift—or even give them their own. Attention must be paid to character class restrictions in this regard, however.

Important: non-player characters may vary widely in personality. The Dungeon Master plays their part to a great degree, although the players indicate what instructions or orders they are giving to the non-player characters during the course of the adventure. The DM can choose any personality he wants for a non-player character, or can determine the various aspects by rolling for the categories of attitude, disposition, courage, and loyalty on the following chart. Players are

never informed of the exact personalities of non-player characters: they will discover them through interaction with the characters (as portrayed by the DM) and by observing them in the course of the adventure.

NON-PLAYER CHARACTER PERSONALITY

<u>Attitude</u>	<u>Courage</u>
1 Helpful/cooperative	1 Reckless/daring
2 Helpful/cooperative	2 Courageous
3 Helpful/cooperative	3 Normal
4 Apathetic/lazy	4 Normal
5 Unreliable	5 Hesitant
6 Obstinate/argumentative/domineering	6 Cowardly
<u>Disposition</u>	<u>Loyalty</u>
1 Greedy/selfish	1 Loyal
2 Normal	2 Loyal
3 Normal	3 Normal
4 Normal	4 Normal
5 Normal	5 Fickle
6 Unselfish	6 Fickle

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CLERICS

1. Famed of the Great Church
Str 7, Int 10, Wis 14, Con 9, Dex 14, Cha 9
2. Dohram, Servant of Saint Carmichael
Str 10, Int 10, Wis 14, Con 10, Dex 11, Cha 12
3. The Mystical One
Str 12, Int 10, Wis 15, Con 15, Dex 8, Cha 14
4. Mulgar the Merciful
Str 10, Int 10, Wis 18, Con 8, Dex 12, Cha 17
5. Seeful the Unforgiving
Str 6, Int 8, Wis 12, Con 12, Dex 11, Cha 10
6. Philgo
Str 9, Int 10, Wis 13, Con 9, Dex 7, Cha 12
7. Tassit, Servant of Saint Cuthbert
Str 11, Int 9, Wis 12, Con 10, Dex 7, Cha 11
8. Wilberd the Silent
Str 13, Int 8, Wis 17, Con 12, Dex 9, Cha 10
9. Kracky the Hooded One
Str 8, Int 14, Wis 16, Con 8, Dex 8, Cha 12
10. Grampal of the Secret Church
Str 12, Int 11, Wis 12, Con 10, Dex 9, Cha 10
11. Nupo, Servant of The Bringer
Str 10, Int 7, Wis 15, Con 17, Dex 10, Cha 8
12. Eggo of the Holy Brotherhood
Str 7, Int 10, Wis 13, Con 8, Dex 9, Cha 11

Non-player clerics will usually possess holy water as a matter of course, as well as a single non-edged weapon. A 6-sided die can be rolled once for each category shown below to determine the arms and armor of any non-player cleric:

Arms	Armor
1 Club	1 None
2 Club	2 Leather armor
3 Hammer	3 Leather armor
4 Hammer	4 Leather and shield
5 Flail	5 Chainmail
6 Mace	6 Chainmail and shield

All non-player clerics are of first level and use one 6-sided die to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty or for a fee other than a treasure share). An independent NPC cleric will be of either first, second, or third level depending upon a roll on the table which follows:

Level	Hit Dice	Spells Known
1 First	1d6	None
2 First	1d6	None
3 Second	2d6	Use table C, one roll
4 Second	2d6	Use table C, one roll
5 Third	3d6	Use table C, two rolls
6 Third	3d6	Use table C, two rolls

Table C below is used to determine randomly which spell or spells any non-player cleric knows. First level clerics have no spell ability. Player character clerics do not utilize this table; they choose which spells they wish to use according to the guidelines in the D&D Basic booklet.

Table C

- 1 Cure Light Wounds
- 2 Cure Light Wounds
- 3 Cure Light Wounds
- 4 Detect Evil
- 5 Detect Magic
- 6 Detect Magic
- 7 Light
- 8 Light
- 9 Protection from Evil
- 10 Purify Food and Water
- 11 Remove Fear
- 12 Resist Cold

FIGHTERS, DWARVES & HALFLINGS

1. Brandon (Human)
Str 14, Int 8, Wis 11, Con 13, Dex 9, Cha 12
2. Evro (Human)
Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9
3. Glendor the Fourth (Human)
Str 17, Int 10, Wis 9, Con 14, Dex 9, Cha 14
4. Zeffan (Dwarf)
Str 14, Int 11, Wis 8, Con 8, Dex 14, Cha 7
5. Alho Rengate (Human)
Str 12, Int 10, Wis 9, Con 11, Dex 12, Cha 12
6. Krago of the Mountains (Dwarf)
Str 18/54, Int 9, Wis 15, Con 16, Dex 9, Cha 14
7. Pendor (Halfling)
Str 12, Int 9, Wis 8, Con 10, Dex 6, Cha 10
8. Mohag the Wanderer (Human)
Str 13, Int 12, Wis 9, Con 10, Dex 6, Cha 10
9. Norrin the Barbarian (Human)
Str 15, Int 8, Wis 10, Con 14, Dex 9, Cha 9
10. Lefto (Halfling)
Str 11, Int 10, Wis 11, Con 18, Dex 8, Cha 10
11. Webberan of the Great North (Human)
Str 16, Int 10, Wis 13, Con 10, Dex 7, Cha 7
12. Sho-Rembo (Halfling)
Str 9, Int 11, Wis 9, Con 18, Dex 9, Cha 15

To determine arms and armor for non-player fighters, halflings, dwarves or elves, roll once on each end of the tables below with a 12-sided die:

Arms	Armor
1 Dagger and hand axe	1 Shield only
2 Dagger and sword	2 Leather armor
3 Hand axe	3 Leather and shield
4 Mace	4 Leather and shield
5 Sword	5 Leather and shield
6 Sword	6 Leather and shield +1
7 Sword +1	7 Chainmail
8 Pole arm	8 Chainmail
9 Pole arm	9 Chainmail and shield +1
10 Morning star	10 Chainmail and shield +1
11 Flail	11 Plate mail
12 Short bow and 12 arrows	12 Plate mail and shield

All non-player fighters, dwarves and halflings are of first level and use one 8-sided die (or d6 for halflings) to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty or for a fee other than a treasure share). An independent NPC will be of either first, second, or third level depending upon a roll on the following table:

Level	Fighters' & Dwarves' Hit Dice	Halflings' Hit Dice
1 First	1d8	1d6
2 First	1d8	1d6
3 Second	2d8	2d6
4 Second	2d8	2d6
5 Third	3d8	3d6
6 Third	3d8	3d6

MAGIC USERS & ELVES

- Presto (Elf)
STR 9, Int 17, Wis 11, Con 14, Dex 11, Cha 14
- Mezlo (Elf)
Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13
- Nickar (Human)
Str 11, Int 15, Wis 8, Con 12, Dex 5, Cha 13
- Shobaffum (Human)
Str 7, Int 13, Wis 9, Con 13, Dex 11, Cha 10
- Yor (Human)
Str 11, Int 14, Wis 8, Con 12, Dex 5, Cha 13
- Ralt Gaither (Human)
Str 11, Int 18, Wis 7, Con 9, Dex 14, Cha 10
- Fencig (Elf)
Str 8, Int 17, Wis 10, Con 5, Dex 11, Cha 9
- Glom the Mighty (Human)
Str 12, Int 15, Wis 15, Con 7, Dex 10, Cha 11
- Trebbelos, Boy Magician (Human)
Str 9, Int 16, Wis 9, Con 7, Dex 12, Cha 13
- Beska Miltar (Human)
Str 10, Int 13, Wis 12, Con 15, Dex 8, Cha 14
- Lappoy the Unexpected (Elf)
Str 11, Int 14, Wis 9, Con 10, Dex 7, Cha 9
- Surfal (Human)
Str 12, Int 14, Wis 11, Con 8, Dex 12, Cha 5

Non-player magic-users will wear no armor and generally will be armed with nothing other than a dagger. All non-player magic users are of first level and use one 4-sided die to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty

or for a fee other than a treasure share). An independent NPC magic-user will be of either first, second, or third level depending upon a roll on the table which follows:

Level	Magic-Users' Hit Dice	Elves' Hit Dice	Spells Known
1 First	1d4	1d6	Use table A, one roll
2 First	1d4	1d6	Use table A, one roll
3 Second	2d4	2d6	Use table A, two rolls
4 Second	2d4	2d6	Use table A, two rolls
5 Third	3d4	3d6	Use table A, two rolls and Table B, one roll
6 Third	3d4	3d6	Use table A, two rolls and Table B, one roll

Non-player elves are determined as above but use the fighters' arms and armor tables to determine equipment.

Tables A and B below are used to determine randomly which spell or spells any non-player magic-user or elf knows. All first level magic-users and elves make but a single roll on Table A. Player character magic-users and elves do not utilize this table; they check which spells they can know according to the guidelines in the D&D Basic booklet.

Table A

- Charm Person
- Charm Person
- Charm Person
- Detect Magic
- Detect Magic
- Floating Disc
- Hold Portal
- Light
- Light
- Magic Missile
- Magic Missile
- Protection from Evil
- Read Languages
- Read Magic
- Shield
- Shield
- Sleep
- Sleep
- Sleep
- Ventriloquism

Table B

- Continual Light
- Continual Light
- Detect Evil
- Detect Invisible
- ESP
- ESP
- Invisibility
- Invisibility
- Knock
- Knock
- Levitate
- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Mirror Image
- Phantasmal Forces
- Web
- Web
- Wizard Lock



THIEVES

1. Luven Lightfinger
Str 13, Int 14, Wis 9, Con 12, Dex 16, Cha 13
2. Treddo
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
3. Bozomus
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
4. Estra Zo
Str 12, Int 12, Wis 11, Con 7, Dex 16, Cha 12
5. Laggamundo
Str 11, Int 10, Wis 9, Con 13, Dex 13, Cha 6
6. Feggenger the Quick
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
7. Mezron
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
8. Drebb
Str 7, Int 12, Wis 10, Con 11, Dex 12, Cha 11
9. Postue
Str 10, Int 8, Wis 7, con 10, Dex 18, Cha 12
10. Harg of the City Afar
Str 9, Int 13, Wis 10, Con 6, Dex 15, Cha 8
11. Afton Borr
Str 11, Int 11, Wis 8, Con 10, Dex 13, Cha 9
12. Sporragha
Str 10, Int 7, Wis 11, Con 14, Dex 12, Cha 18

To determine the arms and armor of any non-player thieves, roll a 6-sided die once on each of the following tables:

Arms	Armor
1 None	1 None
2 None	2 None
3 Dagger	3 Leather armor
4 Dagger	4 Leather armor
5 Dagger	5 Leather armor
6 Dagger +1	6 Leather armor +1

All non-player thieves are of first level and use one 4-sided die to determine hit points, except for an independent NPC (one joining the adventure on his or her own rather than out of loyalty or for a fee other than a treasure share). An independent NPC will be of either first, second, or third level depending upon a roll on the following table:

Level	Hit Dice	Thief Ability Category
1 First (Apprentice)	1d4	1
2 First (Apprentice)	1d4	1
3 Second (Footpad)	2d4	2
4 Second (Footpad)	2d4	2
5 Third (Robber)	3d4	3
6 Third (Robber)	3d4	3



PLAYERS' BACKGROUND SHEET

Here is the standard background setting for all players to read prior to their first adventure:

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling in a town far from the great cities of your world, know of their reputation—even though their tale begins long before you were born. The elders and the sages speak both names with respect, even awe, in a distant admiration for the memories of the two legendary figures . . .

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.

and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their mystical hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Some years ago, perhaps in the decade before you were born, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding alien lands to the north on a great adventure which some say may have been asked by the very gods themselves.



No one knows what occurrences or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill—but no one seemed to know any more than that, or where this supposed hideaway really was located, if indeed it was. No one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great barbarian invasion came from the lands to the north, threatening to engulf the entire land with the savage excesses of the unchecked alien horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the barbarian army in a great battle at a narrow pass in the hills,

Word just reaching civilization tells of some great battle in the barbarian lands where the legendary Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details—and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have been gone far too long . . . if only one had the knowledge and wherewithal to find their hideaway, he or she would have great things to explore!

Now, just recently, came the most promising bit of information—a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q." You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mystical place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, but the challenge cannot be ignored. Gathering a few of your fellows, you share the secret and embark on an adventure in search of the unknown . . .

Note: Individual players may know of additional information in the form of rumors or legends as given to them by the Dungeon Master.

PLAYERS' LIST OF POTENTIAL CHARACTERS

Listed here are 12 characters of each of the four character classes, showing name and race. The Dungeon Master has a more complete listing of each character's ability scores and other information.

Clerics

1. Famed of the Great Church
2. Dohram, Servant of Saint Carmichael
3. The Mystical One
4. Mulgar the Merciful
5. Seeful the Unforgiving
6. Philgo
7. Tassit, Servant of Saint Cuthbert
8. Wilberd the Silent
9. Kracky the Hooded One
10. Grampal of the Secret Church
11. Nupo, Servant of The Bringer
12. Eggo of the Holy Brotherhood

Magic-Users ft Elves

1. Presto (Elf)
2. Mezlo(Elf)
3. Nickar (Human)
4. Shobaffum (Human)
5. Yor (Human)
6. Ralt Gaitner (Human)
7. Fencig (Elf)
8. Glom the Mighty (Human)
9. Trebbelos, Boy Magician (Human)
10. Beska Miltar (Human)
11. Lappoy the Unexpected (Elf)
12. Surfal (Human)

Fighters, Dwarves & Halflings

1. Brandon (Human)
2. Evro (Human)
3. Glendor the Fourth (Human)
4. Zeffan (Dwarf)
5. Alho Rengate (Human)
6. Krago of the Mountains (Dwarf)
7. Pendor (Halfling)
8. Mohag the Wanderer
9. Norrin the Barbarian
10. Lefto (Halfling)
11. Webberan of the Great North (Human)
12. Sho-Rembo (Halfling)

Thieves

1. Luven Lightfinger
2. Treddo
3. Bozomus
4. Estra Zo
5. Laggamundo
6. Feggner the Quick
7. Mezron
8. Drebb
9. Postue
10. Harg of the City Afar
11. Afton Borr
12. Sporrageha

Your Dungeon Master has a complete list of guidelines for the use of these lists; they appear for your reference only.

TIPS FOR PLAYERS

Beginning players would do well to profit from some basic advice before beginning their D&D careers, and with that in mind, the following points are offered for consideration:

1) Be an organized player. Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the Dungeon Master.

2) Always keep in mind that the Dungeon Master is the moderator of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him or her, present your viewpoint with deference to the DM's position as game judge, but be prepared to accept his or her decision as final—after all, keep in mind that you may not know all aspects of the overall game situation, and in that case, not everything will always go your way!

3) Cooperate with your fellow players and work together when adventuring. Remember that on any foray into the dungeon or wilderness, a mix of character classes will be beneficial, since the special abilities of the various characters will complement each other and add to the overall effectiveness of the party.

4) Be neither too hasty nor too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will waste valuable time and may be waylaid by more than your share of wandering monsters without accomplishing anything. As you gain playing experience you will learn the proper pace, but rely on your DM for guidance.

5) Avoid arguing. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed. Bickering in the dungeon will only create noise which may well attract wandering monsters. Above all, remember that this is just a game and a little consideration will go far toward avoiding any hard feelings . . .

6) Be on your guard. Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (dealing with the uncertainties is part of the fun and challenge of the game), but don't be surprised if everything is not always as it seems.

7) Treat any retainers or NPCs fairly. If you reward them generously and do not expose them to great risks of life and limb that your own character would not face, then you can expect a continuing loyalty (although there may be exceptions, of course).

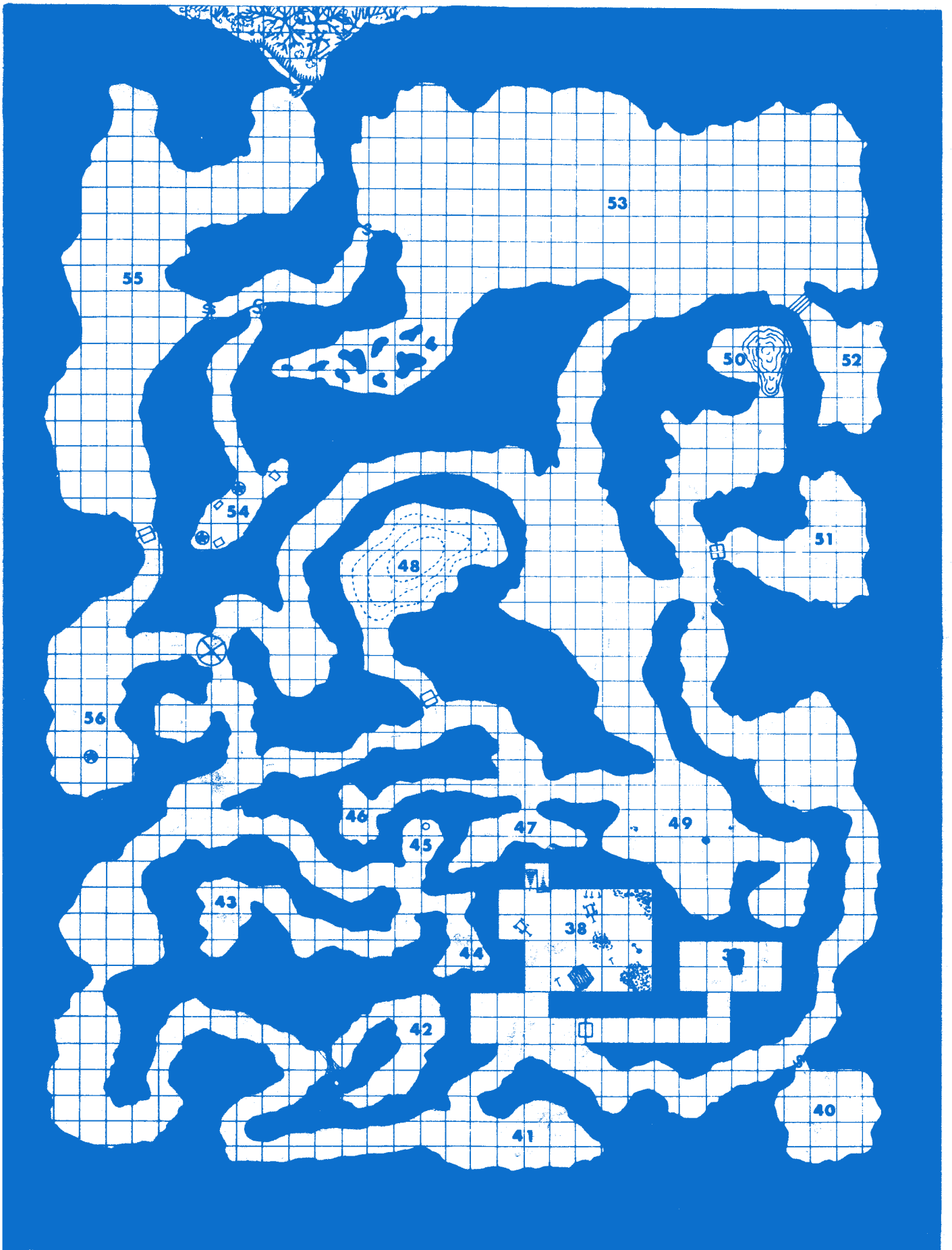
8) Know your limits. Your party may not be a match for every monster you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a dungeon adventure may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one adventure to accomplish certain goals, and it will thus be necessary to come back out of a dungeon to heal wounds, restore magical abilities and spells, and reinforce a party's strength.

9) Use your head. Many of the characters' goals in the game can be accomplished through the strength of arms or magic. Others, however, demand common sense and shrewd judgment as well as logical deduction. The most successful players are those who can effectively use both aspects of the game to advantage.

10) The fun of a D&D game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the Dungeon Master.

Enjoy yourself, and good luck!

LOWER LEVEL





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B3

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by Tom Moldvay and Jean Wells

INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



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This module is for use with the D&D® Basic Set and is specially designed for beginning players and DMs. Contained within are maps of the palace and its dungeons, background information, new monsters and a special preliminary adventure for novice DMs and players alike.

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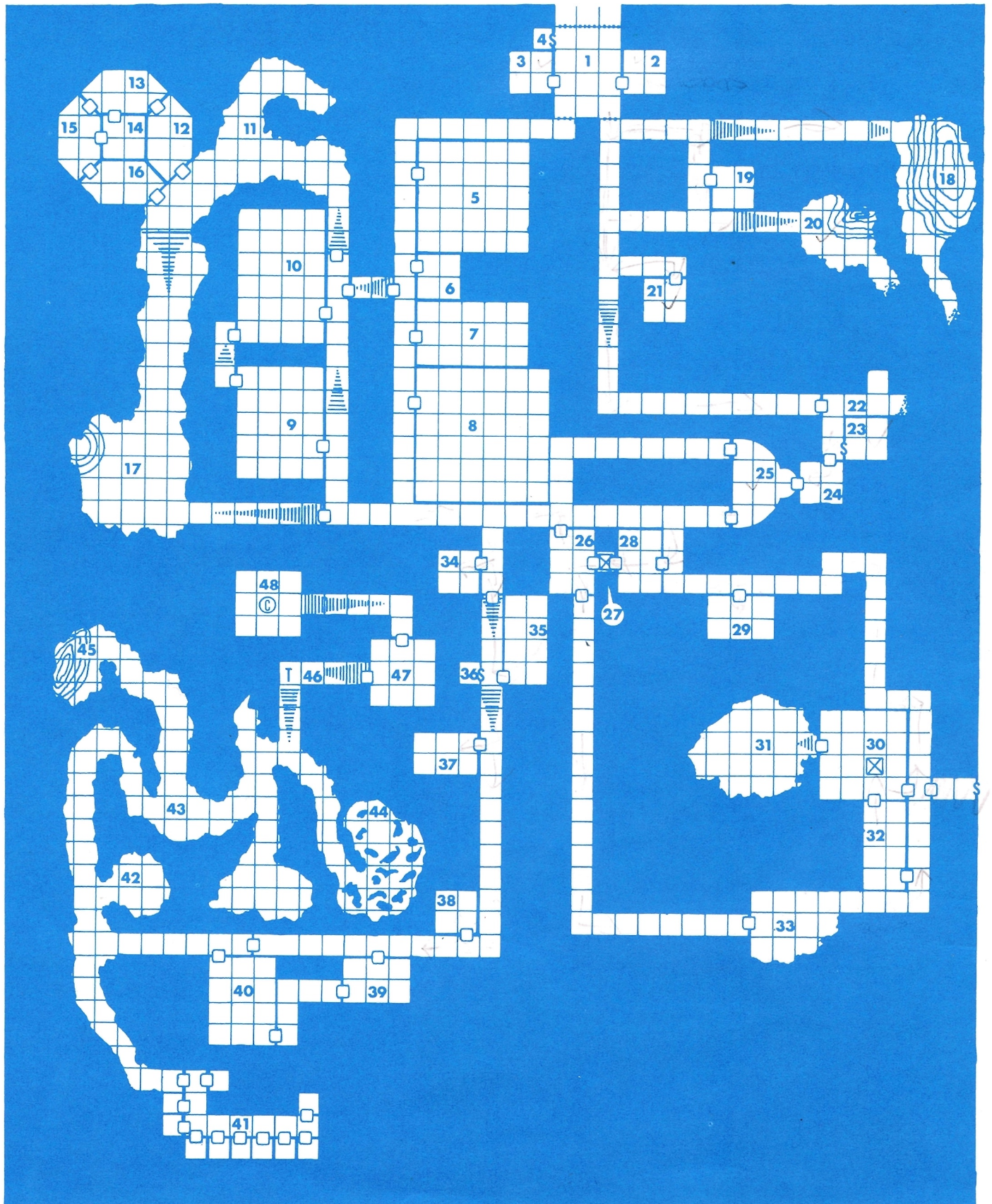
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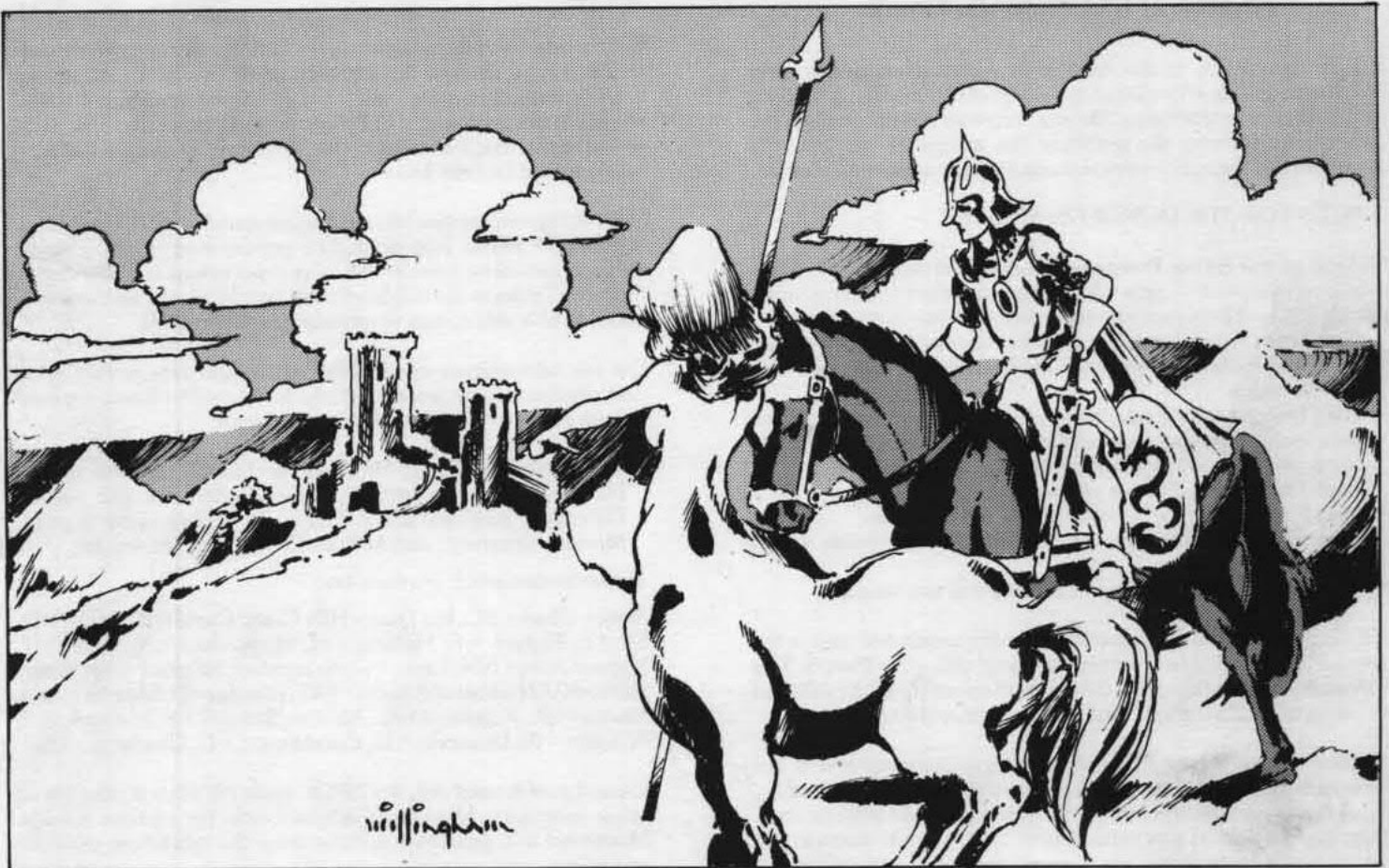


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Dungeons & Dragons® Basic Set

Dungeon Module B3

Palace of the Silver Princess

This module requires information found only in the **D&D® Basic** game rules, and cannot be played without a copy of those rules.

PART 1: INTRODUCTION

If you plan to play in this module as a character, please **stop** reading here. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and the excitement of the game for everyone concerned.

NOTES FOR THE DUNGEON MASTER

Palace of the Silver Princess is a dungeon adventure module made up of 6 parts — providing notes and reference information for the DM and keys describing the various levels of the dungeon.

Part One (this section) is an introduction that outlines the rules for the adventure and gives the DM background information on the dungeon.

Part Two is a special adventure which takes place in the palace gatehouse. This special adventure has been designed to introduce new DMs to the art of dungeon mastering.

Part Three describes the first level of the dungeon.

Part Four details the second level of the dungeon.

Part Five is a Glossary and defines some unfamiliar words found in this module.

Part Six details the new monsters used in this module.

To aid the DM, when unusual or unfamiliar words are used in the module, these words will be repeated and defined in **Part 5, The Glossary**. Words which are defined in the glossary will be followed by an asterisk (*) the first time they appear in the text.

Palace of the Silver Princess is a large dungeon and is not designed to be completely explored in one night of adventuring. Characters who try to explore the entire dungeon without stopping every so often and returning to town to heal wounds and regain spells will probably die. Players may recover hit points and spells either by leaving the dungeon entirely or by sleeping in a room inside the dungeon. Careful players will sleep in shifts, with at least one character always on watch to guard against monsters.

In general, a party should rest and sleep 8 hours in every 24. Characters will heal 1-3 points naturally every 24 hours of full rest. Checks for wandering monsters are up to the DM; if the party really needs to recover hit points or spells and they pick a secure, out-of-the-way location, a DM may decide no wandering monsters will disturb them. If the party has been defeating monsters easily or picks a room in an area with lots of monsters near, 1-3 checks may be made that night.

If a party chooses to rest and the adventure has lasted quite a long time, the DM may choose to end that game session. Players can continue from where they stopped whenever they choose to play again.

The DM should always give the player characters a reasonable chance for survival. The emphasis is on "reasonable". Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should cooperate to make the adventure as much fun as possible.

Before beginning the adventure, the DM should read this module thoroughly to become familiar with its details. In the encounter keys, information given inside boxes can be read aloud to the players at the right time. The DM must decide when and how much of the rest of the information should be told to players and how much should be kept secret.

Most of the monsters in this module are found in the 2nd edition of the **D&D® Basic** rule book (the red-covered book). Enough information will be given in the room descriptions and Wandering Monster Tables so that DMs with the 1st edition (the blue-covered book) will be able to use all monsters in this module.

For the convenience of the DM, when monsters or NPCs are described in the text, important information will be listed, in parentheses, in the following order after the name:

Name (Armor Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; Alignment; and Abilities for NPCs, if necessary).

Abbreviations which are used are:

Armor Class = AC; Hit Dice = HD; Class: Cleric = C, Dwarf = D, Elf = E, Fighter = F, Halfling = H, Magic-User = M, Thief = T, Normal Man = NM; Level = some number; hit point = hp; Movement = MV; Number of Attacks = #AT; Damage = D; Save As = Save; Morale = ML; Alignment = AL; Abilities: Strength = S, Intelligence = I, Wisdom = W, Dexterity = D, Constitution = C, Charisma = Ch.

Class/Level is used only for NPCs, while *Hit Dice* is used for all other monsters. Movement is given only for combat rounds. Movement in a game turn is three times the movement given for one round.

This module has been designed for a party of 6 to 10 player characters. Each character should be between the 1st and 3rd levels of experience at the beginning of the adventure. It is suggested that the party have at least one elf or a magic-user with a **sleep** spell. A party which contains many different classes will have a better chance of success as they will have more varied talents to rely on. It is also suggested that, if most of the characters are above 1st level, the DM may wish to make the encounters slightly more difficult. For example, a monster with 9 hit points may be given 10 hit points or when 5 monsters are encountered, the DM may change the number of monsters encountered to 6.



READY-TO-PLAY CHARACTERS

Sometimes, players wish to begin play immediately without taking the time to create player characters. The following first level characters are given so new players can start play quickly. If the players create their own characters using the **D&D® Basic** rules, the DM may name and use the characters given below as NPCs if desired.

Armor Class and hit points have already been adjusted for Dexterity and Constitution bonuses or penalties in the list below. Any ability with bonuses or penalties which also should be used, will be shown with an asterisk. If the characters are used as NPCs, they can be made higher level by rolling additional hit dice and adding any constitution bonuses.

Class	AC	hp	Str	Int	Wis	Dex	Con	Cha	Weapon/Armor
1. Cleric	3	4	14*	9	16*	14*	10	8	mace/chain mail & shield
2. Cleric	4	6	9	10	18*	9	10	13	mace/chain mail & shield
3. Dwarf	2	5	16*	7	9	13*	11	13	battle axe/plate mail
4. Dwarf	4	8	15*	13	14*	10	17*	7	war hammer/chain mail & shield
5. Elf	5	5	17*	12	7*	9	12	15	sword/chain mail & shield
6. Elf	6	4	14*	16*	9	13*	9	13	spell: charm person spear, bow & 20 arrows/ leather armor, spell: sleep
7. Fighter	2	6	15*	11	12	9	9	11	sword/plate mail & shield
8. Fighter	4	7	16*	6*	8*	11	10	14	sword/chain mail & shield
9. Halfling	2	6	14*	10	8*	16*	12	10	mace/sling & 30 slingstones chain mail & shield
10. Magic-User	8	4	11	16	12	13	10	8	dagger/none spell: magic missile
11. Magic-User	9	3	9	17	10	9	10	13	dagger/none spell: sleep
12. Thief	5	4	11	8	10	16*	9	10	sword, sling & 30 slingstones leather armor
13. Thief	5	3	12	11	14*	17*	11	16	sword/leather armor

*Special bonus or penalty. See the **D&D® Basic** rulebook, p. B7.

Ready-To-Play Equipment: In order to begin play even sooner, some standard equipment packs are given below. If characters do not wish to spend time buying their own equipment using the **D&D® Basic** rules, they may simply choose one of the standard packs. Thieves and clerics must take Pack C.

PACK A	PACK B	PACK C
Backpack	Backpack	Backpack
Large Sack	2 Large Sacks	4 Small Sacks
Lantern	6 Torches	50' Rope
2 Oil Flasks	1 Oil Flask	12 Iron Spikes
Tinderbox	Tinderbox	Mirror
Wineskin (full)	10' Pole	Rations (normal)
12 Iron Spikes	Rations (normal)	Wineskin (full)
Small Hammer	50' Rope	Holy Symbol and Holy Water Vial (cleric)
10 gp	Waterskin (full)	OR Thieves' Tools (thief)

Player's Background (Read to players)

The valley of Haven was a peaceful land. Its crops were abundant, its citizens prosperous. Elves, Dwarves, Halflings, and Humans lived together in harmony. Hidden away in the heart of the Thunder Mountains, Haven was a safe place to live. The rivers were sweet and pure; the weather was pleasant and warm.

One reason Haven was so peaceful was due to the presence of the Protectors, a magical race, from the land of Faerie*. These mysterious green beings are a gentle folk and their magic helps ward off evil. They helped the crops to grow and the land of Haven to prosper.

The ruler of Haven was the fair Princess Argenta. She lived in a palace made of white shining marble, which when the sun set, glowed like silver. Princess Argenta was beloved by all her people. She was just, fair and friendly to all.

One day, the dwarves of Haven found a ruby the size of an apple while digging in a new mine. As a token of their devotion, they gave the ruby to Princess Argenta. The dwarves named the ruby "My Lady's Heart". The princess was so pleased with the gift that she invited all the realm to attend a celebration to see the wondrous gem. The dwarves were to be the guests of honor. It was to be a grand day of feasting and fun.

The day before the celebration a strange visitor arrived. He flew into the valley riding a white dragon. The rider was dressed all in black. He had pale skin, long blond hair, and a short blond beard. Since Haven was noted for its hospitality, the princess invited the stranger to stay at the palace. She also granted his request to escort her to the celebration.

At midnight, disaster struck. Dark clouds hid the moon and a freezing wind blew through the valley. The crops withered in the fields. Cattle grew sick. The valley began to die.

From the palace came an explosion and parts of the walls came tumbling down. When the dust cleared it could be seen that a ruby glow surrounded the entire palace.

Haven now lies in chaos. Raiding bands of orcs, goblins, and hobgoblins terrorize the countryside. The disaster happened so suddenly that the citizens are confused and helpless. Without their leaders, who are trapped in the palace, they have no courage to fight back. Even the Protectors have disappeared. The situation has become desperate.



Each player character has had the same dream. In the dream, a Protector came to the person and pleaded for help.

"Haven is in dire trouble," the Protector said. "We do not know what caused the disaster, but we do know that the reason can be found somewhere in the palace. Allies of the evil that has attacked Haven have challenged the Protectors and we are under seige. We cannot help Haven, but you can. The princess needs you; the people of Haven need you. You are Haven's only hope. We beg you to find the source of the evil that has overtaken Haven, and destroy that evil. If you will go, you will meet a band of friends outside the palace at noon tomorrow. We will open the way into and out of the palace for you. We will also give you all the help we can, but our power is limited. The future of Haven is in your hands."

Dungeon Master's Background

The Eye of Arik

The disaster that has struck Haven has been caused by the ruby which the dwarves found. The ruby is magical. While it was called "My Lady's Heart" by the people of Haven, its true name is "The Eye of Arik".

Arik* is an ancient, evil being of great power. He is also known as Arik of the Hundred Eyes, and is sometimes worshipped as a god. For his many crimes, Arik was banished to a special dimension centuries ago to be imprisoned there for all eternity.

Arik has been seeking to escape from the prison dimension through the ages. And he desires to take over Haven and enslave all its people. He has at last managed to send one of his eyes across the dimensional barriers into the heart of the mountains. There, the dwarves found Arik's ruby eye and brought it to the palace, not knowing the evil they were bringing to their beloved kingdom. The ruby, though larger than most gems, looks like any other ruby and though the Protectors would have sensed the evil, by the time they saw the ruby it was too late. Arik had already struck.

The ruby is linked to Arik. It has allowed him to channel some of his evil magical power past the dimensional barriers into Haven and the power of the ruby attracts evil, chaotic monsters. Arik hopes to use the ruby "eye," when the time is right, to open the way and cross the dimensional border to rule Haven.

The power of the ruby has killed the crops and brought disease to the animals. It has drawn orc, goblin, and hobgoblin hordes into Haven to fight for its master. It has even teleported the evil cleric, Catharandamus* into the palace, to prepare the ceremony that will allow Arik to cross the dimensional barriers. The ruby has turned many of the palace inhabitants to stone and trapped the princess and the mysterious stranger inside the ruby. Finally, the ruby has created a magical force field around the palace to prevent help from arriving and stopping Catharandamus.

The Protectors will open a way through the ruby glow, and will also open a safe passage out, if the party chooses to leave the palace to rest and recover spells and hit points. They will, however, state that it is a drain of their power and they can only manage to open the way a few times.

Ellis the Strong and Ariksbane

The mysterious stranger in black armor who arrived just before the disaster struck is named Ellis the Strong (AC 2; F 3; hp 21; #AT 1; D 1-10+3; MV 20'; ML 9; AL L; S18, I9, W12, D13, C16, Ch15). Ellis is a Knight of the White Drakes, a special band of fighters who ride white dragons and are dedicated to defeating evil wherever it



exists. He wears black plate mail armor and wields a two-handed sword. His dragon steed is known as Arikbane* (AC 3; HD 6; hp 30; #AT 3; D 1-4/1-4/2d8; MV 30', Fly 80'; ML 8; ALN). Ellis and Arikbane came to Haven because they had heard of the great ruby and suspected that the ruby was one of the legendary eyes of Arik. Before they could be sure, they were caught by the power of the ruby and defeated. Ellis is now trapped inside the ruby with Princess Argenta. Arikbane has been banished to the Dimension of Ice.

Destroying the Ruby

The party must, at some point during the adventure, discover or figure out how to destroy the ruby Eye of Arik. There are several clues and aids throughout the dungeon. However, if through bad luck the party appears to be missing most of these, "a vision from a Protector" can be used to give hints to steer them in the right direction.

There are three ways that the party can destroy the "Eye of Arik" and defeat the evil. The name Arikbane means "the ruin of Arik". And if the dragon is freed it can use its frost breath, if the dragon wishes, to destroy the ruby without harming anyone near the ruby (or trapped inside it). The ruby can be shattered by using the Sword of Arik, if this can be found. Catharandamus is using the sword as part of the ceremony to free Arik. If the sword is used to shatter the ruby it will be destroyed at the same time. Finally, two notes played on the Ice Harp will summon the minstrel Rowena (see room 32). Rowena is one of the legends of Haven. She was a famous minstrel who left Haven to live in Faerie. Time does not flow the same in Faerie as in the outside world. Though she has lived in Faerie for hundreds of years, she is little older than the day she left Haven. Rowena knows the proper notes to play on the Ice Harp to shatter the ruby.

If the ruby is destroyed, by any one of the three possible means, the evil curse which has befallen Haven will be lifted. Those people turned to stone by the ruby will return to normal. Princess Argenta and Ellis the Strong will be freed and return to normal size. If Arikbane has not already been freed from the Dimension of Ice, the dragon will be freed when the ruby is destroyed. The hordes of chaotic monsters invading Haven will flee in terror. The crops will grow again and the animals will be cured. A grateful Princess Argenta will reward the characters with a special medal of honor plus 3,000 gp each.

PART 2: THE GATEHOUSE (Programmed Adventure)

Part 2 is a short adventure specially designed to introduce new Dungeon Masters and players to the game. It can, however, also be played by more experienced players and their DM. The type of adventure used in Part 2 is known as a programmed adventure. In a programmed adventure the players are given certain choices as to how the adventure is described to them. Each choice that the players make will determine what will happen next in the adventure.

This short programmed adventure is a good way to introduce new gamers to role playing. It presents the players with the kind of choices they *should* be making during play. It also shows the DM the type of decisions he or she will be expected to make in response to players' actions.

All the DM has to do is read the information to the players in the entries* marked Start and 1. The players will then be presented with several choices. They can only select one choice at a time. At the end of each choice is a number in parentheses. This number is the number of the entry that the DM should next read to the players. The process continues until the party has adventured beyond room 3 and is ready to start Part 3 of the adventure.

Because of the structure of the programmed adventure, it is important to realize that entries are not read in the order of appearance, only in the order indicated by the players' choices. Entry 2 is not read after entry 1 unless the party tells the DM that they are choosing the option marked (2).

The programmed adventure will include at least one combat between characters and monsters. If the DM is not familiar with how to judge a combat, it is suggested that he or she read the special combat section which follows. Since certain minor changes have been made between the two D&D® Basic rules editions, it is also suggested that DMs using the rules edition with the blue cover read the special combat section.

COMBAT

Combat occurs when characters fight monsters or other characters. Combat includes throwing or shooting weapons, such as spears and bows, casting spells, and meleeing or fighting with hand-to-hand weapons such as swords and maces. The following sequence is used to resolve combat.

Combat Sequence

- A. Each round, each side rolls for initiative (1d6).
- B. The side that rolls the higher number acts first. If there is a tie, both sides perform all attacks at the same time.
 1. Morale checks are made, if needed.
 2. Movement per round. Meleed opponents may only withdraw or retreat. Spell casters may not move and cast spells.
 3. Missile fire combat (throwing or shooting weapons)
 - a. choose targets.
 - b. roll 1d20 to determine hit; adjust result by Dexterity adjustment, range, cover, and magic (if they apply).
 - c. DM rolls damage.
 4. Magic spells (roll saving throws, if needed, on 1d20).
 5. Melee combat (hand-to-hand combat).
 - a. choose (or be attacked by) opponents.
 - b. roll 1d20 to determine hit; adjust result by Strength adjustment and magic weapons (if they apply).
 - c. DM rolls damage; adjust result by Strength adjustment and magic weapons (if they apply).
- C. The side with the next highest initiative acts second, and so on, using any of the steps given above that apply (in order), until all sides have completed a round of combat.
- D. The DM handles any surrenders, retreats, etc. as they occur.

Morale (Optional rule): The morale rules given below are optional. Each DM should decide at the beginning of the game whether he or she wishes to use the morale rules or not.

Any creature in battle may try to run away or surrender. Player characters make their own choices. It is up to the DM, however, to decide whether monsters or non-player characters (NPCs) will run away or surrender. Morale refers to the decision to fight or run away.

Each monster is given a suggested morale score in the monster description. This score is a number from 2 to 12. The higher the morale score, the more likely a monster will stay and fight. A score of 2 means that the monster will **not** fight. A score of 12 means that the monster will fight to the death without checking morale. Creatures with a morale score between 2 and 12 will need to "check morale" at some time during a battle.

To check morale, roll 2d6. If the result is *greater than* the monster's morale score, the monster will try to run away or surrender. If the result is less than or equal to the morale score, the monster will continue to fight.

In general, morale is checked in critical combat situations. Two recommended times for morale checks are:

1. After the first monster or NPC dies in combat.
2. When half the monsters or NPCs have been incapacitated (killed, asleep due to magic, and so forth).

Monsters that successfully check morale twice will fight to the death.

How To Attack: In combat, attacks may be made with spells (magical attack), weapons that are shot or thrown (missile fire), or weapons that are held and swung (melee combat).

Spell attacks will automatically hit the chosen targets if the targets are within range or within the area of effect. There is, however, a chance that a character may escape all or part of the effects of certain spells. Such spells will always be designated as having a saving throw*.

A melee or missile fire attack does **not** automatically hit. The chance of an attack hitting or being successful is given as a number between 1 and 20 and is determined by comparing the attacker's level or hit dice to the defender's armor class (AC) on either the **CHARACTER ATTACKS** or **MONSTER ATTACKS** table. One table is used when characters (either player characters or NPCs) are attacking. The other is used when monsters are attacking. *Roll 1d20: if the result is equal to or greater than the number indicated on the chart, the attack has been successful.*

Both missile fire and melee combat use the same **Attack** tables. Missile fire may occur when the opponents are more than 5' apart, but only when a thrown weapon (a spear, for example) or a shot weapon (such as a bow) is being used. In missile fire combat, the score needed "to hit" may be adjusted by Dexterity, magical weapons, and missile range.



Melee combat may occur if the opponents are within 5' of each other. In melee combat, the score needed "to hit" may be adjusted by Strength and magical weapons. Unless missile attacks are mentioned in the monster description, monsters will **only** engage in melee combat.

Missile fire is never adjusted by Strength. Melee combat is never adjusted by Dexterity. A character may not attack more than once in one round.

Damage: If an attack hits, the DM must determine how much damage the attack has caused. Damage from attacks by monsters is given in each monster description. All weapon attacks by characters will cause 1-6 points of damage (possibly adjusted by Strength and magical weapon modifications), unless the **Variable Weapon Damage** system, below, is used. Variable weapon damage is an optional rule. The DM may choose to use it or not.

Variable Weapon Damage Table

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow bolt)
1-6 (1d6)	Short sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole arm*
1-10 (1d10)	Two-handed sword*

*Two-handed weapon (attacker cannot use a shield, and attacker will always lose initiative, except vs. another two-handed weapon)

NOTE TO THE DM

The purpose of this short encounter is for the party to figure out how to raise the inner portcullises and enter the palace. Give the players a reasonable amount of time to figure out the problem. If they have explored every room and still can't figure out how to raise the portcullis, you will have to give them a hint. It is important that the party get into the palace to continue the adventure.

Allow one player character to have a "vision" from a Protector in which the Protector tells the character that the only way to open the portcullises is to raise both levers to the up position at the same time. This is what the clue "A+B" plus an up arrow written on each inner portcullis means.

Sometimes during the course of an adventure, the DM may find it useful to give the party important information they seem to be missing. The DM can always use the same technique of a vision from a Protector to give the party a hint, such as steering them into rooms that give clues about how to destroy the ruby Eye of Arik.

Whenever the party is offered a choice where the action will be performed by a specific character, it is important that the players tell the DM which character is doing which action. Make sure the players know that if they do not tell you what character is doing what, you will have to choose a character at random, by rolling dice, should trouble strike.

For example, the party wants to open a door. Behind the door a monster waits to attack. The character that opens the door will be the one who is first attacked (and the one that can fight the monster on the first round of combat). Sometimes it is necessary to remind the players that they have to be specific. Questions like "Who is opening the door" or "Which characters are checking for traps and who is checking first" are often useful.

Part 2 is a special adventure to introduce both players and the DM to the game. Normally the DM does not tell players what choices are available. It is up to them to *think* of the possible choices. Part 2 is the only part of the adventure where the DM will be directly helping the party. After Part 2 the DM should be neutral. He or she should let the players decide what actions their characters will take.

START.

Approximately a half mile from the palace you can see that part of its left side has been destroyed. Stone blocks and rubble cover the mountain side. You also see that almost all of the castle and many parts of the surrounding land glow a soft red. All plant life, except some strange looking thorn bushes and white roses, has died wherever the red glow radiates.

As you travel closer to the palace, a trail untouched by the red glow appears. The trail leads directly to the entrance way of the palace. The main entrance into the palace is the only part of the palace that does not glow red. The massive, barred portcullis* which usually blocks the entrance is raised.

Your party startles a rat near the entrance. It darts out into the red glowing area, and suddenly stops, shakes a bit, and then dies. You notice that other small, unfortunate creatures lie dead inside the red area.

Evil creatures of Arik (goblins, orcs, etc.) are immune to the effects of the red glow. Go to entry 1.



ENTRY 1.

You may walk to the open entrance way, being careful to avoid stepping into any area glowing red (2), or you may walk into an area glowing red (3).

ENTRY 2.

Your party has reached the entrance of the palace. The portcullis, a gate made of heavy iron bars, is raised. Entry into the palace seems clear. You may carefully search the area (4) or you may proceed into the dungeon (5).

ENTRY 3.

Each player that touches an area glowing red feels a numbing shock.

The DM should let each player who has touched a red area to make a save vs. Spells. If the save is unsuccessful, the character will take 1-6 (1d6) points of damage. If the save is successful, the character will take no damage.

You may remain in the area glowing red (3), or step out of the red area (1).

ENTRY 4.

You find a small, almost invisible wire stretched across the 30 foot wide entrance. The wire is 3 inches above the ground. You can walk into the dungeon and break the wire (5); touch the wire from a distance with a 10' pole or similar object (6); or step over the wire, avoiding contact with it (7).

ENTRY 5.

A small dart shoots out of a concealed niche in the rocks at the first player character.

The party has triggered a trap. The DM needs to roll a 10 or better "to hit" with 1d20 to see if the dart hits the first character. If the dart does hit, it will cause 1-4 (1d4) points of damage. Go to entry 7.

ENTRY 6.

A small dart shoots across the entry way and lodges in the wall.

Go to entry 7.

ENTRY 7.

You walk along the path, under the raised portcullis, and into the palace. Since the gateway is dark, you light your torches or lanterns. As soon as the last character enters the palace, the portcullis crashes shut behind the party. The red glow now covers the entire entrance way, blocking your exit. The inside of the palace does **not** glow red. You may try to raise the glowing portcullis behind you (8), or search the area (9).

ENTRY 8.

Any character that touches the portcullis feels a numbing shock. The portcullis does not budge.

The DM should let each player that touches the portcullis to make a save vs. Spells. If the save is unsuccessful, the character will take 1-6 (1d6) points of damage. If the save is successful, the character will take no damage.

You may try to raise the portcullis again (8), or step away from the portcullis and search the area (9).

ENTRY 9.

You are in an open area surrounded by 20 foot tall rock walls. The area is rectangular, 30 feet wide (east to west) and 40 feet long (north to south). There is a door in the west wall, 20 feet south of the entrance way. There is another door in the east wall directly opposite the door on the west wall. Both doors are made of wood reinforced with iron bars. There are also two smaller portcullises in the south wall. Each portcullis is 10 feet wide and 20 feet high. One is set in the westernmost 10 feet of the south wall. The other is set in the easternmost 10 feet of the south wall. There is 10 feet of solid stone wall between the two portcullises.

The gateway area is marked room 1 on the map.

Go to entry 10.

ENTRY 10.

You may search for secret doors (11). Or you may investigate the door in the west wall (20), the door in the east wall (40), the inner west portcullis (60), or the inner east portcullis (63).

ENTRY 11.

The DM should roll 1d6 for every character who would like to search for a secret door. A roll of 1 for clerics, fighters, magic-users, or thieves means they have found the secret door to room 4. A roll of 1 or 2 for dwarves, elves, or halflings means they have found the secret door to room 4. There is only one chance per character to find the secret door; however, if the party goes

elsewhere and returns later wishing to search again, the DM may allow it.

If any party member finds the secret door to room 4, go to (12). If no one finds the secret door to room 4, go to (13).

ENTRY 12.

You find that one of the stones in the west wall, near the outer portcullis, is loose. Pushing on the loose stone looks like it will open a secret door. You may try to open the secret door (14), listen carefully for any sounds behind the secret door (15), or return to (10) and choose again.

ENTRY 13.

No one finds a secret door. Return to (10) and choose again.

ENTRY 14.

A secret door, 5 feet wide by 10 feet tall, opens in the wall next to the loose stone. You may search the area beyond the secret door (16) or return to (10) and choose again.

ENTRY 15.

You hear nothing. You may try to open the secret door (14) or return to (10) and choose again.

ENTRY 16.

You find a small, square room. Each wall is 10 feet long. The secret door is in the center of the east wall. Inside the room are two complete outfits for warriors. Each outfit contains a suit of chainmail, a shield, a sword, a crossbow, and 20 quarrels (crossbow bolts). You may check the outfits for possible traps (17), search the small room for secret doors (18), split up the equipment among any characters who could use it (19), or return to the gateway (10) and choose again.

This room is marked as room 4 on the map.

ENTRY 17.

The equipment seems safe to use. Return to (16) and choose again.

ENTRY 18.

You do not find any other secret doors. Return to (16) and choose again.

ENTRY 19.

The armor fits any characters who can use it. The rest of the equipment seems in good condition. The equipment is standard gear for palace guards. Return to (16) and choose again.

None of the equipment is magical, but it might prove useful to beginning characters who could not afford to buy all the equipment they wanted.

ENTRY 20.

The west door is closed. You may listen at the door to try to hear any noise from behind the door (21). You may open the door (22). Or you may return to (10) and choose again.

ENTRY 21.

For each character listening at the door, the DM should roll

1d6. A result of 1 (1 or 2 for demi-humans) means that the attempt is successful. If the attempt is successful, read (23). If the attempt is not successful, read (24).



ENTRY 22.

The DM should roll 1d6 to see if the party is surprised. The party will be surprised on a roll of 1 or 2. The DM should also roll 1d6 to see if the giant rat in this room is surprised. The giant rat will be surprised on a roll of 1 or 2. If both the giant rat and the party are surprised, or if both the giant rat and the party are not surprised, read (26). If the party is surprised, but the giant rat is not surprised, read (27). If the giant rat is surprised, but the party is not surprised, read (28).

ENTRY 23.

You hear a scratching noise and a squeaking sound coming from behind the door. You may open the door (25) or return to (10) and choose again.

ENTRY 24.

You hear nothing. You may open the door (22) or return to (10) and choose again.

ENTRY 25.

Since the player characters are forewarned that the room is not empty, the party cannot be surprised. The giant rat in the room can still be surprised. Roll 1d6. If the giant rat is surprised (a roll of 1 or 2), read (28). If the giant rat is not surprised, read (26).

ENTRY 26.

Surprise is not an important factor in this encounter. The sequence of actions in this encounter will be guided by *initiative*. One player should roll 1d6 for the party's initiative. The DM should roll another 1d6 for the monster's initiative. If both die rolls tie, roll again until the tie is broken.

If the player rolls higher than the DM, read (28). If the DM rolls higher than the player, read (27).

ENTRY 27.

The giant rat has gained the initiative (either through surprise or a higher initiative die roll). To see how the rat reacts to the party, roll 2d6. On a roll of 2-5, read (29). On a roll of 6-8, read (28). On a roll of 9-12, read (30).

ENTRY 28.

You see a 3 foot long, giant rat with gray fur backing away from the door. The rat appears to be confused and half-starved. You may throw the rat some food (31), immediately attack the rat (32), or ignore the rat (27). You may also shut the door and return to (10) to choose again.

ENTRY 29.

The giant rat attacks the first party member it sees. The DM should conduct combat, keeping in mind that this round the rat will strike first. If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since there is only one rat, the DM should roll morale after the first time the rat takes damage (if the rat is still alive). When the combat is over (the rat either dies or runs away), read (33).

The giant rat's statistics are (AC 7; HD ½; hp 3; #AT 1; D 1-3 + disease; MV 40'; ML 8; AL N). A giant rat normally has a 1 in 20 chance of carrying disease. This particular giant rat does not carry disease and its bite causes only 1-3 points of damage if successful.

ENTRY 30.

A 3 foot long, giant rat with gray fur cowers in a corner of the room. The rat seems half-starved, and too scared of your party to attack. You may throw the rat some food (31), immediately attack the rat (32), ignore the rat and search the room (33) or shut the door and return to (10) to choose again.

ENTRY 31.

The rat squeaks once, then begins to gobble down the food. It looks like it is too interested in eating to bother attacking you. You may attack it anyway (32), ignore the rat and search the room (33), or shut the door and return to (10) and choose again.

ENTRY 32.

The party has gained the initiative (either through surprise or a higher initiative die roll). The DM should conduct combat allowing the party to strike first the first round. If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since there is only one rat, the DM should check morale for the rat after the first time the rat takes damage (if the rat is still alive). When the fight is over (the rat either dies or runs away), read (33).

The giant rat's statistics are (AC 7; HD 1; hp 4; #AT 1; D 1-3 + disease; MV 40'; ML 8; AL N). A giant rat normally has a 1 in 20 chance of carrying disease. This particular giant rat does not carry any disease and its bite will cause only 1-3 points of damage if successful.

ENTRY 33.

You see a square room. Each wall is 20 feet long. The door is in the center of the southern 10 feet of the east wall. In the center of the south wall of the room is a lever. The lever has two positions: up or down. The down position is unmarked. The up position is marked "A". The lever is pushed down. There is nothing else in the room. You may search for secret doors (34), check the lever for possible traps (35), raise the lever to the up position (36), or return to (10) and choose again.

If the rat was ignored, it will run away, into a rat hole. This room is marked on the map as room 3.

ENTRY 34.

You do not find any secret doors. Return to (33) and choose again.

ENTRY 35.

The lever does not appear to be trapped. Return to (33) and choose again.

ENTRY 36.

You push the lever up.

If the party has already raised the *other* lever (in room 2) and it is in the up position (marked "B") there will be a grating, grinding sound, read (37). If the other lever (in room 2) is not up, read (38).

ENTRY 37.

Both of the inner portcullises rise at the same time.

The party is now ready to venture further into the dungeon. **Part 2 is over; Part 3 is ready to begin.**

ENTRY 38.

Nothing seems to happen. You may lower the lever (39) or return to (33) and choose again.

ENTRY 39.

Nothing seems to happen. You may raise the lever (36) or return to (33) and choose again.

ENTRY 40.

The east door is closed. You may listen at the door to try to hear any noise from behind the door (41). You may open the door (42). Or you may return to (10) and choose again.

ENTRY 41.

For each character listening at the door, the DM should roll 1d6. A result of 1 (1 or 2 for demi-humans) means that the attempt is successful. If the attempt is successful, read (43). If the attempt is not successful, read (44).

ENTRY 42.

The DM should roll 1d6 to see if the party is surprised. The party will be surprised on a roll of 1 or 2. The DM should also roll 1d6 to see if the skeletons in this room are surprised. The skeletons will be surprised on a roll of 1 or 2. If both the party and the skeletons are surprised, or if neither are surprised, read (46). If the party is surprised, but the skeletons are not surprised, read (47). If the skeletons are surprised, but the party is not surprised, read (48).

ENTRY 43.

You hear the rattling of chains coming from behind the door. You may open the door (45) or return to (10) and choose again.

ENTRY 44.

You hear nothing. You may open the door (42) or return to (10) and choose again.

ENTRY 45.

Since they are warned in advance that the room is not empty, the party cannot be surprised. The skeletons in the room can still be surprised. Roll 1d6. If the skeletons are surprised (on a roll of 1 or 2), read (48). If they are not surprised, read (46).

ENTRY 46.

Surprise is not an important factor in this encounter. The sequence of actions in this encounter will be guided by *initiative*. One player should roll 1d6 for the party's initiative. The DM should roll



another 1d6 for the monster's initiative. If both rolls are a tie, roll again until the tie is broken.

If the player rolls higher than the DM, read (48). If the DM rolls higher than the player, read (47).

ENTRY 47.

The skeletons immediately attack. The DM should conduct combat, allowing the skeletons to strike first this round. Besides normal combat, the players have the option of trying to **Turn** away the skeletons, if there is at least one cleric with the party (see entry 49).

If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since skeletons have a morale of 12, the DM will not need to check morale. If a cleric does not **Turn** away the skeletons, they will fight to the death. When combat is over (the skeletons are either dead or have been **Turned** away), read (51).

The two skeleton's statistics are (AC 7; HD 1; hp 5 each; #AT 1; D 1-6; Save F1; ML 12; AL C). Skeletons are not affected by **sleep** or **charm** spells.

ENTRY 48.

You see two man-sized skeletons. Iron shackles and lengths of chain are fastened around the skeletons' wrist bones. The skeletons hold swords and are advancing to attack. You may attempt to have a cleric in the party **Turn** away the skeletons (49). You may attack the skeletons (50). Or you may shut the door and return to (10) to choose again.

ENTRY 49.

When a cleric encounters an **undead** monster, such as skeletons, the cleric may attempt to "**Turn**" (scare) away the monster. If a cleric succeeds at **Turning** any undead monster, the monster will not touch the cleric (or his or her party) and will flee from the area if possible.

When a cleric attempts to **Turn** one or more of the undead, consult the Clerics vs. Undead table below. Cross-index the cleric's level with the type of undead encountered. The result will be "**no effect**", a **number**, or a **T**.

"**No effect**" means that the cleric cannot **Turn** that type of undead monster (the cleric has not yet gained enough experience to do so).

A **number** means that the cleric has a chance of **Turning** some or all of the undead monsters. If the player rolls the given number or greater on 2d6, then some of the undead monsters are **Turned**. If the cleric rolls less than the given number, the attempt to **Turn** the undead monster fails (as in "no effect").

A "**T**" means that the cleric automatically **Turns** some or all of the undead monsters.

If a cleric is successful at **Turning** some undead monsters, the player must roll 2d6 again to find how many total hit dice of undead monsters are **Turned**. A successful attempt at **Turning** undead will always affect at least one undead monster, no matter how few hit dice are affected. Since skeletons have only 1 hit die, and the lowest number that can be rolled on 2d6 is 2, if the attempt at **Turning** is successful, both skeletons will be **Turned**.

Cleric's vs. Undead

Cleric's Level	Skeletons	Zombies	Ghouls	Wights
1	7	9	11	no effect
2	T	7	9	11
3	T	T	7	9

If the skeletons are successfully **Turned** and run away, read (51). If not, read (47), keeping in mind that one cleric may only make one attempt per encounter to **Turn** one type of undead monster.

ENTRY 50.

The DM should conduct combat, allowing the party to attack first this round. If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since skeletons have a morale of 12, the DM will not need to check morale. If a cleric does not **Turn** away the skeletons, they will fight to the death. When combat is over (the skeletons are either dead or have been **Turned** away), read (51).

The two skeleton's statistics are (AC 7; HD 1; hp 5 each; #AT 1; D 1-6; Save F1; ML 12; AL C). Skeletons are not affected by **sleep** or **charm** spells.

ENTRY 51.

You see a square room. Each wall is 20 feet long. The door is in the center of the southern 10 feet of the west wall. On the south wall of the room is a lever. The lever has two positions: up or down. The down position is unmarked. The up position is marked "B". The lever is pushed down. There is nothing else in the room. You may search the room for secret doors (52), check the lever for possible traps (53), raise the lever to the up position (54), or return to (10) and choose again.

If the skeletons are **Turned**, they will run away.

This room is marked on the map as room 2.

ENTRY 52.

You do not find any secret doors. Return to (51) and choose again.



ENTRY 53.

The DM should roll 1d6 for each character looking for a trap. On a roll of 1 (1 or 2 for dwarves) the character will discover a trap, unless the character is a thief. The chance to find a trap for a thief, is equal to their "Find Traps" special ability. Roll percentage dice for each thief looking for a trap. First level thieves have a 10% chance of finding a trap. Second level thieves have a 15% chance of finding a trap. Third level thieves have a 20% chance of finding a trap. If the trap is found read (55). If the trap is not found read (59).

ENTRY 54.

You feel a stabbing pain in one fingertip.

The individual moving the lever is pricked by a poison needle trap. The character must save vs. Poison or die. Once the trap is sprung, it will be safe to move the lever. Go to (56).

ENTRY 55.

You have found that the lever is trapped with a poison needle. You discover that a hidden button near the base of the lever looks like it will make the trap harmless. You may press the button and raise the lever (56) or return to (51) and choose again.

ENTRY 56.

The lever now stands in the up position.

If the party has already raised the *other* lever (in room 3) and it is in the up position (marked "A"), there will be a grating, grinding sound, read (37). If the *other* lever (in room 3) is not up, read (57).

ENTRY 57.

Nothing seems to happen. You may lower the lever (58) or return to (51) and choose again.

ENTRY 58.

Nothing seems to happen. You may raise the lever (56) or return to (51) and choose again.

ENTRY 59.

The lever does not appear to be trapped. Return to (51) and choose again.

ENTRY 60.

You see an iron portcullis blocking the way into the palace. It looks too heavy to lift open. The letters "A+B" are marked on the portcullis along with an arrow pointing upward. Beyond the portcullis you see a corridor leading into the palace. You may try to lift the portcullis (61), check the portcullis for traps (62) or return to (10) and choose again.

ENTRY 61.

You try as hard as you can, but the portcullis does not move. Return to (60) and choose again.

ENTRY 62.

You do not find any traps. Return to (60) and choose again.

ENTRY 63. Go to (60).



PART 3: DUNGEON LEVEL ONE

DM's NOTE

Part 2 was a special adventure to introduce DMs and players to the gaming system. For the rest of the adventure, the DM will be playing his or her normal role as referee. The DM should let the players *choose* what actions to take. The DM guides the adventure along, playing the roles of the monsters and acting as an impartial judge. The DM will also have to describe corridor and room dimensions for the mapper. For example, the party enters room 10 through the west door. The DM would look at the map and tell the party that the room was 60 feet long north-south, and 40 feet wide east-west. The door they entered through is in the east wall, 10 feet north of the south wall. There is another door across the room in the southern-most 10-foot section of the west wall. If the party walked across the room and opened the western door the DM would tell them they saw a 10-foot-wide corridor leading south with stairs going up.

The DM may expand on the detail of this dungeon, by describing what rooms and items found look like; what do the floor and walls look like, what are they made of, what is in the room? He or she may also wish to change or add things to this dungeon. But, be careful that any changes made, do not make the dungeon too dangerous or give the players treasure that makes them too powerful.

WANDERING MONSTERS

Every other turn, the DM should make a check for a wandering monster. A roll of 1 on 1d6 indicates an encounter has occurred. The monster will first be seen 20-120 (2d6x10) feet away when encountered, though the monster may surprise the party by stepping through a door, or waiting around a corner. Use the special table given below to determine the type of monster encountered.

Wandering Monster Table: Level 1 (Roll 1d6)

Die Roll	Wandering Monster	No.	AC	HD	Damage	MV	Save	ML	AL
1	Acolyte	1-8	2	1	1-6	20'	C1	7	C
2	Bandit	1-8	6	1	1-6	40'	T1	8	C
3	Bear, Black	1	6	4	1-3/1-3/1-6	40'	F2	7	N
4	Kobold	4-16	7	½	1-4	40'	NM	6	C
5	Orc	2-8	6	1	1-6	30'	F1	8	C
6	Skeleton	3-12	7	1	1-6	20'	F1	12	C

Acolyte — Acolytes are 1st level NPC clerics. The acolytes encountered as wandering monsters will all be clerics of Arik. If there are 4 or more encountered they will be led by either a 2nd or 3rd level cleric. To determine which, roll 1d6. A roll of 1-4 indicates a 2nd level leader. A roll of 5-6 indicates a 3rd level leader. The DM may choose any clerical spells for the leader, or they may be rolled at random.

The clerics of Arik all wear blood-red robes. The robes have large hoods that hide the faces of the clerics and are decorated with 100 eyes. Beneath the robes the clerics wear plate mail. They all carry shields painted with a single large red eye.

Bandit — Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans, lost and wandering in the palace, in order to surprise their intended victims. These particular bandits have been drawn to Haven by the Eye of Arik. If the DM chooses, the bandits may be led by a 2nd or 3rd level thief.

Bear, Black — Black bears have black fur and stand about 6' tall. They are omnivorous (will eat almost anything), but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. This particular black bear had wandered into the caverns below the palace and was trapped there by the red glow from the ruby. The bear is extremely hungry. If the party gives him food, he will not attack.

Kobold — Kobolds are explained in both editions of the D&D® Basic rules. These particular kobolds have been attracted by the "Eye of Arik". They hope to join in on the looting and pillaging when Arik takes over the kingdom.

Orc — Orcs are explained in both editions of the D&D® Basic rules. These orcs have gathered to fight for Arik when the monster finally enters Haven. They will help any clerics of Arik, if the clerics are in trouble.

Skeleton — Skeletons are detailed in both editions of the D&D® Basic rules. The Eye of Arik has released hordes of undead usually kept away by the Protectors.

5. LIBRARY

Reed pens, dried ink wells, and scraps of paper litter this large room. There are several huge oak tables overturned in the southeast corner. This room appears to have been some kind of study, classroom or library. You do not see any books or scrolls, however.

Hidden behind the tables is a family of five kobolds (AC 7; HD ½; hp 3 each; #AT 1; D 1-4; MV 40'; Save NM; ML 6; AL C). If the party decides to search the room, or they discover the kobolds by accident, the kobolds will fight to defend their lair. Otherwise, they will remain hidden until the danger passes. Buried in the litter are 50 copper pieces.

6. STOREROOM

This room looks like a storeroom. The shelves are filled with large sacks. A dozen barrels are stacked against one wall.

If the players examine the sacks, they will find the sacks are filled with grain. The barrels are filled with beer. Except for the stored goods, the room is empty.

7. PANTRY

This area looks like a pantry. Wooden plates, spoons, knives, and other utensils are scattered around the room. Broken pots litter the floor. You see five small, incredibly ugly human-like beings opening drawers and cabinets and tossing things on the floor. The creatures have pale earthy colored skin. Their eyes are red and glow in the dark.

The 5 human-like creatures are goblins (AC 6; HD 1-1; hp 4 each; MV 20'; #AT 1; D 1-6; Save NM; ML 7; AL C). The goblins are looting the kitchen for valuables. So far they have found nothing. As a result, they are very angry.

Goblins normally live underground. In full daylight they fight with a penalty of -1 on their "to hit" rolls. Torch light, lantern light or a **light** spell is not equal to full daylight and will not affect them. Goblins hate dwarves and will attack them on sight.



8. DINING HALL

This room appears to be a dining hall. Seated around a large table are twenty statues. The statues look like men and women eating supper. One statue is cutting meat, another is drinking from a wine cup, and so forth. The food on the table is not stone. The food is cold and stale, but not moldy or decayed.

When Arik sent his power to this dimension through the ruby, his power turned most of the palace inhabitants into stone statues. This group of people were eating supper at the time. There is neither monster nor treasure in the room.

9. HOBGOBLIN BARRACKS

This room holds six beds. Musty, ragged blankets lie on the beds. Six footlockers (small wooden chests) rest at the foot of the beds. A half-dozen creatures sit on the beds arguing. The six creatures are human-like and man-sized, though incredibly ugly. Their skin is an earth color and they appear very brutish.

The six creatures are hobgoblins (AC 6; HD 1+1; hp 6 each; MV 30'; #AT 1; D 1-8; Save F1; ML 8; AL C). The hobgoblins have moved into the old barracks which once housed the palace guards.

If the party listens at the door first, they **will** hear the hobgoblins arguing, since their voices are louder than usual. No roll for listening needs to be made.

10. DESERTED BARRACKS

This room contains the remains of bunks, blankets, wooden tables and stools which have been broken. Five corpses litter the floor. Two of the bodies are human, dressed like palace guards. The other three corpses are of a small human-like race with grotesque faces and livid gray skin.

This room was a barracks for palace guardsmen. The two dead men had been patrolling outside the palace when the disaster struck. They managed to rush back inside before the red glow surrounded the palace. Unfortunately they ran into a party of goblins who sneaked into the palace through the lower caverns and were looting the barracks.

After a short bloody fight both men were killed, but not before they killed three goblins. The remainder of the goblins, in a fit of rage, smashed all the furniture in the room. The room is presently empty of treasure and live monsters.

11. CAVERN ENTRANCE

Wind whistles softly through this dark damp cave carrying with it a musky smell. Straw is scattered about the floor, along with jagged bones. Chained to one wall is a large ape with pale white fur. As soon as it sees you it begins to rattle its chain and roar.

The white ape (AC 6; HD 4; hp 18; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N) used to guard the entrance to the caverns. It was fed regularly and became something of a pet. It would not attack anyone wearing a guard uniform. Unfortunately, the white ape has not been fed for many days. If the party gives the ape food, the white ape will not attack. The ape's chain is long enough that there is not enough room to pass without being attacked.

12. OAKEN CABINET

An oaken cabinet sits against the west wall of this hexagonal room. The cabinet is carved with scenes of springtime in Haven. The floor of the room is white marble, veined with black and gold.

The cabinet is filled with pale green towels and pink bars of soap carved into dolphins. Hidden under the towels is a spitting cobra (AC 7; HD 1; hp 3; #AT 1; D 1-3 + poison; MV 30'; Save F1; ML 7; AL N). The cobra is asleep. It will attack if it is disturbed, otherwise it will remain quiet.

A spitting cobra is a 3' long, grayish-white snake which can spit a stream of venom up to 6'. It aims for its victim's eyes. If the spit hits, the victim must save vs. Poison or be blinded. If the DM wishes, he or she can have the cobra bite, instead of spit poison. The damage caused (1-3 points) refers only to when the cobra bites. If the cobra bites instead of spitting, the victim must save vs. Poison or die in

1-10 turns (instead of being blinded). Next to the spitting cobra is a large golden key worth 150 gp.

13. SUNKEN BATH

This hexagonal room contains a large sunken bath filled with water. The sunken bath is made of white marble veined with black and gold. The walls of this room are lavishly decorated with murals of water nymphs, ponds with long reeds, and hunters stalking water birds. In one corner of the room are seven flasks and a large peacock feather fan. Flying above the bath you see five birdlike creatures. The creatures resemble small feathered anteaters, because of their long noses.

The 5 birdlike creatures are stirges (AC 7; HD 1; hp 5 each; MV 60'; #AT 1; D 1-3; Save F2; ML 9; AL N). When a stirge attacks a creature, it tries to thrust its beak into the victim's body to suck out blood for 1-3 points of damage. A successful hit means that it has attached itself to the victim and will automatically suck blood for 1-3 points of damage per round until either it or its victim is dead. If its victim dies, it will leave. A flying stirge gains a bonus of +2 to hit on its first attack against any one opponent, due to its speed.

If the party investigates the seven flasks, they will find that six of the flasks contain scented bath oil in different colors. The last flask is a potion of ESP.



14. PINK PEDESTAL

Upon entering this room, the first thing you notice is a small, pink marble pedestal five feet tall. Any light entering the room will gleam off of a small object atop the pedestal. The object is silver in color. Other than the pedestal the room seems to be empty.

When a character gets within one foot of the pedestal, a green glow will surround the pedestal. In the midst of the glow you see the face of a transparent green man, a Protector. The Protector warns the party to "Beware!" then he disappears along with the green glow.

On top of the pedestal is a small silver pendant on a silver chain. If a character reaches out to touch the pendant he or she will hear hysterical laughter which seems to come from the pendant. Any character that actually touches the pendant must make a save vs. Spells or be driven insane. The insanity will mainly consist of suicidal bravery, always charging into deadly battles, accompanied by hysterical laughter. There is no known cure for the madness (unless the DM chooses to make one up).

The silver pendant once belonged to Silverheart the alchemist*. When used by Silverheart, the pendant was magical because it contained part of his spirit. The power of the Eye of Arik warped the magic of the silver pendant. Through Arik's evil influence, the pendant drove Silverheart insane.

At the time that Silverheart went insane, he was in the midst of an important alchemical experiment. Because of Silverheart's insanity, the experiment produced disastrous results. The entire section of the palace (on level 2) where Silverheart was working exploded. Silverheart and those people in that section of the palace at the time were all killed. All that remains of the section of the palace where Silverheart worked is rubble. The only thing to survive the explosion was the pendant which was teleported to the pedestal by the power of the Eye of Arik. The pendant sits and waits for more victims.

15. MOSAIC ROOM

This hexagonal room is decorated with mosaic tiles. The mosaic covers the entire room, the walls, the floor and the ceiling. One scene shows a man in black plate armor riding a white dragon. A young woman wearing a golden crown is riding in front of the man. Another scene shows elves playing in some woods while a white dragon watches them from a hiding place behind two tall pines. On another wall is a scene showing a pool of bright blue water. Several mermaids swim and frolic in the water. The design on the floor shows the crowned maiden, the man in black armor, and the white dragon asleep around a key hole. All the mosaics look new.

Once the party has entered the room, if they examine the mosaic, the keyhole in the floor will emit a blue white glow which will last until a key is placed into the keyhole. If the players use any key other than the gold key from room 12, or fail when trying to pick the lock, a stone slab will fall from the ceiling over the spot where the keyhole is located. Any character caught by the stone will suffer 2-12 points of damage.

If the gold key is placed in the keyhole, another keyhole will appear on the east wall. The second keyhole is also opened by the gold key. Once the key is placed in this second lock and turned, the mosaic, keyhole, and key will vanish. A long silvery sword, floating in the air, will appear in their place. The sword glows with a bright blue white light. If a character reaches out to touch the sword, the man in black plate mail will suddenly appear beside the sword and attack the person who was attempting to take the sword. The man will attack like a 10 hit dice monster.

The man is an *illusion* and will disappear after 4 rounds or when it is touched by a character. Touch does not mean hitting it in combat, it means touching the illusion with a bare hand. Characters hit by the illusion will believe that they have actually taken damage and will feel "hurt", though no damage will actually be taken. The illusion cannot be hit in combat.

Once the illusion disappears, the sword will drop to the floor. It still glows. All characters will immediately discover that they took no damage, and characters who may have been "killed" will discover that they are actually alive and were only asleep. If the characters decide to touch the sword again, nothing will happen to them and the sword will "feel good" in their hands. The sword will always glow when not sheathed. There is no sheath for it in this room, nor will it fit into a sheath not specifically made for it. The magically glowing sword is a +1 weapon. It casts enough light to see for 30'. The weapon belonged to Ellis. He still wears the sheath (he is trapped inside the Eye of Arik).

16. STEAM ROOM

This room is filled with a thick mist. The room seems hotter than normal.

The mist is actually steam and is safe to walk through. This is a steam room. The steam rises from a geyser underneath the room. Once inside the room, the party will find that there are wooden



benches along the walls. The room holds no monsters, traps, or treasure.

17. CAVERN TEMPLE

The cavern opens into a large cave. The cave floor and walls have been polished smooth. Several statues once rested on a raised platform along the west wall. The statues seem to have been of three Protectors kneeling in front of a veiled woman. The woman was bestowing gifts on the Protectors. Now however, the statues have been smashed. In their place is the crude clay statue of a large eye. The eye has been painted blood red.

Hidden under the rubble of the broken statues is a giant centipede (AC 9; HD ½; hp 2; MV 20'; #AT 1; D poison; Save NM; ML 7; AL N). If a character tries to move the rubble by hand, the giant centipede will be disturbed and attack. If the rubble is moved from a distance (with a spear, pole or similar item), the centipede will scurry out of the room without attacking.

18. UNDERGROUND POOL

Most of this cave is filled with a pool of water. A small ledge circles the pool, running along the east wall of the cave. The ledge is only wide enough for one person to walk along it without falling into the water. In the middle of the pool you see a disturbance in the water. There are several 3' long creatures swimming toward you. The creatures look like weasels.

The disturbance is caused by 3 giant ferrets (AC 5; HD 1+1; hp 6 each; MV 50'; #AT 1; D 1-8; Save F1; ML 8; AL N). Giant ferrets usually hunt giant rats underground. Unfortunately, their tempers are highly unpredictable, and they may attack the party if their reaction to the party is low enough.

The water in the cave is fresh. The pool is fed by a stream which enters from the south. The ledge ends where the stream enters the pool. The party can go no further along the stream for it has the same red glow as the land outside.

19. GREEN SLIME

The walls of this room are covered with green oozing slime. Except for the slime, the room appears to be empty.

The oozing slime is green slime (AC can always be hit; HD 2*; hp 9; MV 1'; #AT 1; D special; Save F1; ML 12; AL N). Green slime can be only harmed by fire or cold; it cannot be hurt by any other attacks. It dissolves wood and metal (in 6 rounds), but cannot dissolve stone. Once in contact with flesh, green slime will stick and turn the flesh into green slime. It cannot be scraped off, but must be burnt off. If it is not burned off, the victim will turn completely into green slime 1-4 rounds after the green slime first came into contact with the flesh. Burning green slime while it is on the victim causes ½ damage to the slime and ½ damage to the victim.

20. SULFUR POOL

This small cave is largely filled with a bubbling gray pool of liquid. The cave smells foul. The pool is surrounded by coarse red sand. The sandy ledge surrounding the pool on the south and west sides, is only wide enough for one person to stand on without touching the liquid.

The liquid is water, but the water has a very high content of sulfur. Because of the sulfur bubbles, the air here is not safe to breathe for long periods of time. Anyone staying in the room for one full turn will begin to feel dizzy. If they do not leave in the next round they will take 1 point of damage for each round they remain in the room

without getting fresh air. If the party searches the room they will find that some unfortunate individual once fell into the pool. The victim is now nothing but bones. The victim clutches a leather bag. The bag is filled with 133 gp and a silver wolf-headed ring with two small sapphires for eyes (worth 300 gp).

21. STOREROOM

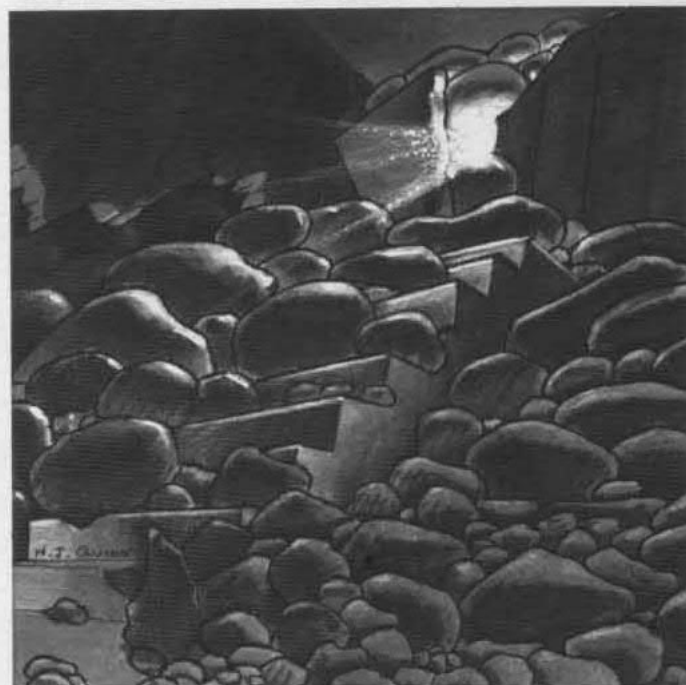
This room contains shelves along the south and west walls. The shelves are filled with wooden crates. Otherwise, the room appears to be empty.

The crates are filled with iron rations. Each week's worth of iron rations is packed in a separate tin. The iron rations were used by the palace guards when they went on long patrols through the countryside. Except for the iron rations, the room is empty.

22. BLOCKED EXIT

This area seems to have been in some kind of explosion or earthquake. Stairs once led up out of this area. Rubble covers the floor and blocks the stairs. Through cracks in the rubble, you catch a faint glimpse of a red glow outside the palace.

This is part of the area devastated by the alchemist Silverheart when he went insane and his experiment proved a disaster (see room 14). Though this area is actually below the experimental rooms, it was still caught in the explosion. Even if the characters clear the rubble, they would still have to face the red glow which surrounds the palace if they tried to use this exit.



23. SECRET ROOM

Four statues dominate the room, one in each corner. Each statue is of a young girl in a different pose. No two statues look alike. Between the two statues on the east wall is a plush chair. Four smaller chairs surround the central chair. A leather-covered book rests on the central chair. Between the statues on the north wall you see a 4' long beetle with a striped shell resembling a tiger's skin.

The monster is a giant tiger beetle (AC 3; HD 3+1; hp 15; MV 50'; #AT 1; D 2-12; Save F1; ML 9; AL N). Tiger beetles are carnivorous (meat-eaters) and have been known to attack humans when starving. They attack with a pair of powerful mandibles*.

The book on the chair is the diary of Princess Argenta. It stops on the day before disaster struck Haven. The final entry reads:

"Today my love arrived riding his noble dragon like the great hero he is. He swept me into his arms and proposed marriage. Naturally I acted reluctant. It wouldn't do to seem too enthusiastic. But when I saw the forlorn look on his face I immediately relented. We kissed, then set the wedding date. We will be married in two weeks, when Ellis' service with the Knights of the White Drakes ends. We will invite the entire kingdom."

This was one of the rooms where Argenta often went to escape the duties of court life. When the disaster struck Argenta, along with Ellis, were magically shrunk and trapped inside the ruby. Both of them are still alive and will return to normal if the ruby is destroyed. The four statues in the room are Argenta's ladies in waiting who were turned to stone when the disaster struck.

24. FOUNTAIN ROOM

There is a small fountain of water in one corner of this room. Tapestries hang along both the north and south walls; one shows a scene of a young maiden with golden hair sitting on a silver throne. Upon her head rests a crown of silver and rubies. In one hand she holds a silver scepter and in the other she holds a large ruby. The other tapestry shows a warrior in black plate mail resting casually in a wooden chair decorated with carvings. His feet are propped upon a stool.

The two tapestries show Princess Argenta and the warrior Ellis the Strong. Except for the fountain, the rest of the room is empty. The fountain contains only water.

25. ANTEROOM

In this room is a 10' wide semi-circular alcove. On either side of the alcove stands the statue of a warrior.

The two statues are actually living crystal statues (AC 4; HD 3; hp 14; #AT 2; D 1-6/1-6; Save F3; ML 11; AL L). Living crystal statues are life forms made of crystals, instead of flesh. While they look just like normal statues, they are actually living beings. Whenever this room is entered the DM should roll a monster reaction (2d6). On a roll of 5 or less, the statues will attack.

26. SCHOOLROOM

The room contains several wooden desks and chairs. Against one wall is a blackboard.

This room was a schoolroom for the children in the palace. It is empty of monsters or treasure.

27. TRAPPED PASSAGE

This small chamber is more of a passageway than a room. It is very cramped and there are several sets of empty shelves on the walls.

The pit trap in the floor of this storage passage will be activated by the first person to step onto it, and triggered by the second one who steps onto it. Once triggered, the floor will swing open and drop whatever is on it into a 10' deep pit. The cover will then swing back and lock shut. Anyone falling into the pit will take 1d6 points of damage.

If the first person who walks across the trap door is at the other side before the second one tries, only the second person will fall in, otherwise both will fall in.

After one round, small openings will appear in the pit walls, and oil

will pour into the pit. The oil will continue to pour forth until it fills the floor of the pit 1' deep. Another wall opening will now appear and a torch (unlit) will fall into the oil. (When the palace was occupied, the torch would have been lit.)

The pit cannot be opened from inside. It can be opened from the outside using release mechanisms hidden inside secret compartment on the inside of either doorway. Check to see if any party member discovers the secret doors of the compartments. The release mechanism is a simple button that needs to be pressed. The stone cover will then slide back. If the party decides to try to smash the stone cover, it will take 10 turns to do so; roll for wandering monsters five times before the pit is opened.



28. LIBRARY

You see shelves covering most of the walls. The shelves are filled with books and scrolls. There are also a number of wooden tables and chairs in the room. You notice that the room has more candles to light it than is usual. The candles are not lit at present. Against the south wall is a fireplace which is also unlit.

This room is the palace library. Since the students sometimes used the library both day and night, there are extra candles in the room.

Clinging to the ceiling is a giant crab spider (AC 7; HD 2*; hp 9; MV 40; #AT 1; D 1-8 + poison; Save F1; ML 7; AL N). Giant crab spiders have chameleon-like powers and can change their color to blend into their surroundings. They will surprise the party on a roll of 1-4 on 1d6. After the first attack, a crab spider can be seen and attacked normally. Crab spiders are carnivorous (meat-eaters). Any victim bitten by a crab spider must save vs. Poison or die in 1-4 turns. However, their poison is weak, and the victim may add +2 to the saving throw roll.

If the party searches the books and scrolls carefully (which will take a full 3 turns), they will find that one scroll is a magic-user/elf spell scroll. The scroll contains the second level spell: **web**.

29. FITTING ROOM

In the center of this room is a folding screen with three panels. The screen is five feet high and six feet wide. From behind the screen you hear a forlorn wailing sound. Behind the screen you see two vaguely human-like shadows. The shadows are about four and one half feet tall and have no heads or arms. Their legs are indistinct. The eerie shadows dance wildly about.

The shadows are caused by a lit lamp behind the screen, shining on two dressmakers' dummies. Each dummy has a sleeveless dress on it ready for alteration. The dummies themselves are merely carved wooden torsos mounted on platforms of metal rods so that they stand roughly the height of a woman. Since the dummies have no heads or arms they do not cast shadows of heads or arms. The shadowy legs are indistinct because of the dress hanging down.

The shadows are dancing because a breeze is blowing through the open door making a forlorn wailing sound.

The screen is a dressing screen. Members of this palace family and their retainers dressed behind it during fittings. The rest of the room contains bolts of cloth, ribbons, pin cushions, needles, etc.

30. BUTCHER'S ROOM

The floor of this room is covered with sand. The sand is bloodstained. A rack on the north wall holds a number of large knives and meat cleavers. In the center of the room is a large wooden block about 2' high, 3' long, and 2' wide. The wooden block is also bloodstained.

This room is a butchering room. Meat is butchered here, then stored in the ice cavern (room 31). Underneath the sand is a pit trap door in the floor. The trap door stands in front of the butcher's block. Anyone who walks on the door has a chance of accidentally causing it to open. Roll 1d6 for each character walking over the trap door. It will open if a 1 or 2 is rolled. The trap door is used to get rid of refuse. The door opens to a chute which leads below to an underground river. Anyone opening the door will fall down the chute to the river below. The river is only 2' deep, but anyone falling down the chute will take 1d6 damage from the fall.

The underground river channel is blocked by a heavy iron grill. Anyone falling into the river will be swept against the grill by the powerful current. Fortunately the grill is too small for characters to be swept through it.

Three giant rats (AC 7; HD ½; hp 3 each; MV 20'; #AT 1; D 1-3; Save F1; ML 8; AL N) are also trapped in the underground passage. They are desperate and in a state of panic. They will immediately attack. There is a 1 in 20 chance that any one of the giant rats carries a disease. If an individual is bitten by a diseased rat the victim must make a save vs. Poison. If the save fails, the victim will either die in 1-6 days or be sick in bed (unable to adventure) for one month. Roll 1d4; the disease is only deadly on a result of 1.

If the underground passage is searched, the characters will find the dead body of an unfortunate victim. The body will be only a skeleton. The individual was carrying a sack of mixed coins (10 gp, 8 sp; and 9 cp) plus a jade ring with dragons carved into it worth 250 gp.



31. ICE CAVE

As you walk down the stairs you notice a rapid drop in temperature. The temperature is nearly freezing at the bottom of the stairs. You notice that the walls of the large cave at the foot of the stairs are covered with a thin layer of ice. Hanging from hooks in the ceiling are slabs of meat.

This room is an ice cavern, a natural underground cave which stays cold all year round. Meats and other foods are kept stored here. Except for the stored meats, the room is empty.

32. ROWENA'S ROOM

Upon entering this rectangular room, the first thing you notice is a tapestry hanging on each wall; they show scenes from the life of a female minstrel. In front of each tapestry is a couch. Pillows of various sizes are scattered on the couches. Empty wine goblets and wine bottles are piled into one corner of the room. Decorative candle holders filled with candle stubs sit on small tables near each couch. In the center of the room is a decorative wheel painted on the floor. The wheel is 5' in diameter. In the middle of the wheel is a small lap harp made of crystal with strings of spun silver.

The crystal harp is known as the Ice Harp. It belongs to the minstrel Rowena. Rowena is one of the legends of Haven. Her music was so melodic that she was invited by the Protectors to live in the land of Faerie. Faerie is an enchanted realm, a magical land of peace and joy. Time does not flow the same in Faerie as in the outside world. Though Rowena has lived in Faerie for hundreds of years, she is still a young woman.

If the party plays two notes on the Ice Harp, Rowena will appear. She will know about the Eye of Arik and will be able to tell the characters what happened to cause the disaster to Haven. She also knows the proper sequence of notes to play on the Ice Harp to shatter the ruby. She will show the party which notes to play.

Rowena cannot remain outside of Faerie for too long or her real age will catch up with her and she will wither away to dust. She will explain what needs to be done, then she will return to Faerie. If the party attacks her for some reason, she will return immediately to Faerie. The proper sequence of notes which destroys the ruby is too complicated for the party to accidentally discover. For the short time she is in this world, Rowena is protected against all attacks. Thus it makes no difference what her characteristics or statistics are. She will not attack, nor can she be harmed. If the party attacks her she will leave because she deems the party unworthy of her help.

The Ice Harp is magical. If the phrase "For the memory of Rowena" is chanted, the Ice Harp will play some of her most famous tunes. Princess Argenta often held parties in this room. The guests sat and drank wine while listening to the Ice Harp.

33. ZOMBIE CHAMBER

This room has been partly cut from the surrounding rock. The stone work is cruder than is usual for the rest of the palace. On a table in the corner of the room is the small silver statue of a dragon readying for flight. In front of the statue, acting as guards, are five humans. Each human guard has a gaping wound. The wounds look serious enough to kill any person who suffered them.

The five guards are zombies (AC 8; HD 2; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C). Zombies are undead monsters and may be "turned" by a cleric. They are not affected by **sleep** or **charm** spells or any form of mind reading. Zombies are slow fighters and always strike last in a round (no initiative roll is needed). The

zombies are guarding the silver dragon statuette and will attack on sight and fight to the death if not **turned** (no morale roll necessary).

The silver dragon statuette is one of three identical statuettes. On the base of the statuette is the phrase "Ariksbane, Destroyer of Evil". If any two statuettes are brought within 30' of the Eye of Arik, the dragon Ariksbane will be released from his imprisonment in the Dimension of Ice and appear. The dragon's frost breath can destroy the ruby Eye of Arik without harming anyone near the ruby (or trapped inside the ruby).

The silver statuettes are worth 500 gp each. If two of them are used to free Ariksbane, the statuettes will disappear. Ellis the Strong and Ariksbane will give the party 1,000 gp to pay for the statuettes that disappear.

34. CAPTAIN OF THE GUARD'S ROOM

This room contains a bed, a small oak table, a wooden chair, a wooden footlocker and a pile of papers. The table has been toppled over, the chair has been smashed into pieces, the footlocker has been broken open, the papers are scattered over the floor, and the bed covers are smeared with blood stains.

This room used to be the quarters for the captain of the guard. Just before the disaster struck, the captain was murdered by one of his own men. The murderer, Travis, had been driven mad when he saw the Eye of Arik. He now serves Arik, leading some of Arik's orcs. The papers scattered on the floor are weekly reports which the guard captain had to fill out.

35. BARRACKS

You see five double bunk beds in this room. At the foot of each bed are two footlockers. On the east wall, near one of the beds, a message has been scrawled. The letters of the message are too small for you to read at this distance.

The message has been scratched onto the wall with the point of a dagger. It reads: "Beware of Travis". Except for the beds and footlockers, the room is empty when the party enters. The footlockers contain spare guard's uniforms. The footlockers show signs of having been searched.



One round after the party enters the room, the crazed guard Travis will enter. Travis has been driven insane by the sight of the Eye of Arik. Travis (AC 3; F3; hp 16; #AT 1; D 1-4 (+2) or 1-8 (+2); MV 20' Save F3; ML 12; AL C; S 17, I 13, W 9, D 12, C 15, Ch 8) will attack the party on sight. First he will throw his magical **throwing dagger +2**. The dagger is, of course, +2 to hit. On the second round of combat, Travis will draw his sword and attack. He still wears his guard's uniform over plate mail (hence his armor class of 3).

While Travis fights, he will scream at the characters, "You'll never get my treasure! Thieves! Everywhere I look, thieves are trying to steal my treasure. You all must die! I'll never let you steal my treasure!"

Travis will fight to the death. The only treasure that can be found on him or in the room is the magical throwing dagger. The **throwing dagger +2** is +2 only when thrown. If used in melee it is +1.

36. SPY ROOM

You see a small room here. The only furniture in the room is a wooden stool. There is a small spy hole in the secret door that lets someone inside the room see the corridor outside. A rope bell pull hangs from a hole in the ceiling.

This is the room where Travis was hiding. The room is normally used as a watching post in times of invasion. The bell rope runs up through the rock to a bell in room 78. When a guard pulls the rope, the bell will ring, alerting the court of danger. The room is now empty. If the party should open the secret door before going into room 35, Travis will still be in this room and will attack. (for details of the encounter see room 35).

37. ARMORY

Inside this room you see ten statues of guardsmen standing at attention. On the floor is the corpse of a guard captain. Along the walls of the room are empty racks which look like they might have once held weapons.

This room was the armory. The ten statues are guardsmen that were turned into stone by the Eye of Arik. The dead guard captain is the person who was murdered by Travis (see room 34). The room holds no treasure or monsters.

38. TRAVIS' ROOM

As soon as you open the door, the character who opened the door is attacked by a wild-eyed wolf.

The wolf (AC 7; HD 2+2; hp 11; MV 60'; #AT 1; D 1-6; Save F1; ML 12; AL C) used to be Travis's pet dog. When Travis was driven insane by the Eye of Arik, his dog was turned into a wolf. Since the dog was magically transformed into a wolf who serves Arik, the animal has a Chaotic alignment instead of the usual Neutral alignment for wolves. The wolf is as insane as Travis. Travis is the only one who is safe with the wolf. The wolf will attack the party on sight and fight to the death. It has heard the party outside the door and was waiting to attack as soon as the door was open. This is a special case where the DM need not roll for surprise, and even listening at doors will not be successful, since the surprise element has been determined in advance. It is still a good idea for the DM to pretend that he or she has checked for surprise and/or listening at doors by rolling a few dice. If the party kills the wolf and looks into the room read them the following room description:

A small bed of fresh straw lies in the northwestern corner of this room. A wooden plate, a pair of eating knives, and a bronze

wine goblet rest on a table in the center of the room. Under the table is a wooden bowl filled with meat. Several old tapestries have been hung on the walls, and bits of fur and other types of floor coverings form a makeshift carpet. A lit lantern hangs over the table.

This is the room where Travis and his wolf live. Most of the furniture in the room has been brought here by Travis. The wooden bowl is filled with food for his wolf. On the east wall, behind one of the tapestries is a peephole Travis uses to spy out into the hallway. If the party has not yet encountered Travis (see room 35), he will be following them. Travis will attack the rear of the party on round 2 of the combat with the wolf. For details of an encounter with Travis see room 35.

Travis' treasure is concealed in this room. His treasure is hidden beneath the bed, under a loose stone in the floor. The treasure is kept in a small wooden case. The treasure consists of 2 sapphires each worth 300 gp, 1 large emerald worth 2,000 gp, and a gold ring with the initials "DB" carved on the inside. The treasure once belonged to his fellow guardsmen.



39. TRAVIS' OFFICE

Directly across the room from the door in the north wall is a huge wooden table. Behind it is set an ornately carved wooden chair. On the table is a candlestick, a feathered quill pen, and several pieces of parchment.

Travis used to hold court in this room. He would review his orc troops here. Since Travis had seen his captain fill out reports, he too has filled out reports on the conditions of his troops. But Travis does not know how to write his reports, and they are a meaningless jumble of scribbles which no one can read (except Travis). The room is empty of monsters and treasure.

40. ORC BARRACKS

This room holds four double bunkbeds. Seated on the beds are eight human-like creatures who look like a combination of animals and men. Despite their weird looks, the creatures are all wearing the uniforms of palace guards. The uniforms do not fit properly.

The human-like creatures are orcs (AC 6; HD 1; hp 4 each; #AT 1; D 1-6; Save F1; ML 8; AL C). The orcs were led by Travis who had them dress up in the uniforms of guards.

Orcs are nocturnal, usually sleeping in the day and active in the dark. When fighting in full daylight, they must subtract 1 from their "to hit" roll. The orcs' treasure totals 12 gp, 38 sp, and 56 cp.

41. JAIL CELLS

This area is a group of jail cells. In the aisles between the cells you see two large apes with white fur.

The large apes are white apes (AC 6; HD 4; hp 18 each; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N). The white apes will beat their chests and growl as the party enters the room. If their threats are ignored, they will attack.

Three of the cells contain statues of men dressed in everyday clothing. The rest of the cells appear empty. Hidden behind a statue inside one of the cells is a small wooden chest. The chest holds 1,000 cp, 400 sp, and 200 gp. This money is used to pay the guards. Travis hid the chest in the cell.

42. CAVE OF THE STATUES

A number of life-sized stone statues of humans and dwarves have been piled in this cave. No attempt has been made to store the statues in any order. Some statues lean against the walls, others have fallen down, and some have been stacked on top of other statues.

The statues piled in this cave are humans who were turned to stone when the disaster struck. The orcs, goblins, and hobgoblins have been clearing out the rooms and carrying the statues to this cave. If the party takes the time to search the cave (5 turns) they will find a chest containing weapons, beneath a pile of statues. The chest holds 4 swords, 2 maces, and a battleaxe. One of the swords is a **sword+1**. It is indistinguishable from the rest of the swords unless a **detect magic** is cast on it. If the party decides to use the swords, number the swords 1-4 and let the magic sword be number 3. Make sure each character who is using a sword (or any other weapon from the chest) tells the DM which weapon he or she is using. For example, sword #2 or mace #1. Any character using sword #3 will discover it is magical the first time the sword is used in combat.

43. FUNGUS CAVE

This room is filled with a number of clay pots of different sizes. Plants were once planted in the pots but all the plants are now dead. Withered stalks, dead leaves, and brown dried flowers litter the floor. Though all plant life in the clay pots is dead, a vile-looking yellow fungus grows on the west walls.

The yellow fungus is yellow mold (AC — can always be hit; HD 2; hp 9; MV 0'; #AT 1; D 1-6 + special; Save F2; ML not applicable; AL N). Yellow mold can only be killed by fire. A torch will cause 1-4 points of damage to it each round. Yellow mold will eat through wood and leather, but does not harm metal or stone. It does not actually attack, but if it is touched, the touch may cause the mold to squirt out a 10' x 10' x 10' cloud of spores. There is a 50% chance per touch that the mold will squirt out this cloud. Anyone caught within the cloud must save vs. Death Ray or choke to death within 6 rounds.

44. CAVE OF THE LOCUSTS

This huge cave is filled with stalactites* and stalagmites* that glow blue. The stalactites and stalagmites in many places have grown together to form a single column growing together so closely, that in some places they almost form a wall from floor to ceiling. It looks like it is difficult, but not impossible, to move through the cave.

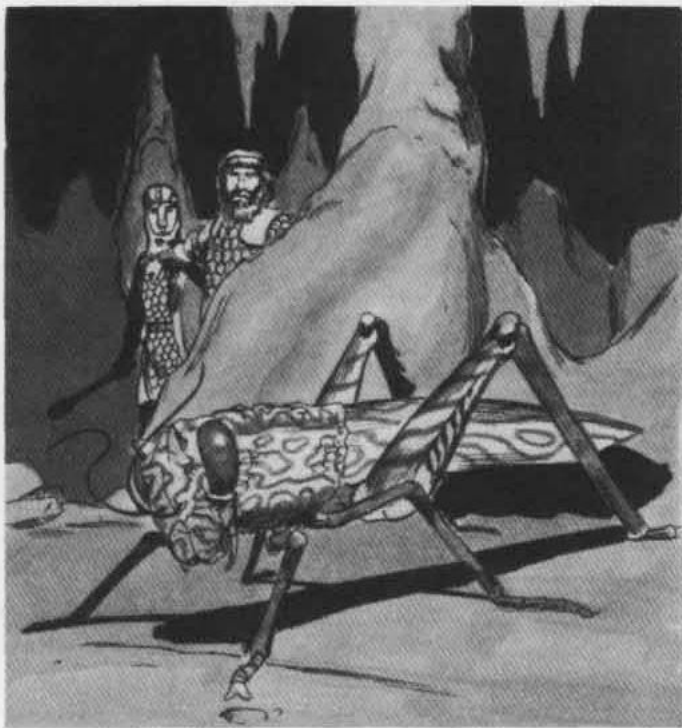
This cave is the home of 8 cave locusts (AC 4; HD 2; hp 9 each; MV 60'; #AT 1; D special; Save F2; ML 5; AL N). Cave locusts are 3' long, giant gray grasshoppers that live underground. They are herbivorous (plant-eaters) and often eat fungus such as yellow mold or shriekers. They cannot be harmed by most poisons. Cave

locusts are stone gray and may not be noticed until they move or until the party approaches within 20'. They are very nervous and will flee most of the time rather than fight. They flee by jumping up to 60'. Unfortunately, when they panic their only thought is to escape. There is a 50% chance that they will try to flee by jumping right through the party. If they try to jump through the party, choose a character at random and roll to see if that character has been hit. If so, the character takes 1-4 points of damage from being battered. The locust then flies away.

Cave locusts can also attack and bite for 1-2 points (but not when they are fleeing). When frightened or attacked, cave locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting wandering monsters to investigate.

If cornered, a cave locust will spit a brown gooey substance up to 10' at its attackers. To hit a character, the locust need only make an attack against armor class 9, no matter what type of armor the individual is wearing. A character hit by cave locust spittle must save vs. Poison or be unable to do anything for 1 turn due to the awful smell. After this time he or she will be used to the smell, but any character approaching within 5' of the victim must also save or be violently ill. This effect will last until the spittle is washed off.

The blue glow of the stalactites and stalagmites is caused by a type of moss. The moss is harmless. It can be used as a weak light source, casting light up to 10'. If the players search the cave they will find a small silver statuette of a dragon readying for flight. The statuette is in a niche along the north wall. The statuette looks the same as the one found in room 33 (for more details see room 33).



45. CAVE POOL

A large pool of pitch black water fills the room. You see the glint of gold coming from the far side of the pool. A hot wind blows through the cave. Moisture fills the air and tiny beads of water form on clothing, skin, and hair. The floor is damp and slick.

Once the characters have entered the cave they will be able to see the crowned head of a large statue of a man. The statue seems to be made of bronze. The eyes of the statue are small rubies (value 50 gp each). The glint of gold comes from a crown on top of the statue's head. The crown appears to be made of gold. The statue

really is bronze, but the crown is only gold paint.

The liquid in the pool is a kind of ink. The water of the pool is heated by hot springs. The hot water absorbs color from a particular kind of mineral lining the pool. The result is a deep purple ink. Anything which comes in contact with the ink will be stained purple. Since the ink is permanent it will have to wear off naturally (1-6 days). It will not stain non-porous surfaces which do not absorb water very well (such as steel). The ink will not harm characters.

Once the characters reach the statue they will find that the rubies can be pried out easily. If the party carefully examines the statue, there is a 50% chance they will discover that the head of the statue can be unscrewed. Hidden inside the head, packed in a protective oilskin bag, is a **ring of protection +1**.

46. BLADE TRAP

At the corner of the corridor is a trap. When a character walks over a pressure plate in the floor the trap might be sprung. Roll 1d6. The trap will be sprung on a roll of 1. Roll separately for each character that walks around the corner. If the trap is sprung, a weighted blade (like a guillotine blade) will fall from the ceiling causing 1-10 points of damage to the person who sprung the trap. The blade is hidden in the ceiling.

47. TROGLODYTE ROOM

In the center of the room you see three human-like reptiles with short tails, long legs, and a spiny "comb" on their heads and arms. They block the way out.

The human-like reptiles are troglodytes (AC 5; HD 2*; hp 9 each; MV 40'; #AT 3; D 1-4 each; Save F2; ML 9; AL C). Troglodytes are intelligent. They hate most other creatures and will try to kill anyone they meet. Hence they will attack on sight. Troglodytes have a chameleon-like power to blend into their surroundings (normally they surprise on 1-4 on 1d6), but they are not using the ability at the moment. Troglodytes secrete an oil when fighting which smells so bad that characters will be nauseated unless they save vs. Poison. Nauseated characters have a penalty of -2 on their "to hit" rolls while in melee combat with the troglodytes.

48. WATCH ROOM

This room is higher than the surrounding countryside so that guards could look out on the surrounding land when standing watch. There are windows in the west and south walls. You notice that the red glow still surrounds the palace. In the center of the room is an iron ladder. The ladder leads to a trap door in the ceiling. By the south wall you see a statue that looks like a cleric. He looks frightened and had apparently just finished scratching a message into the wall. The inscription reads:

Evil red eye, malefaction!
Sweet music from strings;
Priceless Blade of Destruction,
Salvation rides on dragon's wings!

The chief palace cleric had divined the evil intent of Arik when disaster struck. He hurriedly left the inscription — clues as to how to destroy the ruby — in the faint hope that it might help rescuers.

This trap door is the only way the party can reach the second level of the dungeon. It is important that the party reach the second level and finish their mission, but it is also important that they encounter a number of monsters and traps before reaching the second level. If they reached the second level too easily the adventure would not be a challenge. On the other hand, since they must reach the second level, the DM might consider sending the vision of a Protector to the party if they cannot find the way to this trap door leading to the second level.

PART 4: SECOND DUNGEON LEVEL

Wandering Monsters

The second dungeon level has its own wandering monster table. Check for wandering monsters every other turn. Roll 1d6: the party will encounter a wandering monster if a 1 is rolled. The wandering monster will be first seen 20-120 feet (2d6x10') away from the party when encountered, in any direction and doing anything the DM chooses. To determine exactly which monster is encountered, use the Wandering Monster Table: Level 2 below:

Wandering Monster Table: Level 2 (Roll 1d6)

Die Roll	Wandering Monsters	No.	AC	HD	#AT	Damage	Move	Save	ML	AL
1	Ghoul	1-6	6	2*	3	1-3 ea.	30'	F2	9	C
2	Goblin	2-8	6	1-1	1	1-6	20'	NM	7	C
3	Harpy	1-3	7	3*	3	1-4/1-4/1-6	20'	F3	7	C
4	Hobgoblin	1-6	6	1+1	1	1-8	30'	F1	8	C
5	Medusa	1	8	4**	1	1-6 + special	30'	F4	8	C
6	Zombie	2-8	8	2	1	1-8	40'	F1	12	C

It is suggested that the monsters *Harpy* and *Medusa* be encountered no more than once as wandering monsters. If the DM rolls a wandering monster encounter with a second *Harpy* or *Medusa* the DM should choose a wandering monster from the table for Level One instead. This is because both monsters are very difficult challenges. If encountered too many times, the encounters might upset the play balance.

All the monsters on the second level wandering monster table appear in both editions of the D&D® Basic rules. Only those monsters with unusual powers are described below.

Ghoul — A successful attack by a ghoul will paralyze any creature of ogre-size or smaller, except elves, unless the victim saves vs. Paralysis. Elves are immune to the paralysis, but still take normal damage from a ghoul's attacks. Paralysis lasts for 2-8 turns.

Harpy — Any character hearing the harpy's song must save vs. Spells or be charmed. Charmed individuals will move toward the harpy, resisting any attempt to stop them, but not otherwise attacking. If a character successfully saves the character will not be affected by the harpy song for that encounter. Harpies are resistant to magic and have a +2 on all their saves.

Medusa — Looking at a medusa will turn a character to stone unless the victim saves vs. Turn to Stone. A medusa can also attack with her snake hair. The bite of the snakes is poisonous (save vs. Poison or die in one turn) and when the snakes hit they cause 1-6 points of damage. Anyone who tries to attack a medusa without looking at it must subtract 4 from their "to hit" roll. A medusa is resistant to magic and gains +2 on saves vs. Spells only, other saving throws are normal.

Key to Dungeon Level Two

49. WATCH TOWER

This watch tower has 6 windows overlooking the surrounding lands. There is a trap door in the center of the floor. A stone statue of a guard stands looking out each window. Except for the statues the room looks empty.

The room is empty except for the statues.

50. PASSAGEWAY

As soon as you open the door, bright lights flood the hallway. You see three swords fighting each other, as if being held by invisible men.

The fighting swords and bright light is an illusion placed there by the palace magic-user to frighten intruders who might enter the palace through the tower. The illusion is triggered by the door opening without the password "Argenta" being spoken. If any character touches the illusion it will be dispelled.

51. LABORATORY

You see a room filled with stuffed animals, shelves filled with books and scrolls, and jars of powders and herbs. Strange symbols* are painted on the walls. An iron statue of a warrior stands in the southeast corner of the room. A polishing cloth is draped over the warrior's shield.

This room was the palace magic-user's laboratory. The iron statue is actually a living iron statue (AC 2; HD 4; hp 18; MV 10'; #AT 2;

D 1-8/1-8; Save F4; ML 11; AL N). Living iron statues have bodies which can absorb iron and steel. When hit, they will take normal damage, but if a non-magical metal weapon is used, the attacker must save vs. Spells or the weapon will become stuck in the body of the living iron statue, and can only be removed if the statue is killed.

52. STOREROOM

This small room appears to be empty.

The room once held stores of various sorts but has recently been cleaned out.

53. MIRABILIS' ROOM

A plain bed and a huge wooden desk dominate this sparsely furnished bedchamber. A broom lies in one corner near a pile of dirt. A tattered pair of silk bedroom slippers lie on the floor near the bed. A small nightstand has been overturned. While you watch, a small black kitten races out from under the bed, bats one of the slippers around, then runs back under the bed.

The room is the bedroom of the palace magic-user. The black kitten is his familiar and pet. Three times a day the kitten can transform itself into a panther (AC 4; HD 4; hp 18; MV 70'; #AT 3; D 1-4/1-4/1-8; Save F2; ML 8; AL L). The transformation lasts 10 rounds. When in kitten form the creature is harmless. Note that while panthers are usually neutral in alignment, the kitten/panther is lawful because this magical animal is the familiar of a lawful magic-user.

If the party carefully searches the desk, there is a 50% chance that they will find a secret compartment. The secret compartment holds a potion of **invisibility**.

54. WASHROOM

A mirror is hung on the east wall. In front of the mirror is a wash stand. On top of the wash stand is a porcelain bowl filled with water. A statue stands in front of the wash stand. The statue is of an old man with long hair and beard. The man wears robes covered with magical symbols. The statue looks like a man trimming his beard with a pair of scissors.

The statue is actually the palace magic-user, Mirabilis, who was turned into stone by the Eye of Arik. Mirabilis was trimming his beard at the time.

55. STUDY

A statue of a young girl playing with a dove is in the southeastern corner of this oddly shaped room. A large handcarved bookcase stands next to the northeastern wall. Two wooden benches, one in front of each of the two southwestern windows, have scrolls lying upon them. Two women stand next to one of the benches. Both women wear leather armor and carry swords. One of the women has just unrolled a scroll and is reading it.

The statue in this room is one of Princess Argenta's ladies in waiting who was turned to stone. None of the scrolls in the room are magical, they are merely blank parchment on which court officials sometimes write letters.

The two women appear to be fighters, but are really thieves. They were trying to loot the rooms of Mirabilis before the disaster struck. Mirabilis caught them and put them to sleep with a sleep spell. He was going to clean up and then report them to the guards, but disaster struck first. The women thieves were not affected by the disaster. They have only recently awoken and are setting out to loot the palace. The scroll they are looking at is just a sketch of a black cat. The two women are named Candella (AC 5; T/2; hp 8; MV 40'; #AT 1; D 1-8; Save T2; ML 7; AL N; S 12, I 15, W 13, D 17, C 15, Ch 14), and Duchess (AC 5; T/2; hp 11; MV 40'; #AT 1; D 1-8; Save T2; ML 7; AL N; S 11, I 12, W 15, D 16, C 18 Ch 15). Because of their wisdom ability scores, both women gain a bonus of +1 on magic-based saving throws. The two thieves are both very attractive and will attempt to use this to their benefit.

These two thieves will act friendly toward the party. They will pretend to be young inexperienced fighters in search of adventure. They will politely ask to join the party, saying that they are not quite as tough or as prepared for adventuring as they had originally thought.

If they join the party the two thieves will wait for a good chance to steal whatever they can (either by trying to pick pockets or just grabbing any loot in sight), and then run away.

If the thieves are not allowed to join the party, but are not attacked, they will try to get close enough to a character to try to pick that person's pockets. If discovered, they will claim that the person made a mistake, that they merely bumped into the person by accident. If successful they will leave with their loot.

The thieves will have the following on them: dungeon pack C; 21 cp, 7 sp, 15 gp, wolfsbane (Duchess only), and a string of pearls worth 600 gp (Candella only).

When playing the roles of NPCs the DM should keep in mind that NPCs are reasonably normal persons. They seldom act suicidal,

usually fighting only if there is a chance to win. While they will take risks, they will seldom take unreasonable risks. In this particular encounter, the two thieves want loot. They are likely to try whatever method offers the best possibilities for gaining the most loot at the least risk.



56. MAGIC USER'S BEDROOM

In this room is a large canopy bed with heavy dark red curtains. The curtains are all closed. Three matching rugs lay side by side on the floor. The room also contains a long wooden dresser, a matching chest of drawers, and a large, stuffed easy chair.

If the party opens the curtains to the bed they will see an old man lying in the bed. The old man has a long white beard and hair. He is wearing robes embroidered with magical symbols. If the party asks, let them know that the man looks exactly like the statue in room 54. Even the clothing is similar.

The creature on the bed is not really a man, it is a doppelganger (AC 5; HD 4*; hp 18; MV 30'; #AT 1; D 1-12; Save F10; ML 10; AL C). Doppelgangers are man-sized, shape-changing creatures that are intelligent and evil. A doppelganger is able to shape itself into the exact form of any human-like creature (up to 7' tall) it sees. The creature is imitating the statue of Mirabilis. While the doppelganger can speak, it cannot cast spells (as Mirabilis could, if he were not stone). The doppelganger will try to join the party. Then, when it gets a chance and no one is watching, it will single out a victim. Just before it attacks, the doppelganger will turn into a duplicate of the victim. The doppelganger will try to secretly kill its victim so that it can take the victim's place.

If Duchess and Candella are with the party, the doppelganger may choose one of them as a victim or one of the party members. Of course, if the doppelganger succeeds in killing its victim, and hides the corpse, it will pretend to be the new character. Sooner or later someone should notice that Mirabilis has disappeared. The doppelganger will continue to kill characters secretly until caught.

Sleep and **charm** spells do not affect doppelgangers. When killed, a doppelganger will turn back to its original form, that of a human-like creature with blank features.

57. ALCOVE

This small alcove contains two large cushioned chairs. A small book lies on the floor between them.

The small book is a book of prayers. Someone has slashed the pages with a knife. The prayer book was slashed apart by the bugbears in room 59.

58. SANCTUARY

This large room looks like a temple where the gods of Haven are worshipped. A statue wearing clerical robes stands in front of an altar. More statues of people of many different ages, all dressed in normal clothing, sit on the wooden pews. Someone has splashed red paint over the altar and all the statues.

This room is the palace chapel. A service was being held at the time when the disaster struck. The cleric Branaur and the people attending the service were all turned into stone. The bugbears in room 59 have splashed red paint on the statues. If they check, the party will discover that the paint is still fresh.

59. CHAPEL

This room is filled with symbols holy to the gods of Haven. Three large, human-like individuals are splashing red paint on the holy symbols using large buckets of paint. The three creatures are extremely hairy and ugly-looking.

If the party has encountered goblins or hobgoblins, they will recognize a family resemblance between goblins, hobgoblins and the three human-like creatures. The monsters are bugbears (AC 5; HD 3+1; hp 14 each; MV 30'; #AT 1; D 2d4; Save F3; ML 9; AL C). Bugbears are giant hairy goblins. Because of their strength, they add +1 to all damage rolls with weapons (but not on their "to hit" rolls).

60. SECRET CLOSET

You see a number of clerical robes hanging up in this closet. Near the back of the closet you see a suit of armor and a mace.

Branaur keeps his spare robes and fighting equipment in this secret closet. The plate mail is **armor +1** and the mace is a **mace +1**.

61. GAME ROOM

A game table has been set up in the middle of the room. A chess set sits upon it, with a game apparently in progress. Two statues sit on either side of the chess board. One statue is of a man, the other is of a woman. On the north wall of the room is a mosaic map of Haven. The area on the map which represents the palace glows with a red light. The red light seems to be slowly expanding outward, covering more of Haven as you watch.

The wall map magically depicts the spreading influence of the Eye of Arik. It indicates that if the player characters do not succeed in their mission, Haven is doomed.

62. BALLROOM

This large ballroom is decorated in silver, red and blue. The two huge fireplaces are stacked with logs. A bell-shaped wire framework hangs from the ceiling, supported by four white marble columns. The framework is decorated with intertwined leaves and flowers. You hear the strains of eerie music. Two pale, shadowy apparitions* are dancing to the sounds of the strange music. The two figures are dressed in clothing that was popular more than three hundred years ago.

The ballroom had already been decorated for the grand dance to celebrate the finding of the ruby when the disaster struck Haven. The two ghostly dancers have haunted the ballroom since their tragic deaths nearly 300 years ago. The ghostly dancers were lovers who died on the eve of their marriage just before the grand ball to celebrate their marriage. Ever since then, they have haunted the ballroom at times right before a grand ball. They leave when the dance begins, but since the celebration has been postponed indefinitely, they continue to haunt the room.

Characters who look at the ghostly dancers must make a saving throw vs. Spells or run from the room in fright. Anyone who fails to save will run into room 63 (the garden). The ghostly dancers have no actual physical bodies. They cannot attack, nor can they be hurt by weapons or magic. If attacked, they will continue to dance on, completely ignoring the party.

63. PALACE GARDEN

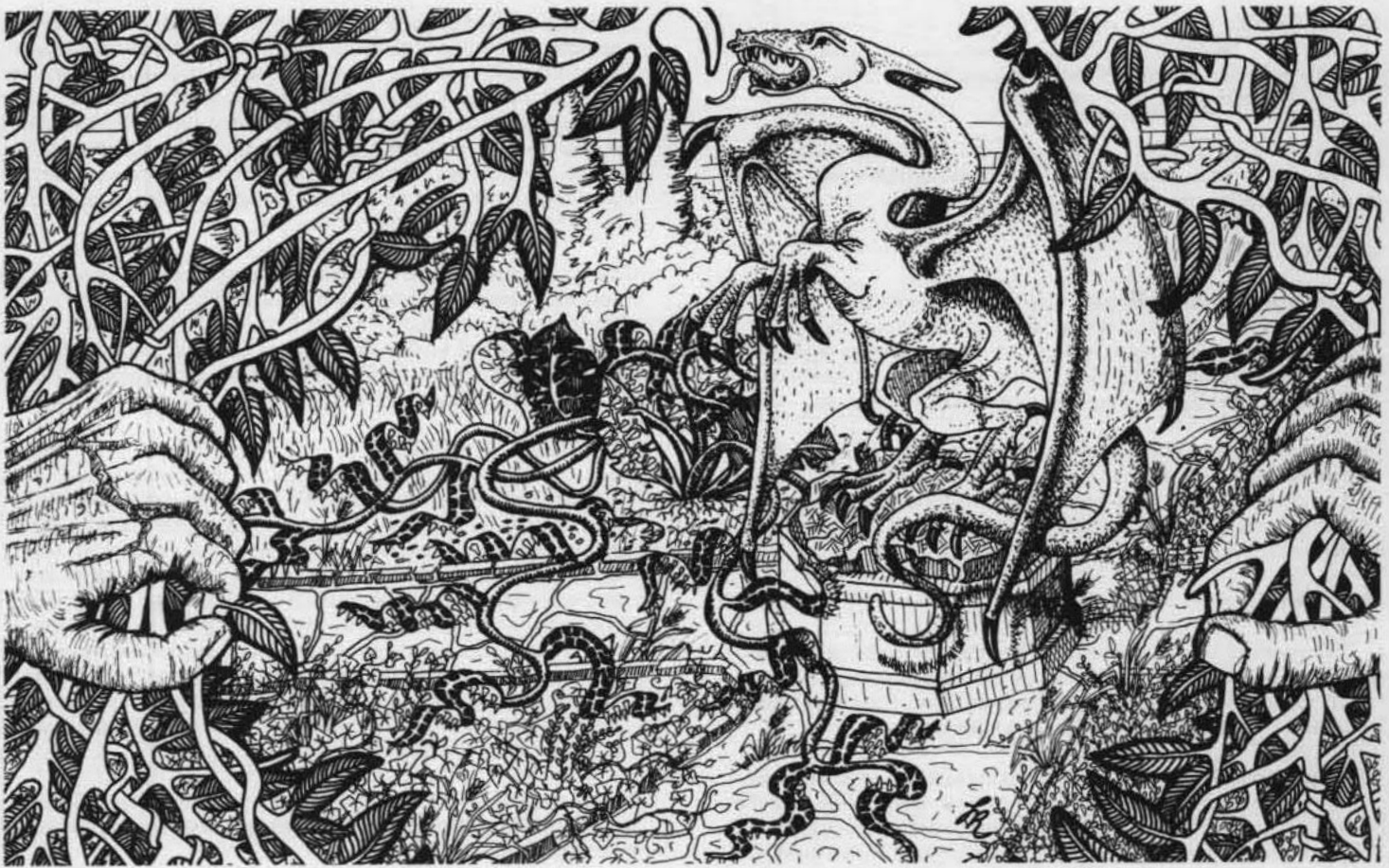
This area is the palace garden. The garden is roofless and is lit from above by a blood red light. The garden has become completely overgrown with weeds. Except for a large stand of white rose bushes in the center of the garden, all the flowers that once grew here have died. One type of weed seems most common in the garden. The weed is a large bush. It has a dwarf-sized central trunk covered with sickly-looking green leaves. Growing out of the central, mound-like trunk is a tangle of many thorny brown branches. You see about a dozen of these plants. Beneath the weeds you can just barely see a cobblestone path that wanders through the garden.

Where Arik rules, normal plants do not grow. The normal flowers in the garden have all died. In their place now grow weeds and two monstrous types of plants.

The garden introduces two new monsters: archer bushes and vampire roses. The bushes with the sickly green trunks and thorny brown branches are archer bushes (AC 7; HD 2; hp 9 each; MV 1'; #AT 1; D 1-4; Save F1; ML 12; AL C). Archer bushes are carnivorous and can move slowly to reach dead prey. Hidden in the trunk, beneath the leaves, is a large mouth. The mouth holds extra hard thorns which the archer bush uses like teeth to devour prey once the prey is killed. Archer bushes attack by shooting a spray of thorns at their victims. The thorn spray is composed of several small thorns which become embedded in the victim's flesh on a successful "to hit" roll. The thorn spray causes 1-4 points of damage, and can only be directed at one target at a time. Archer bushes can shoot their thorn spray up to 20 feet away. Each bush can only fire three such sprays in a day.

The white rose bush at the center of the garden is a vampire rose bush. Vampire roses (AC 7; HD 4; hp 18; MV 10'; #AT 1 + blood drain; D 1-8; Save F2; ML 12; AL C) look like normal white rose bushes. Like the archer bushes, however, they can uproot themselves to move about slowly. Each 4 hit dice worth of vampire roses represents a single rose bush. There is only one vampire rose bush in this garden. The 10' long thorny stalks of a vampire rose can whip around a victim, inflicting 1-8 points of damage on a successful hit. Once the thorn stalk has struck and wrapped around a victim, the vampire rose will inflict 1-8 points of damage (blood-drain) each round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream. The victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. If the victim saves successfully, any character with normal strength can break free and try to run away. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for 1 day.

The archer bushes and the vampire rose bush work together. The vampire rose needs a victim's blood and the archer bushes need the



victim's flesh. On a pedestal 5' away from the vampire rose bush is a silver statuette of a dragon about to fly. The statuette is similar to the ones in rooms (33 & 43). The silver statuettes can be used to return the dragon Ariksbane from the Dimension of Ice. Ariksbane can destroy the Eye of Arik (see room 30 for details).

64. SILENT ALARM

Corridor: As the party steps under this archway, they will step on a hidden pressure plate that rings an alarm bell in room 65, warning the monster there of the party's presence.

65. GREAT HALL

This large dining hall is panelled with rough wood. Wooden bracing beams run from floor to ceiling along all four walls. Crossbeams run from the bracing beams, supporting the wooden ceiling. A large fireplace is set in the north wall. A long U-shaped wooden table dominates the center of the room. Stuffed animal heads, obviously hunting trophies, hang on the walls.

This dining room was used for grand feasts. The wooden beams were intended to give it a "rugged" look. Hanging from the ceiling beams, waiting for the party, is a new monster, a decapus (which was warned of the party's approach when they stepped on the pressure plate in area 64).

The decapus (AC 5; HD 4; hp 18; MV 1' or 30'; #AT 9; D 1-6 each; Save F2; ML 9; AL C) is a creature usually found in forests. It looks like a bloated, hairy globe with ten tentacles. Its hair is brown, and its body is green. In the center of the decapus's 4' wide body is a huge, toothy mouth.

Decapuses usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in

their tentacles. The tentacles are 10' long. They extend from all parts of its body. The tentacles are covered with suckers which the decapus can use not only to grasp prey, but to climb walls and ceilings.

The decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees). On the floor or ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these attacks do only ½ normal damage. When swinging through trees, the decapus can travel at 90' per turn, or 30' per round. On the ground the decapus can only move 3' per turn or 1' per round.

If the party searches the room they will find on the mantle a book which the orcs that serve Arik took from the library and brought to the decapus to guard. The book details what happens when Arik tries to break into another dimension in order to take control. The party will recognize the description as similar to what has befallen Haven. The book also details methods of destroying an Eye of Arik, including those methods given in the introduction. If the party is not already aware what their true mission is and how the mission can be accomplished, the DM should take this opportunity to inform them.

66. WASHROOM

This room contains a counter along the east wall. Beneath the counter top is a pair of sliding cabinet doors. The room otherwise appears to be empty.

This is a room where hunters clean up after the hunt. Beneath the counter are shelves filled with basins for holding water, bars of soap, and clean towels. The room is empty of monsters or treasure.

67. LOUNGE

This room holds piles of broken furniture. Standing among the remains of the furniture is a huge fearsome, human-like creature about 9' tall. The creature is wearing skins for clothing.

The human-like creature is an ogre (AC 5; HD 4+1; hp 19; MV 30'; #AT 1; D 1-10; Save F4; ML 10; AL C). The ogre is on a rampage and has just destroyed the furniture here for the fun of it. The ogre is carrying a leather sack with 300 gp in it.

68. SUMMONING ROOM

When you open the door you see a man chanting in some unknown language. The man is standing inside a blood red circle. Strange symbols have been painted around the circle. The man has long black hair and wears red robes. Hanging from his belt is a mace. A red eye has been painted in the center of his forehead. Inside the circle, in front of the man, is a strange looking sword. The sword appears to be made of ruby. It is resting on a plush black velvet cushion. As the man continues to chant, the sword begins to pulse with a crimson light.

The man inside the circle is Catharandamus, a cleric who worships Arik (AC 2; C/3; hp 15; #AT 1; D 1-6 +2 or by spell; MV 30'; ML 7; AL C; S 16, I 12, W 17, D 12, C 10, Ch 14). Right now, he is in the middle of a ceremony which will permit Arik to teleport from his prison dimension to Haven. The focal point of the ceremony is the ruby sword which is the Sword of Arik. This sword will act as a gate through which Arik will enter Haven if the ceremony is successful. As soon as Catharandamus sees the party he will yell "Help!" A voice from behind the left inner door (to room 69) will answer "Hang on, we're coming." Two rounds later the 7 orcs and the werewolf from room 69 will burst into the room.

Catharandamus has two spells: **darkness** and **cause fear**. **Darkness** is the reverse of the spell **light**. It will block all sight except infravision within a circle of darkness 30' in diameter. It will cancel a **light** spell if cast against it and vice versa. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the spell duration is reached (12 turns). **Cause fear** is the reverse of the spell **remove fear**. It will make any one creature flee for 2 turns unless a successful save vs. Spells is made. The spell has a range of 120'.

Beneath his robes, Catharandamus wears a suit of plate mail armor. He carries and will fight with his magical **mace +2**.

69. BEDROOM

This room contains a bed, a large wooden chest, a stool, and a wooden wardrobe.

The bedclothes are crumpled, as if a number of people had been sitting on the bed. The chest is filled with old nightshirts packed in mothballs. The wardrobe is empty. Normally this room is a guest bedroom. Recently, the room has been occupied by the bodyguard of Catharandamus, the cleric in room 68. The bodyguard is 7 large orcs (AC 6; HD 1; hp 6 each; MV 40'; #AT 1; D 1-6; Save F1; ML 8; AL C). The orcs all carry shields with a red eye painted on them. The leader of the orcs is Alha. She is a werewolf. When first encountered, she will be in human form but she will change into a werewolf to attack if she can. Alha (AC 5 [9 when in human form]; HD 4*; hp 18; MV 60'; #AT 1; D 2-8; Save F4; ML 8; AL C) will also be wearing a red robe and has an eye painted on her forehead.

If Catharandamus yells for help (from room 68), Alha and the orcs will yell back that they are on their way and rush to his aid. Alha will



turn into a werewolf and attack. Any human character who is severely hurt by her (losing more than half of his or her hit points) will become a lycanthrope of the same type in 2-24 days. The victim will begin to show signs of the disease (such as an appetite for raw meat) after only half that time. The disease will kill non-humans instead of turning them into were-creatures. However, if the Eye of Arik is destroyed as a result of the party's actions, any character with the disease of lycanthropy will automatically be cured.



70. TREASURE ROOM

This room appears to be bare except for a table and four chairs. A wooden chest sits on top of the table.

The wooden chest is a treasure chest. It is trapped with a poison dart trap. A close inspection of the chest will show that the lock is in the form of a screaming face. The two eyes of the face can be pushed in. If both eyes are pushed in at the same time, the chest will be safe to open. If not, a poison needle will shoot out of the mouth when opened. Anyone opening the chest without precautions will be hit by the needle and must save vs. Poison or die within 2 rounds. Inside the chest are 650 gp, 1,000 sp, and a pouch holding 10 fire agates (a type of gem stone) each worth 50 gp. The treasure belongs to Catharandamus and his bodyguard.

71. SITTING ROOM

Several chairs and tables form a semi-circle in front of the fireplace in this room. A worn rug lies rolled up in one corner. A knitting basket sits next to the rug. On a small table near the fireplace is a small tea cup on a saucer and a tea pot. Hanging over the fireplace is a portrait of Princess Argenta. She is holding a beautiful blood red ruby and size of an apple.

The tea cup is magical. If any character touches the tea cup it will speak reciting a riddle-type poem which gives the party hints on how to stop the disaster that has befallen Haven. The riddle is:

Three crystal notes;
Two Silver drakes*;
One ruby sword;
All will smash the Demon's Eye,
And lift the curse from Haven.

The riddle refers to the Ice Harp (room 32), the silver statuettes of the dragon Ariksbane (rooms 33, 43, and 63), and the Sword of Arik (room 68).

72. BATHING ROOM

The walls of this bathing room are painted with peaceful scenes of spring and summer. An ornate marble and silver bathtub sits against the eastern wall. A silver enamelled towel rack standing next to the tub holds a towel and wash cloth. A soap container of carved ivory sits on a stand next to the tub. At the head of the tub is a delicately sculpted tray. Sitting on the tray are three small gems. One gem is red, one is blue, the other is yellow.

This particular bath tub is magical. If the red stone is placed in the tub, the tub will fill with hot water. If the yellow stone is placed in the tub, the tub will fill with cold water. If both stones are placed in the tub at the same time, the tub will fill with warm water. If the blue stone is placed in a tub full of water, the water will disappear. These gems are only worth 100 gp each, and they will only work in this bath tub.

73. ARGENTA'S BEDROOM

A large ornate canopy bed sits in the middle of the room. The bed posts have been carved to resemble twining vines. The bed is covered with dull red velvet. Tapestries line three walls. They show typical scenes of life in Haven before the disaster struck. To either side of the double door is a hand-carved wooden chest of drawers. Both chest of drawers have mirrors on top of them. A small cushioned chair and matching footstool are at the end of the bed.

This was Princess Argenta's room. It is currently empty.



74. GUARD ROOM

The room contains a wooden table and several wooden chairs. Standing next to the fireplace is a man dressed in the uniform of the palace guard. The man's body has more than a dozen stab wounds, which would normally kill an individual.

The man in the guard uniform is a corpse. Living in the corpse is a particular kind of undead spirit known as a wight (AC 5; HD 3*; hp 13; MV 30'; #AT 1; D Energy drain; Save F3; AL 12; AL C). Wights can only be hit by silvered or magical weapons, or turned by a cleric. On a successful hit from a wight, it will drain life energy. Each hit drains one level of experience or hit die and any abilities gained for that level are lost. For example, a 3rd level fighter struck by a wight becomes a 2nd level fighter, keeping only enough experience points to be at the midpoint of 2nd level, and losing one hit die of hit points. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under the control of the wight who drained him or her.

Hidden behind a loose stone in the north wall is the wight's treasure: 2,000 gp and a **crystal ball**.

75. ALE ROOM

On a stand in the southeast corner of the room sits a cask. The cask has been tapped with a spout. A cabinet next to the cask holds dozens of glasses. The room also contains a half-dozen wooden chairs.

This room is an ale room. It is empty of monsters or treasure at present.

76. THRONE ROOM

An ornate throne of silver and oak sits atop a dais* along the center of the north wall. On either side of the dais is a tapestry showing the changing seasons in Haven. Spring and Summer are shown on the tapestry to the left of the throne. Fall and Winter are shown on the tapestry to the right of the throne. The room is filled with statues of men, women and dwarves. The statues are arranged to resemble a typical court scene (one statue kneels in front of the throne, statues of guards flank the throne, a statue of a councilor is leaning over, as if whispering to a person on the throne, etc.). Resting in the middle of the throne is a ruby the size of a large man's fist.

This is Princess Argenta's court room, the heart of the palace. The statues are people who were turned to stone when the Eye of Arik took control. If the party looks closely, they will notice that there appears to be two people trapped inside the ruby and it has a red glow. One is Princess Argenta, the other is Ellis the Strong, Knight of the White Drake.

As soon as the first character touches the ruby, red vapors will billow up from it and surround the dais, momentarily obscuring vision. When the smoke clears, several fighters in glowing red plate mail with red swords and shields will be standing there guarding the dais. The number of guards will always be exactly equal to the number of party members present when the encounter begins.

The glowing guards are **illusions**, similar to the fighter in room 15. However, they will not go away for 10 rounds or when they are actually touched by a hand (not hit in combat). They attack as 3 hit dice monsters (inflicting 1-10 points per hit), and no attacks from the party will hit or harm them. As soon as one illusion is touched with a hand, they will all disappear and the "dead" and "wounded" characters will realize that the damage they took in this battle was imaginary.

This is the key room in the party's quest. Their mission is to smash

the ruby, thus freeing Haven from the disaster that has overtaken the kingdom. The ruby can only be destroyed in three ways: (1) Three particular notes played on the Ice Harp will shatter the ruby. (2) If the party brings two (or more) statuettes of the silver dragon into the room, the dragon Ariksbane will be freed from the Dimension of Ice. The dragon's breath will disintegrate the ruby (without harming anything else in the room). (3) If some character touches the ruby Sword of Arik to the ruby Eye of Arik, both will crumble into worthless powder.

As soon as the ruby Eye of Arik is destroyed, the disaster which has befallen Haven will not only be ended, it will begin to reverse. Sick cattle will recover, withered crops will grow green again. The orcs, goblins, hobgoblins and other evil creatures that invaded Haven at the call of the ruby will flee. The army besieging the Protectors will be scattered. Those people turned to stone will become flesh. Only those individuals unfortunate enough to die as a result of the disaster will not be restored to life. Otherwise, Haven will return to normal.

NOTE ON ASSIGNING EXPERIENCE POINTS

The DM should keep in mind that the player characters in Palace of the Silver Princess are supposed to be heroes trying to save the kingdom of Haven from an evil disaster. Heroes trying to save their kingdom do not usually loot the palace of their princess. Many of the monsters in the module have treasure that do not belong to the kingdom (for example, the insane guard's treasure in room 38, or the wight's treasure in room 74). Other types of treasure, such as the many tapestries belong to the princess.

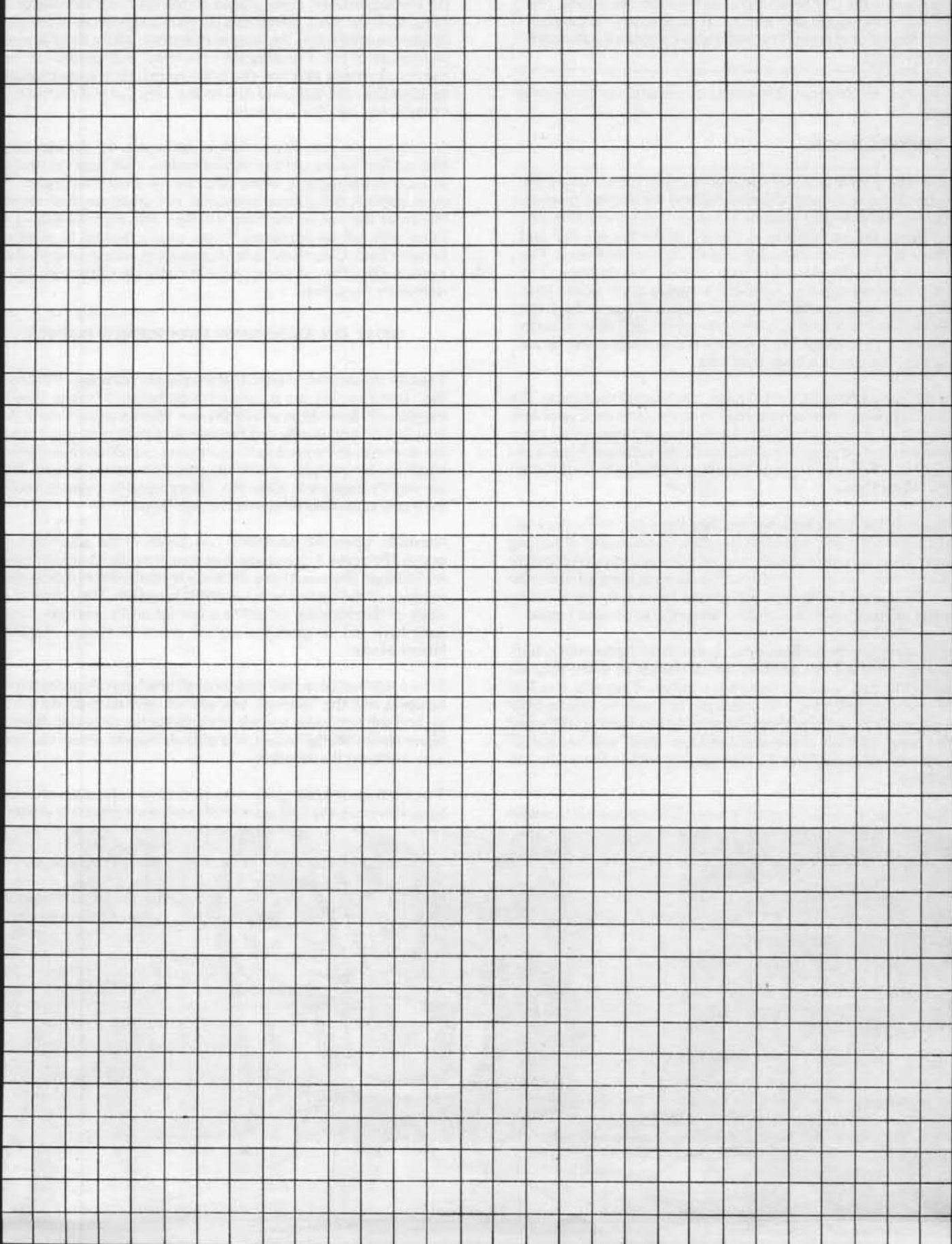
Normally, upon the successful conclusion of the adventure, the grateful Princess Argenta would give each surviving player character 3,000 gp. She would also declare a special week of thanksgiving in honor of the heroes who saved the kingdom. The height of the week of thanksgiving would be a special court ceremony where each hero will be given the highest award in Haven, the Silver Honor Medal.

If the party has looted her palace of its furnishings, Argenta is apt to be upset with the "heroes". She will only give each survivor 1,500 gp and will not order a week of thanksgiving or award them the Silver Honor Medal. In fact, she will ask them to return the stolen loot and leave the kingdom.

The 3,000 gp or 1,500 gp given to each player character should be figured in when the final amount of experience points is calculated.



This graph paper is provided so that the DM may expand the module, if desired. Possible areas of expansion include lower caverns such as areas 11, 17, 20, 45, etc.



PART 5: GLOSSARY

alchemist — An alchemist is a person who practices alchemy, a kind of chemistry practiced during the Middle Ages. Men who studied alchemy attempted to turn common metals into gold. They also tried to discover a magic substance that could cure all diseases and help people to live longer.

apparition — An apparition is a ghost or a strange image. For example, a house might be haunted by the apparition of its former owner.

dais — A dais is a slightly raised platform for a throne, a speaker's desk, or seats for guests of honor.

drake — Drake is another word for a dragon.

entry — Entry is a special term meaning option or choice used in programmed adventures. An entry is a complete step in a programmed adventure. Each entry has its own number. An entry should not be confused with a room number. Entry numbers are only used in *Part 2* of this module.

mandible — A mandible is each part of the pincerlike jaws of certain insects.

portcullis — A portcullis is a set of bars, usually of iron, set in a frame that hangs above an entrance and may be dropped to prevent passage.

programmed adventures — A programmed adventure is a special kind of adventure that does not require a DM, though a DM may still be useful. Players read numbered entries. Each entry will give the players a choice which will take them to another numbered entry. The process continues until the adventure is ended.

saving throw — A saving throw is the character or monster's chance (by dodging, luck, willpower etc.) to avoid or lessen the harmful effects of certain types of attacks.

stalactite — A stalactite is a piece of stone that looks like an icicle and hangs from the roof of a cave. A stalactite is formed by the dripping of water that contains lime.

stalagmite — A stalagmite is a piece of stone that is shaped like a cone and is built up on the floor of a cave. A stalagmite is formed by water that contains lime dripping from above.

tapestry — A tapestry is a heavy woven fabric that is decorated with pictures. Tapestries are normally used to decorate walls.

Cast of Characters (including important places and items)

Arik — Arik is an ancient, evil being who is currently trapped in a special prison dimension. Sometimes Arik is worshipped as a god. Arik is constantly trying to break free of his prison.

Ariksbane — Ariksbane is a white dragon. He got his name because his frost breath has the extra magical ability to destroy those rubies known as Eyes of Arik through which Arik hopes to break out of the prison dimension. Ariksbane is the steed and friend to the knight Ellis the Strong. Ariksbane was transported to and trapped in the Dimension of Ice to keep him from interfering with the ceremony that would allow Arik to enter Haven.

Branaur — Branaur is the chief cleric of Haven. He usually conducts services in the palace chapel.

Candella — Candella is one of two female thieves who are inside the palace after the disaster struck Haven.

Catharandamus — Catharandamus is an evil cleric who worships Arik. He is trying to perform a ceremony that would free Arik from the prison dimension and allow Arik to teleport to Haven.

Duchess — Duchess is the other female thief who is inside the palace after the disaster struck Haven.

Ellis the Strong — Ellis is one of the Knights of the White Drakes, a band of heroes and their dragon steeds dedicated to destroying evil wherever they might find it. Ellis is engaged to Princess Argenta and is trapped in the ruby Eye of Arik along with her.

Eye of Arik — Arik is known as Arik of the Hundred Eyes. His eyes are giant-sized rubies which can be detached. He managed to send one eye out of the prison dimension to Haven. The ruby was found by the dwarves of Haven who believed it to be nothing more than an ordinary ruby of large size. They presented the ruby to Princess Argenta. When it was ready, the magical eye brought disaster upon Haven. While they do not realize it at first, the player characters' mission is to destroy the eye.

Faerie — Faerie is a highly magical realm. Inside Faerie time has little meaning. Faerie is a land of peace and harmony, a land of eternal happiness. It is populated by many magical races such as the Protectors and certain High Elves.

Ice Harp — The Ice Harp is a crystal lap harp which was played by the minstrel, Rowena of Haven. When Rowena left for the realm of Faerie she presented the harp to the ruler of Haven. Three particular notes played in a chord on the Ice Harp have the power to shatter the ruby Eye of Arik.

Knights of the White Drakes — The knights are a group of fighters that ride white dragons. Both riders and dragons are dedicated to the destruction of evil in the world.

Mirabilis — Mirabilis is the court magic-user for Haven.

Princess Argenta — Princess Argenta is the ruler of Haven. She has recently become engaged to Ellis the Strong. Both Argenta and Ellis were shrunken and imprisoned inside the ruby when the disaster struck Haven. If the ruby is destroyed, the princess and the knight will be returned to normal. Argenta is sometimes known as The Silver Princess.

The Protectors — The Protectors are a magical race that live in the realm of Faerie. They take a special interest in Haven and usually manage to keep the country free of evil. Unfortunately the powers of Arik have proven to be too much to contend with. The Protectors are themselves currently under siege by evil forces. While they can give the player characters some help, the amount of help is limited. The Protectors appear as translucent green beings resembling elves.

Rowena — Rowena is a famous minstrel from Haven's past. Her music was so enchanting that she was invited to live in the land of Faerie where time has no meaning. If a character plays the Ice Harp, Rowena will return briefly to Haven to tell the party how to destroy the ruby and why the destruction of the ruby is important.

Silverheart — Silverheart was the palace alchemist. He was driven insane by the ruby. As a result, one of his experiments backfired, blowing up a section of the palace and killing him.

Sword of Arik — The Sword of Arik is a magic sword made of ruby. The sword is extremely delicate. Only Arik, because of his magical powers, can wield the sword. It is magically too heavy for anyone but Arik to use as a weapon, but it can be carried. If the sword is brought into contact with the ruby Eye of Arik, both items

will disintegrate. The princess and Ellis will be freed and Haven will return to normal.

Thunder Mountains — The Thunder mountains are the mountain chain which surrounds the valley kingdom of Haven.

Travis — Travis is a poor guardsman who was driven insane by the sight of the Eye of Arik. Travis killed his captain and looted the money of his fellow guardsmen who had been turned to stone by the Eye of Arik.

PART 6: NEW MONSTERS

Archer Bush

Armor Class:	7	No. Appearing:	1-20
Hit Dice:	2	Save As:	Fighter 1
Move:	3' (1')	Morale:	12
Attacks:	1 thorn spray	Treasure Type:	V
Damage:	1-4	Alignment:	Chaotic

Archer bushes have sickly-looking green leaves, dwarf trunks and thorny brown branches. The trunk looks like a 3' tall mound of leaves. Hidden under the leaves is a huge mouth. Archer bushes are carnivorous and can uproot themselves and move slowly towards their prey. The mouth is filled with extra hard thorns which the bush uses like teeth to devour prey once the prey is dead. Archer bushes attack by shooting a spray of several small thorns at their victims, causing 1-4 points of damage. Archer bushes can shoot their thorn spray at one target up to 20 feet away. Each bush can only fire three such sprays in a day.

Decapus

Armor Class:	5	No. Appearing:	1
Hit Dice:	4	Save As:	Fighter 2
Move:	90' (30') in trees or 3' (1') on ground	Morale:	9
Attacks:	9 tentacles	Treasure Type:	C
Damage:	1-6 each	Alignment:	Chaotic

The decapus is a creature usually found in forests. They look like bloated hairy globes sprouting ten tentacles. The hair is usually brown, but sometimes it is black. The body is normally green, although some purple or yellow decapuses have been found. In the center of the decapus's 4' wide body is its mouth. The mouth of a decapus is terrible to behold. It is very wide and has long yellow teeth and a horrible foul breath.

Decapuses usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in their tentacles. The tentacles are 10' long. They extend from all parts of its body. The tentacles are covered with suckers which the decapus can use not only to grasp prey but to climb walls and ceilings.

The decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees).

On the floor or ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these attacks do only 1/2 normal damage. When swinging from tree limbs, the decapus can travel at 90' per turn, or 30' per round. On the ground, the decapus can only move 3' per turn or 1' per round.



Vampire Roses

Armor Class:	7	No. Appearing:	1-8
Hit Dice:	4	Save As:	Fighter 2
Movement:	30' (10')	Morale:	12
Attacks:	1 + blood drain	Treasure Type:	Nil
Damage:	1-8	Alignment:	Chaotic

Vampire roses look like normal white rose bushes. They can, however, uproot themselves to move about slowly. Each 4 HD worth of vampire roses represents a single rose bush. The thorny stalks of vampire roses can whip around a victim, inflicting 1-8 points of damage. The thorns are hollow. Once a thorn stalk has stuck and wrapped around a victim, the vampire rose will drain 1-8 points of blood per round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream, the victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for one day.

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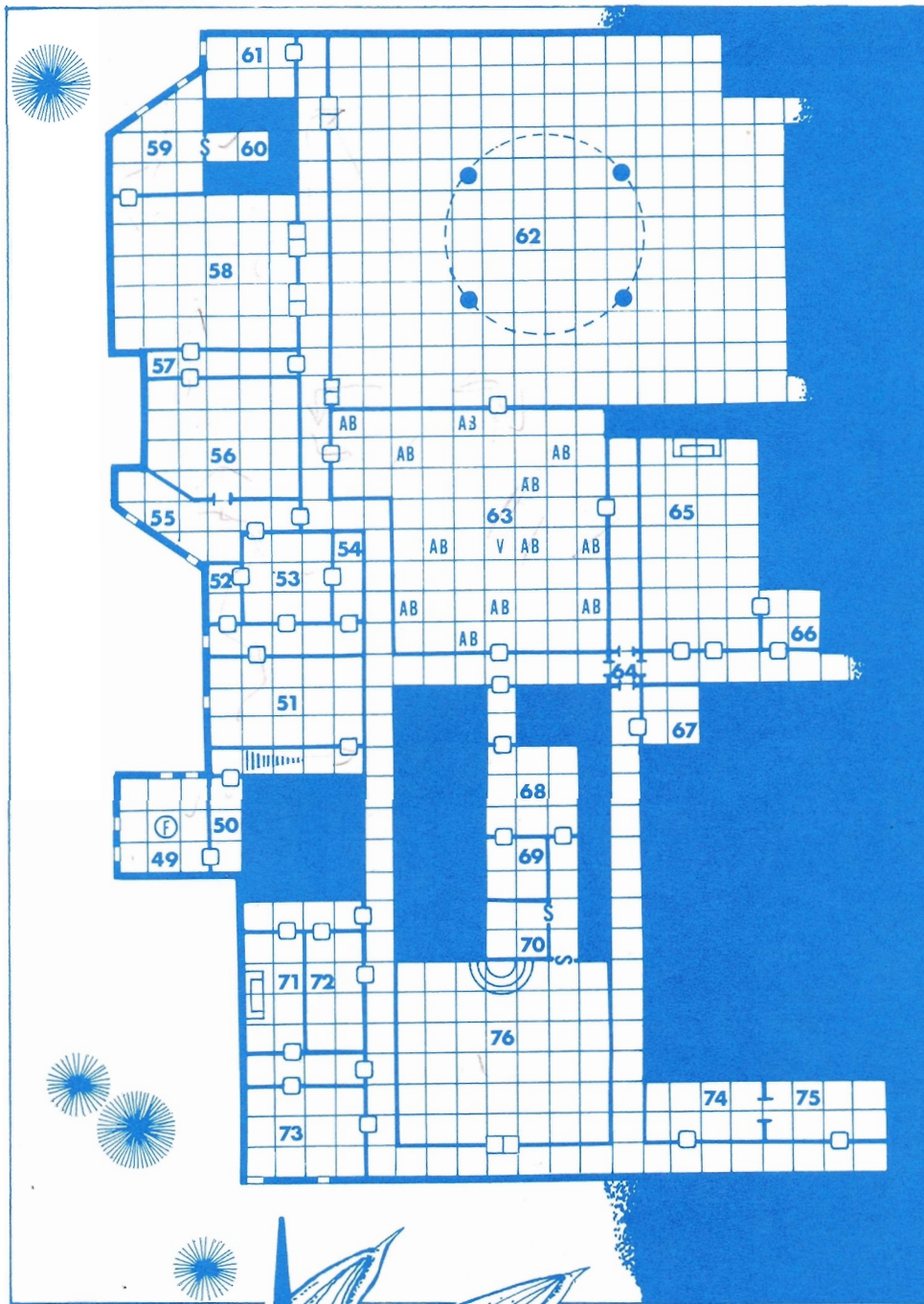
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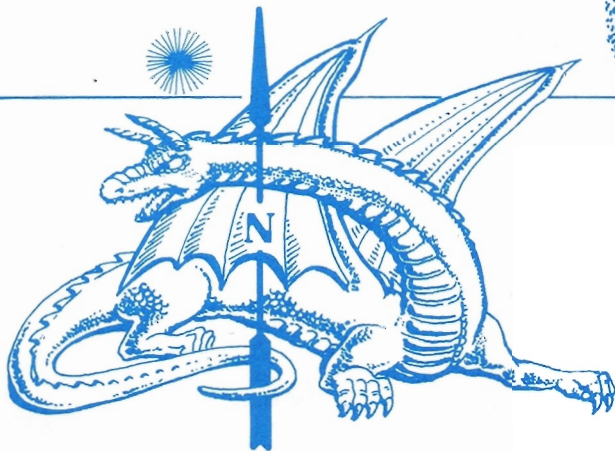
SECOND LEVEL (Upper)



KEY:

-  Door
-  Secret Door
-  Archway
-  Window
-  Trap Door in Ceiling
-  Trap Door in Floor
-  Stairs
-  Pool
-  Pit
-  Dais
-  Archer Bushes
-  Vampire Roses
-  Trap

1 square = 10 feet





This item is only one of the many popular playing aids for the DUNGEONS & DRAGONS Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids currently available for the D&D game system include

DUNGEONS & DRAGONS Basic Set (contains everything DMs and players need to get started, explaining character creation, spells and dungeon levels 1-3)

DUNGEONS & DRAGONS Expert Set (designed to be used with the Basic Set, the Expert Set covers higher-level characters, deeper dungeon levels and adventure in wilderness areas)

Dungeon Module B1 (In Search of the Unknown)

Dungeon Module B2 (The Keep on the Borderlands)

Dungeon Module X1 (The Isle of Dread)

Dungeon Module X2 (Castle Amber — Chateau d' Amberville)

Monster and Treasure Assortment, Sets One to Three: Levels One through Nine (makes the job of stocking dungeon levels easy)

Dungeon Geomorphs (allows the DM to create thousands of different dungeon levels by arranging the geomorphs in different combinations)

D&D Player Character Record Sheets (allow players to record all important information about their characters in an easy-to-use format)

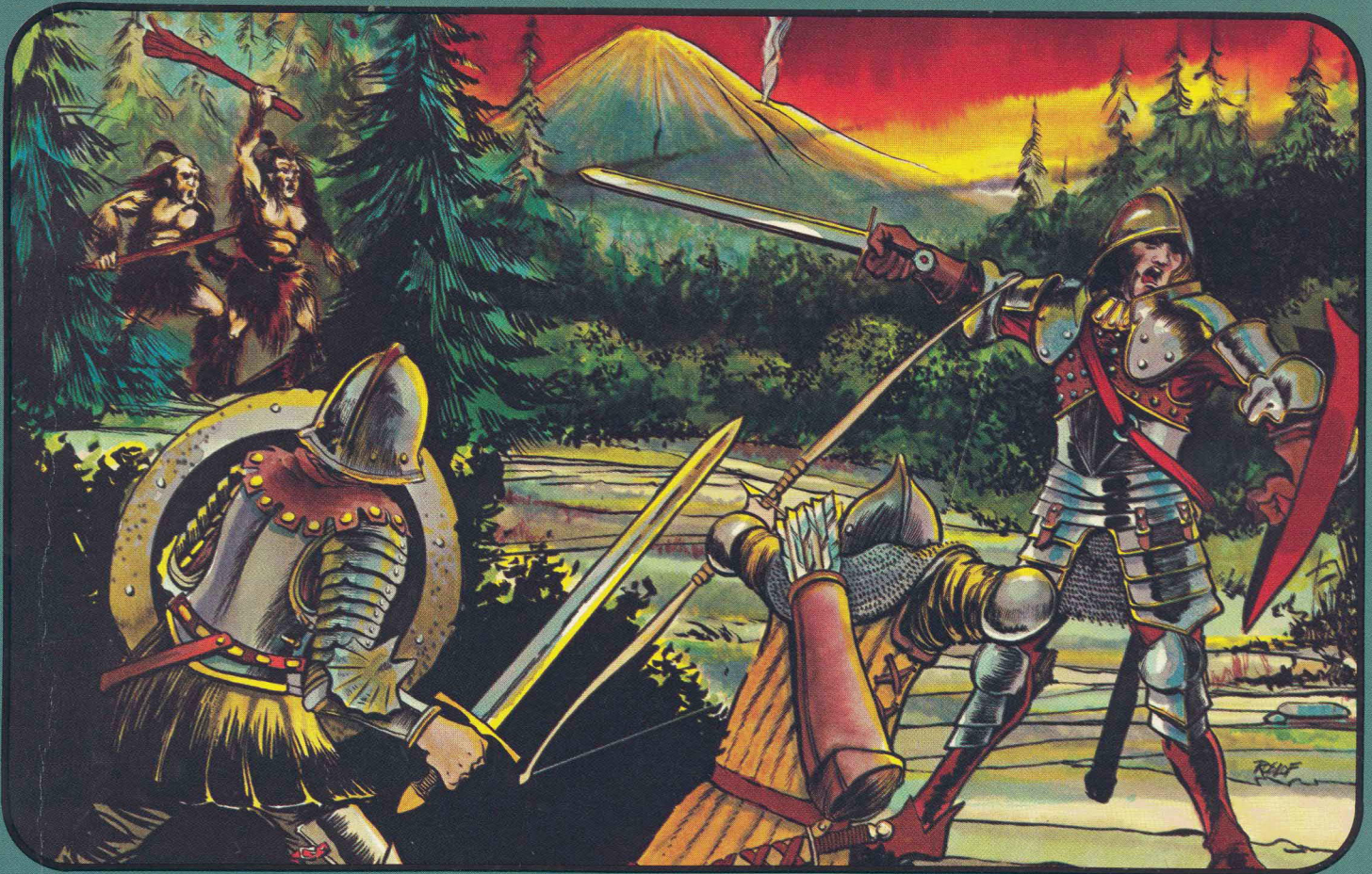
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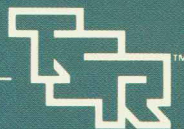
Basic Game Adventure

Horror on the Hill

by Douglas Niles



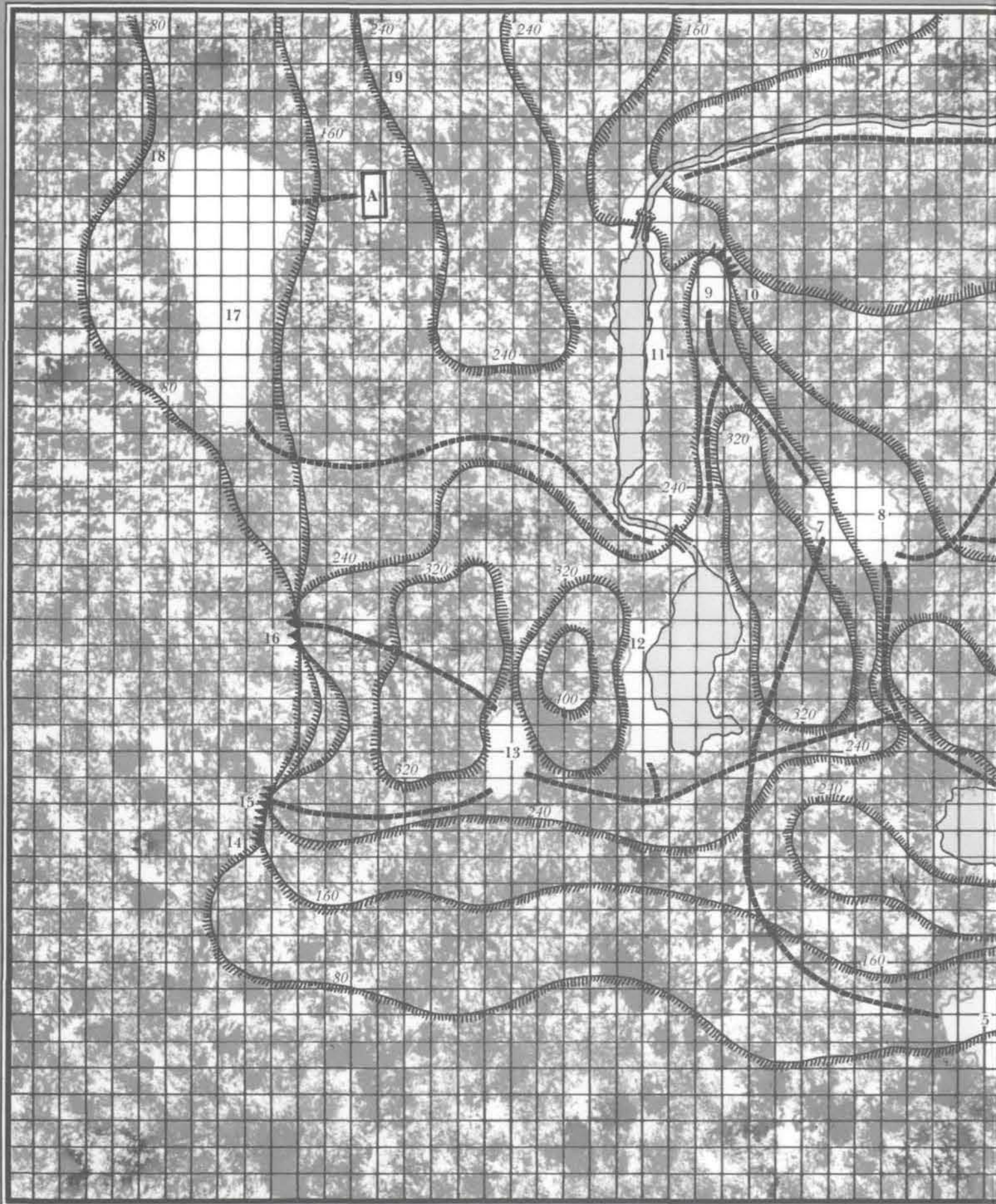
Only the mighty River Shrilf separates you from the mysterious mountain. Will you be the first to return, or will you fall prey to the Horror on the Hill? For character levels 1-3



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MAP OF THE SURFACE OF THE HILL

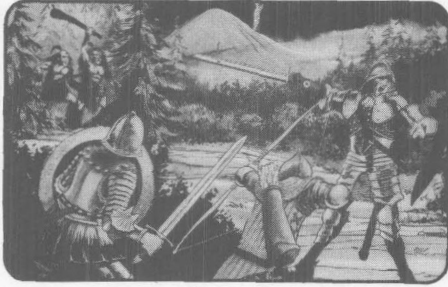


DUNGEONS & DRAGONS®

Basic Game Adventure

Horror On The Hill

by Douglas Niles



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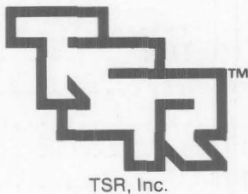
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PREFACE

Guido's Fort.

The end of the traders' road.

Perched along the banks of the mighty River Shrill, this isolated frontier settlement is the last stop on the caravan routes. The mile-wide river is all that separates the Fort from the shadowy bulk known only as "The Hill," a land of nameless terrors and ancient legend.

The fog-shrouded crests and densely wooded slopes of The Hill rise 400 feet, looming ominously over the tiny settlement. On clear days, The Hill's rocky cliffs can be seen jutting from its bulky mass, but the view is usually obscured by gouts of steam that seem to rise from outlets on The Hill itself.

This mysterious mountain has long been rumored to shelter bands of vicious monsters. Only the awesome waters of the Shrill have prevented the monsters from invading the undergarrisoned fort. Several groups of brave and hardy adventurers have crossed the river to explore The Hill's summits and face the wicked monsters, but none of these bands was ever heard from again.

Now a new group of eager adventurers has met in one of the inns at Guido's Fort. It is here that the adventurers discuss their own daring plans to explore the dangerous mountain.

Player characters can find transport across the river from any of the local fishermen; but once on the far shore, the adventurers are on their own. They must thread their way through a dense woods, where every bend of the trail can conceal hideous peril. They encounter mysterious beings, such as the two "kindly" old ladies, who may offer the party their special brand of assistance. Or, the party may meet the soldiers of a hobgoblin king mustering his forces for an attack on Guido's Fort.

If they make their way through a ghoulish graveyard, the player characters discover an old monastery, long-abandoned by its builders. The monastery is now used as a headquarters for the hobgoblin band. A fountain in the monastery's garden yields a magical drink whose effects may not always be good. Finally, the monastery yields entrance to a multilevel dungeon that is sure to challenge the players' wits and skills.

It is in this dungeon that the hobgoblin king himself must be confronted and defeated. But that is just the beginning! Just as the characters think their adventures are coming to a close, a hidden trap sends them to a staggering network of twisting corridors, all seemingly leading back to the same place. Once through, the characters must conquer the final obstacle — a young red dragon — before they can look upon the sun once more.

The rumors have never been proven false. No one else has ever returned. The characters' boat is waiting. The Hill is one of horror, to be sure. But for the strong and daring, it is a Hill of just rewards for deeds well done. The new adventurers are ready and willing to take their chances. So let the adventure begin!

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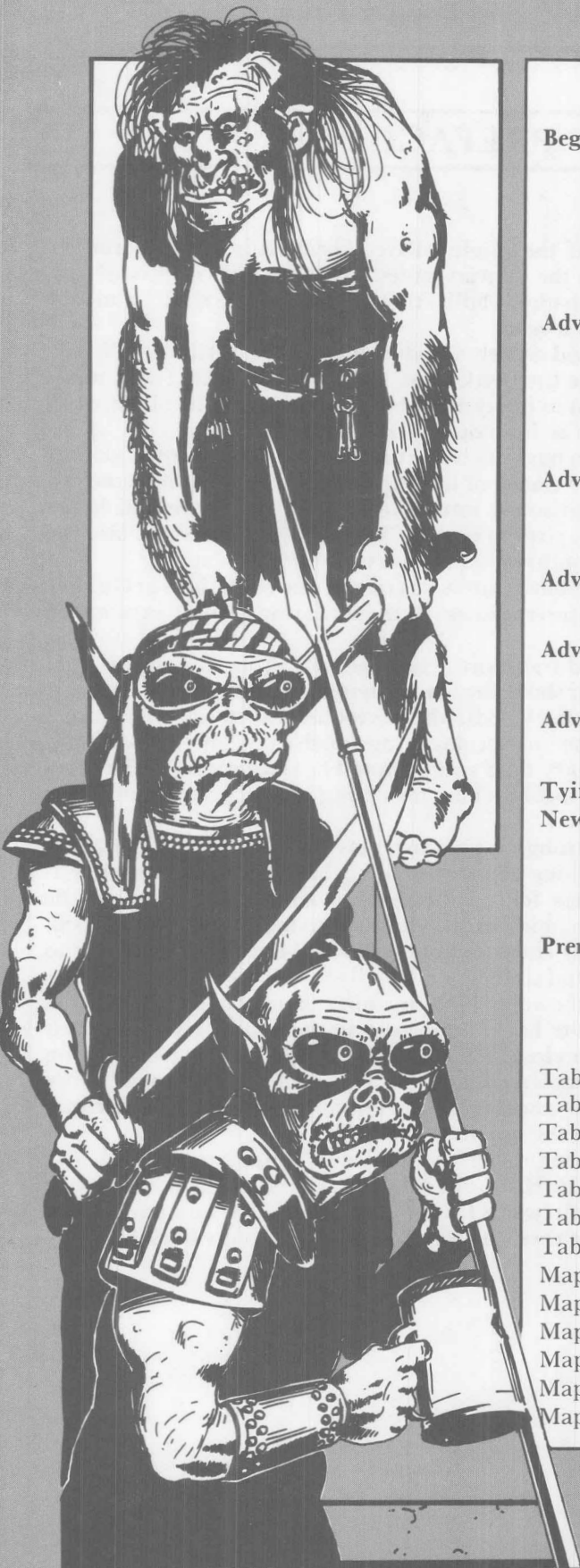


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BEGINNING THE ADVENTURE

On the inside cover of the module is a topographic map of The Hill, showing the trails that wind through the dense vegetation, the clearings, the cliffs, and the specific encounter areas. Also on the inside cover of the module is a detailed map of the ruined monastery, which lies on The Hill. Below the monastery lie three levels of dungeons. On page 15 is a map of Level I, on page 16 a map of level II, and on page 17 a map of level III.

Gathering the party

This module is designed for a group of five to ten player characters of levels 1, 2, or 3. The lower the level of the characters, the larger the number of characters recommended for the adventure (i.e., if all of the characters are 1st level, nine or ten should be involved; but if they are all 3rd level, five might be enough). It is also recommended that, in general, 1st level characters have at least three hit points, though fighters should have six or more. You may want to let players roll their initial hit points several times, until one roll equals or exceeds the suggested minimum. Or players may want to use the pre-rolled characters listed on the outside cover.

If the players want to roll up their own characters, you may want to recommend that they take one or more of the pre-rolled characters along as NPCs to fill out the group. In any event, the group should have at least one cleric, one magic-user, one thief, and a substantial number of fighters.

If characters are starting out on their first adventure, they may roll 4d6 (instead of 3d6, as per the Basic rule book) to determine their starting money. This modification is to counter the inflated prices found at Guido's Fort.

Meeting at Guido's Fort

Characters begin their adventure at Guido's Fort. They meet to prepare at the Lion's Den. The inn has a large common room filled with many benches and tables, a bar, and a large fireplace. The common room is a smoky, dimly-lit place, and tends to be rather quiet. The inn also has sleeping quarters for rent. One sp per person buys a night's lodging on a straw pallet in the back room. The quarters are so dirty that characters who sleep here have a 75% chance of becoming flea-infested during the night! (Fleas won't affect a character's play; they're just a temporary nuisance.)

At any given time of day or night, 2-12 (2d6) persons can be found in the Lion's

Den. Player characters can learn two of the rumors on the table below from any of these patrons or the innkeeper. For your own information only, the table shows whether the rumors are true or false. To see which two rumors the characters learn, roll 2d8, repeating if necessary until the second roll is different from the first. Note that the players must state they are seeking information before they can begin to hear the rumors.

If the characters express an interest in learning more about The Hill, they are referred to the "Old Timer." For each cold beer the party buys him, he will divulge another rumor, until they have heard all eight. Note that the Old Timer goes through the rumors randomly (roll a 1d8), and although he will not repeat a single rumor twice, he will probably repeat the two rumors that the party has heard elsewhere.

TABLE 1
RUMORS AT GUIDO'S FORT

Die Roll	Rumor	True or False
1	Many centuries ago, an old monastery was located on top of The Hill	True
2	A fire-breathing dragon lives in the caves below The Hill.	True
3	A band of slave-trading ogres is using The Hill as a base for forays into the civilized lands.	False
4	Man-eating ghouls prowl The Hill for food.	True
5	There is a haunted graveyard on The Hill.	True
6	An evil witch lives on The Hill. Her house appears to be a small hut, but in reality is an extravagant palace where she keeps the tortured souls of all who have trespassed on the slopes.	True
7	A huge orc army is entrenched on The Hill, waiting for orders to begin a massive assault on Guido's Fort.	False
8	A bubbling lake of lava lies below The Hill. The lake is the sourced of the steam columns that often rise into the air from many vents on the slopes' summits.	False

Purchasing equipment

The trading post in Guido's Fort is well-stocked, and the characters may want to pur-

chase some supplies there before embarking. Because the outpost is isolated, however, prices are a little higher than usual; and there is no guarantee the players can find what they need.

To determine the availability of any item on the Equipment List in the Basic rule book, roll 1d4. Any result other than a one means that a character can find the item. Then roll a 1d6 if a character wishes to purchase that item. A result of one or two means that the price is the same as that listed in the Basic rule book; a three or four means that price is 150% of the listed amount; and a five or six means that it costs twice as much. Note you follow this procedure for each item purchased: even though one player found a shortsword, for example, there is no assurance the next player can find one also.

Getting to The Hill and back

Characters can cross the River Shriil to begin their adventure on The Hill by seeking out one of the fishermen in Guido's Fort. Since times are hard for the fishermen, any of them are willing to ferry the party across the river. Since The Hill is so dangerous, though, the cost of ferry is high: 20 gp.

The party might also try to rent a boat from a fisherman, but without success. A fisherman might agree to *sell* the party a boat, but no fisherman is willing to rent one. Everyone in Guido's Fort is convinced the party is doomed—and renting a boat to people you'll never see again doesn't make any sense! If the party decides to buy a boat, the cost is 50-80 gp (1d4+4 × 10).

As long as the party is adventuring on the surface of The Hill or in the first level of dungeon below The Hill, the party may return to Guido's Fort as often as they want or can. If they haven't bought their own boat, though, they must make arrangements for returning to Guido's Fort before they leave. Even if they choose to stay on and under The Hill throughout the adventure, they need return passage when the adventure is ended. So in any case, without their own boat, the party must plan ahead for at least one return passage.

Perhaps they want to arrange for a fisherman to pick them up at a specified time and place. Any of the fisherman are willing to do so—for another 20 gp—but the party must be on time or the fisherman leaves.

The party might also arrange for a fisherman to pick them up when he sees a smoke signal the party sends. Once the party builds its smoke signal fire, there is only a 20% chance per turn someone in Guido's

BEGINNING THE ADVENTURE



Fort sees the signal. The fisherman begins crossing the river 1-4 (1d4) turns after someone notices the smoke signal.

If the party has talked to the Old Timer at the inn, they find him waiting for them at the waterfront as they are getting ready to leave. Impressed by the party's courage and determination, he offers them a bottle of clear liquid as a parting gift. He tells them a drink of the liquid helps to heal wounds, and he cautions them to use it sparingly. The bottle contains three doses of *potion of healing*.

About monsters

Many goblins and hobgoblins are on and under The Hill, organized into a loose army under the leadership of a hobgoblin king.

This king lives in the dungeon under The Hill but is not extremely powerful or effective. His troops are numerous but cowardly; and if combat with goblins or hobgoblins goes badly for the monsters, they try to escape. If the party prevents such an escape, the monsters surrender to save their own lives.

Note that if the characters return to town between sorties on The Hill, certain monsters are not idle in their absence. In particular, ogres, hobgoblins, and goblins replenish their garrisons three days after the party cleans them out. In fact, there is a 33% chance the number of ogres, hobgoblins, or goblins is actually 50% larger than the number first encountered! Wandering monsters do not replenish themselves, however.

Important! Encounters with wandering monsters are designed to keep the PCs on their toes. They are not designed to be the ultimate challenge or climax of the adventure. If the dice call for an encounter that you feel would seriously deplete the party's strength, you should ignore that encounter.

ADVENTURE ON THE SURFACE OF THE HILL

(see map, inside cover)

The Hill is covered with a thick and tangled hardwood forest, broken occasionally by clearings, cliffs, ponds, streams, and trails (see the map inside the module cover). The forest comprises oak and hickory-type trees; dense and thorny underbrush chokes the ground between the trunks. All the trees are 60 to 80 feet tall, so even if a thief climbs to the top of one, he sees only neighboring branches. Climbing a tree on a slope, however, is 50% likely to yield a view to the downhill side.

Movement on the surface of The Hill

Calculate movement around The Hill at 300 feet per turn (one square per turn) when the party is following a trail or crossing a clearing. Calculate cross-country travel (i.e., off the trails or clearings) at 75 feet per turn (one square per four turns) of travel. After traveling one square cross-country, a group must spend two turns resting.

Trails are easily detectable. The party must travel trails in single file if characters want to move at normal trail speed (cut speed in half if they move two abreast), but two characters can fight side by side if combat occurs on a trail: the bushes alongside the trail are a nuisance when one is trying to walk through them, but they can easily be pushed aside if it's a matter of life and death!

Only a thief who successfully rolls to climb sheer surfaces may climb or traverse a cliff. The thief must make a successful roll once for each cliff. If the thief trails a rope, he or she may use the rope to belay other characters, who may then move up or along the cliff safely. Calculate movement up or along cliff terrain at the cross-country movement rate.

If a thief should be so unfortunate as to fall, the fall begins at the middle of the climb or traverse. The thief may try to stop his fall by grabbing onto a bush or rock outcrop. He may try to do so after each 10 feet of fall by rolling a 1d20. If he rolls his dexterity score or less, he has made a successful grab and stops falling. The thief takes 1-6 (1d6) points of damage for each 10 feet fallen.

A party may use a rope to descend a cliff, but the rope must be tied to a solid object at the top; if an entire party descends in this fashion, the rope must be left behind. The first character to descend a cliff by rope must be a thief or a nonarmored character, and he or she may do so in one turn. Once this first character has descended, and presumably found easy passage, all other characters may follow, at a rate of 50 feet per round.

One turn is required for a party to cross a stream, but the streams are so shallow there

is no danger of drowning or being swept away. The ponds must be circled, since their bottoms are too soft for wading.

The swamp areas to the south and west of The Hill extend for miles beyond the map. Calculate movement through the swamps at the cross-country rate, though the party probably avoids these stagnant bogs (unless they happen to be running for their lives, and no other escape is available!).

Monsters on the surface of The Hill

Check for wandering monsters on The Hill every three turns when the party is moving, and every six turns if they are stationary (camping). If you roll a one on a 1d6, one of the following types of monsters is encountered (see table below): roll a 1d6 again to determine the exact creature(s). Note that you use one list for nighttime encounters and another for daytime encounters.

Since so many monsters swarm through the forest on The Hill, the party may encounter one type of wandering monster several times. For example, if the party encountered and killed eight skeletons one night, nothing would prevent another band of skeletons from attacking the player characters the next night, or even later on that same

evening, if you should roll such a circumstance.

Key to areas on the surface of The Hill

The river crossing takes six turns. As the party's boat nears the west bank of the river, they see two clearings on the shore at the base of The Hill. The underbrush in the forest is dense enough to make disembarking and moving difficult, but the characters can elect to land at any point. The waterfall in clearing #1 is visible from halfway across the river.

1. CLEARING AND WATERFALL

This pleasant expanse of grass and flowers surrounds a 15-foot high waterfall. The water in the stream looks cool and refreshing; the entire scene is lovely.

2. NARROW CLEARING

This clearing stretches for a long distance along the riverbank. The ground is low, flat, and muddy. Most of the grass has been choked off by hardier marsh plants, and the buzz of mosquitoes is constant. There are no flowers in this area.

TABLE 2
WANDERING MONSTERS ON THE SURFACE OF THE HILL

DAYTIME		NIGHTTIME	
Die Roll	Creature Encountered	Die Roll	Creature Encountered
1	Hobgoblins (1-6): AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1; D1-8; Save F1; ML 8; AL C	1	Goblins (1-8): AC 6; HD 1-1; hp 3 each; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C; one goblin mounted on: Dire Wolf (1): AC 6; HD 4+1; hp 19; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 7; AL N
2	Ogre (1): AC 5; HD 4+1; hp 18; MV 90' (30'); #AT 1; D 1-10; Save F4; ML 10; AL C	2	Ghouls (1-2): AC 6; HD 2*; hp 8 each; MV 90' (30'); #AT 3; D 1-3/1-3/1-3 + paralyze; Save F2; ML 9; AL C
3	Sturges (1-6): AC 7; HD 1; hp 4 each; MV 30' (10'), 180' (60') flying; #AT 1; D 1-3; Save F2; ML 9; AL N; +2 on first "to hit" roll; blood drain	3	Giant Bats (1-4): AC 6; HD 2; hp 8 each; MV 30' (10'), 180' (60') flying; #AT 1; D 1-4; Save F2; ML 8; AL N
4	Horned Chameleon (1); AC 2; HD 5; hp 21; MV 120' (40'); #AT 2; D 2-8/1-6; Save F3; ML 7; AL N	4	Skeletons (1-8): AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1; D 1-6; Save F1; ML 12; AL C
5	Killer Bees (1-3): AC 7; HD 1/2; hp 2 each; MV 150' (50'); #AT 1; D 1-3 + poison + continual damage; Save F1; ML 9; AL N; bee dies after stinging.	5	Giant Rats (2-12): AC 7; HD 1/2; hp 2 each; MV 120' (40'); #AT 1; D 1-3; Save F1; ML 8; AL N
6	Neanderthals (1-4): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 2-8; Save F2; ML 7; AL L	6	Thoul (1): AC 6; HD 3**; hp 14; MV 120' (40'); #AT 2; D 1-3/1-3 + paralyze; Save F3; ML 10; AL C

ADVENTURE ON THE SURFACE OF THE HILL

3. SHADED CLEARING

Many wildflowers grow among the lush grasses in this shady glen. The clearing is quiet and peaceful.

4. KILLER BEEHIVE

This large clearing is pleasant and flowery, and tall grasses wave in the faintest breeze.

If the PCs stop and listen at the east end of this clearing, there is a 75% chance one of them notices a low-pitched buzzing. If the characters remain at the east end of the clearing, there is a 20% chance per round that a killer bee sights them. If they move more than 100 yards into the meadow, the killer bees certainly catch sight of them. The bees automatically attack any creatures they find in the clearing. Note that if the party does not specifically state they are listening at the east end of the clearing, they do not hear the bees until the bees have sighted them.

If the party enters the clearing from the west end, the party and the bees see each other immediately.

Killer Bees (8): AC 7; HD 1/2 or 1; hp 2, 3, 1, 4, 2, 3, 6, 8; MV 150'(50'); #AT 1 sting; D 1-3 + poison + continual damage; Save F 1; ML 9; AL N; each bee dies after it stings

Queen Bee (1): AC 7; HD 2*; hp 9; MV 150'(50'); #AT 1; D 1-3 + poison; Save F 1; ML 9; AL N; can sting repeatedly

If the bees attack, they do not reach the party as a huge swarm. Rather, on the first round of combat, one bee attacks; on the second round, three bees; and on the third round the entire hive, except the queen, arrives. If the party flees, the bees do not pursue beyond the edge of their clearing. Note that the queen bee stays behind to defend the hive.

The hive of the killer bees is located in a hollow beneath a dead tree trunk (marked by an X on the map). As explained in the Basic rules book, the honey acts as a half-strength potion of *healing*.

5. DRIVER ANTHILL

The air in this clearing is moist and smells of the swamp, which is visible to the south and extends to the far horizon. The grass in the clearing is thick but shorter and less lush than that by the riverbank.

The driver anthill is a huge pile of dirt located in a niche in the edge of the clearing's southern side. The anthill is 50 feet in diameter and rises 10 feet into the air. When first discovered, two driver ants are crawling

about the surface of the anthill. If the characters advance into the clearing, the two ants advance toward them. Fifteen other ants in the lair remain to defend the lair.

Driver Ants (2): AC 3; HD 4*; hp 25 each; MV 180'(60'); #AT 1; D 2-12; Save F 2; ML 7 or 12 in combat; AL N

Driver Ants in Lair (15): AC 3; HD 4*; hp 24, 22, 20, 18(x4), 16(x5), 14, 12, 11; MV 180'(60'); #AT 1; D 2-12; Save F 2; ML 7 or 12 in combat; AL N

The driver anthill covers a network of tunnels three feet in diameter reaching a depth of 100 feet. Nothing of value is in the driver anthill.

6. GLADE OF THE MAGICAL BERRIES

This pleasant meadow borders a crystal-clear pond of cool, fresh water. Many colored pebbles can be seen on the bottom, and hundreds of harmless gold and silver fish swim through the waters. At the border between the glade and the forest, three unusual bushes grow. They resemble raspberry bushes, but the berries on the plants are much larger than ordinary raspberries.

Many years ago, an old cleric spilled a potion of *healing* at the base of these bushes. A strange and magical absorption took place, and now the berries themselves have healing properties. Twelve berries are on each bush, and each berry acts as a half-strength potion of *healing*, curing 1-4 (1d4) points of damage for each berry eaten. The berries spoil fairly quickly, though, and are only effective if eaten within one day of being plucked from the bush. A *detect magic* spell indicates the bushes and berries are indeed magical.

7. ANCIENT STATUE

At the top of this steep, rocky hillside is a hideous idol, carved from granite by some forgotten race. The statue is a fat, squatting, vaguely humanoid figure, whose face is twisted into a hideous leer.

At one time, two niches within the statue's eyes held a pair of fabulous jewels, but these were looted long ago. There is nothing of value connected with the statue in any way.

8. CAVERN OF THE BATS (see map, p. 18).

The cave-mouth is easily visible to any character entering the clearing from either of the two trails near it. Because of boulders, however, the cave cannot be seen from any other place on the hillside. Thick bushes choke the entrance to a height of about two feet, sug-

gesting that the cave has not been used recently by any earth-bound creature.

8A. EMPTY CAVE

Past the entrance, the cave expands rapidly. Many boulders litter the floor; walking around them is difficult. Calculate movement through this cave at half the normal rate for exploring dungeons. Stalactites and stalagmites are common.

8B. CAVE OF STAGNANT WATER

This small side passage contains a pool of stagnant brown water. Any character drinking from it must save vs. poison or be immobilized by stomach cramps for 6-24 (1d4x6) hours.

8C. EMPTY CAVE

This corridor winds into nothing, ending in a mass of crumbled boulders.

8D. BAT HIDEOUT

This room is the largest in the cave. From one hour before sunrise until one hour after dark, this chamber houses the flock of giant bats that lives on The Hill. They attack any creature who enters, and pursue the intruders throughout the cave. They do not fly out of the cave during the day, however.

Giant Bats (6): AC 6; HD 2; hp 14, 12, 10, 9, 7, 5; MV (180')(60') flying, 30'(10') ground; #AT 1; D 1-4; Save F 1; ML 8; AL N

8E. EMPTY CAVE

This sidechamber is choked with rocks and stalactites. It contains nothing of value.

9. NARROW RIDGE

This escarpment is rocky on the sides and only about 20 feet wide on top. Because the sides rise quickly for 80 feet, you can look over the trees below.

Most of the vista from the ridge is treetops, but some terrain features are visible, including clearings #4 and #11; the pond, waterfall, and stream immediately below the ridge; the lower ridge beyond the pond; and—through a notch between two other ridges—a portion of clearing #17.

10. FIRST CAVERN OF THE STEAM WEEVILS (See map, p. 18).

The air in this cave feels moist and warm. The walls and floor are smooth, free of rubble, and visibly damp.

This cave's smooth interior is due to occasional high-pressure bursts of steam from the geothermal pressure cooker below The

ADVENTURE ON THE SURFACE OF THE HILL

Hill, blasting from the vent in the back of the cave and rushing through the chamber to the atmosphere outside. The entire cave is wet, and five large pools of water have collected inside. The water is drinkable, though somewhat warm.

There is a 25% chance a swarm of steam weevils are discovered in the cave. If they are, these creatures immediately move to surround a randomly selected character among those entering the cave.

Steam Weevils (1 swarm): AC 7; HD 4; hp 15; MV 60'(20'); #AT 1; D 1-4 points of burn damage; Save NM; ML 11; AL N

For a complete description of steam weevils, see New Monsters, page 31.

For every turn the party is inside the cave, there is a 5% chance that steam is forced through the cave. If steam is forced through, characters inside hear a gurgling and hissing noise gradually building in volume for the round immediately preceding the eruption. Anyone who remains inside as the steam erupts takes 1-6 (1d6) points of damage from the scalding heat for each round they spend engulfed in the steam. The blast lasts for 2-20 (2d10) rounds.

11. PLEASANT GLADE

This small clearing is tucked into a narrow valley on the edge of a small pond. At the north end of the clearing, a stream falls away in a 30-foot waterfall. Several different varieties of flowers grow in this idyllic spot, and the waters of the pond and stream are clear.

12. HOBGOBLIN CAMP CLEARING

This clearing rests on the edge of a large pond. The shoreline of the pond has been churned into a muddy mess. An odor of carrion hangs in the air. The grass in the clearing has been trampled flat, and several shoddy tents and huts are visible at the far end.

The hobgoblin camp has been established as a guard post on The Hill, and from the encampment, the garrison sends out regular patrols along the trails. The camp itself is a dirty collection of five animal-hide tents and three brushy, dome-shaped shelters made of twigs and leaves. The poor tanning of the tents accounts for the odor of rotting meat.

Three hobgoblins stand guard at the entrance to the camp, by the trail leading into the camp, and 10 more of these ugly humanoids are back at the tents and huts. They attack intruders on sight. If the PCs flee, the hobgoblins pursue ruthlessly over The Hill.

Hobgoblins (12): AC 6; HD 1+1; hp 9, 8, 7, 6, 6, 5, 5, 5, 4, 4, 3, 3; MV 90'(30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

The nine hit point hobgoblin has a *sword +1*. The other hobgoblins are armed with swords. In addition, one of the guards and three of the hobgoblins in the camp carry spears, which they cast as soon as they are within 40 feet of the party for 1-6 (1d6) points of damage.

If the hobgoblins fail a morale check, they may attempt to reach the trail leading out of the camp. If the party is positioned to cut them from the trails, the humanoids try to flee along the shore of the pond so they can reach the trail on the north edge of the pond. They flee down the trail and through clearing #17 to the ruined monastery (area A). Here they enter the dungeon to warn their king that enemies are roaming The Hill.

If the characters investigate the tents and huts in the encampment, they find them filthy, odorous, and dimly-lit inside. If the characters make a thorough search, they find in each tent: a sack containing 3-18 (3d6) gp, old pieces of leather garments, broken swords, 1-4 (1d4) wineskins filled with cheap wine, and a large bowl of unidentifiable swill.

The huts are no cleaner than the tents, though they are the quarters for the higher ranking hobgoblins. In each hut is a sack containing 4-24 (4d6) gp, 1-4 (1d4) wineskins holding a higher grade of wine than the wine in the tents, crude chairs, and a grimy table displaying a haunch of dried meat.

13. CLEARING OF THE MYSTERIOUS COTTAGE

In the center of this clearing is a white-washed cottage lined with bright green shutters. Gravel walkways connect the cottage to each of three trails into the forest, and pleasant gardens of bright flowers surround the home. White curtains, delicately embroidered, hang over each of the four windows.

This cottage is the home of Rosabella, a 5th level cleric, and Rosalinda, a 6th level magic-user. They are sisters, and each is a plump, gray-haired old lady of vitality and pleasant manner. Neither gives a clue about their classes or abilities when talking to strangers, whom they greet cheerfully. Both ladies are neutrally aligned.

Rosabella: AC 6; C 5; hp 20; #AT 1; D none; MV 120'(40'); Save C 5; ML 11; AL N; S 12; I 13; W 17; D 12; C 13; CH 14;

Spells: First Level: *protection from evil*, *detect magic*; Second Level: *hold person*, *silence 15' radius*.

Rosalinda: AC 9; M 6; hp 17; #AT 1; D magical; MV 120'(40'); Save M 6; ML 11; AL N; S 9; I 15; W 12; D 10; C 8; CH 13;

Spells: First Level: *sleep*, *shield*; Second Level: *phantasmal force*, *mirror image*; Third Level: *fireball*, *fly*.

Neither sister carries any weapons, but Rosabella wears a *ring of protection+3* and has a *staff of healing*, and Rosalinda has a *wand of paralyzation*.

As soon as characters enter the clearing, the two sisters bustle out of the cottage to greet them. Rosalinda has a rolling pin thrust through her apron strings; Rosabella is empty-handed. The shaft of the rolling pin is actually her *wand of paralyzation*. The sisters smile happily and invite the party inside for some tea and cake.

If the characters accept the invitation, the sisters precede them through the front door. The cottage is actually a permanent *illusion* that disguises a much larger building. The cottage appears to be 20 feet square on the outside, but the room that the characters enter is actually 40 feet square. Two hallways lead off of this room, and the ladies take the party down one of these, past a sweeping stairway to a second floor, and into a large parlor.

The sisters' "cottage" is in reality a mansion two stories high. Many fine paintings, gold and silver ornaments, and bejewelled knick-knacks are visible throughout their home. However, a virtual web of magical protection has been laid across and around the house, making the sisters impossible to steal from. If the sisters are killed, the house and all its contents immediately turn to dust. Note that the house's contents do not include the bodies of the PCs, but does include all of their possessions!

If the party (foolishly) attacks the sisters, the ladies try to overpower the characters without killing them. They use the *wand of paralysis*, and *sleep*, *phantasmal force*, and *hold person* spells to knock the characters out. If the sisters succeed, the characters wake up in clearing #6, with all of their possessions except any coins and magic-items they had been carrying.

If the party somehow overpowers the sisters without killing them, allow the characters to collect all manner of valuable gold and jewelled items. However, as soon as the characters try to carry any of this booty out of the house, it disintegrates into worthless dust.

On the other hand, if the characters are reasonably polite, the ladies treat the characters to delicious herbal tea and spice cake. The sisters chatter pleasantly about their

garden, the woods around The Hill, and the weather. They do not mention or discuss monsters or other inhabitants of The Hill.

If the party asks them for specific information or other help, the ladies smile benignly and reply: "Nobody gets something for nothing. What have you to offer us?" The sisters are avaricious indeed, happy to give the party information, healing, and perhaps even some small magic items—if the price is right. They *never* give anything away. Since they love a good bargaining session, they always ask for more money than they think they can get.

If the party becomes annoyed or angry during the bargaining, and makes threats to the sisters, the ladies primly request the party to leave. If they do not, the full fury of the sister's spells is likely to be loosed.

For the following information, the ladies ask for 100 gp but settle for 40 gp: knowledge of all of the types of wandering monsters on The Hill, the hobgoblin camp (clearing #12), the ogre's cave (area #14), a cave of steam weevils (area #15), the Neanderthal's cave (area #16), and the graveyard and its denizens (area #18).

For another negotiated fee (they ask for 150 gp, settle for 75), they tell of the ruined monastery and the dungeon below it, including the fact that many hobgoblins and goblins use it as a base of operations. The sisters do not know that a red dragon lives in those caverns, however.

Out of information but not satisfied to end the bargaining, the sisters offer to make another deal: "I'll use my *staff of healing* and my *cure light wounds* spell to bring everyone in your party up to full strength," says Rosabella. "In return for this act of healing, you must bring us the head of the male ogre that lives on The Hill, when I'll heal all your wounds again." (The ogre lives in area #14.)

Suppose the party agrees to this deal and performs the required deed. When they present the ogre's head to the sisters, the sisters are duly respectful. To show their admiration, they offer the PCs one final, generous deal: the sisters will give the party two magical scrolls and two bottles of magical potions. In return, at the end of the adventure, the sisters will meet the party at Guido's Fort and claim as payment any single item the party has acquired in the course of the adventure.

If the party accepts the deal, the sisters send them on their way with: a potion of *invisibility*; a potion of *healing*; a clerical scroll with the spells *cure light wounds*, *detect magic*, and *protection from evil*; and a magic-user scroll with *web*, *detect magic*,



and *magic missile* spells. (See page 30 to learn what the sisters claim as payment for the potions and scrolls.)

The sisters are very earnest when making deals. If the characters do not carry out their part of either deal, the sisters search them out wherever they might try to go, insistent on collecting their due. If the PCs resist, a *fireball* spell might help them change their minds...

14. CAVERN OF THE OGRES (See map, p. 18).

The mouth to the ogres' cave lies at the bottom of a rocky cliff. The cave mouth is invisible from above because of an overhang.

This precipice is 120 feet tall and contains no vegetation. Most of the rock is solid, but occasional crumbly patches give the cliff a broken appearance.

Within this small network of caves lives a bullyish ogre, his family (wife and two young), and six goblin slaves. This ogre is the one the sisters of the mysterious cottage are so anxious to have destroyed. Within the

cave, a 15-foot entry way narrows to a width of 10 feet before it ends in a solid wooden door outside of room #14A.

14A. PLAYROOM

The solid wooden door to this room is barred from the inside where two adolescent ogres are happily beating on each other with clubs. They would just as happily beat on intruders.

Ogres (2): AC 5; HD 4+1; hp 10, 12; MV 90'(30'); #AT 1; D 1-8; Save F4; ML 8; AL C

The adult ogres of the lair are accustomed to the tremendous bellows the young ones make when they are playing. There is only a 10% chance per round that sounds of combat are recognized as other than play. If the adult ogres do suspect combat, both of them arrive two rounds later to see what is wrong. The room contains only some large wooden chairs and a table.

14B. SLEEPING ROOM

This chamber is used by the two young ogres as a sleeping room. Two dirty pallets of

straw are on the floor, and an assortment of broken clubs, chipped stones, and other refuse is scattered about.

14C. WELL ROOM

This room is the cavern's well room. A large, seemingly bottomless pool of water fills the cavern's east end. The water is cool and refreshing to drink.

14D. GOBLIN SLAVE QUARTERS

The ogre's six goblin slaves dwell in this room. Six dirty pallets of straw are placed around the floor, and a dirty firepit is in the center. Well-gnawed bones and broken sticks lie about, which the goblins use as clubs if they are attacked.

Goblins (6): AC 6; HD 1-1; hp 5, 4, 4, 3, 2, 2; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 7; AL C

The goblins shout and call for help if the party discovers them, and without doubt the adult ogres come running, arriving in three rounds.

14E. BEDROOM

This room is the private chamber for the bullyish ogre and his wife. A giant stone bed is at the far end; two chairs and a table, on which rests a jug of wine, complete the room's contents.

Ogres (2): AC 5; HD 4+1; hp 26, 18; MV 90'(30'); #AT 1; D 1-10; Save F 4; ML 10; AL C

On his belt, the adult male ogre carries a large key, which opens storage rooms #14F and #14G.

14F. STORAGE ROOM

The key on the ogre's belt opens this storage room. Inside are two large chests containing dried fruit and grain along the side wall, and a padlocked chest, whose key is buried in one of the fruit and grain chests. The padlocked chest contains 750 gp, 1,000 sp, and four gems worth 300 gp, 200 gp, and 50 gp.

14G. STORAGE ROOM

This storage room is also opened by the key on the ogre's belt. The room contains barrels of wine—the same cheap wine that fills the jug in room #14E.

15. SECOND CAVERN OF STEAM WEEVILS

(See map, p. 18).

This cave sits at the bottom of a 100-foot high cliff, which runs along most of the western slope of a high hill. The cave mouth

is visible halfway down the cliff, as is another cave (area #16).

This cave is another natural vent for the steam that occasionally bursts from deep underneath The Hill. As with the cave at area #16, there is a 5% chance per turn that pressure forces a blast of steam through the cave while the characters are inside. Characters have one round of warning noise before the steam erupts. Characters receive 1-6 (1d6) points of damage for each round they are exposed to the steam; the blast lasts 2-20 (2d10) rounds.

On a roll of one or two on a 1d6, a swarm of steam weevils is found inside this cave. If they are, the swarm advances and clusters around a single, randomly selected character.

Steam Weevils (1 swarm): AC 7; HD 4; hp 15; MV 60'(20'); #AT 1 burn; D 1-4; Save NM; ML 11; AL N

For a complete description of steam weevils, see New Monsters, page 31.

Several large pools of water have collected inside of this cave. The water is pure, though warm.

16. CAVERN OF THE NEANDERTHALS
(See map, p. 18).

This cave is also visible halfway down the cliff.

The cave is the lair of a small tribe of Neanderthals dwelling on The Hill. Twelve of the cavemen have lived here for several years. They would like to claim all the caves along this cliff for their race, but the ogres (area #14) have been very uncooperative.

The Neanderthals cannot speak the common tongue, but they try to communicate with the characters in sign language. They are curious creatures and react to friendly gestures with goodwill.

16A. STORAGE ROOM

This room is where the Neanderthals have stored several dozen stone axes and spears, and several bins of berries and roots.

16B. COUNCIL CHAMBER

This room is the cavemen's informal council chamber; it is here the tribe awaits intruders. They are armed and suspicious, but do not fight unless attacked.

Neanderthals (12): AC 8; HD 2; hp 16, 14, 13, 13, 12, 12, 12, 10, 10, 9, 9, 8; MV 120'(40'); #AT 1; D 2-8; Save F 2; ML 7; AL L

16C, 16D, and 16E. SLEEPING CHAMBERS

These empty rooms are the sleeping chambers of the cavemen. None of them contains anything of value.

17. LARGE CLEARING

This clearing is one of the largest and most desolate on The Hill. Clumps of grass growing here are brown and scraggly. Most of the ground is simply bare, cracked dirt, and the forest surrounding it seems especially dark and foreboding.

18. GRAVEYARD

Part of this ancient burial site lies on the north end of clearing #17; the rest extends into the woods.

Bunches of thornbushes have started to grow along the north end of the clearing. You see many smooth, roughly square white stones lying among the thorns.

In centuries past, the bodies of the chaotic monks and clerics of the monastery were laid to rest here, and the blight of that evil has infected the very ground.

If the thorns are cleared from the headstones, the monuments prove too weathered to read, though signs of engraving can be detected. Of greater significance is the fact that one out of every three graves has been dug up in the last few years. Characters notice this oddity if they enter the thorny area for a close examination. The graves are 10 feet apart. For each grave the group reaches, roll a 1d6. A result of one or two indicates the grave has been excavated, and there is no sign of the body that formerly occupied it.

In the part of the graveyard lying in the woods, underbrush and roots have screened or destroyed most of the headstones. However, lurking among the bushes and trees are four ghouls. These hideous, undead monsters stalk through the bushes to get as close to the party as possible before attacking. Roll 3d6 and multiply by 10 to determine how far away the ghouls are when first sighted by the characters.

Ghouls (4): AC 6; HD 2*; hp 10, 9, 7, 6; #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralysis; Save F 2; ML 9; AL C

19. DRAGON'S ESCAPE TUNNEL

This large, vegetation-choked cave is used by a red dragon as an entrance/exit point from his dungeon lair deep under The Hill. He avoids the vegetation by flying out of the cave. The cave mouth is 30 feet wide and 20 feet high. The characters have no chance to discover this cave.

ADVENTURE IN THE RUINED MONASTERY (see map, inside cover)

The characters notice nothing unusual about this place until they cross the broken down wall at the western perimeter of the old courtyard. It then becomes obvious that, though heavily overgrown, the large rectangle was human-built.

The outer wall is almost entirely destroyed; what wall still stands is obscured by vines. Several squarish buildings and a large pool of stagnant water are visible.

The grounds inside the monastery walls are overgrown with bushes and trees, though not as extensively as is the forest outside. Trees are marked on the map of the monastery; it may be assumed the rest of the ground is passable, except for the tangled garden (area #24), where human-sized characters find it impossible to walk.

The buildings and columns of the monastery are made of granite, but characters cannot discern the stone unless they remove the covering vines, moss, and fungus. The insides of the intact buildings do not have this plant covering, however.

Doors to buildings and rooms are not locked as a rule, though they are usually stuck. A door is locked only when specially stated as such in the key to that area.

Certain creatures inhabit these ruins, and the party may encounter one or more of these denizens. Roll a 1d6 every two turns: a result of one means that one of the following types of creatures is encountered (see Table 3); roll a 1d6 again to determine which monster.



**TABLE 3
WANDERING MONSTERS IN
THE RUINED MONASTERY**

Die Roll	Creature Encountered
1	Rock Baboons (1-4); AC 6; HD 2; hp 10, 9, 7, 7; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F 2; ML 8; AL N
2	Ogre (1); AC 5; HD 4+1; hp 18; MV 90' (30'); #AT 1; D 1-10; Save F 4; ML 10; AL C
3	Hobgoblins (1-6); AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1; D 1-6; Save F 1; ML 8; AL C; each carries spear and shortsword
4	Dire Wolf (1); AC 6; HD 4+1; hp 20; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N
5	Zombies (1-6); AC 8; HD 2; hp 12, 10, 9, 8, 7, 7; MV 120' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL C
6	Giant Centipedes (1-8); AC 9; HD 1/2; hp 4,4,3,3,2,2,1, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N

Key to areas in the ruined monastery

20. GARRISON QUARTERS

In ages past, this building quartered a small garrison of fighters who protected the monks of the monastery. The building has withstood the ravages of time fairly well, though its insides have been looted repeatedly. In the large room, which was the dining room for the guards, the long tables and benches have been overturned, and shattered pottery lies over much of the floor. The small room off the dining room was a kitchen; a few cracked pots and an oven are all that remain.

Each of the four small rooms off of the hallway on the eastern wing of the garrison quarters has a pair of well-rotted wooden beds, and other pieces of rot that might have been tables and chairs in some forgotten age.

21. HUGE POOL

This large, dark green expanse of water is rimmed by moldy, well-worn stone, which reveals still the pool's artificial origin.

The water is uncomfortably warm to the touch. The pool is fed by the same geothermal forces that yield the blasts of steam in and around The Hill. The water's depth varies from about two feet around the rim to six feet in the middle.

Along the east end of the pool is a crumbled mass of stone that was at one time

a luxurious bathhouse. No ceiling stands over these four rooms, and the walls have crumbled to only three or four feet of height. Large cracks can be seen, and many of the stone slabs that had been used as the ceiling are supported by debris. Lurking in these cracks and crevices are eight Giant Centipedes, who rush forward to attack any creatures passing the east rim of the pool.

Giant Centipedes (8): AC 9; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N

22. STEAM VENT

This wide crevasse is apparently bottomless. Greenish mold and fungi grow thickly along the lip of the opening.

As is true of the other vents of The Hill, there is a 5% chance per turn that the vent erupts in a column of steam. As usual, one round before it erupts, any character standing on the rim of the vent can hear a gurgling sound. The sound gets louder throughout the round and culminates in a column of boiling steam shooting into the sky. Any character standing on the rim when the geyser erupts takes 1-6 (1d6) points of damage for each round he is engulfed in steam. The blast lasts 2-12 (2d6) rounds.

23. OLD TOMB

The double doors of this building are elaborately carved with a leering face and grotesque torso. The creature's mouth is gaping open to display row upon row of hideously pointed fangs. Two long, claw-tipped arms are carved in relief: they seem almost to be reaching out to gather in anyone standing before the doors.

This carving depicts the same pagan deity the PCs might have discovered on the old statue on The Hill (area #7). The doors it guards are locked. Once inside, the group sees a large room lined with many doors. Occupying a position opposite the door is a statue of the same creature pictured on the doors. This statue is carved in much more detail than the one on The Hill, and two gems still glitter from its eyesockets. The statue is about 12 feet tall, but its protruding belly prevents any character wearing metal armor from climbing up the statue and removing the gems, each worth 100 gp.

As soon as any character touches the statue or opens one of the doors on the perimeter of the room, 12 guardians of the tomb burst from the doors and attack. The guardians are 12 skeletons, and one comes from each door.

Skeletons (12): AC 7; HD 1; hp 8, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save F 1; ML 12; AL C

Each of the skeletons is armed with a short-sword and carries a shield.

The doors from which the skeletons emerge lead to 12 individual tombs, each a broad slab of stone set in the middle of an otherwise barren room. Behind the slab in room 23C is a dagger +2, visible only if a character enters the room and circles the slab.

24. TANGLED GARDEN

This garden is a tangled and thorny mass of brambles—virtually impenetrable by humans. Many types of plants have overrun each other here.

This garden once grew the many potent ingredients the monks used for brewing foul potions, or for ingesting as part of ghastly rituals. Since the monastery has been abandoned, the garden has grown wild.

The three spots marked with Xs on the map are entrances to tunnels that goblins have carved into the tangle. The tunnel entrances have been carefully masked with bushes, but they may be detected by rolling for a secret door. Behind each pile of brush lurk three goblins, waiting to ambush the party as they approach the temple door to room #31. The ambush is sprung only if the party is obviously moving toward the door, or if they begin to inspect the garden too closely.

Goblins (9): AC 6; HD 1-1; hp 7, 6, 6, 5, 4, 4, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C

The goblins are armed with short-swords and shields. The seven hit point goblin carries a shield +1 (AC 5).

25. INITIATES' BARRACKS

This long room contains the rotted remains of many wooden bunks. The room once housed 60 of the monks striving to become worthy of the monastic order.

26. DINING HALL

This room holds rows of long tables and benches, covered by a sickening greenish-yellow mold.

The mold is harmless.

27. SECOND INITIATES' BARRACKS

This room is in the same condition as room #25. The only difference is that it contains the remains of only 20 bunks.

ADVENTURE IN THE RUINED MONASTERY

28. MONASTERY KITCHEN

A shattered oven and much broken pottery lies about the room. In the southeast corner of the room is a large pile of what appears to be garbage. Atop this pile are two giant rats, squeaking loudly upon hearing the door to the room open.

In two rounds, eight more rats charge into the room through a small hole in the kitchen wall that leads to the forest outside the monastery.

Giant Rats (10): AC 7; HD 1/2; hp 4, 4, 3, 3, 3, 2, 2, 2, 1, 1; MV 120' (40'); 1 bite; D 1-3 + disease; Save F 1; ML 8; AL N

The rats have been using the kitchen as a lair, storing their pile of apparent garbage here. Most of the pile consists of tattered pieces of leather, old bones, and many shiny pebbles, but characters willing to dig through the filth can find a few valuable items: three gems (60 gp, 40 gp, and 30 gp), 7 gp, 12 sp, 2 pp, and an *arrow* +2.

29. MONASTIC LIBRARY

The walls of this chamber are lined with debris-laden shelves. In the center of the floor is a large pile of garbage.

The library was a storehouse of books and papers—information gathered by the monks over many centuries. Now the paper and leather has crumbled; even the tables and chairs have rotted and decayed. The garbage pile was once more than 100 books of ancient lore. Apparently, the rats have been using it as a bed. No rats are currently in the room, and nothing of value is hidden in the pile.

On a shelf at the end of the room (opposite side from the door), however, hidden beneath tattered works of literature, is an ivory tube, worth 50 gp. The tube can only be discovered through close examination of the shelves. A screwed-in cap may be removed easily from the tube to reveal a well-preserved piece of parchment. Upon removal, any cleric recognizes the parchment as a clerical scroll. It contains the following spells:

First Level: *cure light wounds* (x2);
detect magic
Second Level: *bless*

30. GARDEN OF THE FOUNTAIN

No roof blocks the sun's rays from this part of the monastery, where the atmosphere is peaceful and quiet. Around the perimeter of this restful spot, placed in an orderly fashion, are nine large birch trees. The ground is covered by a thick cushion of grass and flowers. In the center is a pool

at whose south end a fountain splashes into a shallow bowl. From a spout in the bowl, the water flows back to the long pool. The water is cool and crystal-clear. The stones lining the sides and bottom of the pool are glistening white, and reflections of the birch leaves dance in the shimmering surface.

This garden was a place of great sacredness to the monastery's original inhabitants. As part of his rite of initiation, each monk would be allowed to take a drink from the fountain. He would then be judged according to the effects the water had upon him. The magical properties of the fountain still exist, and characters wishing to drink from it may benefit or suffer from its effects. A *detect magic* spell can identify a strong aura of enchantment from the water in the shallow bowl. The water in the pool, however, is quite mundane; even though it flows from the fountain, somehow its enchantment vanishes before the water drops into the pool.

If a character takes a drink from the fountain, calculate the effects by rolling 1d8 and comparing the result to Table 4 (see below). Each character may gain only one effect from the water; any further drinks are simply thirst-quenching.

All effects take place immediately; they are permanent (except #3). Note that if a character's constitution or dexterity is changed, adjustments may need to be made to hit points or armor class.

If the characters wish to rest in the garden, or even spend the night here, they encounter no wandering monsters.

TABLE 4
THE MAGIC FOUNTAIN

Die Roll	Effect of Drink
1	Character subtracts one from all ability scores.
2	Character loses one hit point. Subtract this hit point from the character's total; the loss is not a wound!
3	Character is paralyzed for 2-20 (2d10) hours.
4	Character gains two hit points
5	Character adds one to prime requisite score.
6	Character adds two to dexterity score.
7	Character adds two each to strength and scores.
8	Character adds one to each ability score.

31. ANCIENT SANCTUARY

The door to this huge chamber bears the same leering visage that was found on the door of the tomb and on the statue on The Hill.

In this room, five giant statues of a long-forgotten pagan god support the 20-foot high ceiling with their heads. The floor is smooth stone and very clean.

The two secret doors leading out of this chamber may be discovered with the normal rolls. Each of them can be opened by a simple push.

32. EMPTY ROOM

The door to this chamber is stuck and must be smashed open. Smashing the door open yields a 20% chance that ogres in room #33 hear the disturbance and come to investigate.

Wooden and leather debris litters this chamber; a thick layer of dust covers the floor and all the room's contents.

33. OGRE GUARDROOM

This room is inhabited by a pair of the ugliest and meanest ogres to ever walk The Hill. They spend most of their time drinking and gambling, so there is a 50% chance that characters who stop to listen can hear their raucous bellows and heated arguments. The door to their room is locked, and the key hangs on the belt of the largest ogre.

Ogres (2): AC 5; HD 4+1; hp 21, 19; MV 90'(30'); #AT 1 club; D 1-10; Save F 4; ML 10; AL C

When discovered, the ogres are seated at a large table in the middle of the room. (It may be, of course, that they heard the party enter room #32 and went to investigate.) Because they are concentrating on rolling knucklebones (crude, bone dice) on the table before them, add one to their chance of being surprised (i.e., they are surprised if you roll one, two, or three on 1d6).

The ogres fight savagely, but if they fail a morale check, the surviving ogres surrender.

Three sturdy wooden beds are placed along the north wall of the room; a jumble of old bones—some of which look disturbingly human—are piled against the south wall, and a solid bar holds a door on the west wall firmly shut. The large table, three chairs, and an old trunk are the only other objects in the room.

Scattered about the top of the table, among the knucklebones and spilled wineglasses, are 35 gp, 81 ep, and 124 sp. The trunk is locked; the key is on a ring on the



largest ogre's belt. The keys to rooms #33 and #34 are also on this ring. Inside the trunk are five huge jugs of wine, a sack holding 400 gp and 1,000 sp, and a dirty leather sack that is actually a *bag of holding*.

34. PRISON OF THE NEANDERTHALS

The door to this room is barred on the outside and locked. If it is opened, four male Neanderthals within are crouching belligerently, as if prepared to fight with their bare hands. They are quite surprised if any creatures other than ogres open the door, and wait to see what develops before attacking.

Neanderthals (4): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 2-8; Save F 2; ML 7; AL L

These cavemen have been captured by ogres in one of the frequent skirmishes between these bands of mortal enemies. The peaceful Neanderthals have been trying to settle on The Hill for several years, but the ogres' depredations during have made this difficult.

Since these four Neanderthals were captured but a week ago, and since they doubtless would not have survived long in the

hands of ogres, they are grateful to anyone who frees them. Although they will not understand the PCs' language, they try to communicate that they consider the party to be valuable friends (assuming the party doesn't attack them, that is!). If the party successfully rescues these prisoners, all of the Neanderthals on The Hill are grateful, offering aid to the party whenever an opportunity presents itself.

35. HOBGOBLIN SUPPLY ROOM

The door to this room is locked; the hobgoblin leader in room #38 carries the key. The lock may be picked or the door smashed if the characters wish to gain access.

This room contains a collection of supplies that look sufficient for a small army. Six bins, a dozen barrels, two crates, and three racks are crammed into the large chamber.

The bins contain many bushels of dried beans, grain, and fruit. The barrels hold the same cheap wine that the ogres in room #33 were drinking. The racks hold an array of weapons, including 20 shortswords, 25 swords, 30 spears, 10 crossbows, and 200 quarrels. Each of the crates holds two dozen suits of leather armor, and 40 shields hang on the walls of the room. All of the weapons and armor are of a size that humans could use; there is nothing to suggest that it is hobgoblins who are collecting and preparing to use these supplies.

In truth, this room is a major collection point for the supplies the hobgoblins are gathering for a planned assault on Guido's Fort. Since the destruction of this trove would be a considerable setback to the attack plans, consider awarding the PCs 200 experience points if they successfully destroy the contents of the room. They can do so by burning the supplies, but in this case the hallway outside fills with smoke two turns after the fire is lit, and cannot be occupied for the next 12 turns. Smoke spreads through the entire corridor, right up to the doors to rooms #32 and #33, but it does not penetrate into any rooms whose doors are closed.

Note that the experience point bonus is appropriate only if the characters take the initiative to destroy the supplies. It's important you not give the party any suggestion to do so. Even a question such as: "What are you going to do with this stuff?" might be too suggestive.

36. ABANDONED CHAMBER

Except for a thick layer of dust on the floor, this chamber appears totally empty.

37. ANCIENT PAGAN ALTAR

This room is dominated by the familiar image of the leering pagan god, as usual carved from a block of granite. The gems that occupied its eyesockets have already been plundered. Before this statue is a shallow stone pit, about 6 feet long, 3 feet wide, and 1 foot deep.

The bloody cult of monks who once inhabited the monastery used the pit for human sacrifice.

38. HOBGOBLIN GARRISON

Three hobgoblins and two goblins are greedily feasting on a shank of meat at a dirty table. Their weapons are close at hand and they leap quickly to defend the room.

This chamber serves as a guardroom and line of defense to prevent unwelcome intruders from discovering the entrance to the dungeon below the monastery. Six hobgoblins and six goblins are on duty here, protecting the approach to their lair and hideout. Four of the hobgoblins and four of the goblins are sleeping when the party discovers this room; the sleeping monsters require two rounds to arm and prepare for battle.

Hobgoblins (6): AC 6; HD 1+1; hp 9, 8, 6, 6, 5, 4; MV 90' (30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

Goblins (6): AC 6; HD 1-1; hp 7, 6, 5, 4, 3, 2; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C

The nine point hobgoblin carries a *shield +1* (AC 5); his morale is 9 (instead of 8), and as long as he is alive to spur the others on, all of the hobgoblins and goblins also have morale 9.

The room has plain wooden bunks along each wall; in the center are a table and two benches. Each of the hobgoblins has a belt pouch containing 1d10 gp and 2d12 sp. The goblins also have belt pouches, but they hold only 2d6 sp apiece. The nine point hobgoblin carries the keys to the supply room (room #35) and the access room (room #39) on a ring on his belt.

39. DUNGEON ACCESS ROOM

This small room contains only a stone stairway leading downward into darkness. Characters who have infravision may stand at the top of the stairs and look down, but all they see is that the stairway continues for more than 60 feet. The stairs lead to the dungeon below the monastery.

ADVENTURE IN DUNGEON LEVEL I (see map, next page).

This level of the dungeon is the stronghold of the goblins and hobgoblins preparing an army. Although the troops have not been assembled yet, there are enough goblins, hobgoblins, and their large cousins the bugbears here to keep the characters on their toes!

Since these humanoids dominate this level of the dungeon, few other monsters are found. Check for wandering monsters in the normal way; if an encounter is indicated, roll a 1d6 and compare the result to the table below.

Any monster encountered automatically attacks the party, fighting until either the PCs are defeated, all the monsters are dead, or the monsters fail a morale check. In the latter case, any surviving creatures flee toward room #66 to alert the hobgoblin king.

**TABLE 5
WANDERING MONSTERS
IN DUNGEON LEVEL I**

Die Roll	Creature Encountered
1-2	Bugbears (1-3): AC 5; HD 3+1; hp 16, 14, 13; MV 90' (30'); #AT 1; D 2-8; Save F3; ML 9; AL C
3-4	Goblins (2-8): AC 6; HD 1-1; hp 7, 6, 5, 5, 4, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C
5-6	Hobgoblins (1-4): AC 6; HD 1+1; hp 8, 6, 6, 5; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 8; AL C

Key to areas in dungeon level I

40. BUGBEARS' SITTING ROOM

In this dirty, vile-smelling chamber, a smoky fire is dying in a large fireplace, and a kettle holding some greenish-black stew simmers over the coals. Three large wooden benches, two chairs, and a table fill the room. On the table is a large jug and three wine-stained goblets, two of which are tipped over next to a sticky pool of wine. The goblets are crusted with dried wine and dirt.

The wine goblets are made of silver, discernible only if a character wipes the surface clean. Each goblet is worth 30 gp.

41. EMPTY CELL

This room is empty except for a pair of wooden bunks.

At one time, this cell held a pair of dwarves that bugbears were fattening for a sinister purpose. The secret door on the side end of the room is simply a block of stone the dwarves removed to tunnel to freedom some years ago. The bugbears don't know how the dwarves got out. If the bugbears take any of the characters prisoner, the bugbears place at least two of the characters in this cell.

42. BUGBEARS' QUARTERS

The door to this chamber is locked; three bugbears reside within. They have just finished a tiring shift of bullying goblins, so all three are sound asleep.

If the characters can pick the lock, or smash the door on the first try, they automatically gain initiative. If they hit the door once without breaking it open, however, the bugbears are armed and waiting for them on the next round.

Bugbears (3): AC 5; HD 3+1; hp 15, 13, 10; MV 90' (30'); #AT 1; D 1-8 +1 or 1-8 +2; Save F 3; ML 9; AL C

One of the bugbears carries a *battle axe +1*; the other two carry swords.

The room contains six large beds, a table on which lie three empty bowls, and an old but sturdy chest. On three of the beds lie three large, apparently sleeping creatures.

The key to the chest and the key to this room are on a thong around the neck of the 15 hit point bugbear. Inside the chest is a suit of leather armor; a shortsword; a bow, quiver, and 16 arrows; a sack containing 120 sp, 30 ep, and 50 gp; and a backpack containing a coil of rope, two flasks of oil, and a set of thieves' lock-picking tools.

43. PRISON CELL

In this dingy chamber is found one hapless thief, captured by the bugbears on the outskirts of Guido's Fort three weeks earlier. He used to own most of the equipment found in the bugbears' chest (room #42).

Cullen DeFilch: AC 7; T 2; hp 7; #AT 1; D by weapon; Save T 2; ML 9; AL N; S 10; I 8; W 13; D 16; C 9; CH 10

If the characters release Cullen from his prison, he is most grateful, happy to join the party for the duration of the adventure. He does not ask for a share of the loot, claiming that his freedom is reward enough. If, however, he should be left alone with a bag of jewels for example, there is no guarantee that the bag remains as full as it was to begin with...

If the characters are not interested in the services of another thief, Cullen doesn't try to change their minds. He asks if the party has seen any sign of his equipment, and if they have he asks to have it returned. He does not become hostile, however, feeling his position to be too precarious to risk antagonizing his rescuers. He simply leaves and tries to make his way back to Guido's Fort if he is not invited to join the party.

44. SUBTERRANEAN STREAM

This natural cavern is blocked by a solid wooden door—watertight but unlocked.

A shallow stream runs through this room, falling from a spout in the ceiling, running through a trench in the cavern floor, and rushing out through an opening in the floor. The stream is about eight feet wide and one foot deep.

Lurking in the shadows where the stream disappears through the floor are three giant centipedes. As soon as they catch sight of intruders in the room, they rush forward to attack.

Giant Centipedes (3): AC 9; HD 1/2; hp 3, 2, 2; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N

Although the level of the stream is low now, stains on the walls indicate that it often fills the room to a depth of three or four feet. The spout in the ceiling is only one foot in diameter, and the stream disappears through a four-foot diameter hole in the floor. The hole in the floor drops through 60 feet of a winding, narrow shaft, before entering a large cavern totally filled with water.

If any characters are foolish enough to drop into this shaft, roll 3d6 to see how much damage they take before they enter the flooded chamber. If they are still alive, they certainly drown there.

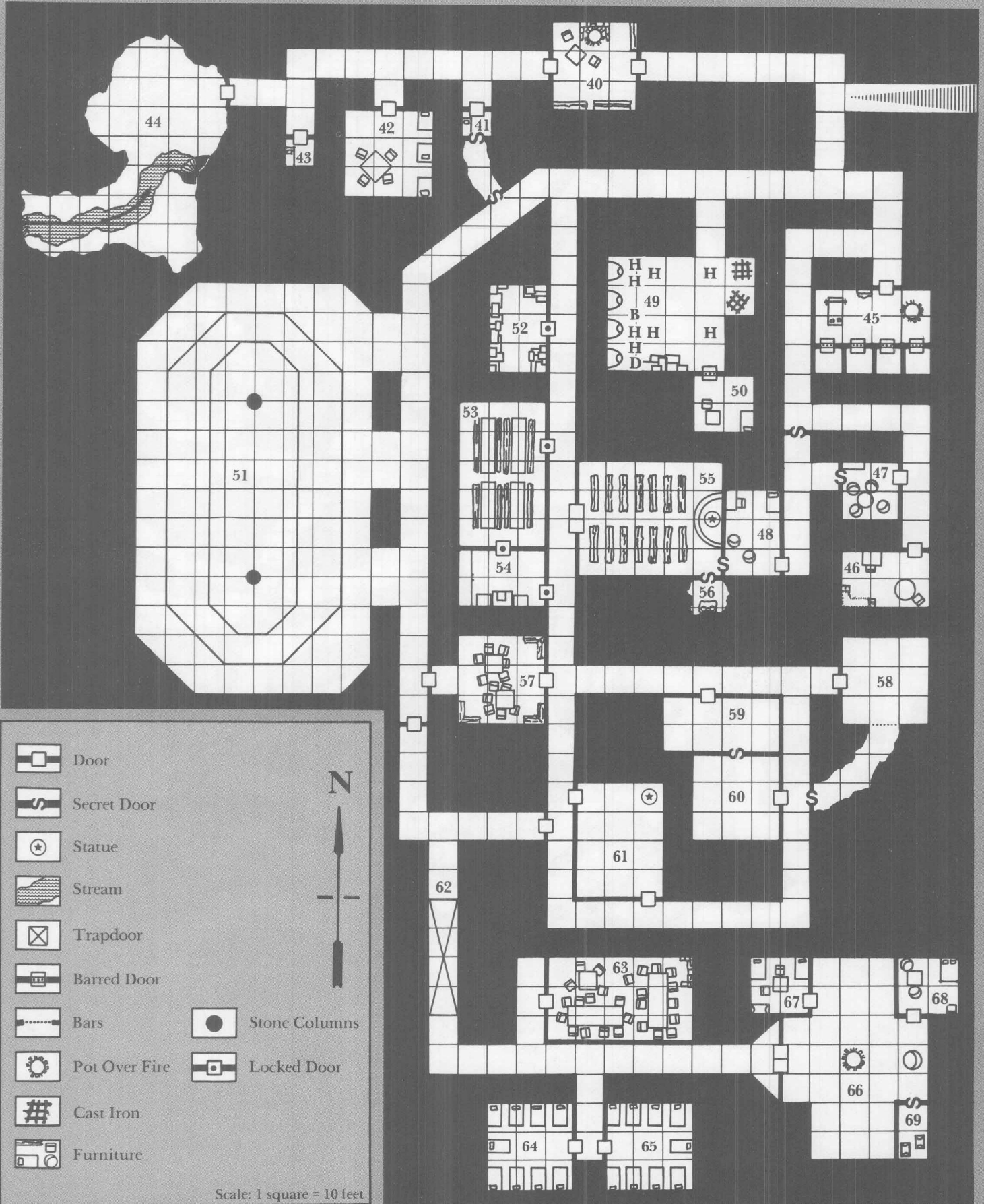
45. TORTURE CHAMBER

A torture rack, an iron maiden, and a huge pot of bubbling oil all give good indication of this room's purpose. Feeding the fire beneath the oil are two goblins.

Goblins (2): AC 6; HD 1-1; hp 4, 3; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C

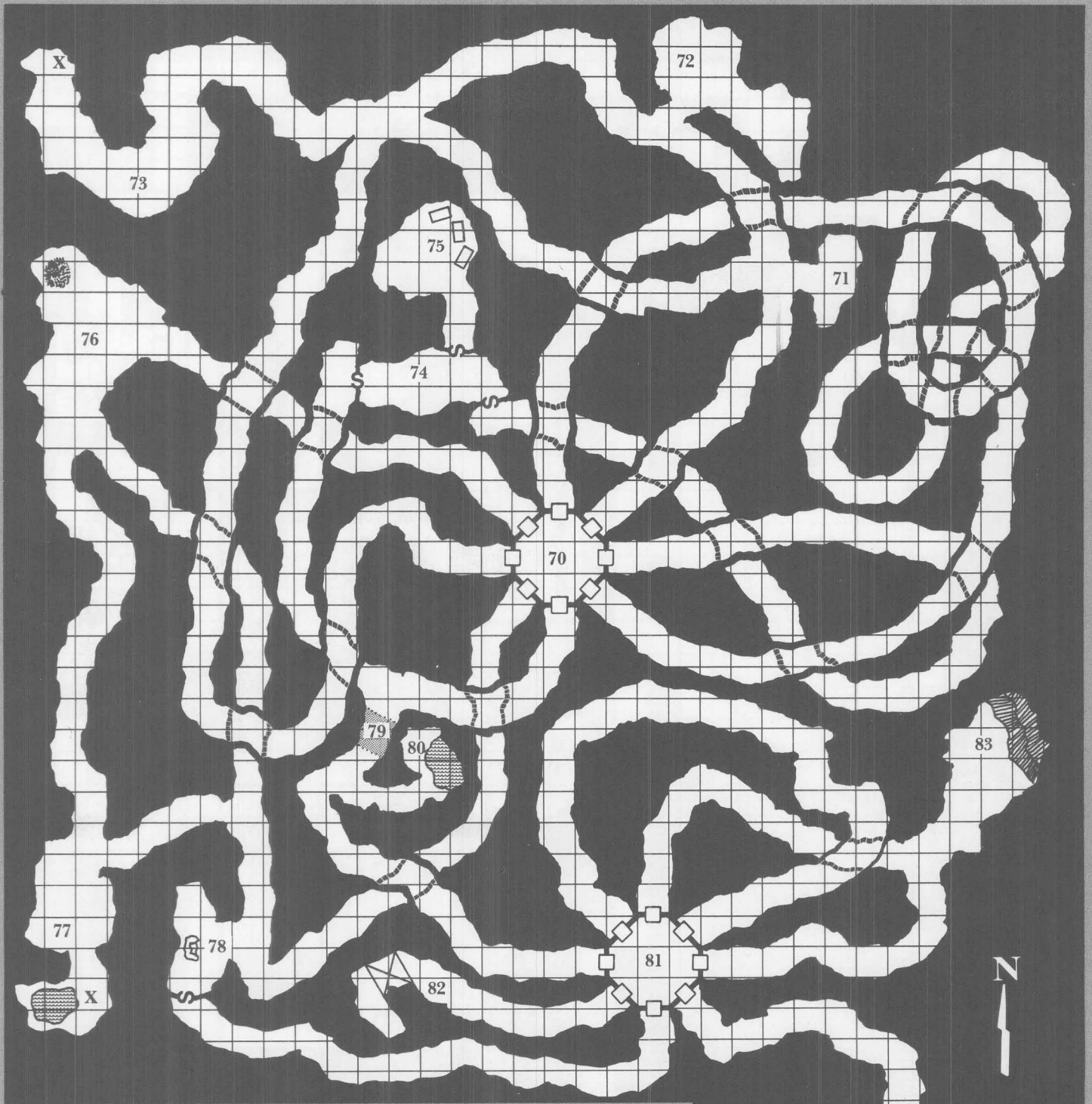
Along the southern wall of the room are four cells, each with a metal door. Each door has a barred window, presumably to let prisoners watch the "entertainment." Mercifully, all of the cells are empty of living creatures, although a moldering skeleton lies on the

MAP OF DUNGEON LEVEL I



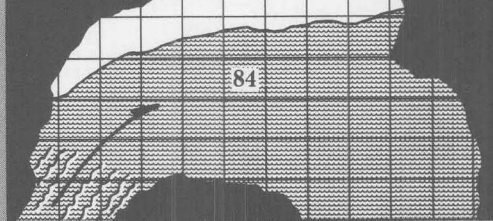
Scale: 1 square = 10 feet

MAP OF DUNGEON LEVEL II

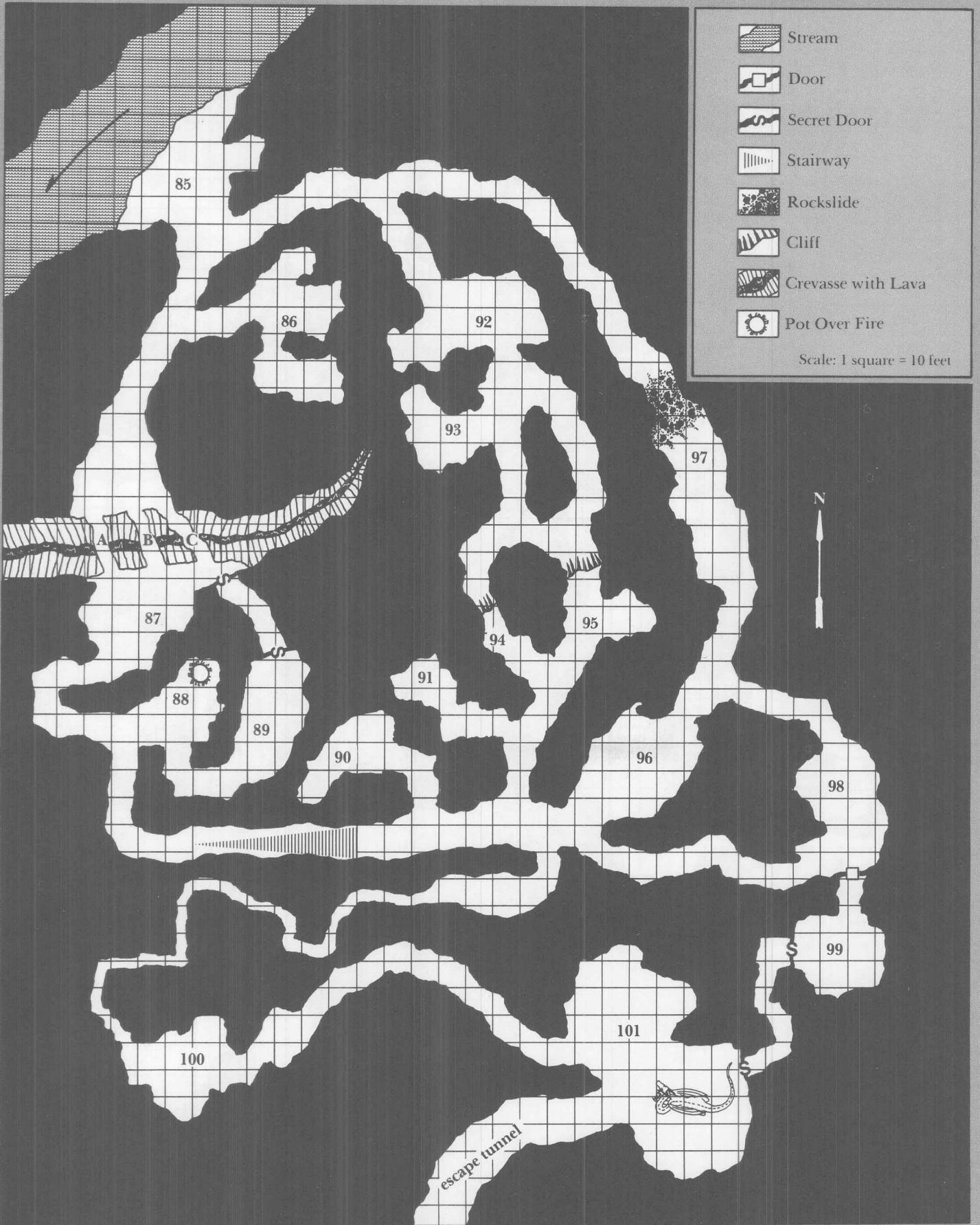


	Door		Rapids		Scrap Bed
	Secret Door		Steam Vent		Chest
	Throne		Underpass		
	Stream or Pool		Trapdoor		

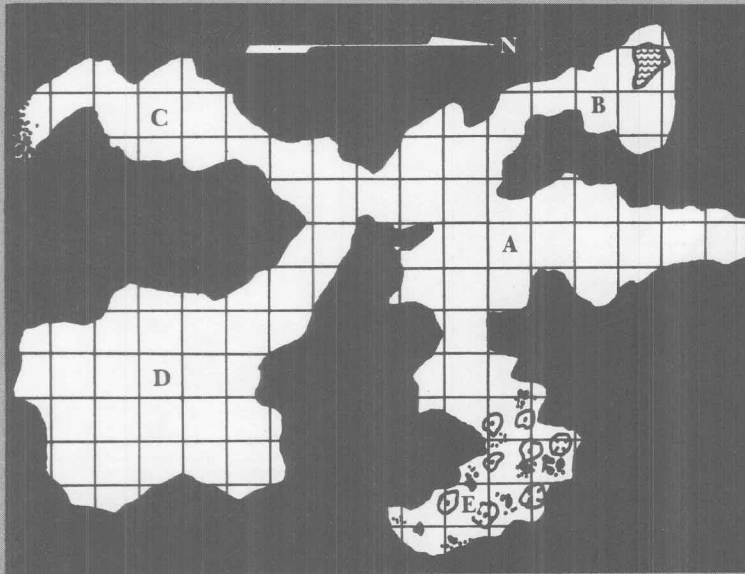
Scale: 1 square = 10 feet



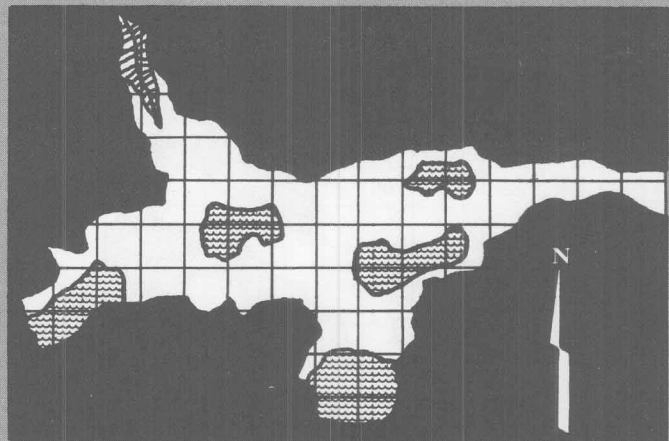
MAP OF DUNGEON LEVEL III



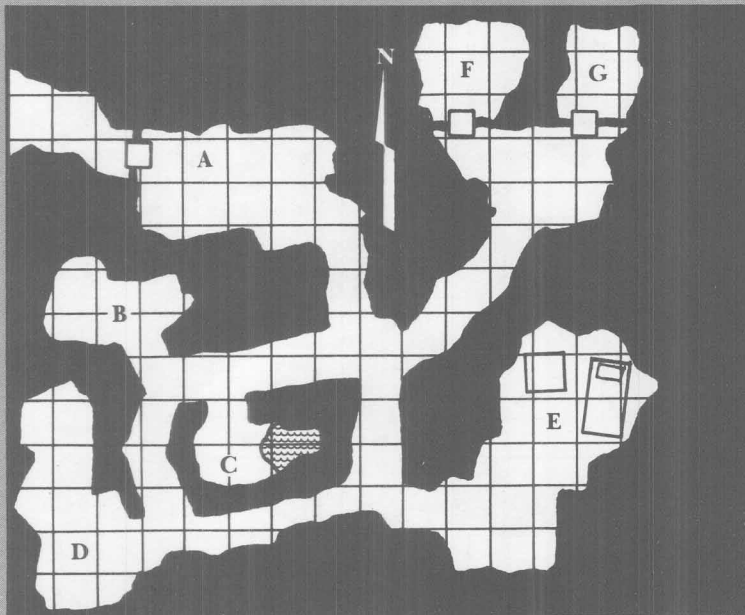
MAPS OF CAVES



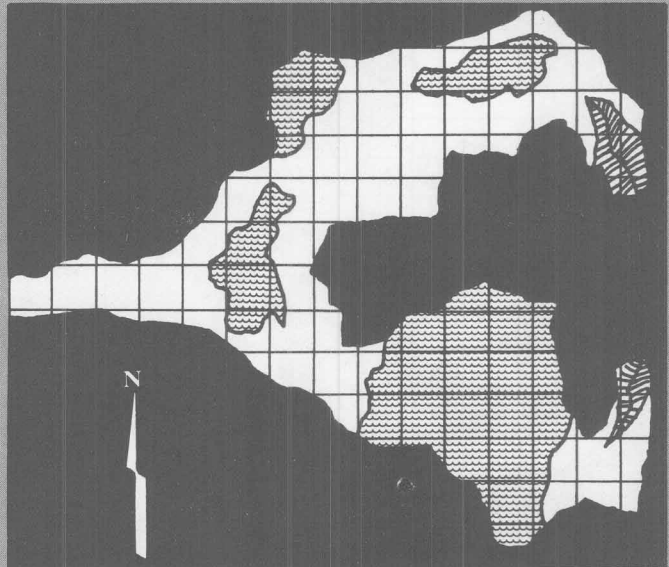
Cavern of the Bats (area #8)



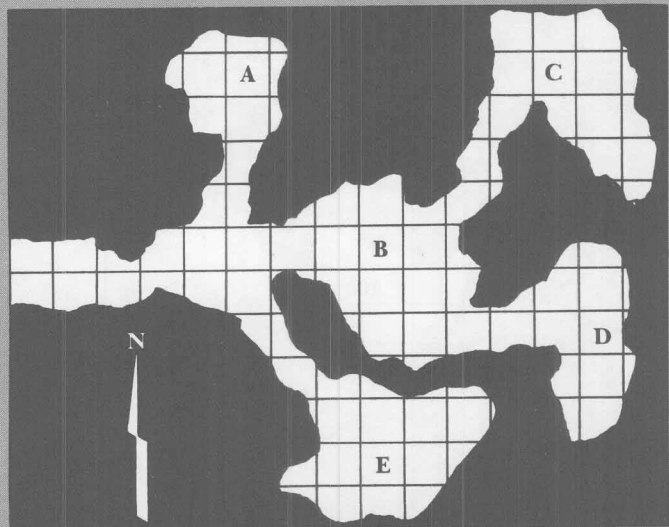
First Cavern of the Steam Weevils (area #10)



Cavern of the Ogres (area #14)



Second Cavern of the Steam Weevils (area #15)



Cavern of the Neanderthals (area #16)

	Rubble, Rocks
	Pool
	Door
	Steam Vent
	Furniture

1 square = 10 feet

bed in the far east cell. A ring bearing a large iron key hangs on the wall of the chamber. An examination shows that the key opens all four cell doors.

46. CLERIC'S OFFICE

The door to this chamber is locked.

In this room a polished circular table, a fur-lined bench, a desk, and a chair give the room a civilized look. An elaborate candelabra, made out of silver and worth 50 gp, rests on the table. On the desk is a miniature statue of the same god whose likeness is found throughout the ruined monastery. This statuette has been carved from pumice (hardened lava).

The desk has two drawers in it. The top drawer opens easily, and contains an inkwell, several quill pens, and a dozen blank sheets of parchment. The second drawer is locked and trapped with a poisoned needle. Any character picking the lock without removing the trap is pricked by the needle and must save vs. poison or die. The small amount of poison on the needle allows the character a +3 to his or her saving throw, however.

In the locked drawer is a small pouch containing seven gems worth 20 gp each and a rolled up parchment. If examined by a cleric, the parchment is recognized as a cleri-

cal scroll on which is written a *cure light wounds* spell.

47. CLERIC'S SITTING ROOM

The hall door leading to this room is locked, although the secret door on the west wall of the room pushes open easily.

The floor of this room is padded by several huge bearskins, and four soft chairs surround a low table. On the walls are niches for two dozen candles, and a shelf holding four crystal goblets and two bottles of wine.

The goblets are worth 50 gp each, and the wine, 80 gp per bottle. Both the goblets and the wine bottles are fragile, however, and there is a 20% chance they break each time any character carrying them is involved in a violent situation (combat or fall, for example).

48. CLERIC'S CHAMBER

The door to this room is not locked. (Its inhabitant—the foul cleric Moray Vaco—feels quite secure behind his many secret doors.)

A table, bed, and several chairs are visible in this room. Seated at the table, a hunched and scrawny figure is apparently writing on a sheet of parchment.

Moray Vaco: AC 2; C 3; hp 12; #AT 1; D 2-7; Save C 3; AL C; S 12; I 10; W 16; D 12; C 9; CH 6; +2 to saving throws (wisdom adjustment)

Spells: First Level: *protection from evil*, *detect magic*

Moray uses a *mace +1* in combat. His mace is always at his side, and he is always wearing his plate mail armor. If discovered in his room, Moray fights to the death.

This human cleric is a degenerate and filthy individual of thoroughly chaotic alignment. He has stayed so long with the goblins he has even begun to resemble them: his skin has taken on a gray hue, and he has filed his teeth to points.

Moray Vaco is one of the last survivors of the black-hearted cult that founded the monastery centuries ago. Lacking human followers, he has gathered a congregation of evil monsters. He provides the monsters "spiritual guidance" and "moral leadership," and they provide him protection, food, and an occasional prisoner to be sacrificed to Moray's iniquitous deity.

The parchment on Moray's desk is covered with foul chants in an ancient tongue. Hidden beneath his bed is a long, locked box containing 120 sp, 40 ep, 30 gp, an *elven cloak*, and a bottle filled with a potion of *invisibility*. The key to this box, the keys to rooms #46 and #47, and the key to the locked desk drawer in room #46 are on a ring on Moray's belt.

49. METAL FORGING SHOP

Four huge furnace fires burn along the west wall of this large room. The air is sooty and smoky. The fires are heating various pieces of metal, which are being forged into swordblades and spearheads. Working in this forge are eight hobgoblins, one bugbear, and a very dirty dwarf, imprisoned by a ball and chain attached to his ankle.

Bugbear (1): AC 5; HD 3+1; hp 16; MV 90'(30'); #AT 1; D 2-8; Save F 3; ML 9; AL C

Hobgoblins (8): AC 6; HD 1+1; hp 9, 8, 7, 6, 5, 4, 3, 2; MV 90'(30'); #AT 1; D 1-6; Save F 1; ML 8; AL C

Gareth Ironhand: AC 7; D 2; hp 13; #AT 1; D 2-7; Save D 2; AL L; S 13; I 10; W 9; D 12; C 16; CH 8

The bugbear carries a large club, the hobgoblins wear shortswords, and the dwarf wears a leather apron and carries a larger hammer.



ADVENTURE IN DUNGEON LEVEL I

The bugbear oversees the operation of the foundry, cursing and bellowing at the hobgoblins and dwarf. The hobgoblins are tending the fires (one per fire) and carrying ingots of iron from the pile next to the east wall. Two are next to the pile of ingots, and two are next to the northernmost fire. The dwarf is hammering at a swordblade at the southernmost fire. The positions of all these creatures are marked on the dungeon map as follows: D = dwarf; B = bugbear; and H = hobgoblin.

When the characters enter this room, the bugbear and hobgoblins immediately drop what they are doing and attack. The dwarf does the same, as soon as he catches sight of the party, but he directs his attacks toward the monsters. He throws his hammer at the bugbear (for 1-6 (1d6) points of damage) and snatches up a second hammer with which to beat the nearest hobgoblin (for 1-7 (1d6+1) points of damage—strength bonus).

The foundry is being used to manufacture weapons for the army now being recruited. The dwarf has been a prisoner for nearly a year, his skill as a smith has kept the hobgoblins from killing him. Given the chance, he fights savagely for his freedom, and offers to join the party or the rest of the adventure if they so desire. Assuming that the PCs are victorious in this battle and that they free the dwarf, he takes a shield from one of the dead hobgoblins (becoming AC 6), but his hammer remains his weapon of preference.

In addition to the fireplaces, the forge room contains two large piles of iron bars, a pile of firewood, a smaller pile of coal, and a rack of metalworking tools (tongs, hammers, anvils, prybars).

50. DWARF'S CELL

This cell, at the far south side of the forge room is where the dwarf has been kept. It contains a simple bed, table, and a chair.

51. GOBLIN ARENA

Torches placed on the walls at frequent intervals light this huge chamber. Two massive stone columns rise from the arena floor to support the roof. The arena floor is 10 feet below the level of the hallway. Lying in a circle in the center of the arena, and hardly recognizable from the upper deck, are four bodies.

If the characters approach for a closer look, they see that all of the bodies have been pierced by many arrows, but they have not been dead for long. As the characters approach, two shadowy forms advance from behind one of the columns to stand by the

bodies and growl menacingly at the PCs. These are two wolves trained as war dogs.

Wolves (2): AC 7; HD 2+2; hp 12, 11; MV 180'(60'); #AT 1; D 1-6; Save F 1; ML 8; AL N

The dogs were trained by the party of adventurers now lying dead upon arena floor. The canines are very loyal creatures, remaining here to guard their masters. The dogs look scrawny and underfed.

Certainly, the PCs can attack the dogs if they want, but the dogs do not attack the characters unless one of them actually touches one of the dead bodies. If the party advances to the corpses, the dogs growl and bristle, but slowly back away as long as the characters remain calm and do not disturb the bodies. If a character speaks to the dogs in a calm voice and offers them food, they both eat hungrily. From that moment on, they regard the person who fed them as their master or mistress, even to the point of letting that individual examine the bodies of their former masters.

From weapons, armor, and clothing, examination reveals the four bodies to have been two fighters, a thief, and a magic-user. Each fighter wore plate mail armor and carried swords, longbows, and 2d10 arrows. The thief wore leather armor and was armed with a *shortsword* +1 and a dagger. The magic-user was unarmed, though a *ring of protection* +1 encircles his little finger. None of them carried any monetary treasure.

The dogs have been trained to obey the following commands: "kill," which causes them to attack ferociously, gaining +1 to all damage rolls; "stay," which causes them to remain in place for at 1d4x6 turns if not countermanded; "fetch," which causes them to advance and pick up an object, without harming it; "guard," which causes them to eye a creature suspiciously, without harming it unless it moves (if it moves, the dogs respond in the same way as if told to "kill"); and "stop," which negates the "kill" and "fetch" commands. The dogs also act on their own initiative to warn of impending danger.

52. SUPPLY ROOM

The door to this room is locked; the hobgoblin king in room #66 keeps the key. If characters succeed in picking the lock or smashing the door, they find provisions within to support a good-sized army for several months.

Bales and boxes line the entire perimeter of this room, except for the space in front of the door.

Moving clockwise around the room, the boxes and bales contain: cured leather in

four by four foot pieces; grain from corn, wheat, and oats; salt; dried beans; nails; thousands of arrowheads; thousands of fresh torches; 20 coils of rope, 100 feet to each coil; 200 woolen cloaks; 800 iron spikes; 200 backpacks; 50 wooden poles, each 10 feet long; and 100 small sacks.

This trove is obviously valuable to the hobgoblins, so it is recommended that the characters receive bonus experience points if they manage to destroy it. Consider awarding 400 points if the destruction is total; scale the number down for less effective sabotage.

53. DINING HALL

The doors to room #53 are locked.

In this large room, four long tables, each bracketed by a pair of benches, easily identify the room's purpose. Two of the tables are covered with dirty bowls and spilled wine, as if a meal had been eaten recently.

If the characters enter this room before they enter the kitchen (room #54), then one round after the characters enter this room, the door to room #54 swings open; two very small goblins carrying large, empty trays stroll in. They squeak with fright at the sight of the intruders and rush back from whence they came to alert two other goblins in room #54; all four then rush into the hall to alert the guards in rooms #57. The guards appear in three rounds. If the characters have already been to room #54, the goblins will already have alerted the guards.

Goblins (4): AC 6; HD 1-1; hp 2, 2, 1, 1; MV 60' (20'); No attacks or damage; Save NM; ML 7; AL C

54. KITCHEN

The door to the kitchen is locked.

This room contains a large oven, two cookstoves, and a pantry filled with dried beans, grain, some stale bread, and 50 cheap ceramic bowls.

If the characters come into this room before they enter the dining hall (room #53), four goblins run out of the kitchen, through the dining hall, and into the hallway. From here, the goblins will rush to alert the guards. The guards will appear in eight rounds.

55. PAGAN TEMPLE

The double doors to this chamber are unlocked and swing open easily. Any lawful cleric entering this room feels chills run down his or her spine. This effect may be unsettling, but it is harmless.

In this room, seven sets of bare wooden benches face a raised dais, upon which sits the likeness of the same hideous god encountered several other times. This statue is carved from pumice, rather than the granite.

Two glittering gems adorn the eyesockets of this statue. Each is a fist-sized stone worth 300 gp, but they are set very firmly. Any character not wearing metal armor can scramble up the statue to pry the gems loose, but it takes 2d6+2 rounds to remove each one. Only one character at a time may try to loosen the gems.

Each gem is hooked to an elaborate trap, which is sprung unless removed by a thief. Note that each gem's trap must be removed individually. If a trap is sprung, the statue's mouth drops open and four robber flies buzz angrily into the room. They attack the characters randomly, although one is certain to go after the character stealing the gems.

Robber Flies (4): AC 6; HD 2; hp 10, 8, 8, 6; MV 180'(60'); #AT 1; D 1-8; Save F1; ML 8; AL N

56. SMALL SECRET CHAMBER

This small chamber contains only a ladder disappearing through a hole in the floor.

If the characters climb down the ladder, they see a small tunnel (three feet wide and five feet high) leading due north for 30 feet. A strong smell of carrion hangs in the air. At the end of the corridor is the cage in which the robber flies were kept. A simple calculation shows it is directly under the statue in room #55. If the statue's traps have been sprung, the cage is empty except for a rotting piece of unidentifiable meat.

57. READY ROOM

The doors to this room are unlocked.

A group of goblins and hobgoblins are seated around two tables and three wooden benches. A few coins are scattered about the tabletops.

The room is a place for a complement of goblin and hobgoblin guards to wait while they are "on call." The guards are fully armed and armored, and respond quickly to any threat to their stronghold.

Hobgoblins (4): AC 6; HD 1+1; hp 9, 7, 6, 5; MV 90'(30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

Goblins (4): AC 6; HD 1-1; hp 6, 5, 5, 3; MV 60'(20'); #AT 1; D 1-6; Save NM; ML 7; AL C

If the party attacks, one of the hobgoblins tries to slip out the back door to alert the hobgoblins in room #65. The other guards fight a delaying action until reinforcements arrive. It takes five rounds for the hobgoblins to arm themselves and run to the fight.

The coins on the tables include 13 gp and 25 sp on one table and 24 gp and 51 sp on the other.

and 25 sp on one table and 24 gp and 51 sp on the other.

58. AVIARY

This room is actually a giant birdcage. Having heard the door open, a flock of brightly colored birds have taken to the air from a number of perches. They utter piercing shrieks as they zoom toward you.

The hobgoblin king has captured a flock of deadly piranha birds, and keeps them here, feeding them only rarely. They are half-starved and ravenously attack any creature so unfortunate as to have opened the door to the room.

Piranha Birds (8): AC 6; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 180'(60') flying; #AT 1; D 1-4; Save NM; ML 8; AL N

For a complete description of piranha birds, see *New Monsters*, page 31.

On the south wall of the room are a series of closely-spaced bars that block the opening to a secret door. It is from here the piranha birds are fed. A small gate in the bars may be opened to allow access to the cage, but it is too small for a character—even a halfling—to pass through.

59. BATTLE ROOM

This room is void of furniture. The bodies of two humans who obviously died violently are sprawled across the floor. One is wearing plate mail and carries a shield and a sword whose blade is broken; the tip of the sword lies across the room from the body. Strapped to his back is a quiver holding a dozen arrows and a longbow. The other dead human is wearing deeply gashed, leather armor. A short-sword lies on the floor near his body.

The longbow is actually a *longbow +1*. Both corpses show signs of mutilation, having been partially devoured by a thoul in room #60. In fact, for every turn the party spends in room #59, there is one chance in four the thoul comes into the room from the secret door connecting rooms #59 and #60. If the thoul charges in, both the PCs and the thoul should check for surprise. Chances are one in two that if the thoul comes through the



secret door, he trips over a third corpse: the invisible body of a dead magic-user lying directly in front of the secret door.

The dead magic-user is invisible because of a *ring of protection* he wears. The body can only be discovered by using a *detect magic* spell or by stumbling into it. If the party searches the room, chances are one in five per character that someone stumbles into the body. If a character states he or she is searching the room's east wall for secret doors, the character is sure to stumble over the corpse. The magic-user's body has no value save the magical ring.

60. LAIR OF THE THOUL

A lone hobgoblin appears to be the only occupant of this otherwise empty room. He is squatting in a corner gnawing an old bone.

The hobgoblin is actually a thoul.

Thoul (1): AC 6; HD 3**; hp 13; MV 120'(40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F 3; ML 10; AL C; regenerates 1 hp/round

The thoul attacks intruders with savage intensity, attempting to paralyze as many characters as possible by attacking a different individual each turn. The thoul has nothing of value in its room.



61. PARTIAL STATUE

The door to this chamber is not locked.

The only item in this room is a huge block of pumice. The top half of the block is carved into the likeness of the pagan god encountered elsewhere. The bottom half is still shapeless.

62. TRAPDOORS

These 40-foot long trapdoors are activated from the throne room of the hobgoblin king (room #66). The doors do not open as long as someone is seated on the throne, as is the case the first time the characters come down this hall.

When the seat is vacant, the weight of four characters causes the doors to swing open, plummeting those four characters down a 300-foot chute below the trap and depositing them in room #70 (dungeon level II) through a hole in the room's ceiling. There is a 75% chance any characters walking immediately behind the four also fall into the chute. Any characters that do not fall into the chute are isolated in this dead-end section of the dungeon, though they can still shout to their fallen compatriots below.

Characters falling through the trap accidentally take 1-3 points of damage each from the jostling and bouncing on the way down the long, curving chute. Characters

falling on purpose can slide all the way down without incurring any damage. Characters who fall on purpose can communicate the safety of the slide to characters still above.

The chute is very smooth-sided: it is impossible to climb back up—even by a thief who successfully rolls to climb sheer surfaces. A *levitation* or *fly* spell could get one character up, but getting the whole party up this way would be a slow and awkward process—even if the party has enough spells to make it possible. If some characters remain above, a long coil of rope could be used to pull the fallen characters back up, but it is much more likely all the characters slide down the chute to continue the adventure.



Hobgoblins (14): AC 6; HD 1+1; hp 9, 8, 8, 7, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2; MV 90'(30'); #AT 1; D 1-8; Save F 1; ML 8; AL C

Each hobgoblin is armed with a sword and protected by a shield.

Since they are mistrustful even of each other, each hobgoblin's valuables are kept in a small pouch around his waist. The pouch contains 2d6 gp, 2d6 ep, and 2d6 sp.

66. HALL OF THE HOBGOBLIN KING

The huge double doors to this room are not locked. This chamber is where the hobgoblin king holds sway over his minions on and in The Hill.

A huge hobgoblin is seated on the throne at the south end of the chamber. One hobgoblin bodyguard is standing to each side of the throne. Four other hobgoblins are seated around a huge fire burning in the center of the room; two more hobgoblins are drawing liquid from a keg in the southwest corner of the room. Apparently, some kind of party is going on because the atmosphere in the room is festive.

Hobgoblin King (1): AC 6; HD 5; hp 22; MV 90' (30'); #AT 1; D 1-8+2 Save F 5; ML 12; AL C

Hobgoblin Bodyguards (2): AC 6; HD 4; hp 17,14; MV 90'(30'); #AT 1; D 1-6/1-6+1; Save F 4; ML 10(8); AL C

Hobgoblins (6): AC 6; HD 1+1; hp 9, 7, 6, 5, 3, 2; MV 90' (30'); #AT 1; D 1-8; Save F 1; ML 10(8); AL C

The king's personal bodyguards are armed with spears, one of which is a *spear +1*. The king is wearing a *ring of fire resistance*, so he is invulnerable to normal fires and gains a bonus when saving against magical fires.

When the doors to the room are open, the hobgoblin king shouts a warning and orders his soldiers to attack. As long as the king is alive, the hobgoblins fight with a morale of 10; if the king is killed, they fight with a morale of eight.

The fire in the center of the room is heating a large kettle of boiling liquid, which vaguely resembles soup. In fact, it is soup, but characters find it rancid and foul-tasting, though not poisonous. The smoke from the fire is vented through a large hole in the ceiling.

Each of the eight hobgoblins has a belt pouch containing a few coins: 2d6 gp, 1d10 ep, and 3d6 sp for each pouch. On his belt, the king carries a ring of keys, including those to the doors of rooms #68 and #69, and to the chests in room #69. The hobgoblin

bodyguard who carries a magical spear carries on his belt the key to the chest in room #67.

67. BODYGUARD CHAMBER

Room #67 is the chamber of the two hobgoblin bodyguards.

Two soft beds, a table, two chairs, and a chest are the only items of furniture in this room. The table holds a bottle of wine and two glasses.

The chest is locked; the bodyguard who carries the magical spear has the key on his belt. In the chest are two woolen cloaks; a large sack containing 120 gp, 60 ep, and 200 sp; two swords; and a jeweled necklace worth 800 gp. The wine on the table is high quality.

68. BEDROOM OF THE KING

A large, plush bed, a table, a wooden chair, and two soft armchairs constitute the furniture in this room. Three woolen tapestries hang on the walls.

Although of rather shoddy craftsmanship, the tapestries are colorful and worth 50 gp apiece. They depict battle scenes in which hobgoblin exploits are prominently featured.

69. TREASURE ROOM

A secret door to room #69 may be discovered by the normal roll. Turning a loose stone in the wall reveals a key socket. If the key is used, or if a thief can pick the lock, the door swings open easily.

This tiny room is empty except for two large chests.

The keys to these chests are on the belt of the hobgoblin king. Each chest is trapped with a poison needle, activated if a thief picks the lock without removing the trap. If the trap is activated, the thief must save vs. poison or die. Using the proper key opens the chests without activating the trap.

The first chest contains coins of many different types, including 58 pp, 230 gp, 170 ep, 480 sp, and 1,290 cp. The coins are mixed together; trying to sort them takes three turns. The second chest contains four bottles of murky liquid—three bottles of potion of *healing* and one bottle of *invisibility*—and a pearl necklace worth 1,000 gp.

63. HOBGOBLIN HALL

This room is obviously a drinking and meeting hall for a degenerate band of monsters or humanoids. It is empty of creatures now, but many signs of use are in evidence. Chairs have been pulled carelessly back from the long tables, and spilled tankards of wine lie on both the tables and the floor. A sooty fireplace at the north end of the room holds but ashes. There is nothing of value in this room except for three shields hanging on pegs on the wall.

This room is the meeting hall for the hobgoblin king and his band. The ashes in the fireplace are warm to the touch.

64. HOBGOBLIN SLEEPING QUARTERS (EMPTY)

This chamber waits behind a locked door.

In this room, 14 filthy bunks show signs of recent habitation. Each of the beds has a mattress of moldy straw, and a blanket on top.

Any character prodding the blankets, or picking them up and moving them, has a 50% chance of hosting a band of fleas. Characters so infested need 1d6+1 rounds to brush the fleas off. If attacked, flea-infested characters may fight normally, but nothing other than combat allows them to stop brushing off the fleas.

If the party smashes in the door to this room before they have investigated the room across the hall (room #65), the chances are three in four they wake up 14 hobgoblins sleeping there. The hobgoblins dress and arm themselves, bursting out of room #65 and into room #64 in two rounds.

65. HOBGOBLIN SLEEPING QUARTERS (OCCUPIED)

This chamber is identical to room #64, except that 14 hobgoblins are sleeping on the bunks around the room. The hobgoblins are armed and ready for combat one round after awakening, but the PCs automatically gain initiative on that round.

ADVENTURE IN DUNGEON LEVEL II (See map p. 16).

As explained in the description of area #62, characters gain entrance to this dungeon level by falling through the trapdoors in the corridor outside the chamber of the hobgoblin king (room #66).

It takes a steady hand to map this level of the dungeon—a mass of twisting and turning tunnels. Each has rough, rocky walls, a 10-foot high ceiling, and are clean of debris (a gelatinous cube regularly sweeps all areas of this level). Many tunnels slope gradually up or down, crossing over or under other tunnels the party is not aware of. Whenever two corridors intersect on the map, one is shown by dotted lines; the other is marked by the usual solid lines. The corridors marked by dotted lines pass under the corridors marked by solid lines.

If a dwarf wants to check for sloping passages, examine the party's location on the map. If the group is within 60 feet of intersecting solid and dotted lines, and if the dwarf is successful on his roll, consult the map again. If the passage the PCs are on is underneath another tunnel, the slope is down; if the passage is on top of another tunnel, the slope is up. Of course, if the dwarf asks for a check at a time when the party is not within 60 feet of an intersection, you roll for him anyway, but the result is always "no slope."

When giving the characters descriptions of the twists and turns of these tunnels for mapping purposes, don't be too specific. Directions such as: "The corridor is gradually bending to the left," or "You come around a sharp curve to the right" is adequate, unless the characters ask for more specific terms. If they do, explain to the characters that demanding such precision is slowing them down. Try to estimate the angle of a curve (90 degrees, 45 degrees, etc.) as closely as possible, but remember that the party isn't going to measure the exact angles anyway, so slight inaccuracies are inevitable.

This level is never travelled by the hobgoblins; in fact, they have no knowledge of the creatures living here or the makeup of the dungeon. The creatures on this level are a crazed and half-starved lot, living a desperate and hungry existence: they are quick to assault any potential meal.

Many packs of rats scuttle about, living in tiny holes in the walls of the tunnels. The rats are the staple food of the residents of this area. The rats are used to running for their lives, so they never attack a character. You might mention occasionally that the party hears the rats squeaking or scratching, but the party never actually sees them.

Desperate for food, certain creatures roam the corridors. The chance of encountering a group of these wandering monsters is calculated as usual at the end of every two turns. If an encounter is indicated, roll 1d6 and compare the result to Table 6 below.

Key to areas in dungeon level II

70. OCTAGON ROOM

After bumping and sliding down the chute, you land on the floor of an eight-sided room, a wooden door on each side.

One of the doors (roll 1d8 to determine which one) opens 1d6 rounds after the characters land in the room; two men, filthy and unshaven, run wildly into the room, a manic expression in their eyes. In fact, they are berserkers and attack the party on sight.

Berserkers (2): AC 7; HD 1+1*; hp 7, 5; MV 120' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL N

One of the berserkers is wearing *leather armor +1* (AC 6).

These two are part of a group of humans who have been wandering through the labyrinth of this level for many years. They have forgotten any human language they ever knew, communicating in a series of grunts, hoots, and shouts.

**TABLE 6
WANDERING MONSTERS
IN DUNGEON LEVEL II**

Die Roll	Creature Encountered
1	Piranha Birds (4-8): AC 6; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 180' (60') flying; #AT 1; D 1-4; Save NM; ML 8; AL N
2	Robber Flies (1-4): AC 6; HD 2; hp 12, 10, 9, 7; MV 180' (60) flying; #AT 1; D 108; Save F 1; ML 8; AL N
3	Thoul (1): AC 6; HD 3***; hp 14; MV 120' (40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F 3; ML 10; AL C
4	Bugbears (1-4): AC 5; HD 3+1; hp 14, 12, 11, 9; MV 90' (30'); #AT 1; D 2-8; Save F 3; ML 9; AL C
5	Ogres (1-2): AC 5; HD 4+1; hp 19, 16; MV 90' (30'); #AT 1; D 1-10; Save F 4; ML 10; AL C
6	Berserkers (1-4): AC 7; HD 1+1*; hp 9, 7, 6, 4; MV 120' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL N

If the berserkers enter the room on the round immediately following the party's entry, the berserkers automatically get the initiative since the characters are still slightly stunned from their slide down the chute. If the berserkers enter on the second round, the characters suffer a -1 on their initiative roll.

Since all the doors in this room are identical, and since the corridors beyond the doors are maze-like, the party might become confused: they may find themselves back in this room over and over again. Exiting one door, twisting and turning in the corridors, they may have no idea which door(s) they have come in or out of. Basically, the only way to mark a door is to actually carve or paint something on it. If the characters try to keep track of doors by leaving markers in the room, the markers disappear almost immediately after the characters leave the room: if the gelatinous cube doesn't come through on a cleaning trip, some other monster passes through and drags away whatever the characters may have left behind.



71. BUGBEARS' CAVE

A rank smell emanates from this cave. If the PCs come within 30 feet of the cave, the odds are one in three they become aware of both the smell and the cave.

In this dirty chamber, three large and furry humanoids are squatting listlessly. As they see you, they yell a challenge and spring to their feet.

The trio of bugbears accidentally fell down the trap chute several months earlier; they claimed the cave and attack humans and demi-humans on sight.

Bugbears (3): AC 5; HD 3+1; hp 16, 13, 13; MV 90' (30'); #AT 1; D 2-8; Save F3; ML 9; AL C

The bugbears fight with huge, knotty pieces of wood they use as clubs. They have no clothing, armor, or anything else of value.

72. LARGE CAVERN

The ceiling to this large chamber is 20 feet high. The floor is clean of debris.

The cavern contains nothing of interest to the characters.

73. CHAMBER OF THE MAN-EATERS

This large cavern appears to be empty. The ceiling is high, and the far end curves out of sight.

This chamber is the lair of a band of ghouls who happily eat humans or any other vaguely warm-blooded creature that they can sink their filthy claws into. Though the cave appears to be empty from its entrance, around the bend in the wall lurk the cave's four chaotic (and hungry!) inhabitants.

Ghouls (4): AC 6; HD 2*; hp 13, 11, 10, 8; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralyze; Save F 2; ML 9; AL C

The ghouls are squatting around a pile of miscellaneous bones at the spot marked by an X on the map. Unless the characters are very noisy, check normally for surprise. In any case, the ghouls attack the characters on sight.

Garbage the ghouls have collected lies piled against the wall next to their pile of bones. Most of the garbage is merely old belt buckles, links from chain mail, strapless shields, and the like. A few items of value might be turned up, however, if the characters wish to dig through the refuse. Valuables include 23 pp in an old sack; 80 gp, 100 sp, and 200 cp scattered around the floor; a jewelled necklace worth 100 gp; and a battered, corroded sword that is actually a

shortsword +2. The sword is not recognizable as a magical weapon unless considerable time is spent scraping the corrosion off of the blade. However, it functions with its +2 bonus whether it is cleaned or not.

74. SECRET CHAMBER

The two secret doors leading into this room, and the secret door connecting the room to room #75, are opened by rotating a small outcrop of rock in the center of the door.

Several small flying creatures dart from the door, zooming toward you. You can see several more of these bird-like things immediately behind the first ones. The room beyond appears to be empty.

When an entry door is opened, each character standing in the doorway is attacked by two stirges apiece. The rest of these blood-sucking parasites fly past the first rank of characters to find sustenance from those in the rearward ranks. All the stirges make an attack on the first round out of the chamber.

Stirges (8): AC 7; HD 1*; hp 8, 7, 6, 5, 4, 3, 2, 1; MV 180' (60'); #AT 1; D 1-3; Save F 2; ML 9; AL N

These birdlike predators have been living off the rats that occasionally enter their chamber through small holes. The stirges haven't had a decent meal in years; they try eagerly to attack any character so unfortunate as to have released the parasites from their cavern.

75. SECRET TREASURE ROOM

The secret door to this chamber is opened the same way as are the two doors leading into room #74. From the vantage point of the secret door, room #75 appears empty; a character must advance down a short hallway to see the chamber's contents.

In an alcove along the room's western wall lie three small, wooden chests. Each is fitted with a sturdy lock.

The first chest contains coins of all types: 38 pp, 120 gp, 70 ep, 250 sp, and 1,000 cp. The second holds valuables made of silver, gold, and gems: a silver pitcher and 6 goblets (200 gp), a fabulous jewelled necklace (400 gp), a bracelet (200 gp), a bejewelled dagger (100 gp), and a golden serving tray (300 gp). The third chest contains potent magical items: a bottle each of *potion of diminution* and *potion*, two bottles of *potion of healing*, a *sword* +1, a suit of *plate mail* +1, and a *ring of fire resistance*.

76. CAVERN OF THE GIANT SHREWS

In a far-north alcove of this chamber lies a large pile of leather and cloth.

Inside the pile are three adult shrews and six young. As the leading character advances into the room, the adult shrews bound out in fury, lashing at the intruders with razor-sharp teeth. The young are too small to engage in combat.

Giant Shrews (3): AC 4; HD 1; hp 6, 4, 3; MV 180' (60'); #AT 2 bites; D 1-6/ 1-6; Save F 1; ML 10; AL N

Note that giant shrews always gain initiative on their first attack; for their second attack, they gain +1 to their initiative roll. A *silence 15' radius* spell can "blind" them, since they use batlike radar to find their way about the darkness.

77. OWL BEAR DEN

This long cavern winds back into darkness. The air feels moist here.

This cavern contains a well of fresh, cool water, and an owl bear.

Owl Bear (1): AC 5; HD 5; hp 22; MV 120' (40'); #AT 2 claws, 1 bite; D 1-8/1-8/1-8; Save F3; ML 9; AL N; can "hug" for extra damage

The owl bear is jealously possessive of its den, and will attack and attempt to maul any characters that stroll through the entrance. The bear will be resting at the spot marked with an X on the map so that it has a view of the mouth of its den. When it attacks, the owl bear will direct both of its claw attacks and its bite to the same character, repeating the attack until that character has been killed before selecting a new victim. It will not pursue characters beyond the mouth of its cave if it has already killed one; if not, it will pursue until it slays a character. It will then cease pursuit and drag the corpse back to its den.

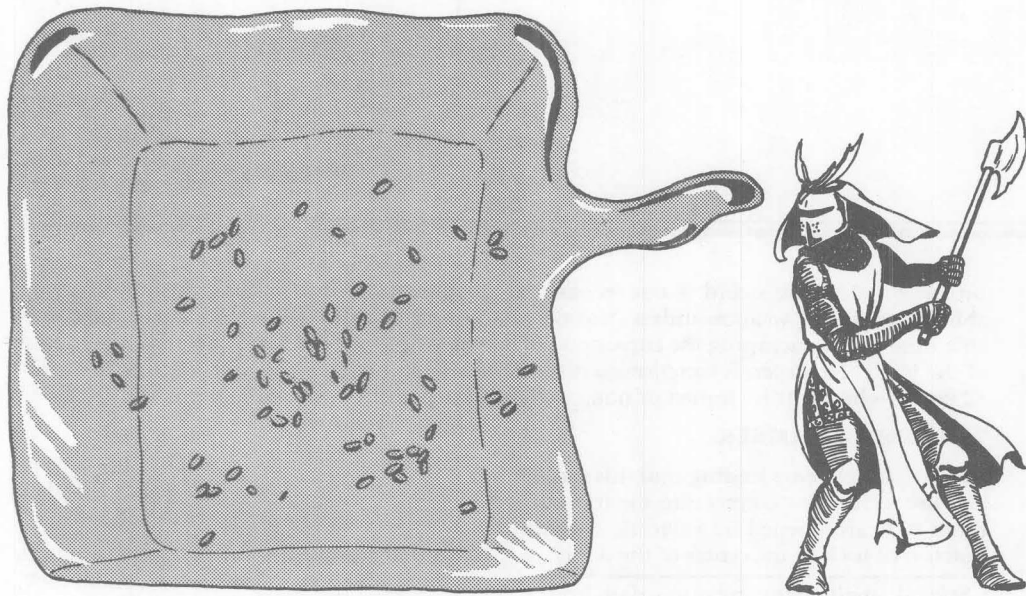
78. BERSERKERS' HOVEL

This cavern has been claimed by the small band of insane humans struggling to survive the dungeon. Two of these fellows the party met in room #70. Although some of the berserkers are out wandering the tunnels, the PCs find five in this chamber.

Berserkers (5): AC 7; HD 1+1*; hp 9, 7, 7, 6, 5; MV 12' (40'); #AT 1; D 1-8; Save F 1; ML 12; AL N

The nine hit point berserker carries a *shield* +2 for AC 5.

A large human sits on a tall stone chair pathetically resembling a throne. He is wrapped in a tattered, purple carpet, having donned it like a robe. Four other men kneel at his side.



The berserker on the throne considers himself Derywinki III, Emperor of the Lower World. He carries a long wooden staff and a *shield* +2; he is quite mad. His voice booms commandingly if he catches sight of the characters, even if they are simply walking past the mouth of his cave: "Who seeks an audience with Derywinki III? Kneel, peons!"

If the characters do not fall immediately to their knees, the emperor flies into a rage: "Impudent swine! You shall know the wrath of the Emperor of the Lower World! Guards, arrest them!" At this command, the four kneeling berserkers, followed closely by the emperor, rise and assault the party in full berserk fury.

If the characters kneel before Derywinki, he is mollified for the time being. He asks his "subjects" if they are happy and healthy, and why they seek an audience with his illustrious self. Judge the characters' response very carefully. Remember that the berserkers truly believe they are the custodians of a mighty underworld empire; they are sure to be offended if the characters do not behave like dutiful and respectful servants. If the characters play the proper role, however, the emperor is protective of their welfare. For example, if the characters were to state that the nearby owl bear is fomenting revolt, the emperor and his berserker subjects would march to slay the rebellious monster.

Behind the throne, a small wooden chest contains the Empire's treasury. The chest is locked, and Derywinki lost the key years ago, but the lock may be picked or the chest smashed. A character can smash the chest open by making a successful "open doors" roll. The chest contains 12 gp, 45 gp, and 180 sp.

79. GELATINOUS JANITOR

This spot in the corridor is where the party stumbles across the gelatinous cube. The creature is constantly on the move; when encountered, it is moving southwesterly, toward cavern #80.

Gelatinous Cube (1): AC 8; HD 4*; hp 19; MV 60' (20'); #AT 1; D 2-8 + paralysis; Save F 2; ML 12; AL N; surprise on 1-4

If the cube surprises the party, it attacks a randomly selected character in the front rank. If the party is not surprised, figure combat and damage normally.

While sweeping the dungeon, the gelatinous cube has picked up a few small treasures it has not been able to dissolve. Once the creature is dead, characters can remove from inside the creature: 12 gp and 47 sp.

80. WELL

This chamber contains a well of clear water. Twelve feet deep, the well originates from a small spring at its base. The water is drinkable. No creatures live in this cavern.

81. SECOND OCTAGON ROOM

This eight-sided room has eight identical doors spaced evenly around the walls.

This room is identical in all respects to room #70. When they first enter this room, the characters probably think they are back to room #70, and of course you shouldn't try to correct this misunderstanding!

82. PIT TRAP

At this spot in the corridor, trapdoors have been placed above a pit, 10 feet deep. Unless the party is actively looking for traps, the first two characters stepping onto the trapdoors trigger their opening. Characters immediately behind the first pair must successfully check their dexterity or fall into the pit (they must roll their dexterity score or less on a d20). Characters that fall take 1d6 points of damage.

83. STEAM VENT

This large cavern has one of the now-familiar steam vents in the northeastern end. There is a 10% chance per turn that this vent erupts with the usual scalding burst of steam, preceded by one round of bubbling and hissing, and doing 1d6 points of damage per round to characters caught in the steam.

Residing in this chamber—revelling in the occasional bursts of steam—are a lava lizard and a swarm of steam weevils.

Steam Weevils (1 swarm): AC 7; HD 4; hp 14; MV 60' (20'); #AT burn; D 1-4 points; Save NM; ML 11; AL N

Lava Lizard (1): AC 3; HD 4*; hp 16; MV 90' (30'); #AT 1 bite + burn; D 1-6/1-6; Save F 4; ML 12; AL N

For a complete description of both these monster types, see *New Monsters*, page 31.

If the party enters the cavern, the steam weevils immediately advance to swarm around a single character. The lava lizard, however, waits in the center of the cavern, moving to attack only if the party advances to within 20 feet of it.

84. UNDERGROUND STREAM

A chute of rapids is about 100 feet on the right. The rapids spill into a placid stream before you, which meanders out of sight to the left. Stretching 35 feet on both sides of you is a dry shelf.

This stream is the only means of escape from this level of the dungeon, other than climbing back up the chute that spills into room #70. The stream leads to dungeon level III.

If the characters stay on the shelf, there is the normal chance to encounter a level III wandering monster.

Greenish, phosphorescent lichen grow along the walls bounding the stream, allowing characters to see 100 feet away. If the party tries to move upstream, the force of the rapids is too strong; it knocks them back to their starting spot within 1-3 rounds.

Moving downstream, however, is relatively simple. Most of the stream is only one or two feet deep; the bottom is smooth sand and fine gravel. In a few places along the 500 feet leading to dungeon level III, halflings may have to be lifted onto others' shoulders, but there is no danger of drowning or being washed downstream.

Along the stream are five more dry shelves where the party may elect to camp or rest. If they do, they encounter no wandering monsters. This area is one of the few places the characters don't have to worry about combat!

ADVENTURE IN DUNGEON LEVEL III (See map, p. 17).

This deepest and most deadly of the dungeon's levels also holds the key to the party's return to the outside world. The characters have to bypass many enemies to escape, however, not the least of which is a young red dragon.

Level III comprises a series of winding tunnels and several large caverns. All these areas were formed either by volcanoes or by the erosive trickling of water through the ages; a few elements of artificial origin were added to the caverns—the steps leading to cavern #90, the doors to room #99, for example—but by and large, the forces of nature take credit for this grim, foreboding haunt.

A dramatic geological fault line crosses the dungeon level's middle; elevation changes suddenly along either side of the fault line; the northern end of the level is generally 50 feet lower than the southern end. Characters encounter this sudden shift in elevation at the cliffs near caverns #94 and #95, and at the rockslide near cavern #97.

Check for wandering monsters normally; if an encounter is indicated, check Table 7 to see the type of monster encountered.

Key to areas in dungeon level III

85. LANDING

After travelling 400 feet downstream, the party sights this shelf of rock 100 feet ahead.

Illuminated by the greenish phosphorescent glow, a flat shore is visible about 100 feet ahead on the left. A small humanoid figure stands on the shore.

Two more of these humanoids (kobolds) are napping in an alcove.

Kobolds (3): AC 7; HD 1/2; hp 4, 2, 2; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 6; AL C

The kobolds are on guard duty, instructed to report to their chief if they sight any creatures coming down the stream. So many years have passed since the kobolds have encountered any intruders from this direction, however, that the guards are not taking their duties very seriously. When the characters first sight the kobold, there is a 20% chance the little humanoid sees them as well. If it doesn't, the party may advance to 50 feet away, when there is a 50% chance they are observed. If they are still not seen, they can reach the northern edge of the landing, but then are automatically sighted. When they are, the lone kobold shouts to his fellow guards asleep in the alcove. Obviously, if any of these kobolds escape, they run to warn the rest of the kobold band. In this event, the

party can hear the blast of the warning horn from the south.

86. KOBOLD STORAGE ROOM AND LAIR

As the characters reach the point where the corridor to cavern #86 branches off, they see a dull red light flickering ahead of them. This light is a volcanic glow emanating from the crevasse that splits room #87.

If no guards escaped from the landing (area #85), the party hears a clashing of swords coming from cavern #86. Four young kobold soldiers are practicing their swordsmanship inside the cavern.

If one or more of the guards at the landing did escape, the four kobolds are no longer in cavern #86; instead they are waiting for the party at the bridges to cavern #87, along with other kobold soldiers.

Kobolds (4): AC 7; HD 1/2; hp 4, 4, 3, 2; MV 60' (20'); #AT 1; D 1-5 (1d6-1); Save NM; ML 6; AL C

If these kobolds are still in the cavern, they are in the northern portion; in the southern alcove are several shoddy wicker bins. The bins contain fish and rat bodies, scaled or skinned, presumably for use as food.

87. THE BRIDGES OF DEATH

This large chamber is split by a 20-foot wide crevasse. The crevasse is 300 feet deep, and at its bottom flows a river of molten lava. Obviously, it's "curtains" for any creature who falls into it.

The south side of the crevasse is guarded by five kobolds at all times. If any kobold the party encountered on the landing (area #85) or in cavern #86 had a chance to escape, an alarm has been sounded; all the kobolds from caverns #88 and #89, as well as any kobolds escaping the landing or cavern #86, have arrived to support the five kobold guards.

If no alarm has been given, the leader of the five guards blows a brass horn he carries at his side as soon as the intruders are sighted. Reinforcements arrive within three rounds.

Kobolds (5): AC 7; HD 1/2; hp 4, 3, 3, 2, 1; MV 60' (20'); #AT 1 spear or shortsword; D 1-5; Save NM; ML 6; AL C
Each of the five carries two spears.

The five kobold guards defend bridges A and B by standing at the southern ends of the bridges and throwing their spears at the characters. The PCs cannot see bridge C until they reach the edge of the crevasse. If a character tries to cross it, one of the kobolds

tries to block the character by standing on the southern end of the bridge.

Any character or kobold who is wounded while on a bridge must check against dexterity (roll his or her dexterity score or less on a d20); if the check fails, the individual is knocked off balance and falls into the chasm. For purposes of this roll, all kobolds have a dexterity of 10.

If called by the horn, reinforcements from room #86 approach the bridges from the north. The reinforcements from cavern #88, if called by the horn, reach the bridges from the south. The reinforcements from room #89 reach the bridges through the secret doors exiting at the southern end of bridge C. Note that when the kobold chieftan arrives, the morale of all of the kobolds is eight.

88. CHIEFTAN'S COUNCIL ROOM

In this chamber, the kobold chief and his bodyguards dwell in modest splendor. If discovered in the council room, the chief and his six bodyguards are sitting in the center of the room drinking a foul-smelling brew. More of this nauseating liquid is fermenting in a large kettle at the northern end of the room.

**TABLE 7
WANDERING MONSTERS
IN DUNGEON LEVEL III**

Die Roll	Creature Encountered
1	Lava Lizard (1): AC 3; HD 4*; hp 17; MV 90' (30'); #AT 1 bite/1 burn; D 1-6 all; Save F 4; ML 12; AL N
2	Kobolds (2-12): AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 6; AL C
3	Steam Weevils (1 swarm): AC 7; HD 4; hp 16; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 11; AL N
4	Giant Bats (1-4): AC 6; HD 2; hp 13, 10, 8, 6; MV 180' (60'); #AT 1; D 1-4; Save F 1; ML 8; AL N
5	Crab Spider (1): AC 7; HD 2*; hp 9; MV 120' (40'); #AT 1; D 1-8 + poison; Save F 1; ML 7; AL N
6	Piranha Birds (2-12): AC 6; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 180' (60'); #AT 1; D 1-4; Save NM; ML 8; AL N

ADVENTURE IN DUNGEON LEVEL III

Kobold Chief (1): AC 7; HD 2; hp 9; MV 60'(20'); #AT 1; D 2-7; Save F 2; ML 12; AL C

Kobold Bodyguards (6): AC 7; HD 1+1; hp 6 each; MV 60'(20'); #AT 1; D 1-5; Save F 1; ML 8 or 6; AL C

The chief carries a *shortsword* +2.

Around the chief's waist is a belt made of gold and silver coins linked by a chain. The belt is worth 250 gp, but it constitutes all of the monetary wealth owned by the entire tribe of kobolds. If a character examines the liquid in the kettle, it is identifiable as a kind of beer made mainly from fishheads.

89. KOBOLD LAIR

Most of the kobold tribe occupies this room. If they have not been called to the defense of the bridges, 12 kobolds are here, languishing about.

Kobolds (12): AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 6; AL C

There are 15 dirty pallets of sand and dried grass in the room, a few pieces of half-consumed rat, and several bottles of the fish-head beer. The room contains nothing of value to the party.

90. EMPTY CORRIDOR

This short hallway branches off near the top of a 50-foot high stairway. The floor is littered with broken rock and other stony rubble.

91. CHAMBER OF DARKNESS

Utter blackness consumes a 10-foot wide stretch of the corridor wall. You can see nothing but the darkness.

Many years ago, a very evil cleric met an untimely end in this cavern. Because he was slain by a very good cleric, a strange magical phenomena took place: the black force of the evil cleric's soul took possession of the cavern, causing total darkness.

If the characters thrust a torch into the dark area, the torch seems to disappear. But if they withdraw it, it burns brightly. Only a *light* spell can illuminate the room.

There is nothing dangerous or harmful in the room, and in fact characters can find valuable treasure here. If they have no magical light, however, they must explore the chamber in darkness. For each character entering the room, there is a 15% chance per turn a character locates the skeleton of the dead cleric and the backpack he carried. This chance is cumulative, so if three characters search the room, there is a 45% chance per

turn one of them discovers the corpse and backpack.

The backpack contains two rolled-up parchments and three bottles of colored liquids. The parchments are scrolls containing the following spells:

Clerical

First Level: *cure light wounds* x2

Second Level: *bles*

Magic-User

First Level: *magic missile*

Second Level: *phantasmal force*

Third Level: *fireball*

The bottles are magical potions. One bottle holds two doses of potion of *healing*; another holds two doses of potion of *growth*; and a third holds two doses of potion of *invisibility*.

92. and 93. EMPTY CAVERNS

This network of rooms and tunnels has a floor littered with broken rock and dust. No tracks are visible.

94. and 95. KOBOLD-GUARDED CLIFFS

These two corridors expand and then drop away in 50-foot cliffs, and rock outcroppings stud the walls. A single kobold is on guard at the top of each cliff.

Kobolds (2): AC 7; HD 1/2; hp 3, 2; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 6; AL C

The kobolds are lying prone, watching the corridors below them that approach from caverns #92 and #93. If the party sneaks up on them from behind, add +2 to the kobolds' chances of being surprised. If the party is below the kobolds, however, add +2 to the characters' chance of being surprised, and allow NO chance for the kobolds to be surprised.

If a thief tries to climb one of these cliffs, the kobold on top waits until the thief is halfway up, and then drops stones at him or her (roll "to hit" normally). Each stone hitting its mark does 1-4 (1d4) points of damage. The thief must check against dexterity if struck. If this roll fails, the thief falls. Consider his fall to be from halfway up the cliff; give 1-6 (1d6) points of damage for each 10 feet fallen.

Characters below may shoot arrows or other missiles at the kobolds, but the kobolds have an AC of 3 because the cliff shields them.

96. LARGE CAVERN

This large chamber contains many stalactites and stalagmites, some of which are broken and littering the floor.

97. ROCKSLIDE

The cliff here has gradually crumbled away, leaving a jumble of huge boulders. The rockslide lowers from south to north; the bottom is 50 feet lower than the top. The slope looks gentle enough to climb.

All characters may move both up and down the rockslide, but calculate movement at one-quarter the normal exploring rate. In addition, a hidden menace is coiled in the exact center of the slide.

Giant Rattler (1): AC 5; HD 4*; hp 15; MV 120' (40'); #AT 2; D 1-4 + poison; Save F 2; ML 8; AL N

The snake senses any character moving onto the rockslide, and immediately begins to rattle. The snake is hidden in the rocks, however, so the party cannot see it. If the characters continue to move up or down the slide, the snake slithers forward and tries to intercept the nearest character. If the snake fails a morale check, it disappears into the rocks, bothering the PCs no more.

98. DEN OF THE LAVA LIZARDS

Two large, iguana-like lizards are in the middle of this natural cavern. They are perfectly still, and their eyes seem to be closed.

These are lava lizards. They remain asleep unless touched. Once something comes into contact with one of them, however, they both awaken and enter into combat on the next round.

Lava Lizards (2): AC 3; HD 4*; hp 20,17; MV 90' (30'); #AT 1 bite/1 burn; D 1-6/1-6; Save F 4; ML 12; AL N

For a complete description of the lava lizard, see *New Monsters*, page 31.

Characters may walk around the lizards and open a door at the rear of the cavern without disturbing the creatures. Even loud noises do not wake them.

99. OLD WARRIOR'S CAVERN

The door to this room is a sturdy slab of stone; add +1 to a character's roll to open.

It is obvious this room has been inhabited, presumably by the poor warrior whose skeleton—still clad in plate mail armor—rests on the room's lone chair. A mighty sword lies by the warrior's side. Also visible are a wooden table and a straw pallet bed.

These are the remains of a human warrior that became trapped on this level years ago. On the warrior's back is a quiver holding

five arrows +2. He wears *plate mail* +1, and the sword at his side is a *sword* +1 (+3 against dragons). A broken longbow lies on the floor under the table.

The secret door leading from his chamber may be opened by rotating an outcrop of rock.

100. DRAGON'S ENTRY ROOM

The winding corridor leading to this cavern is only three feet wide, so characters must travel in single file. The dragon is too large to move down this corridor.

This room is empty except for six small and blackened skeletons on the floor.

A close examination reveals the skeletons belonged to kobolds; any casual observer can see they have been savagely burned.

101. LAIR OF THE RED DRAGON

The secret door on the far east side of this cavern opens into the cavern by rotating an outcropping of rock. Characters entering this cavern from the secret door enter directly behind a red dragon, who is unaware of the door's existence.

This chamber is huge and dark. You feel an aura of evil, and from the darkness ahead, you can hear deep, slow breathing.

The red dragon living in this cavern is quite youthful by a dragon's standards, but it is still an awesome and terrible opponent. Its lair is connected to the outside by a tunnel nearly a mile long.

Red Dragon (1): AC -1; HD 7; hp 22; MV 90' (30'); #AT 2 claws/1 bite/ + breathes fire; D 1-8/1-8/4-32 + 22; Save F 7; ML 10; AL C
 Spells: First Level: *ventriloquism*, *charm person*, *detect magic*
 Second Level: *detect invisible*, *continual light*
 Third Level: *dispel magic*

There is a 10% chance the dragon is asleep when discovered. If the characters encounter the dragon, then escape and stay away for at least six turns, there is a 10% chance again the dragon is asleep when they return.

If some characters invisibly enter the room, the dragon is aware of their presence due to its keen hearing, unless the character is a thief who successfully rolls to "move silently." If the dragon is aware of even one invisible character, it casts its *detect invisible* spell. The dragon is then able to see any invisible individuals or objects in the room. As long as the party is not fighting the

dragon, it is satisfied, however, merely to keep tabs on those who are supposedly invisible.

When the crafty serpent first becomes aware of the PCs, it does not immediately bake them with its fiery breath. Rather, it uses its *ventriloquism* spell to create a sound of great roaring and bellowing behind the party. When it is convinced that all the party members are in the room, it chuckles deeply before greeting them with the utmost politeness. It enjoys conversational banter and since it surely doesn't feel threatened by the presence of a band of mere humans, it may spend 2-12 (2d6) turns chit-chatting with the PCs.

The serpent is sitting upon a large collection of coins and other valuable items. It will react very favorably to compliments and flattery, and will even allow characters to advance and examine the many treasures in its trove if the group is appropriately respectful.

The dragon attacks if the characters try to leave the cavern, or if the party moves to attack the dragon. In both cases, roll for initiative normally; note that the dragon always uses its breath weapon as its first attack.

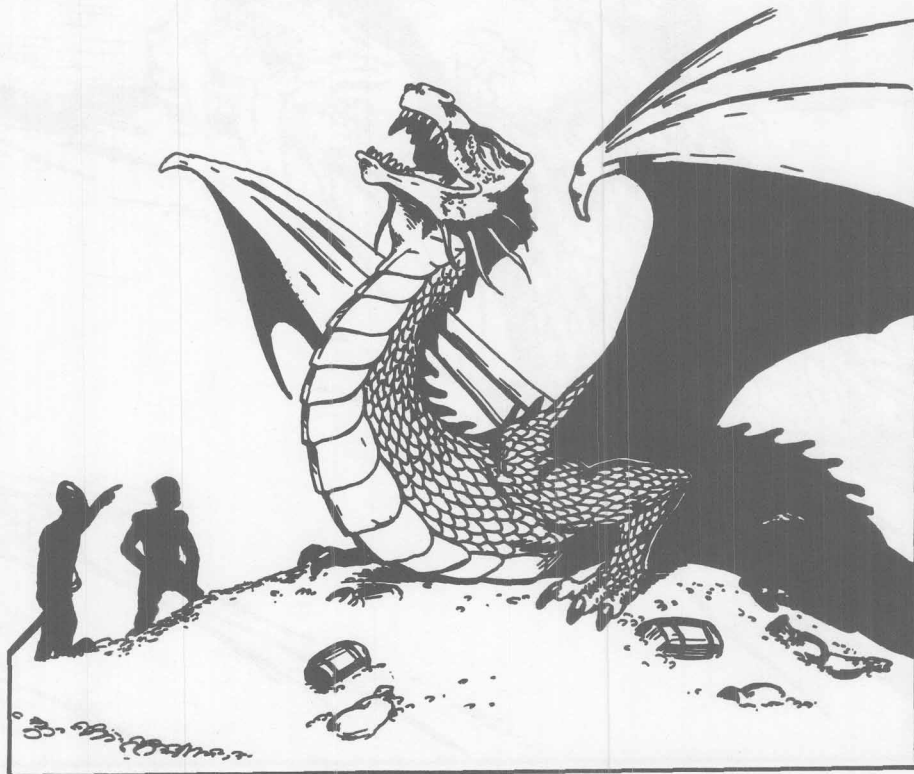
If the characters do not attack the dragon and do not attempt to leave the room, be

aware of when the dragon grows weary of conversation (2-12 (2d6) turns); its comments should be more curt and impolite, even hostile. If the characters still do not attack within two rounds, the dragon attacks anyway.

On the first round, the dragon tries to hit the greatest number of characters with its breath weapon; on succeeding rounds, the dragon attacks the rest of the group in the following way (as explained in the Basic Rules: roll a 1d6; a one, two, or three means the dragon uses its claw and bite attacks; a four, five, or six means it uses its breath again).

If the players are able to kill or subdue the dragon, they find as much treasure as they can carry. The pile beneath the dragon includes 7,000 cp, 10,000 sp, 5,000 ep, 2,000 gp, 800 pp, and assorted gems (500 gp x2; 300 gp x10; 200 gp x10; and 100 gp x20), and jewelry (1,000 gp, 750 gp, 600 gp, and 500 gp x2). Also buried among the coins are a *ring of protection* +1, a *wand of magic detection* (good for eight charges), a *rod of cancellation*, and a *bag of devouring*.

The tunnel exiting the dragon's lair climbs gradually for a mile until it exits at area #19 (see the map of the surface of The Hill, inside cover).



TYING UP THE LOOSE ENDS

Since the party prearranged its return trip (see page 3), they should have no particular problem getting back to Guido's Fort—unless of course they happen to be accompanied by a subdued red dragon!

The dragon is clearly too large and heavy to put into a fishing boat. If the party tries to do so, the boat sinks. Another smoke signal might bring another fishing boat, or the party could build a raft.

Seeing the boat is too small, the PCs might try to coax the dragon into swimming along side the boat, which the dragon does, though clumsily.

Back at Guido's Fort, the party must rendezvous with the sisters of the mysterious cottage—if they made a deal with them for

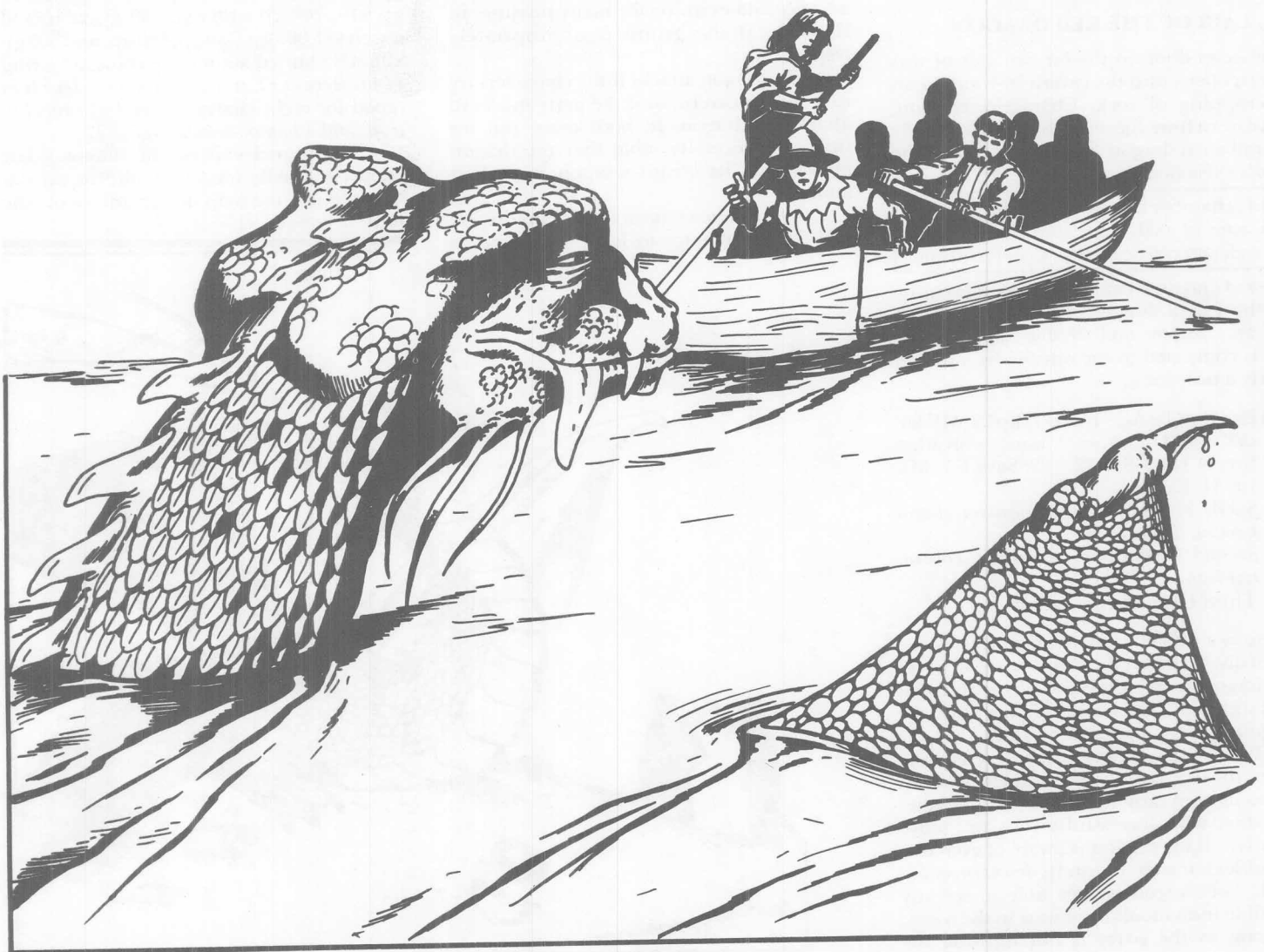
the potions and scrolls, that is. They find the sisters waiting for them at the Lion's Den. As payment for the scrolls and potions, the sisters claim the following, depending on the acquired bounty: The sister's first choice is a subdued dragon. Their second choice is a *rod of cancellation*. If the party has neither of these items, use your judgement as DM to select a worthy substitute, such as any valuable ring, wand, etc. Weapons are of no use to the sisters.

If a subdued dragon is available to the sisters, the rod must surely be as well (the rod was part of the dragon's treasure, which the party no doubt carried off). Though the sisters claim the dragon, they eye the rod covetously, too. It's one of the few magical items

they haven't collected. With a glint in her eye and greed in her voice, Rosalinda says to the party, "That old *rod of cancellation* looks to be in pretty sad shape, but I feel sorry for you—losing your dragon after all your troubles. Tell you what. I'll give you 1,000 gp for the rod—twice what it's worth, at least!"

In truth, the sisters are willing to pay 5,000 gp for the rod, but only shrewdly bargaining characters can get that much.

If the characters did not make a deal with the sisters for the potions and scrolls, and are wondering what to do with a subdued dragon, they can find a mage at the Lion's Den who offers to buy the dragon. He offers 5,000 gp but the PCs can bargain for up to 10,000 gp, the mage's final offer.



Piranha Bird

Armor Class:	7
Hit Dice:	4
Move:	60' (20')
Attacks:	1 swarm
Damage:	4
No. Appearing:	1 swarm
Save As:	Normal Man
Morale:	11
Treasure:	Nil
Alignment:	Neutral

The piranha bird is a one-foot long, garishly colored bird always hungry for fresh meat. Individual piranha birds may have green, blue, red, brown, black, or even purple feathers—the entire variety of colors displayed in a single flock. Their beaks are sharp and pointed, and have razorlike edges so that the bird can stick its beak into the flesh of a creature, bite, and fly away with a snack.

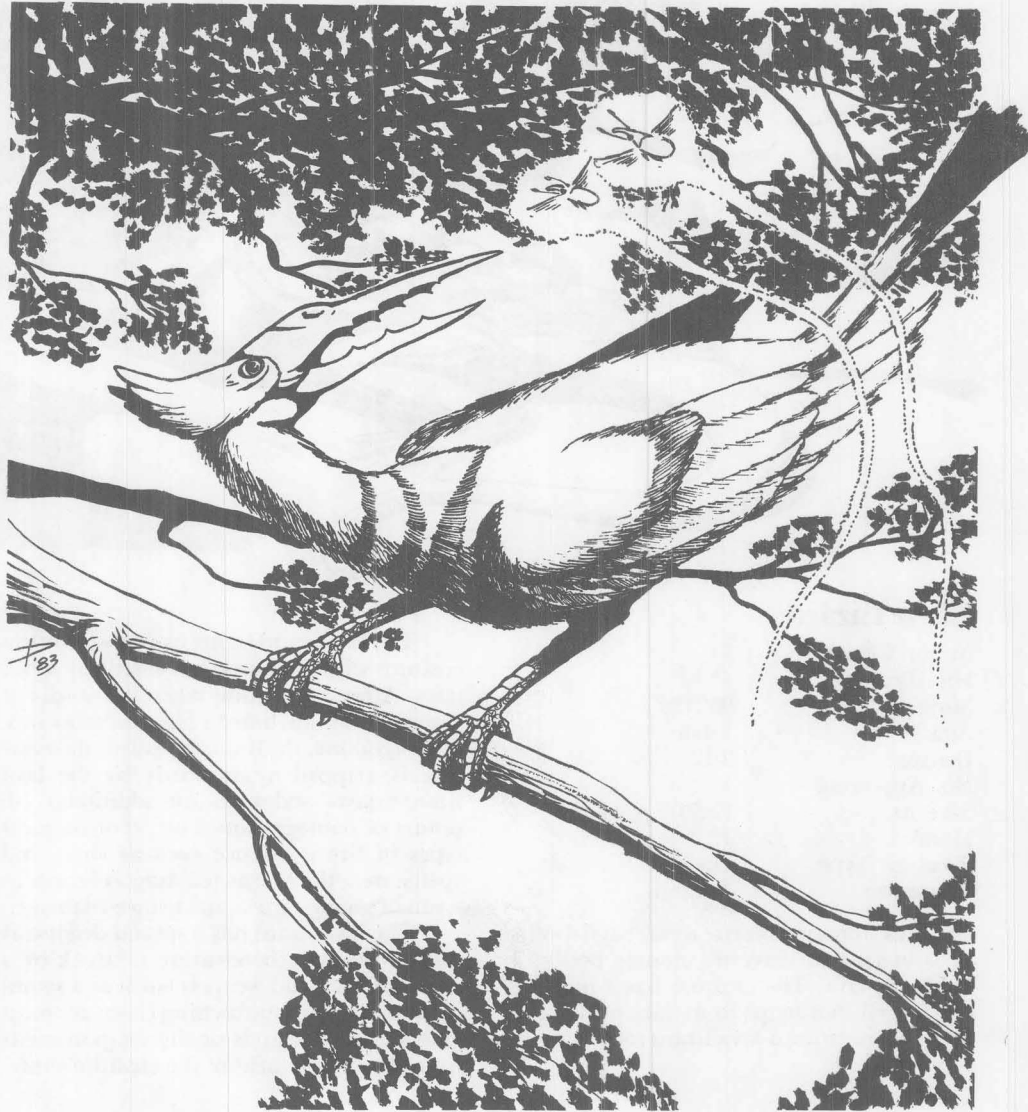
Piranha birds can fly with hummingbirdlike maneuverability; they can make sudden changes in direction, or even hover in the air. When one piranha bird catches sight of a potential meal, it utters a high-pitched whistle, thus alerting the entire flock. They always attack warm-blooded creatures, and do not have to check morale until half of the flock has been eliminated.

They do not like bright sunlight, but piranha birds may be found in all climates except the very coldest or those barren of any shade. They prefer to live in regions of dense forest or in underground caverns, and seem to have developed limited infravision that allows them to detect prey up to 30 feet away even in total darkness.

Steam Weevil

Armor Class:	6
Hit Dice:	1/2 (1-4 hit points)
Move:	30' (10') on ground 180' (60') in flight
Attacks:	1 bite
Damage:	1-4
No. Appearing:	4-24
Save As:	Normal Man
Treasure Type:	Nil
Alignment:	Neutral

Steam weevils are tiny flying insects that thrive on the intense heat and pressure of subterranean areas of geothermal activity. They have developed a way to turn the heat of a pool of lava directly into usable energy (much the way that plants derive energy



directly from the sun), and many generations of steam weevils will live their lives without ever leaving the deep caverns that are their preferred environment.

Occasionally, however, because of volcanic activity, a swarm of steam weevils may be carried to the outside world in a blast of steam or lava. They cannot live long in the relative cold of the atmosphere, but they can be a dangerous enemy in the 1-4 hours that passes before they die.

Steam weevils glow underground or in shade, because of the intense heat of their bodies. A person caught in the midst of a steam weevil swarm takes four points of damage from burns if the swarm is at full strength. Damage is cut in half if the charac-

ter in warding the insects away. (See "Insect Swarms" in the monster section of the Basic rules book). Smoke and fire does not bother steam weevils, but water damages them if it is splashed on the swarm (roll to hit AC 7.) Characters may scoop water from a puddle or stream with their hands, or they may uncover a water container and attempt to douse the bugs that way.

For each "hit" to the swarm, the damage that the steam weevils can inflict is reduced by one. Therefore, if two splashes have hit the swarm and it is surrounding a person who is warding them off, the swarm does only one point of damage. Note that the swarm can only attack one creature or character at a time.

NEW MONSTERS



Lava Lizard

Armor Class:	3
Hit Dice:	4*
Move:	90' (30')
Attacks:	1 bite
Damage:	2-12
No. Appearing:	1
Save As:	Fighter 4
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral

The lava lizard is a bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The creature has a rocklike outer shell that helps to maintain the high body temperature a lava lizard must have to survive.

The lava lizard fights by trying to bite a creature with its quick but relatively weak jaws. A bitten creature takes 1-6 points of damage from the lizard's bite and must save vs. dragon breath. If unsuccessful, the creature is gripped momentarily by the lava lizard's jaws and takes an additional 1-6 points of damage from heat. (For magical types of fire resistance such as rings and spells, treat the bite as red dragon breath in terms of saving throws and reduced damage.)

The lava lizard has a special defense as well. Whenever the creature is struck by a nonmagical metal weapon (such as a sword blade or dagger), the owning character must save vs. magic wands or the weapon melts from the intense heat of the creature's inte-

rior. Note that a melted weapon still inflicts damage on that turn, but is unable to do so thereafter.

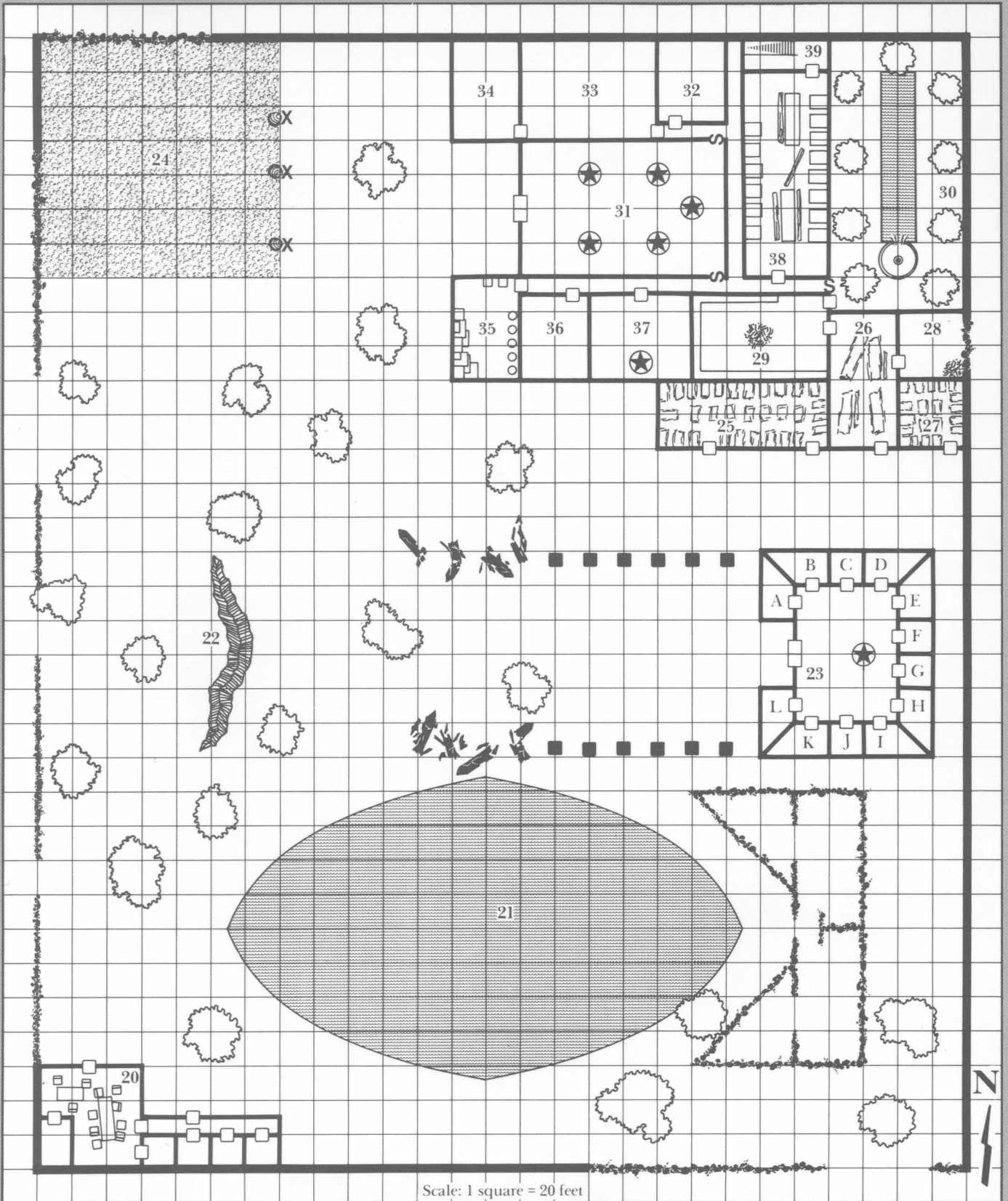
Although these creatures dwell in hot subterranean caverns, they have been known to travel several miles from the lava they need to survive. As they feel their body temperature cooling, they will attempt to return to the nourishing fires. There are a few unconfirmed reports of lava lizards being found in statue-like immobility, presumably having been caught too far from their source of heat.

Do you have any questions or comments? Our designers and editors can help. Send your questions to:

D&D® Questions, c/o
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POB 756
Lake Geneva, WI 53147

Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget! We'll get our elves right on it.

MAP OF THE RUINED MONASTERY



Scale: 1 square = 20 feet

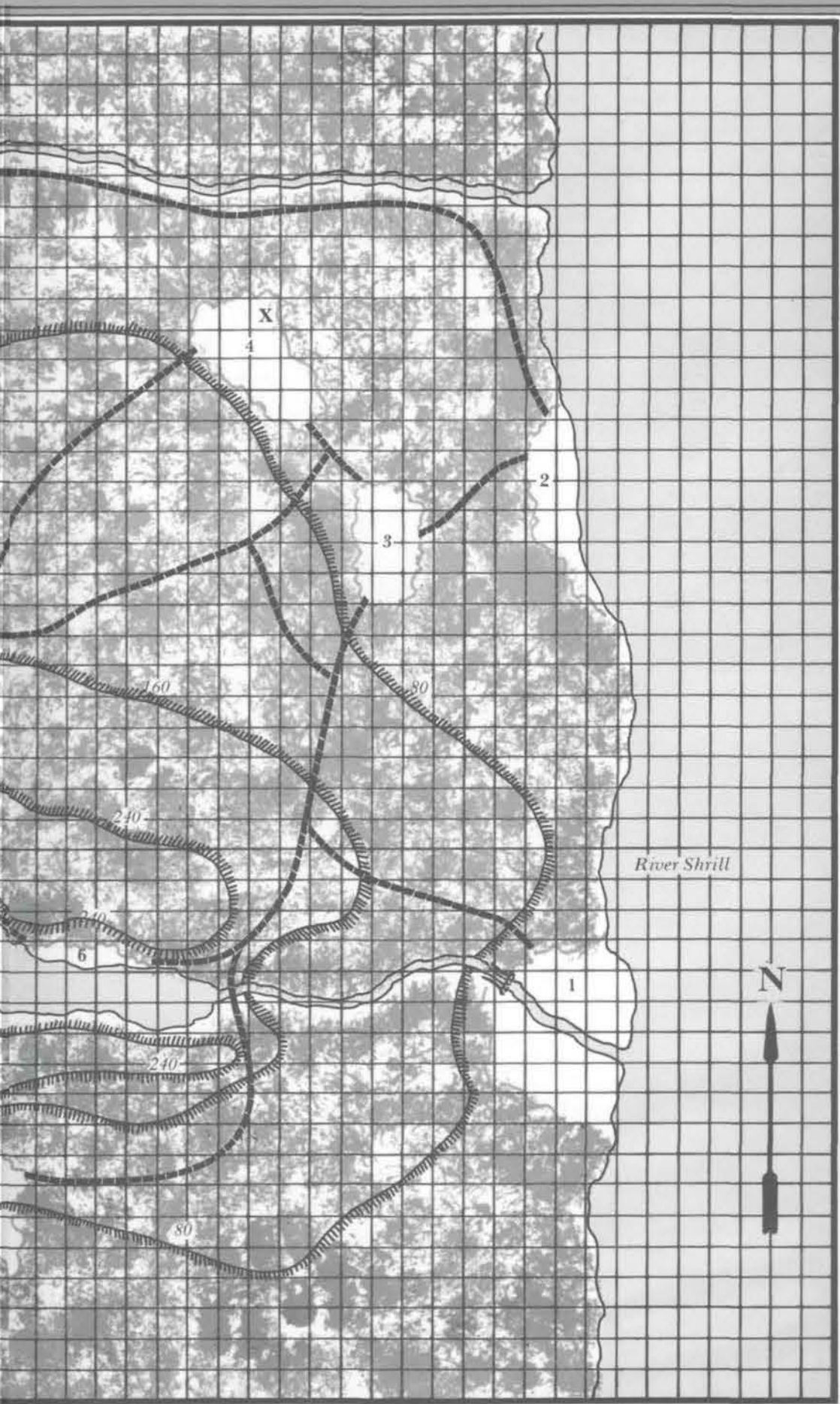
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PREROLLED CHARACTERS

The following first level characters may be used as player characters if the players do not wish to take the time to roll up their own. If the characters begin the adventure in Guido's Fort, allow them to determine the number of gold pieces each owns by rolling 4d6, as explained on page 2 of this module. The PCs may then purchase equipment and head for The Hill!

CLASS	hp	S	I	W	D	C	CH
Cleric	5	10	10	15*	12	9	13*
Cleric	6	12	9	13*	10	12	11
Dwarf	8	13*	6	7*	9	15*	8*
Elf	4	12	14	10	13*	11	12
Fighter	7	16*	9	8	12	1	13
Fighter	8	12	9	10	13*	14*	8
Fighter	6	13*	10	11	15*	12	7
Halfling	6	10	11	9	16*	13*	13
Magic-user	4	8*	16	12	10	13*	11
Thief	4	13*	8	8*	15*	12	10
Thief	5	10	12	9	16*	13*	10

* Special bonus or penalty. See the **D&D[®] Basic Rule Book**, p. B7.



	Water
	Trees
	Trail
	Contour
	Cliff
	Waterfall
	Elevation in Feet Above River

Scale: 1 square = 300 feet



DUNGEONS & DRAGONS®

Basic Game Adventure

Horror on the Hill

by Douglas Niles

The end of the road. A lonely fort stands on the banks of a mighty river. It is here the hardy bands of adventurers gather to plan their conquests of The Hill, the hulking mass that looms over this tiny settlement.

The Hill is filled with monsters, they say, and an evil witch makes her home there. Still, no visitor to The Hill has ever returned to prove the rumors true or false. The thrill of discovery is too great to pass up, and only the river stands in the way. The adventurers' boat is waiting!

This module is designed for use with the D&D® Basic Rules. A trip through the wilderness begins a unique challenge for the novice player and Dungeon Master.

Included in the module are 11 maps, 3 new monsters, and a complete set of prerolled characters.

This module is for use with the DUNGEONS & DRAGONS® Basic Set, and cannot be played without the D&D® Basic rules produced by TSR, Inc.

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DUNGEONS & DRAGONS®

Module for Basic Set

Blizzard Pass
by David Cook



You soon realize the shadowy figures are not friendly. Can you escape the ghastly horde and survive the peril of Blizzard Pass?

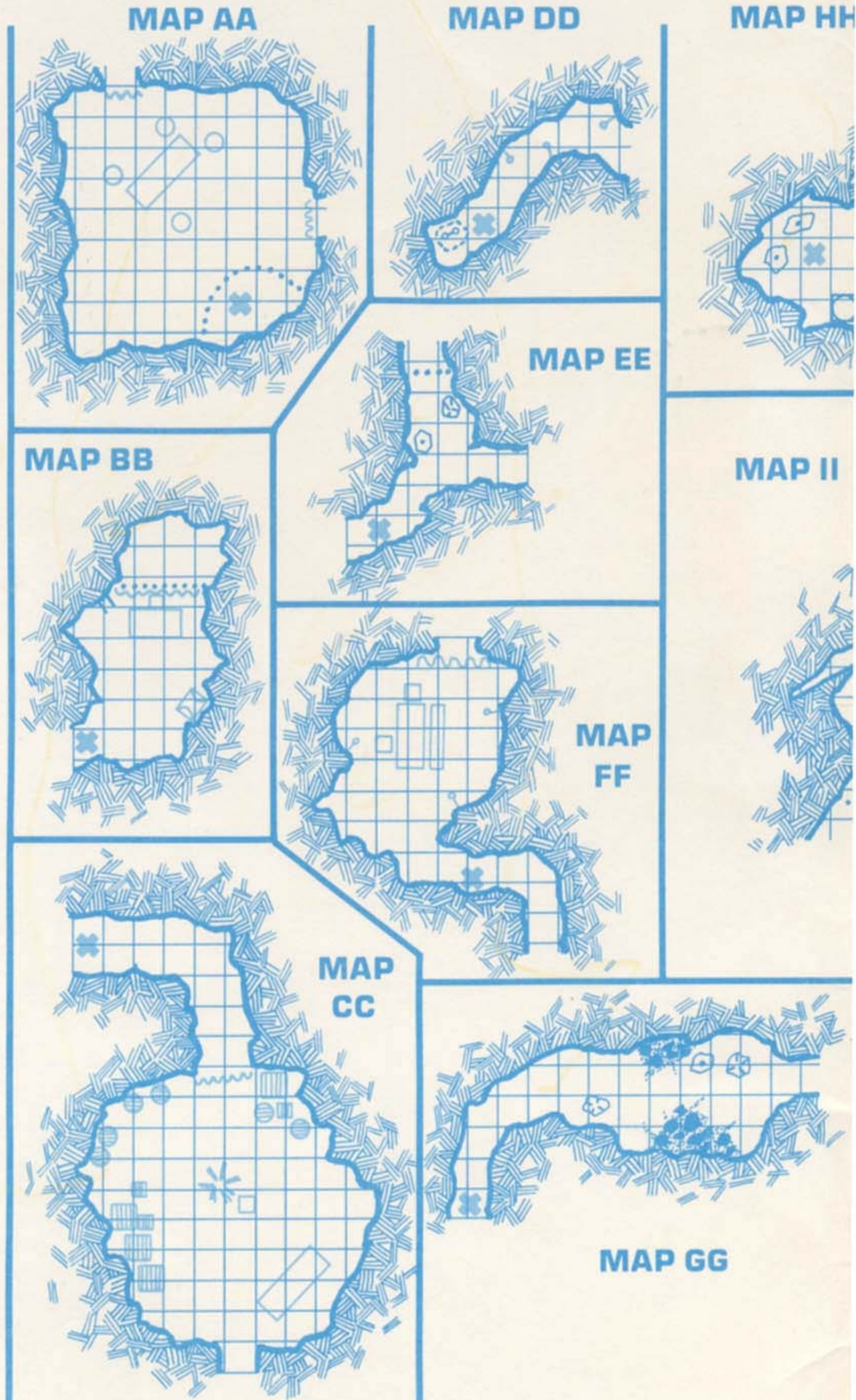


BLIZZARD PASS

KEY

	BARREL
	STOOL
	CHAIR
	BOX
	STARTING AREA
	BARS
	CURTAIN
	LEVERS
	FIRE
	TORCH
	LADDER
	ROCK COLUMN
	STALACTITE
	LEDGE
	STALAGMITE
	CHEST
	RUBBLE
	CHIMNEY
	SNOW
	BRAZIER

1 SQ = 5 FEET



Blizzard Pass

Invisible Ink Module M1

by David Cook

A SOLO ADVENTURE FOR THIEVES LEVEL 1-3

or

Group Play Level 1-3



A brilliant light flashes from the evil priest's hands and blinds you, lancing your eyes with sharp pains. Though you cannot see, you hear the men chuckling as they walk toward you.

Suddenly, someone runs into the room and you hear the sound of metal clashing on metal, accompanied by screams of anger and pain. Something heavy crashes to the floor, and your companion Salamdros cries out in agony. Finally, he falls quiet and another loud crash echoes through the small room. A short, silent pause follows, and a heavily breathing man walks toward you.

Is he friend or foe?

Editor: Troy Denning

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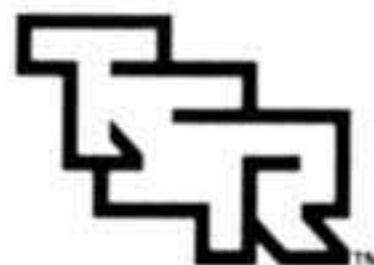
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DUNGEONS & DRAGONS® Basic Set

Invisible Ink Module M1

BLIZZARD PASS

Blizzard Pass has been designed for use with the DUNGEONS & DRAGONS® Basic Set rules. You cannot use it without those rules. Inside, you will find the module folder, a 32 page booklet, and an invisible ink marking pen. You need all three items to play the module.

IMPORTANT! READ PART 1: INTRODUCTION first. Do not read the rest of the module except as instructed in part 1. If you read any entries before instructed to, you may ruin the fun and surprise of the solo adventure.

PART 1: INTRODUCTION

This module is different than most designed for use with the DUNGEONS & DRAGONS Basic Set. There are two adventures, one for solo play and one for group play. The first part of the module, the solo adventure, is designed to be used by one person playing without a Dungeon Master. The second part explains how to use the solo adventure for group play. There are many differences in the two

adventures, so players who read the group adventure will not learn anything useful about the solo adventure.

The rest of the module contains maps, a list of new monsters, and a pre-rolled character. You do not have to use the pre-rolled character to play the solo adventure, but any character you use must be a thief.

How To Play the Solo Adventure

To play the solo adventure, you need these items: the DUNGEONS & DRAGONS Basic Set Rules, the invisible ink marker included with the module, the module itself, a twenty-sided die, a six-sided die, paper, and a pencil.

Blizzard Pass consists of 309 numbered **entries**. An entry describes a situation involving you, the player character. As you read the entries, you will find you must choose the best course of action from a list of options. There are no “correct” choices, but you must carefully consider the consequences of the options you pick. After choosing your course of action, you may turn to the next entry. These entries will usually be indicated by a number in parentheses, such as “Will you strike the creature (5), or run away (6)?” If you choose to strike the creature, you turn to entry 5; if you choose to run away from the creature, you turn to entry 6.

Players should note that the entries will make no sense if read in strict numerical order. It is important that you read only the entries you are directed to read. If you read other entries, you may become confused, and you will certainly spoil the excitement of the adventure.

Some entries appear to be blank boxes with a number in the upper left-hand corner. These are invisible entries. When you are directed to read one of these entries, run the special marking pen over the blank box in smooth, even strokes. Try the pen on the following box and see what happens.

Congratulations! You are now reading an invisible entry.

The pen should be capped whenever not in use to prevent it from drying out. Remember, if your pen dries out, you will have no way to read invisible messages like the one above!

Use the special marking pen to complete the example of play below.

1. Despite the fact that you have a lot of work to complete before morning, you have been reading the introduction to Blizzard Pass. It is now very late, and well past your normal bedtime. Will you continue to read (2), go to sleep (3), or do your work (4)?

2. After reading a bit further, you fall asleep in your chair. The next morning, you are still tired, since sleeping in a chair is not restful. In addition you must do your work very quickly.

3. You have decide to call it a night and go to bed. Your work is still not done, and you will have a lot of explaining to do!

4. You put down the book and complete your tasks. After a short nights sleep, you wake up with a real sence of acomplishment and consign yourself to spending the following night to playing Blizzard Pass!

Notice there are only three choices in the example above. You must choose one of those options. You could not, for example, choose to get something to eat. Eating is not one of the choices allowed.

You will find a set of maps on the inside cover of the module. Each map has been labeled with two letters. As you move through the dungeon, you will be instructed to use certain maps. These maps will help you visualize what you see as you move through the dungeon, but they will not reveal any information that would spoil the fun or excitement of the adventure (such as the locations of monsters or the shortest way out of the dungeon).

A good Dungeon Master knows that too much explanation may destroy the mystery and excitement of a fantasy role-playing game, so he takes care to describe situations, but not to explain them. Like a good DM, the module describes a situation, but does not explain it. For example, when you encounter a monster, the entry will describe its appearance, but will not reveal the name of the creature. You must then use your own quick wits and intelligence to identify the nature of the monster, and choose your course of action.

The Character

The solo adventure is designed for a single character—in this case, a 1st, 2nd, or 3rd level thief. In the back of the module, you will find a pre-rolled character. This character is designed for use in the Blizzard Pass module. All of the information you need to run this character—such as statistics, abilities, chances to hit, saving throws, and equipment—is listed on the character sheet. The character sheet also explains the strengths and weaknesses of the character, to help the beginning player understand some of the things the pre-rolled character should or shouldn't attempt.

The character has no name, so you may wish to give him one, especially if you intend to use this character in different adventures

after completing Blizzard Pass. (Dungeon Masters may use this character as a non-player character in their normal games.) Several people who normally play in the same game should not use this character in their games.

If you want to use or create your own character, it should be a thief between the first and third levels of experience, with no magic items or missile weapons. He should carry only equipment listed in the Basic Rulebook. If the thief is first or second level, he should have a high constitution and more than the average number of hit points. The solo adventure is dangerous and weak characters may find it difficult to survive.

Guidelines and Tips for Playing the Solo Adventure

1. This adventure is a dangerous one, so do not take any decision lightly. You will never know when your next decision means the difference between life and death.

2. Resist the temptation to alter die rolls, for any role-playing game will lose all its excitement and challenge if the players use only the best die rolls.

3. You should also resist the urge to read the rulebook when confronting unfamiliar situations. Much of the fun and excitement of a role-playing game comes from the sense of mystery it generates. If you destroy this sense of mystery by finding the answers to certain puzzles in the rulebook, you will destroy much of the fun of the module. For instance, when you meet a strange monster, use only your memory and wit to identify it. Do not try to discover the best method of fighting it by looking it up in the rulebook.

4. If your character dies in the course of the adventure, you may begin the adventure again, but you must roll up a new character. The character you were using in the solo adventure has died, and cannot

be brought back to life. (No one will rescue the body and have it resurrected.)

5. If you are using a character from a regular game, be ready to accept that character's fate. It must be removed from the regular game if it is slain in this adventure!

6. No character may explore this dungeon more than once in an attempt to gain experience or treasure. Once a character has completed the module, it may not be used for further play in this adventure. (You may, however, use a different character to explore the areas of the dungeon you missed the first time.)

7. You should have fun. Try silly or unusual entries occasionally; they just might work! Of course, they might prove disastrous, too.

8. You will find it useful to make a note of each entry you read, in case you go to an entry that directs you back to the last entry read and you can't remember the number. This will also prove useful if you want to stop the adventure and return to it later.

PART 2: THE SOLO ADVENTURE

1. You slip and slide around the icy corner, your lungs aching from the cold air. A low wall blocks your path, and you fall attempting to avoid the unexpected barrier. A dull pain flares in your shoulder as you strike the frozen ground.

"There's the cur!" a man snarls. The peasants have found you again. The crowd presses closer, their dark faces twisted with anger.

"Murderer!" cries an old lady.

"I was framed!" you gasp. The peasants will not listen, even though what you say is true.

"Kill the swine," says a flat, even voice. The words are backed by the authority of the sheriff.

A man in front throws a fist-sized rock at you. Even though you try to dodge, the rock strikes your cheek. Your face is so cold you barely feel it strike, but a long trickle of blood soon runs down your face.

A man carrying a wooden club pushes through the crowd. You jump to your feet and kick the man in the stomach. Before he reacts, you turn around and scramble over the wall.

You find yourself in an alley leading to the town gate. The gate itself stands open several yards ahead.

You hear the peasants trying to climb over the wall. "Stop! Stop, murderer!" they cry.

You run toward the open gate. As you approach, a guard steps into the road. His hand rests on his sword.

"There's a murderer loose!" you shout. His mouth opens, but before he can say anything, you strike his jaw with your fist. His teeth snap together and his head flops back. He crashes to the icy ground.

As you run through the gate, a bowstring twangs and an arrow zips past your shoulder. Ahead, you see a stand of evergreen trees. You run full speed toward the trees, slipping and sliding along the icy road. The peasants howl and scream, following close behind.

You plunge into the stand of trees, snapping and tearing at the branches as you struggle through the deep snow. Soon, you hear the peasants yelling and screaming as they follow you into the forest.

After several minutes of struggle, you emerge from the trees. Much to your surprise, a merchant sledge travels along the edge of the

forest. Without hesitating, you catch the back and pull yourself inside. You quickly burrow under its cargo of furs and cloth, hoping to hide until it carries you a safe distance from the village.

After several minutes of slow movement, the sledge stops. You hear many muffled, angry voices, but you cannot understand all of the conversation.

"Did...murderer escaped...attacked town guard!"

"No...simple merchants...caravan over the pass."

"Maybe...search sledges."

You lie as still as possible, scarcely daring to breathe. Soon, the back of the sledge rattles and you hear someone pull the cover back.

You feel a man digging through the furs on top of the load, but he stops before reaching you. "Only furs and carpets in here!" he says gruffly. He throws the furs back and the voices fade away. You allow a sigh to escape your lungs.

At last, the sledge jerks and moves again. Soon, you are very drowsy, and allow the movement of the sledge to rock you to sleep.

When you awake, the caravan is still moving. You have no idea of how long you have slept. You are hungry, thirsty, and your muscles are cramped. By now, it must be late afternoon. Will you stay hidden until dusk (2), or jump out of the sledge now (3)?

2. As it grows dark, you crawl from your hiding place and climb off the ledge. When your feet touch the snow, you feel a sharp jab in your back.

"Ho varlet!" Says a rough voice. "Where'd you come from?"

You turn and see two men mounted on ponies. They wear heavy furs and leather armor. One holds a lance level with your chest. The other, a grizzled fellow with a black beard says, "You'd better come along with us." Go to entry 4.

3. You climb out of your hiding place and see several mounted men riding several yards behind the sledge. One of them holds his spear in your direction and cries, "There he is, let's get him!" Several of the mounted men gallop up, holding their weapons ready. Though you try to run, the riders quickly surround you. As they circle, you recognize them as the guards from the village. Finally, the leader lashes out with a mace and hits you on the head.

You awake in a small, well-guarded cell. Though you look for a way to escape, you do not find one. Soon, the guards drag you outside to a scaffold and hang you. Your character is dead. You may roll a new character and start again.

4. The two guards march you alongside a caravan of sledges. You often sink into snow up to your knees, and bitter cold numbs your hands and face. All along the trail, sledge drivers whip their ponies and struggle to free stuck sledges.

Finally, you reach the front of the caravan. The drivers have already drawn several sledges into a small stand of evergreens to make camp. Several men stand huddled around a large campfire. As you approach, the black bearded rider says, "Master Visond, what new cargo do you now carry?" He prods you into the center of the camp with his lance. A thin, fur-clothed man turns around and eyes you warily.

"What's this?" he asks.

The black bearded one swings off his mount and shoves you toward Visond. "We caught this cur in your load." He claps his hands together over the fire and rubs them.

"Well, then," says Visond, "so you would take passage over Blizzard Pass in my caravan?"

"Shall we send him out to freeze, Master Visond?" asks the black bearded one anxiously.

"I would say it is he the villagers sought," says the other rider. This man's voice is gentle, yet strong. You study him closely for several seconds. The man is an elf!

"Aye," says the first rider. "Be careful, murderer, or I'll do the villagers' job for them."

"No," Visond says, "we will not harm the stranger. I am short of workers. He will earn his passage as a sledge worker." Visond turns to you, "I trust you do not mind?"

That night, you help the others prepare camp, tend the animals, and cook dinner. After you finish eating, you curl up on a bed of old furs. Visond gives you and pass a cold, restless night.

The caravan starts over the pass early the next morning. You struggle through the deep snow alongside the sledges, often stopping to heave and push the heavy vehicles through long, deep drifts of snow.

By afternoon, you are near the top of the pass, but the sky has grown dim with clouds. Visond halts the caravan and talks with Daras, the guide. Finally, he calls back, "We go on. Daras says the snow will not come before nightfall."

Within an hour, the sky turns stormy gray, and howling winds whip the powdery snow so fiercely you cannot see two feet. You grab the sledge and hold on, praying it does not leave you behind in this terrible blizzard.

The sledge soon stops, and a few other workers huddle near you. You crouch next to the sledge, listening to the winds wail and staring blankly into the curtain of falling snow. Eventually, you see the shadowy form of a man stumbling toward you through the driving snows. It's Visond!

"We're lost!" he cries to you. "Tie a rope to yourself and search ahead!" Will you agree (5), or refuse (6)?

5. You tie the rope around your waist, and stumble forward through the blizzard. The wind whips the snow so hard you cannot even see the sledge. You continue to trudge through the snow, and soon see a few shadowy shapes ahead. You press on through the blizzard, hoping the shapes are the rest of the caravan. Suddenly, you see a pair of beady red eyes moving toward you. A small, ugly creature charges out of the blizzard, a heavy stick raised in his gnarled hand. Roll 1d6. If you roll a 1-4, go to entry 7. If you roll a 5-6, go to entry 8.

6. Visond looks hard at you and curses you for a coward. He pulls his dagger and hisses, "Tie this rope around your waist, you..." His words gurgle in his throat and he falls into your arms. A small arrow juts out of his back. As you hold him, a small, ugly creature charges out of the blizzard. In one hand it carries a bow, and in the other he carries a heavy stick. Go to entry 9.

7. Before you react, the ugly, gray creature slams its stick into your stomach. You fall to your knees, clutching your stomach. The little monster hits you again, this time on your head. Your vision fades, and the world seems to spin. You fall face-first into the snow. Go to entry 14.

8. Will you fight the creature (10), or run away (7)?

9. As the little monster attacks you, the sledge ponies screech in panic. They begin to pull the sledge away. Will you grab onto the sledge (11) or stay? If you stay, roll 1d6. On a roll of 1-5, go to entry 7. On a roll of 6, go to entry 8.

10. You swing at the creature with your fists (AC 6). If you hit, go to entry 12. If you miss, go to entry 13.

11. You grab onto the side of the sledge. The ponies charge blindly through the blizzard in panic. The sledge bounces and lurches as it crashes over the rock-strewn, icy trail. Suddenly, a pony screeches and the sledge flops onto its side. The accident hurls you into the snow, and a piece of broken runner strikes you in the head. Go to entry 14.

12. You hit the creature with your fist and it falls. At the same time, something strikes you in the back. You turn and see another of the ugly little creatures. The creature hits you in the shin with its stick, and your leg slips out from beneath you. As you fall, it clubs you in the head. Go to entry 14.

13. You swing at the creature, but it ducks your punch, then strikes you in the stomach with its stick. Gasping your breath, you double over. The creature cracks you across the head. You fall, and try to crawl away from the nasty little monster. Before you make it very far, however, it kicks you under the chin. Go to entry 14.

14. Your head throbs painfully as you awaken. Despite the heavy fog in your groggy mind, you hear several people talking.

"We're as good as dead no matter what we do. Why bother?"

"Hold your tongue, Teromil, for our companion wakes. We should not make his return to the living unpleasant."

You slowly open your eyes. Even the dim gray light of the room hurts at first, but your eyes soon adjust to the lighting. As you look about the room (use map AA), you see you are locked in an underground cell with three others from the caravan. The floor of the cell is littered with the grime of several years.

A portly, balding man walks over to you. "I am called Roderick, stranger. This is Teromil, and the elf is named Salamdros," he says, waving his hand toward the others. You recognize Salamdros as one of the guards who captured you earlier. All of you have been stripped of your possessions, even your cloaks and boots.

Roderick kneels beside you and skillfully prods your skull. "Hold still. Tilt your head." He pokes a swollen lump on your temple and you flinch. "Nasty lumps you have here, but you will live." He bows his head and whispers to himself for a moment, then looks up and says, "I have some powers of healing. If you find yourself in need, tell me. But I warn you, I can heal you only once." Go to entry 56 when you decide to accept Roderick's offer (you may find it useful to note this on a piece of scratch paper). Roderick will not heal you while your party is engaged in combat, for he will be too busy fighting to cast a spell.

You crawl to the bars of the cell. They appear to be wood, but seem unusually strong. You test them and find they are quite solid. The door is locked by a rusty padlock and chain.

"Forget it, murderer," the elf says. "One cannot escape that way. We are doomed to die in this cell."

The room beyond the cell is lit by a sputtering lamp on a scarred table. The crumbling walls of the chamber glisten with moisture. You hear faint echoes of dripping water behind two worn furs hanging on the chamber walls.

Teromil sits beside you. "We're in a nasty fix, we are. Those little men've got us good, and I can't say it'll be an easy death when they do us in." Teromil pauses, then renews his conversation, "How'd they nab you? Took five of them to pull me down. Popped off two or three more, I did. I suppose they'll remember me for that, I do." When you do not answer, he continues thoughtfully, "Sure was funny, the way that storm popped up, don't you think?"

You nod agreement and study the rest of your companions. The elf sits in the corner with his knees drawn up to his chin. Roderick continues to whisper, oblivious to the exterior world.

You hear a gruff voice humming some dark and gloomy tune as it approaches the chamber. The curtain parts and a small, scaly, dog-faced creature steps into the room. It comes to the cage and prods Teromil with a long stick. "Not much f-f-fat on you," it stutters in Common. "B-b-b-big f-fat man there!" It points at Roderick. "M-make good d-d-dinner! Eat soon!"

It chuckles, then jabs Teromil with the stick. "You m-m-make good dessert, nice and j-j-juicy!"

Teromil lets out a terrific sigh and collapses to the ground.

The creature chuckles, then leaves the room. You must escape soon! Will you examine the padlock (15), or search the cell (16)?



15. As you examine the padlock and chain, the elf says, "Why waste your time, murderer? Our situation is hopeless."

You ignore the elf and continue your inspection. Both the padlock and chain are rusty and battered. You reach through the bars near the door and twist the lock around. Despite its ragged appearance, the lock will require a metal tool to open. The chain, however, has many thin links that are nearly rusted through. Several strong people might break it. Will you try to break the chain (17) or search the room (16)?

16. You drop to your hands and knees, searching the grimy floor. Teromil stands next to you. "What're you doing? I think you've lost your mind, I do. Some ugly little thing wants to eat me for desert, it does! I surely don't see how crawling around on the floor is going to help at all."

You explain that you want to save your own neck as much as Teromil wants to save his, but you can't do anything with your bare hands. Without further comment, Teromil drops to the floor and starts running his hands through the rubble.

Soon your fingers encounter something cold and stiff in a dirt-filled corner. You scrape the dirt away and find a dull piece of metal 2 inches long. Teromil continues to search the cell, finding nothing but useless trash. You may pick the padlock (18), or wait and see what happens next (21).

17. You grasp the chain and pull, saying "Help me, you fools!" Teromil comes to your aid immediately. Salamdros slowly stands and stretches, saying, "I suppose it can do no harm. Come, Roderick, let us entertain the fool." Salamdros and Roderick slowly rise and wrap their hands around the chain. If your strength is 16 or more, go to entry (19). If it is not, go to entry (20).

18. If you are a 1st level thief, use the invisible ink marking pen to fill in any three boxes. If you are 2nd level, fill in any four boxes, and if you are 3rd level, fill in any five boxes.

100	50	30	40
80	90	15	85
35	10	70	85
80	45	05	20
24	75	55	95

If any number is equal to or below your open locks percentage, go to entry 19. If all numbers are greater, go to entry 20.

19. The chain and padlock fall away. The four of you quickly leave the cell. Teromil says, "We'd better find some weapons!" He begins searching the room.

Salamdros goes to the furs covering one of the exits and peeks behind it. "All clear this way!"

After looking behind the other fur, Roderick turns to you and says, "You have freed us. Where you lead, I shall follow." He turns to the others, "This one will be our leader."

Teromil stops his search. "Wait a minute," he says, "what's this? Who says we need a leader?"

Salamdros stands back and eyes you coldly.

"If we wish to escape alive, we need a leader," says Roderick forcefully.

"Not me," snaps Teromil. "I've had it with getting pushed around."

"I will not follow the orders of a murderer," says Salamdros. "You are a fool to do so."

"Murderer!" squeaks Teromil.

"We have no proof!" Roderick snaps. "You would hang a man because another called him a dog. We need a leader, and I have not seen either of you do anything worthy of the honor."

While the others argue, you hear a faint, off-key humming behind the curtain. Will you tell the others to stop arguing and return to the cell (22), or grab a stool and attack whatever comes through the door (23)?

20. Your attempt has failed. Go to entry 21.

21. You hear an off-key humming and the dog-faced creature that tormented you earlier steps into the room. It carries a wineskin that it drinks from occasionally. As it wanders about the room, it mumbles and bumps into things and occasionally swings its sword at the walls. A ring of keys hangs from its belt.

Salamdros slides over to you and whispers, "This may prove to be our chance. If you can trick that foolish creature into approaching out cage, I will gladly strangle it."

You nod to Salamdros then shout, "Hey, you stuttering runt, I'm hungry. When are you going to feed us?" The creature snarls at you and, grabbing a long stick, approaches the bars. "B-b-be quiet, or I'll p-p-poke you to d-d-d-death."

When it moves into reach, you and Salamdros try to grab the creature, it has an armor class of 7. If you hit the creature, go to entry (27). If you miss, go to entry (31).

22. "Stop arguing, fools!" you say. "Get back in the cell. I hear something coming."

The others stare at you blankly. Finally, Teromil snaps, "Who do you think you are, ordering us around like we're manservants or something?"

"Wait!" Salamdros hisses, raising his hand. "I hear it, too." He runs back into the cell, and the others quickly follow. Once everyone is inside, you close the door and drape the chain through the bars as if the padlock were still fastened. An ugly little dog-like creature enters the room, carrying a wineskin and a sword.

You shout, "I'm thirsty, you runt! You don't want dry meat, do you?"

The beast turns toward you and says, "M-m-make fun of m-m-me?" It snatches a stick and approaches the cell. "P-p-poke you hard so meat is t-t-tender when I eat you!" it says, jabbing you with the stick. Will you try to grab the creature through the bars (27), or charge out the door to capture it (26)?

23. You snatch a stool and face the fur curtain. The others do not notice what you are doing. Suddenly, the curtain moves, and an ugly little dog-faced beast enters, carrying a wineskin and a sword. Its jaw drops in surprise, exposing sharp little teeth. You may swing at it (AC 7). If you hit, go to entry 28. If you miss go to entry 29.

24. You rush out of the cell and tackle the creature. The beast squirms and twists, nearly escaping your grasp. Before it works itself completely free, Roderick grasps its ankle. While you and Roderick struggle with the creature, Teromil snatches a stool and hits the creature's headtime after time. Finally a mad fire dwending from his eyes, he stops and says, "Not a bad little weapon is it?" Go to entry (32)

25. Roderick and Salamdros dive past you, catching the ugly little creature. Teromil grabs a stool and smashes the creature's head. "Crude, but I imagine it does the job," he says. Go to entry (32).

26. You push the door open. The chain falls away and you all rush out of the cell. The beast's eyes open wide in surprise, and it stutters in an unknown language. You may try to grab it (roll to hit AC 7). If you are successful, go to entry 24. If you miss, go to entry 25.

27. The creature turns to run, but Salandros reaches out and catches its ankle. You push your hand out and grab its arm. With a heave, the two of you drag it back to the bars. The beast attempts to scream, but before it makes a sound, Salandros releases its ankle and grabs its throat with both hands. The creature soon lies motionless on the floor. Leave the cell and go to entry 32.

28. You smash the stool into the creature's head, and the surprised beast drops to the ground. Salandros, Teromil, and Roderick stop arguing and stare at the creature. "It's a good thing the stranger has his wits about him," says Roderick, "or we'd all be dead by now."

"Perhaps," says Salandros, "but his actions do not prove his merit."

"Are there any more of the beastly things?" asks Teromil.

"This is the only one I saw," you answer, "but we must move before others come. Search the room and let's leave." Go to entry (32).

29. Roll 1d6. On a roll of 3 or less, go to entry 30. On a roll of 4 or more, you may swing again (AC 7). If you hit, go to entry 28. If you miss, go to entry 30.

30. The creature darts to the side and swings at you with its sword. The blade gashes your side (1 point damage). The creature starts to flee, yelling loudly. Go to entry 25.

31. The creature twists out of your reach, but Salandros darts his hands through the bars and grabs the beast's ankle, it starts to yell, but you grab it's throat and squeeze before it makes much noise. The desperate creature tries to claw free, cutting your arms (take 1 point damage). You maintain your hold, though, and the creature falls to the ground, dead. Salandros plucks the key from it's belt and unlocks the door. Got to entry (32).

32. You may claim the beast's sword. Teromil will use the stool as a club. Roderick overturns a table, then breaks one of the legs off to use as a club. Salandros also breaks a leg off the table. Though you search the room thoroughly, you find nothing else of use except the lamp. You may leave by the exit near the cell (33), or by the exit on the far wall (79).

33. You push the curtain aside, and see a narrow passage beyond. You hear a few faint noises, but the air is dead still otherwise. The passage travels a few yards and then turns out of sight. Will you lead the group down the passage (34), send someone ahead to scout the way (35), or retrace your steps and try the other exit (79)?

34. You move ahead cautiously, with Salandros close behind. Roderick follows Salandros, and Teromil is last. When you reach the corner, you shield the lamp so Salandros may use his elven vision to peer into the gloom ahead. "It travels a short way and

ends," he says. "Then there is another curtain." As he speaks, you hear a noise behind the curtain. You cannot tell what makes the noise. Will you try to move ahead silently (36), or leave this passage and return to the room with the cell in it (59)?

35. You turn to the others. "We need one person to scout ahead. Who will go?"

Roderick says, "My beliefs will not allow me to skulk around a dungeon, nor am I good at it. I will not do it."

Salandros looks down and shakes his head. You turn to Teromil. After a pause, he speaks, "I'll go, but I want the sword before I go, and I keep it when I get back." You may give the sword to Teromil and let him go (37), or you may lead the group down the passage (34).

36. You slip down the smoky passage, gingerly treading across the floor. You sneak to the curtain and peer into the chamber (use map CC). The gloomy chamber is lit by a smoldering fire and a few rays of sunlight from the smokehole above. Four small, ugly creatures struggle to lift a large cauldron onto the fire. Will you try to slip into the chamber unnoticed (40), lead a charge (41), or turn around and go back to the room with the cell (59)?

37. Teromil steps around the corner, sword in hand, and disappears. After several tense minutes, he returns. He is confident and cheerful. "There's four of them little dog things in there. Looks like they're getting ready to cook something." Will you lead a charge into the room (41), advance with caution (36), or return to the room with the cell (59)?

38. You step into the room carefully. "SYARRH ZAG!" screams one of the little creatures. You freeze fearing they have seen you. Go to (39).

39. The creature that screamed drops the cauldron and pulls it's foot out of the fire, spreading sparks over the entire floor. At the same time, the cauldron crashes to the floor, sending a stream of liquid and meat across the room. The other creatures howl at the one that dropped the cauldron, obviously cursing the clumsy beast. As they scold their comrade, you see a dozen huge rats run into the room from the far exit. The rats begin eating the spilled food, paying no attention to the little dog-men.

Each of the dog things snatches a long knife from the table, and falls upon the rats immediately. A fierce fight begins, the little dog-things slashing and hacking at the rats, the rats darting and snapping at them. None of the creatures pay any attention to you at all. Will you grab weapons from the table (42), turn and leave (43), or attempt to wade through the fight to the far exit (44)?

40. Use the invisible ink marking pen to fill in any one box for each level of your character.

56
65

16
25

83
68

39
12

If any number is less than or equal to your move silently percentage, go to entry 38. If they are all greater, go to entry 45.

41. You whisper your plans to the others, then rush into the room. The others follow close behind. As you move toward the surprised creatures, they drop the cauldron and it smashes against the floor. The jabbering creatures are too stunned to do anything this round. You may strike at one of the creatures (AC 7) this round. If you hit, go to entry 46. If you miss, go to entry 47.

42. You slip over to the table unnoticed. Several large knives and 2 iron-shod mallets lie upon it. You select several knives and grab a mallet, then start to leave. One of the little ape-things reels back stumbling toward you. You step back quickly to avoid it, nearly losing your own footing. Luckily, however it screams a war cry and leaps back into the battle. You run to the exit and slip through the curtain, almost knocking Teromil off his feet.

"What happened to you in there" he whispers, "You made enough noise to wake the dead, you did."

You explain the situation to your companions while distributing the weapons. Salamdros, Teromil, and yourself select knives while Roderick takes the mallet. Will you lead the group back to the room with the cell (59), into the room with the battle (49), or ask the others which way they want to go (50)?

43. You slip out of the room and rejoin your companions. Will you lead them back to the room with the battle (49), return to the room with the cell (59), or ask the others which way they want to go (50)?

44. The dog-things are so busy with the rats they do not notice you. As you edge closer to the far exit, however, five rats sniff the air, then crawl toward you. One of them lunges forward unexpectedly and sinks its teeth into your ankle (take 1 point damage). The fighting is too close to slip past. Will you snatch some weapons off the table (42), or return to your companions (43)?

45. One of the little creatures squeaks and points at you! The others turn, letting the cauldron crash to the floor, and advance on you slowly. Will you turn and leave (51), use Common to order them back to work (52), or call for help (53)?

46. You swing with all your might, striking the dog-thing solidly. It drops to the floor and does not move. You look about the room. Salamdros and Roderick have dispatched their opponents, but Teromil's foe has him trapped against the wall.

The little dog-thing jumps on Teromil, slashing his side with a knife. Teromil screams as he falls. You and Roderick dive on the beast, attacking it with your weapons. In an instant, the ugly creature is dead, but you can see Teromil is seriously wounded.

Roderick kneels beside Teromil, tearing the wounded man's shirt into bandages. "I cannot say how badly injured he is. I believe he will live, but he will suffer great pain."

Will you search the room (48), go to the exit on the other side (60), or return to the room with the cell (59)?

47. The creature ducks your swing and springs at you, trying to stab you. As it hits your chest, you fall backward and it lands atop you. The creature slashes your chest with the knife (take 2 points damage). You roll to the side, trying to throw it off.

A club flashes past your head and strikes the beast. It collapses immediately. You push the dead body away and check your wounds.

Roderick kneels beside you and says, "The other beasts are dead, too." Will you search the chamber (48), go to the far exit (60), or return to the room with the cell (59)?

48. Almost immediately, Salamdros points to some knives and mallets on the table. "Do you think we will find these useful?" If you have not already armed your companions with weapons from this room, you may do so now. Roderick will use a mallet, all others will

use knives if they do not have swords. There is nothing else in the room except rotting food. Will you return to the room with the cell (59), or go to the far exit (60)?

49. You move cautiously down the quiet passage and peer behind the curtain. The dead bodies of rats and dog-things lie sprawled over the entire floor. As you enter the room, you notice several live rats feasting on the remains of the food. They look up briefly, then return to their meal. If you have already taken the knives off the table, go to entry 54. If you have not, go to entry 48.

50. Salamdros says, "I think it wisest to retrace our steps."

"I agree," adds Teromil, "I've about had my fill of fighting, I'd say."

"I say we move onward," says Roderick. "We can't be certain the route back is any safer than the route ahead."

Will you do as the majority wishes and go back to the room with the cell (59), or will you try to persuade the others to go forward (57)?

51. You duck behind the curtain and run back to your companions. Will you attack (55), or return to the room with the cell (59)?

52. "Get back to work, runts!" you say in common. They jabber to each other briefly, then shrug their shoulders and go back to work. Will you get your companions and attack the beasts (41), or will you return to the room with the cells (59)?

53. Even as you yell, the little creatures rush, their knives poised to strike. You may strike at one of the creatures (AC 7). If you hit, go to entry 58. If you miss, go to entry 47.

54. You search the rest of the chamber, finding only rotting food. Will you go to the far exit (60), or return to the room with the cell (59)?

55. You tear the curtain aside and step into the room. The little creatures stand ready for you, knives in their hands. You swing at the creatures in front. Go to entry 47.

56. If this entry was visible when you turned to it, Roderick has already cast his cure spell and cannot cast it another time. If this entry was invisible when you turned to it, Roderick places his hands on your wounds. The cuts slowly begin to close and you heal 6 hit points. (If this brings your total hit points to more than you started the module with, you now have the same number of hit points that you started the game with. A cure spell will not increase your total number of hit points, it will only replace those that you have lost in combat). Turn to the last entry you read and continue to play.

57. Salamdros and Teromil refuse to continue. They turn to leave, and Roderick says, "It is wise not to divide ourselves now. We shall go with them." Go to entry 59.

58. Salamdros, Roderick, and Teromil rush past as you finish your swing. Go to entry 46.

59. You lead the group back down the passage and push the curtain aside. You are in the chamber with the cell. You may go to the other exit (79).

60. You walk to the doorway. Go to entry 61.

61. The area beyond is dark. Who will investigate this room, Teromil (62), Salamdros (63), Roderick (64), or yourself (65)?

62. "I'm in no hurry to die." Teromil Says. Who will investigate? Salamdros (63), Roderick (64), or yourself (65)

63. Salamdros peeks around the corner. "There are many boxes and shelves in a small room beyond. The floor is very dirty, and there are dozens of rats in there. I see no other doors." Will you go back to the room with the cell (59), or lead the group into the next room (66)?

64. Roderick takes the lamp and boldly steps around the corner. He returns after a short time. "There is a chamber next to this one. I could not see much, but there were no doors. I also heard something move as I entered the room." Will you return to the room with the cell (59), or lead the group into the chamber (66)?

65. Holding the lamp in your left hand and your weapon in the right, you sneak around the corner. You hear many squeaks and scratches. Dark shapes scurry across the floor and fade into the corners. After your eyes adjust to the dark, you see several sets of eyes reflecting the light of your lamp. As you study the eyes, you notice a larger pair glaring directly at you. You cannot see any doors in the dark room. Will you enter the gloomy chamber (66), or return to the room with the cell (59)?



66. You tell the others to be careful when they enter and start into the room. Before you can take 2 steps however, Salamdros sneers, "Don't you think it wise to leave someone to protect our retreat, leader?" he pauses, then continues, "I will remain since I am able to hold off our enemies."

He crosses the room and stands by the doorway. Will you try to convince him to come with the party (67), or go ahead without him (68)?

67. You walk over to Salamdros, but before you can say anything, he says, "I know what you will ask, but I will not go in there. I am not fool enough to follow a murderer into a dark room".

"Salamdros might be right", Teromil says, "How do we know this fellow didn't kill someone? I'd say he hasn't proven himself much of a hero so far. I say Salamdros should lead us, that's what I say!"

Roderick places his hand on his weapon and says nothing. He studies you with caution.

In hopes of keeping the party united, you step closer to Salamdros and tell him the truth about what happened in town, taking care to emphasize the parts that prove your innocence. As you finish your explanation, a hand reaches through the curtain and grabs Salamdros! Will you attack the unknown creature (74) or run for safety (71)?

68. You enter the chamber (use map NN), and see dozens of rats crowded together in the corners. Their beady eyes watch your every movement, but they take care to avoid you. There are no visible exits from the chamber. Will you search for secret doors (72), or leave the room (70)?

69. Suddenly, a mass of rats swarm out from behind the boxes and attack. The rats clamber over each other to nip at your body, reaching as high as your knees. You cry out for help, kicking and swinging at the dirty little animals. Finally, you slip on the slimy floor and fall into the mass of rats. They climb all over your body, despite your desperate attempts to beat them off.

Soon, you feel a hand on your shoulder, then another, as somebody drags you from beneath the rats. "Fool!" shouts Teromil, "Stupid fool!" Roderick stands close by, saying nothing. "We go back", continues Teromil, "We shouldn't have come this way at all".

You have take 3 hit points of damage. Go to entry 59.

70. You manage to leave the room safely. The others refuse to enter the room. Go to entry 59.

71. You scramble across the room to safety. Behind you, Salamandros screams as the thing attacks. Teromil and Roderick run towards Salamandros, and you hear the clang of metal on metal. By the time you turn around the fight has ended. Salamandros, Roderick and Teromil stand over the body of a man. They are watching you carefully, their eyes filled with the truth. Finally Salamandros speaks "We will leave this room. You coward, will march in front. If you make a false move, we will kill you." Go to entry 78.

72. Roll 1d6. If you roll 1-2, go to entry 73. If you roll 3-6, go to entry 69.

73. You do not find any secret doors. You must go back to the room with the cell. Turn to entry 59.

74. You may strike twice at the unknown creature (AC 6). If you hit it at least once, go to entry 75. If you miss with both blows, go to entry 76.

75. Something moans on the other side of the curtain as you hit it. Go to entry 76.

76. Salamdros wheels about, surprised by your actions. As he moves, a sword slashes through the curtain, fortunately missing both of you. You swing again, but strike only thin air. Salamdros attacks and draws a wail of pain. The sword slashes sideways, toward Salamdros, and cuts his arm. You swing at the mysterious attacker again, and, as you do so, Roderick joins the battle. Both you and Roderick feel your weapons strike something, and then the sword drops to the floor. Something gasps, and a man falls into the room from behind the curtain. Go to entry 77.

77. Salamdros turns to you and says, "You have saved my life. I apologize for my misjudgment of your character." He bows low.

You accept his apology and turn to examine the body.

The man wore no armor, but he did carry a sword. If you need a sword, you may claim it. If not, Salamdros will take it. Will you go into the next room (68), or return to the room with the cell (59)?

78. Salamdros directs you to lead the party back into the room with the cell. The elf pushes you toward the other doorway. "You lead, swine, but do not leave our sight. Betray us and you die." Go to entry 79.

79. You carefully open the curtain and peer down the passage. It travels only a few feet before it turns to the left. A faint light glows around the corner. Will you go move ahead silently (80), or advance at a normal pace (82)?

80. There is only the slightest whisper of leather on stone as you move down the corridor. Use your invisible ink marking pen to fill in any one box for every level of your character.

94	08	73	39
80	49	82	18
39	68	78	

If any number is less than or equal to your move silently percentage, go to entry 81. If all the numbers are greater, go to entry 82.

81. You creep around the corner in time to see a man step into the hallway and walk toward you. Will you go back and warn the others (83)? Will you hide in the shadows hoping to knock the man to his knees (83)?

82. You round the corner, your weapon in hand. The passage continues for several yards, then opens to a room on the right. Light streams from this room. You carefully move down the hallway. Soon, a man leaps around the corner and walks toward you. Roll 1d6. If you roll a 1-2, go to entry 85. If you roll a 3-6, go to entry 86.

83. You slip back to the rest of the party and whisper, "Someone's coming!" You and Roderick hide on one side of the doorway, Salamdros and Teromil hide on the other. The man soon steps into the room, unaware of your ambush. You may strike him once with your weapon (AC 5). If you hit, go to entry 90. If you miss, go to entry 91.

84. Use the invisible ink marking pen to fill in any one box for each level of our character.

12	72	42	3
31	50	26	68

If any number is equal to or less than your hide in shadows percentage, go to entry 88. If all the numbers are greater, go to entry 85.

85. Your feet scrape a loose stone and sends it clamoring down the hallway. The man looks up and stares into the corner from where you hide. Will you sneak back and tell the others (86), or wait until he approaches you (88)?

86. The man has not seen you yet. The only sensible thing to do is to go back and warn the others (83).

87. Your swing glances off the man's shoulder. Startled, he turns and shoves you, temporarily knocking you off balance. Before you can swing again, he draws his sword and thrusts at you (take 3 points damage). You may now strike (AC 5). If you hit, go to entry 94. If you miss, go to entry 93.

88. He walks past without noticing you. You may strike him (AC 5) with a +4 bonus on your chance to hit. If you succeed, go to entry 92. If you miss, go to entry 87.

89. You cautiously lead the group along the passage and peer around the corner. The corridor appears empty, except for a well-lit opening on the right. You sneak along the wall to the doorway and peer into it (use map FF). The room beyond contains a table and several chairs. There is an opening in the far wall. Will you lead the group into the room (95), or return to the room with the cell (100)?

90. The man barely walks through the curtain before you and Roderick attack. Your blows strike him soundly, and he staggers back a step, then reaches for his weapon. You may strike him again (AC 5). If you hit, go to entry 96. If you miss, go to entry 91.

91. The man dodges your blow, but Salamdros strikes him solidly. The man draws his sword and swings at you, missing by a breath! You may strike (AC 5). If you hit, go to entry 96. If you miss, go to entry 99.

92. The man slumps against the wall and falls, gasping, "The Master will avenge me, dog!" His head drops. He will speak no more.

You quickly call the others forward. Teromil removes the man's chainmail and struggles into it. Any character except Roderick who does not have a sword may take the man's. After you have taken the sword and armor, you advance down the corridor. Go to entry 97.

93. The man leans back and avoids your swing. His sword flashes, hitting your side (take 3 points of damage). You may now swing at the man (AC 5). If you hit, go to entry 92. If you miss, go to entry 98.

94. You lash out with your weapon and strike his sword arm, knocking the weapon from his hand. As he scrambles to pick his sword up, you may strike (AC 5). If you hit, go to entry 92. If you miss, go to entry 93.

95. You step into the room and glimpse a mace flashing toward the side of your head. You throw yourself forward, trying to avoid the blow. Even so, you feel the weapon scrape your back (take 2 points of damage). It's a trap! Will you run for the far exit (102), or stand and fight (101)?

96. The man falls to the floor and does not move. If you need a sword, you may take his. If you do not, Salamdros will claim it if he does not have a sword. Teromil immediately removes the chainmail and struggles into it. Will you lead the party down the passage (97), or remain here for a short while (100)?

97. The party moves carefully down the passage and around the bend. Light still shines from the doorway ahead. Signalling the others to wait, you sneak up to the opening and peer into the room (use map FF). Two men sit at a table drinking. Both wear chainmail and have weapons hanging at their sides. Several torches flicker on the walls, and a lantern hangs above the table. You see another opening on the other side of the chamber. You cannot identify the rest of the items in the room, for there are many shadows. Will you move silently to the far exit (103), suggest attacking the men (104), or create a diversion so the others can sneak through (105)?

98. He lashes out and knocks you aside, then turns to run. Before you can stop him, he turns the corner and disappears. Will you advance cautiously (89), or return to the room with the cell (100)?



99. Roderick and Teromil hit the man, but do not prevent him from lunging at you. His sword strikes your shoulder, (take 3 points damage). After he strikes you, he falls to the floor and does not move. Teromil takes the man's armor. You may give the sword to anyone except Roderick. Will you continue down the passage (97), or remain here for a short while (100)?

100. You are in the room with the cell. Roderick, who stands near the cell, says, "Someone comes!" Soon, you hear many feet scraping along the corridor on the other side of the curtain.

"Follow me!" says Salamdros, stepping through the doorway on the far wall. "We must leave this place."

You walk briskly down the corridor to the other room's doorway. Go to entry 95.

101. As you stand, a man leaps toward you, swinging a mace. You duck, and the weapon sweeps over your head.

While you dodge the man's attacks, Roderick and Teromil engage two more of the ambushers at the doorway. One of the attackers strikes Teromil, who collapses. You can now see Salamdros, who stands outside the doorway, making strange gestures with his hands and speaking words you don't understand.

You are suddenly very sleepy. The next thing you remember is Roderick shaking your shoulder. "Wake up! We must go!" he says. You mumble and turn over, trying to go back to sleep. He shakes your shoulder even more, then slaps you hard in the face. You raise your arm to block the second blow.

"Enough," you say "I'm awake."

Your opponents are nowhere in sight. Salamdros is struggling into his chainmail, and you see your own equipment on the table.

"We found our equipment stored in this room." says Roderick, helping you up. "Teromil is dead, I could do nothing to save him. We must now push on without him." Go to entry 106.

102. You dash across the room, leaving the others to fight the ambushers. As you reach the far exit, you hear a blood curdling scream. You turn your head long enough to see Teromil collapse as an ambusher strikes him.

Ignoring your companion's fate, you pull the curtain aside and see the iron bars of a portcullis blocking the passage. You wrap your hands around the bars and lift with all your might, but the gate is too heavy to move.

Behind you, the noise of the battle suddenly stops. You turn to see the three ambushers lying motionless on the floor. Roderick kneels next to the fallen Teromil, his head bowed in prayer. Finally Roderick rises and, shaking his head sadly, whispers, "He is dead."

Salamdros glares at you for several moments, then kneels next to the ambushers. "They are asleep. Bind them, murderer."

You quickly move to obey, fearing Salamdros would seize any opportunity to strike you down. "You led us into this trap," Salamdros says, "and now Teromil is dead. Is there any reason I should not take your life?" Salamdros takes an ambusher's mace.

"I may have led you into a trap," you say "but as you see by my wounds, I did not do it intentionally."

"Then why did you try to escape like the dirty dog you are? Were you not trying to flee my wrath?"

"I am not a fighter," you say. "If I had fought, there would have been two deaths instead of one."

Salamdros slowly lays the mace aside, saying, "I shall believe your story for now, but I warn you, at the slightest sign of betrayal, I will kill you!" He helps bind and gag the last of the ambushers.

Will you search the room (108), inspect the portcullis (106), or question a prisoner (110)?

103. If you are a 1st level thief, use the invisible ink marking pen to fill in any two of the boxes below. If you are 2nd or 3rd level, fill in any three of the boxes below.

56
27
01

67
58
83

94
22
85

17

If any number is equal to or less than your move silently percentage, go to entry 109. If all numbers are greater, go to entry 105.

104. Teromil will lead the attack, since he is now wearing armor. You and Salamdros follow, with Roderick bringing up the rear. On Teromil's signal, you all rush into the room. As soon as the men see you charge into the room, they jump to their feet and tip the table over, creating a small barrier in your path. One man draws a sword, while the other steps back and gestures with his hands.

"Stop him!" Roderick shouts. "Stop the priest!"

Before any of you can attack the priest, he shouts several words in a strange language. A sudden flash of light engulfs Teromil's head. He screams, and begins to stumble about the room, swinging blindly at anything that makes a noise. Finally, he stumbles into the table and falls to the ground. Almost immediately, the priest's companion brings his weapon down on the helpless Teromil.



Salamdros yells a battle cry and attacks Teromil's killer, swinging his weapon with the rage of grief. You kick the fallen table aside and charge the cleric, who is frantically trying to grab his mace. You raise your sword to strike, but Roderick screams, "Take him alive!" Roderick's command is followed by a chant.

You hesitate, waiting for Roderick's spell to disable your opponent. The evil cleric takes advantage of your hesitation to reach for his mace. Raising your sword to strike, you yell, "I can't wait!"

Suddenly, bright light engulfs the cleric's head and he drops his mace. You throw yourself at his legs and tackle him. Within seconds, you have knocked him unconscious. As you look about the room, you see Salamdros has defeated his opponent, but Teromil lies motionless on the floor. Roderick kneels next to him, praying. Finally, he looks up and says, "We can do nothing, our friend has passed into the land beyond."

Will you search the room (108), leave by the far exit (106), or question your prisoner (110)?

105. The men are so occupied with thier wine that you slip into the room unnoticed. But as you work your way to the left wall, you kick a large stone. The men stand quickly, knocking thier chairs over. One of your foes raises his hands and utters a spell. Suddenly, a brilliant light blinds you, sending sharp pains through your eyes. Though you cannot see, you hear the men chuckling as they walk toward you. Then you hear the sound of running feet and the clang of metal on metal, with many voices grunting and swearing. Something heavy crashes to the floor, and you hear Salamdros yelling angerly for several seconds. Finally, he stops and you hear several more loud crashes. After a short, silent pause, you hear a heavily breathing man walking toward you. Go to entry 107.

106. You pull the curtain aside carefully and see a heavy portcullis. Will you attempt to lift the gate (111), or search it for traps (112)?

107. A hand grabs your shoulder. You swing your weapon in front of your body.

"Relax, my friend," Roderick says, "your blindness is temporary. We shall rest here until the spell loses its power." Roderick guides you to a resting place, then continues, "We have defeated the evil cleric and his assistant, but the cost was dear. Teromil fell in the battle, and I could do nothing to save him. May he find much peace in the next world."

You rest for several minutes, your eyes squeezed shut to close out the painful light. While you rest, Roderick and Salamdros search the room. From their conversation, you know they have found your clothes and equipment.

Finally, you open your eyes and see most of your equipment lying on the table. Roderick motions to your weapons, armor, and thief's tools, "I believe these are yours. Take them, and let us leave this place before we are discovered."

Roderick carries his heavy mace, and a decorated sword hangs from the belt of Salamdros. Both wear chainmail. As soon as you are ready, Salamdros says, "We must go." Go to entry 106.

108. You search both the room and the men. In the far corner of the room, you find your armor, weapons, and thief's tools. Roderick and Salamdros find their equipment, too. Both of your companions quickly don their chainmail. Salamdros slips his sword into its scabbard without comment, but as Roderick picks up his mace, he says, "It feels good to hold a proper weapon again!"

After slipping into your leather armor, you search the men and find 100 gp. They have nothing else of value. Will you question the prisoner (110), or go to the far exit (106)?

109. You move across the room carefully, hiding in the shadowy corners whenever you can. The men do not notice you. When you reach the exit, you peer behind the curtain and see a portcullis with iron bars. It appears too heavy for you to lift without attracting attention. You sneak back across the room to your friends and tell them what you saw. Will you attack (104) or go back the way you came (100)?

110. You hold your blade to the evil cleric's throat and remove his gag. Before you say anything, Roderick barks, "What do you know of this place? Speak, you believer in evil gods!"

The cleric eyes the group spitefully, then spits on Roderick. Roderick raises his mace to strike, but quickly restrains himself.

"My lord Stodos, Master of the Icy Wastes, will punish you for your crimes," the evil cleric hisses. "You will not escape these caverns alive!" His voice grows loud as he rants. He is stalling for time, hoping to attract help. You quickly knock him unconscious with the hilt of your weapon.

"Why did you do that?" asks Salamdros angrily. You explain your reasons, and he grudgingly acknowledges that you are right. You quickly replace the evil cleric's gag. You may inspect the far exit (106) or search the room, if you have not done so yet (108).

111. After several attempts to lift the heavy portcullis, you ask the others to help. All three of you clasp the bottom and heave. The portcullis slowly rises over your heads and locks in place with a click. You all step through quickly.

You hear the chains of the portcullis rattle loudly, and turn around just in time to see the heavy gate slam back to the ground. As you inspect it, you see that one of its chains snapped. You would have to replace this chain before operating the gate again. Go to entry 115.

112. If you are a 1st level thief, use the invisible ink marking pen to fill in two of the boxes below. If you are a 2nd level thief, fill in any three boxes, and if you are 3rd level, fill in four boxes.

48	68	49	17
09	12	95	65
27	64	20	10
69	24	27	11
85	07	30	21

If any number is equal to or less than your find traps percentage, go to entry 113. If all numbers are greater, go to entry 114.

113. You find a small hollow dart and a spring-loaded trap. After removing the dart, you may go to entry 111 and open the gate.

114. As you search the gate, you hear the twang of a spring and feel a sharp object embed itself into your arm. Almost immediately, Roderick pulls the dart out and examines it.

"You have the luck of fools, thief", he says, studying the dart. "You should be writhing on the floor, dying slowly and with much pain. But the idiot who last loaded this trap neglected to fill this dart with the poison it was intended to deliver. You will have to be more careful, or you will not live to see the sun again. Go to entry 111.

115. As the party sneaks along the passage, you notice you no longer walk through a man-made corridor. The slick limestone walls are irregular, and stalagmites occasionally rise off the floor. You walk around a bend into a dark cavern (use map II).

Small, furry bats hang from the dozens of stalactites in the huge room, and hundreds of toads crowd together around the stalagmites rising from the floor. As you advance into the room, you see a magnificent white statue of a toad-like creature resting in the center of the room. The body of the stone beast lies close to the ground, as if ready to spring. Your lantern light glitters off its enormous multifaceted eyes, making the statue seem almost alive.



Rusted weapons hang on both sides of the room. An open trunk rests between two stalagmites on the left-hand wall. Salamdros walks to the trunk and reaches inside. He pulls out several red and black robes, as well as four medallions. Each medallion has an engraving similar to the statue.

Roderick circles the statue slowly, studying it from all sides. Finally, he says, "If I remember my studies properly, this is a statue of the vile god Stodos, called Master of the Icy Wastes by his worshippers. This evil god lives in a frozen world where no other life survives, and is an abomination to all things natural. His worshippers desire to spread his icy realm throughout the land. Some even believe he bestows power over the elements upon his most devoted followers."

"The unnatural storm that brought us here!" gasps Salamdros. "Could his vermin have caused such a thing?"

Roderick thinks for a moment. "Yes," he finally answers, "and if so, the lands below face great danger. Fate has brought us here to battle this loathsome evil. We must demolish this foul temple and destroy the leader of this evil band! Help me deface this accursed statue!"

Will you help deface the statue (117), search the room (116), search the statue for traps (118), or leave by the exit you have not explored (125)?

116. After searching the room thoroughly, you decide the trunk is the only place that might hide an interesting secret. Salandros has already removed the contents of the trunk, so it now appears empty. You tap the inside of the trunk with your weapon and discover the bottom right corner sound hollow. After prying a narrow board away from the bottom, you discover a secret compartment. A small flask rests on a bed of cloth in the bottom of the compartment. You cautiously lift it out, hoping it isn't booby-trapped. Nothing happens. Will you sip the contents of the flask now (119), or put it away for later (122)?

117. As Roderick swings his mace at the statue, you see a bright glitter in the eyes of the statue. Perhaps the eyes are made of gemstones! You step toward one of the eyes, and the floor tilts beneath your feet. The mouth of the statue opens and you slip into it before you can stop yourself. You land in a dark chute and start sliding downward. As you fall down the dark passageway, you hear the mouth clang shut above. Go to entry 182.

118. You inspect the front of the statue carefully. If you are a 1st level thief, use the invisible ink marking pen to fill in any one box below. If you are a 2nd or 3rd level thief, fill in any two boxes below.

18	27	97	06
45	22	87	
04	14	46	

If any number is equal to or less than your find traps percentage, go to entry 121. If all the numbers are greater, go to entry 123.

119. You sip the potion. After a moment, you feel a bit better. Note you should go to Entry 120 when you chose to drink the potion. You may now leave the room (125), or search the statue for traps, if you have not done so yet (118).

120. You drink the potion and suddenly feel better. The potion has magically healed you 6 hit points! If you started this module with less than 6 hit points, you are restored to your original number of hit points. This potion will not give a character more hit points than he started the game with. Return to the last entry you read.

121. You discover a hidden hinge near the mouth of the statue. It is impossible to say what it does, but you feel certain it is part of a trap. You mark the location of the hinge with a few pebbles and warn your companions about the trap. You may deface the statue (124) or search the room (116) if you have not done so yet. You may also leave the room (125).

122. Go to entry 120 when you decide to drink the liquid in the flask. (Be sure to note the number on a piece of paper.) You may leave the room (125) or search the statue for traps, if you have not done so yet (118).

123. Suddenly, you find a trap! The mouth of the statue squeaks open and the floor suddenly tilts beneath your feet. You slip into the mouth of the statue and find yourself sliding down a dark chute! Go to entry 182.

124. You and Roderick beat the statue with your weapons for several minutes. Soon, many sections lie broken on the floor and long scratches mar its sides. You may leave (125) or search the room, if you have not done so yet (116).

125. You walk into a rough, natural passage that appears empty (use map EE). After a short distance, the passage branches. The section on the left is blocked by a locked gate, but you feel a cold breeze blowing from the other side. Will you try to unlock the gate (126), or walk down the passage to the right (181)?



126. Use the invisible ink marking pen to fill in any one box for each level of your character.

34	65	28	09
18	17	41	88
00	33	01	10
49	29	39	85
48	48	32	14

If any number is equal to or less than your open locks percentage, go to entry 128. If all numbers are greater, go to entry 127.

127. You cannot open the lock. Walk down the other corridor and turn to entry 181.

128. The lock pops open. The passage continues beyond the gate for a short distance and turns to the right. As you step through the gate, Salandros says, "This seems a strange place to put a gate. I wonder what dark secrets the builders are protecting?"

Will you let Salandros lead the party down the corridor (130), move silently and lead it yourself (129), or close the gate and go to the other corridor (181)?

129. Use the invisible ink marking pen to fill in any one box for each level of your character.

74	31	90	17
23	85	55	
66	37	42	

If any number is equal to or less than your character's move silently percentage, go to entry 131. If all numbers are greater, go to entry 132.

130. Salamdros disappears into the gloom ahead, using his elven vision to advance without a light. You wait for several minutes, and he does not return. Roderick whispers, "Some evil event must have befallen him." Will you investigate the delay (133), or wait a few more minutes (134)?

131. You creep forward quietly. The passage turns to the right ahead (use map GG), and you see a faint glow of light as you step around the corner. You can barely see two toad-like creatures sitting on the floor. The glow comes from their eyes. You slip back to the others and tell them what you saw. Will you attempt to move silently and ambush the creatures (135), rush in and kill the two beasts (136), or go to the other passage (181)?

132. As you step around the corner, you kick a loose stone and it clatters across the rocky floor. Two bright lights appear ahead, and you gaze at them, fascinated. You cannot stop staring at the lights, even though they seem to move closer. Go to entry 137.

133. You and Roderick step around the corner, your weapons in hand (use map GG). Salamandros stands in the center of the passage. Two toad-like creatures with large glowing eyes and shell-like backs sit at his feet. From the large wounds on his legs, you know the creatures have been attacking him. You may strike at the creatures once (AC 2). If you hit, go to entry 138. If you miss, go to entry 139.

134. You wait for several minutes, then hear Salamandros scream "Help Me!" A loud crash follows his plea. Both you and Roderick rush around the corner (use map CC) and see Salamandros lying on the left bleeding. A huge toad-like creature with glowing eyes and a bony back sits on top of him. As you move to attack, you see another creature hopping in your direction.

"Don't look into their eyes!" Salamandros shouts.

You may strike at one of the creatures (AC 2), with a -2 on your chance to hit (you are avoiding their gaze). If you hit, go to entry 138. If you miss, go to entry 139.

135. Use the invisible ink marking pen to fill in any one box below for each of your character's levels.

65	43	45	69
99	73	12	90

If any number is equal to or less than your character's move silently percentage, go to entry 140. If all numbers are greater, go to entry 132.

136. Salamdros leads the rush around the corner. As the party enters the room (use map GG), the creatures turn to face you. Their eyes glow brightly.

Salamdros suddenly stops, his arms hanging limply at his sides. Will you continue to fight normally (141), try to fight without looking into the eyes of the creatures (142), hold your breath and fight (143), or retrace your steps as quickly as possible (144)?

137. You cannot move. The points of light move closer, and you soon discover they are the glowing eyes of a huge head. The creature has frozen you in place. Unable to move the ugly beast hits your leg. Take 2 points of damage. Though you try to defend yourself, you still cannot move. The beast strikes at you as you take 2 points of damage. If your character suffers more damage than he can take, then he is dead.

Roderick and Salamdros run down the hall with their weapons drawn. The toad creature turns around. Salamdros turns his head, squeezes his eyes shut and swings his weapon at the beast. Even as his mace strikes the toad-things head, another appears and attacks Salamdros.

Roderick strikes again and the creature slumps to the floor dead. He begins to target the next beast, still careful to avert his gaze. At the same time you discover you can move again. Will you raise your weapon to strike the beast (AC 5)? If you hit, go to entry 138. If you miss go to entry 139.

138. Your weapon strikes the creature solidly. It lunges at you, catching your pant leg in its jaws. You glance down at the creature and feel a strange calm. Quickly, you force yourself to look away from its dangerous eyes. You may attempt to strike the creature (AC 2) without looking at it (-2 on your chance to hit). If you hit, go to entry 145. If you miss, go to entry 139.

139. You miss the beast and it lunges at you, biting your upper leg (take 3 points damage). You glance into its eyes and are fascinated by glowing colors for a moment, but you quickly force yourself to look away. It bites at you again, but misses. You may swing at the creature (AC 2) with -2 on your chance to hit. If you hit, go to entry 138 (if this is the second time you have hit the creature, go to entry 145). If you miss, the creature will lunge at you and miss; go to entry 142.



140. As you sneak down the passage the strange lights do not notice you as you approach, you see that the glow comes from the beast's eyes. As you sneak into position behind the creature, you are tempted to look into their strange eyes. When you have moved into position, you raise your weapon quickly thrusting it into the back side of a creature's head. The beast jumps away menacingly, then falls to the floor. The other toad-like monster hops around and faces you, his eyes glowing brightly. Make a saving throw vs. Paralysis. If you make the save go to entry 142, if you fail the save, go to entry 137.

141. You must make a saving throw vs. Paralysis before swinging. If you make the save, go to entry 142. If you fail the save, go to entry 143.

142. You swing at the creature (AC 2) careful not to look into its eyes. You are -2 on your chance to hit. If you hit, go to entry 138. If you miss, go to entry 139.

143. You stare into the eyes of the toad-like creatures and find yourself unable to move. Roderick continues to fight, swinging his mace at the beasts madly, but he is no match for them. He soon falls to the ground and dies. The beasts then turn their attention to you and Salamandros. Since you are both unable to move, you cannot defend yourselves. The ugly creatures slay you with no trouble. If you wish to play again, roll a new character and begin the module again.

144. As you turn to run, Roderick shouts "Swine! How dare you abandon our comrad!" He turns his attention to the battle and continues to fight. Will you join the battle (142), or abandon them (146).

145. The beast falls at your feet. Roderick strikes the other dead. Salamandros stands motionless for several minutes, so you and Roderick bind your wounds. Finally, Salamandros is able to move, and you quickly lead the party to the far exit. Go to entry 147.

146. You dash away from Roderick and Salamandros. Running back as you step through the gate several small clawed hands grab you from behind. Before you can save yourself, the creatures bind your arms behind your back. The leader sticks its foul face in front of yours and smiles "I see you have found our little hideaway." It turns its attention back to the dog-men following him. "Close the gate quickly. The frog men will kill the others."

The creatures take you back to a cell where several dog-things keep you closely guarded. Several nights later, they take you to a lower sublevel. They put you in the middle of a circle and sing many eerie songs. One of the ugly little creatures pokes at you with a long knife and even though you are still bound, one of the ugly dog-things holds your head while the other cuts your throat. This is your funeral. Your dead. Roll a new character and begin the module again.

147. The passage is natural, but the stone is rotten. A loose rock clatters to the floor, and you stop moving. The ceiling groans and creaks, then rocks start to fall. Roderick suddenly shoves you to the floor, and a thundering crash echoes throughout the corridor.

Something heavy lands on your back, and you are pinned to the

floor. You gasp and cough as clouds of dust fill your mouth and nostrils.

Finally, the rockfall stops and you are able to crawl from beneath the pile of rubble (use map MM). Roderick and Salamandros are already standing. Go to entry 148.

148. The way behind you is blocked by many large slabs of rock. A green, scaly hand juts out of the pile of rubble. You are certain that the creature, whatever it was, has been crushed to death. You look down the corridor the opposite way and see it, too, is blocked. The only exit appears to be a small hole in the ceiling above. You point it out to the others. Will you climb up and look through the opening (149), or will you wait to see if anything else happens (150)?

149. You climb the pile of rubble and carefully enlarge the hole. Within a few moments the hole is large enough to climb the pile and put your head and shoulders through. You must make a saving throw vs. poison. If you make the save, go to entry 151. If you fail the save go to entry 152.

150. Small rocks occasionally drop from the edge of the hole. You can barely hear hissing and grunting in the opening above, but it is enough to warn you that there is something alive up there. Suddenly a reptilian head thrusts through the opening. A foul odor washes through your tiny chamber. Roll a saving throw vs. Poison. If you make the save, go to entry 153. If you fail the save, go to entry 154.

151. Two large reptile-men stand beside the hole. Their skins glisten in the lantern light, and fleshy frills hang beneath their arms. Their fangs and claws flash a dull yellow. The reptile-men slowly turn to face you. Will you duck back down the hole (157), or scramble out and attack (156)?

152. When you breathe the air in this chamber, a foul, sickening odor fills your nose and mouth. You choke and cough violently each time you try to breathe. Suddenly, you feel a surge of pain as something claws your back (take 2 points damage). You wheel about and see a man-like reptilian creature lunging at you. It digs its foul claws into your shoulders (take 4 points damage). (If you have taken more damage than you can withstand, your character is dead. You may roll a new character and begin the module again.) You are -2 on your chance to hit the creatures (AC 5). You may try to escape (155) or fight. If you hit one of the creatures, go to entry 158. If you miss, go to entry 159.

153. The creature drops into the chamber. Its body resembles a man, except its head and back have a frill. A long tail hangs from its backside. Frills dangle from its arms and head. The creature emits a nauseating odor. You may strike twice at the creature (AC 5). If you hit once, go to entry 160; if you hit twice, go to entry 161. If you miss twice, go to entry 162.

154. You gasp and choke, sickened by the foul odor. The creature, a man-like reptile, drops into the room. You may strike at it once (AC 5). You are -2 on your chance to hit. If you hit, go to entry 160. If you miss, go to entry 162.

155. As you slide back down the hole, another creature drops out of the darkness. Before you can escape both creatures strike, hitting you with two claws each. One of the creatures also bites you (take 20 points of damage from the claws and the bite). In the last two entries, you have taken more damage than a low level thief can withstand, your character is dead. Roll a new character and begin the module again.

156. The creature lunges, hoping to kill you before you attack. Fortunately, you dodged its blows and swing your own sword at the beast (AC5). If you hit, go to entry 165. If you miss go to entry 163.



157. You drop into the room below and discover the stench has already filled it. Roderick gasps and chokes violently, but Salamandros stands ready to fight. The creature quickly follows you into the room. You may strike twice before the beast (AC 5) can attack. If you hit once, go to entry 160. If you hit twice, go to entry 161. If you miss twice, go to entry 162.

158. The creature staggers back, and you climb out of the hole. It is temporarily stunned, but you see another struggling out of the blackness. You may strike again. If you hit, go to 164. If you miss, go to entry 165.

159. Because you are only halfway out of the hole, you cannot defend yourself well. The creature claws twice and bites once (take 7 points damage). You may now swing at the creature. If you hit, go to entry 168. If you miss, go to entry 166.

160. You and Salamandros strike the creature, and it staggers. Before you swing again, it leaps at Salamandros, clawing and biting him. You may swing at the creature (AC 5). If you hit, go to entry 161. If you miss, go to entry 162.

161. Both you and Salamandros hit the foul beast, and it falls dead. You hear something above your heads, and look up to see another creature dangling in the hole. Salamandros raises his hands and chants a quick series of mystic words. A light flashes from his fingertips and strikes the creature. It screams horribly, then drops into the room and charges the elf. Salamandros scrambles back, trying to avoid the beast, while you attack it from behind. His maneuvers do no good; the creature quickly corners him. Salamandros screams horribly as the beast strikes him. You may swing once at the creature (AC 5). If you hit, go to entry 167. If you miss, go to entry 168.

162. The foul creature leaps at Salamandros. As you move to help him another of the beasts drops into the room. It lands between Salamandros and Roderick, then turns to attack you immediately. You may swing at the creature once (AC 5). If you hit, go to entry 169. If you miss, go to entry 170.

163. The creature slashes your shoulder as you climb out of the hole (take 3 points damage). Another beast steps out of the darkness as you enter the chamber. Suddenly, Salamandros pops through the hole, his hands raised and pointed at the second creature. He utters several mysterious words and a light flashes from his hand, striking the foul creature. It howls in pain and leaps at him. You may swing at your opponent again (AC 5). If you hit, go to entry 171. If you miss, go to entry 172.

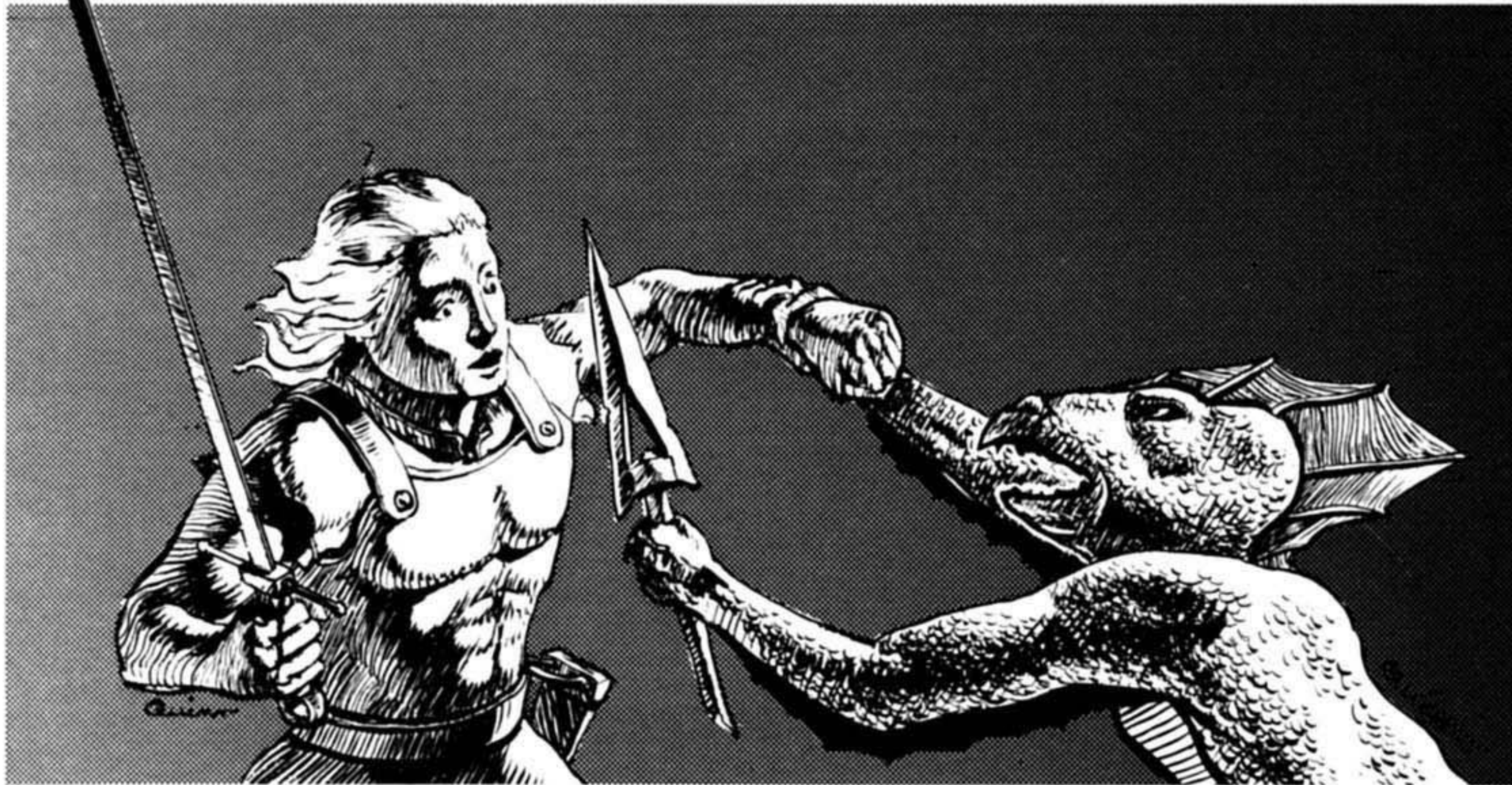
164. You strike the beast solidly. It staggers back and falls dead. Salamandros pokes his body through the small hole and utters some mysterious words. A light flashes from his hands, striking the remaining beast. The ugly creature jumps on Salamandros immediately, clawing and biting. You may swing at the creature (AC 5). If you hit, go to entry 173. If you miss, go to entry 174.

165. The beast grapples you, and pain shoots through your shoulder as it bites down. You feel its claws ripping the skin on your back (take 5 points damage), as the creature mauls you. Salamandros sticks his upper body through the hole and raises his hand to cast a spell at your attacker. He does not see the second creature moving to attack him. Before you can warn him, it wraps its filthy arms around Salamandros. Despite his surprise, finishes the spell. Several flashes of light strike the monster that holds you. It releases you and reels back. You may swing at it (AC5). If you hit, go to entry 171. If you miss, go to entry 172.

166. Another beast steps into view from the darkness. Someone is pushing you from below. Will you stay and fight (175), or drop back down the hole (157)?

167. As the monster attacks Salamandros, your sword bites into its back. It lurches forward and falls heavily to the ground. Roderick quickly rolls the heavy body off your companion. It does not take an experienced eye to tell that Salamandros is dead. Roderick slowly says a few words for the departed. You climb into the chamber, and see nothing but a single exit. Go to entry 180.

168. The beast kills Salamandros in a few seconds, then flings his body to one side and turns to Roderick. He quickly slashes Roderick across the neck. He stumbles back, badly wounded. You may swing at the creature (AC6). If you hit, go to entry 176. If you miss, go to entry 177.



169. Your sword bites into the creature and it howls in pain. It lifts a massive arm and claws your neck, then drags you to its mouth and bites your shoulder (take 5 points damage). You may swing at it (AC 5). If you hit, go to entry 176. If you miss, go to entry 177.

170. The beast lunges at you, ignoring Roderick for the moment. Though it swings both its arms and attempts to bite you, it only slashes you once (take 2 points damage). You may swing at the creature (AC 5). If you hit, go to entry 176. If you miss, go to entry 177.

171. The creature falls dead. You turn in time to see the second beast claw Salamdros twice. The elf slides down the hole, and the foul creature looks down after him. A bright light suddenly engulfs its head. The reptile-man screams in great pain and stumbles back blindly. You slay it with no difficulty. When you have finished, Roderick climbs through the hole in the floor.

"Salamdros has departed for the land beyond," he says sadly. "I did all I could to save him." He raises his hand. You see that he holds a scrap of paper in it. "But I did avenge him, even if it cost me a scroll of light."

After gathering your belongings, you may leave by the only exit in this chamber. Go to entry 180.

172. The monster slashes you twice with its filthy claws (take 5 points damage), then pulls you close and tries to bite. It suddenly jerks and staggers back a step. Salamdros stands behind it with a bloodied weapon. The monster turns to attack Salamdros. You may attack the creature now (AC 5). If you hit, go to entry 173. If you miss, go to entry 174.

173. The creature attacks Salamdros and you plunge your sword into its back. It falls heavily on the floor pinning Salamdros beneath its body. You roll the monster aside and see that Salamdros is dead. Roderick climbs into the chamber and says a few words over the elf's body. You may leave by the only exit in the chamber. Go to entry 180.

174. The creature slays Salamdros quickly, and turns to face you. Its claws pass inches in front of your abdomen as you move to attack. You may now swing at the creature. If you hit, go to entry 178. If you miss go to entry 176.

175. Before you attack, the creature hits you 5 times for 19 points of damage! In the last three entries, you have taken more damage than it is possible for a third level thief to withstand. You are now dead. Roll a new character and begin the module again.

176. The creature drops to its knees, then falls face-first onto the ground. Roderick quickly turns to Salamdros, who lies dying on the floor. Though Roderick attempts to stop the bleeding, his efforts cannot save the elf. Salamdros lies dead upon the floor.

Roderick begins to pile stones on the body. Though you may think this is a waste of time, you know by Roderick's grim face that he will not leave until Salamdros is buried. You help him cover your companion, then bow your head respectfully as he says a few words over the grave. When he is finished, you climb into the small chamber above (use map HH). You may leave by its only exit. Go to entry 180.

177. The reptile man rakes you with its claws, hitting you twice (take 5 points damage). Before you can strike again, Roderick smashes the creature's skull with his mace, it drops to the floor, quite dead. The nauseating smell fades away immediately.

Roderick turns to Salamandros, who lies dead on the floor, and utters several solemn words. He then motions toward the hole in the ceiling and says "We must leave this place. Let us go." You scramble through the hole into a small, empty chamber (use map HH). You see only one exit. Turn to entry 180.

178. The creature falls to the ground, dead. Roderick climbs into the chamber and helps you bury Salamdros. After saying a few words over the grave, Roderick says, "We must leave this place. Let us go."

You explore the chamber (use map HH) and discover there is only one exit besides the hole. Go to entry 180.

179. You swing wide, and the reptile-man grabs you with its slimy hands, then bites your neck (take 4 points damage). A mace suddenly slams the creature's head. The beast drags you to the ground as it falls. You quickly free yourself from the dead creature's grasp and stand.

Roderick stands nearby. "Salamdros is dead," he says. "We must leave this place before we join him." You search the room quickly (use map HH) and find nothing but a short corridor leading out of the room. Go to entry 180.

180. You sneak carefully down the passage, trying to move as quietly as possible. As you round the corner a chill breeze strikes your face. There is a light ahead! Roderick breaks into a run and you follow. Soon, you stumble out of the cave into a deep snowdrift. You have escaped the lair of your evil captors! Roderick drops to his knees and utters a prayer of thanks. This seems a good time to be thankful, so you join him.

As you kneel in the snow, it suddenly occurs to you that you will both freeze to death unless you find shelter. You wear only light, ragged clothing that will not protect you from the bitter cold for long. Rousing Roderick from his prayers, you search the area. You have emerged high on the mountainside, several thousand feet above the pass. There are numerous cliffs around you, and it looks as if it would take several hours to travel even a few miles in this terrain. Though there are several caves in the area, neither of you are anxious to enter one.

Roderick suddenly points down the pass and says, "Look! Perhaps our salvation lies there!" When you look down the pass, you see several oxen struggling to pull the first sledge of a long caravan to the top of the steep pass.

Without hesitation, you start down the mountainside. For many hours, you stumble through the deep snow, or slip and slide down the steep slope. Your feet and hands grow numb with cold. The metal of your weapon sticks to your bare skin. Finally, nearly frostbitten and dead, you stumble onto the caravan track. Within minutes, the sledge drivers have taken you to their camp and poured hot drinks. They listen with interest and concern to your story. In the morning, they take you over the pass into the next town. This is the end of this adventure. Your character has earned 500 experience points.

181. The passage curves to the left a short distance ahead. You move ahead of the others and peer around the corner. A curtain blocks the path. You smell smoke and the odor of many unwashed bodies. Salamdros nudges you in the back, and you sneak up to the curtain. Pulling one corner aside, you peer into the room (use map JJ) and see a small cavern lit by two torches and a small brazier. Three little, greenish-gray men huddle around the brazier, leaning on their spears. A man wearing leather armor crouches with the little creatures, sketching on the dirt floor with the tip of his sword. A ladder protrudes from a pit on the far side of the room. As you watch, one of the little creatures turns to the man and hisses, "Hungry! No dinner, we hungry!" It waves its hands at the others, and they nod in agreement.

Carefully, you crawl back to your companions and tell them what you have seen. Will you sneak through the room and create a diversion

(195), lead a charge (197), or ask Salamdros what you should do (196)?

182. You continue to slide for several seconds, your head and arms banging against the sides of the chute. Finally, it opens into a large room. You fall eight feet straight down, strike a man-sized body, and, finally, land head first on the rock floor.

Some minutes later, you shake your aching head and open your eyes. Your vision is blurred and tinted red, but you see three blobby shapes standing nearby. They seem to be talking, but your groggy mind cannot understand their words.

In a few seconds, your head clears and you identify the shapes. They are three heavily armored men, and, apparently, they are very angry.

"I'll lop his ears off and feed him to the dogs," says the closest. He turns toward you and sees you are awake. "So, you've finished your nap, have you?" He steps closer and jabs you in the ribs. "You fell on one of my friends, you did, and now he's as dead as a fish out of water, he is." He raps your aching head with his knuckles. Instinctively, you try to raise your arms to protect yourself, but your hands are tied behind your back. "Don't squirm!" he says, kicking you in the ribs.

"Hugh! Don't kill him, or I'll cut your thumb off!" barks the largest man. Hugh turns toward the speaker, his hand on his sword hilt. The large man draws his sword quickly, then says, "The Master wants to talk to this one."

Hugh releases his sword hilt, saying, "Okay, Morgan. But when the Master finishes, we've a little game to play, him and me." The others chuckle nastily.

"Sure, Hugh," says Morgan, "just leave enough meat for the runts."

Morgan opens the door behind you and says, "This way, scoundrel." The men drag you through the door and cut your bonds. Your fingers ache as the blood flows back into your numb hands. The largest of your captors grabs your shoulder and turns you around. A black robed figure sits behind a heavy table on the other side of the dark room. On either side of the hooded figure, a candle set in a wolf-skull holder sputters noisily. The hooded figure studies you briefly, then waves all but Morgan out of the room.

"Well, now," hisses the Master, "you are a resourceful youth. I fear I have underestimated your capabilities, but I will not make the same mistake twice." He stands, almost silently, and says "But I am not a vengeful man. I will give you an opportunity to free yourself from the debt of lives and trouble you have incurred in my abode." He reaches into the darkness behind his seat, and pulls aside a black curtain. Several large, slimy frogs sit in a cage behind the curtain. You can see the tips of long fangs sticking out from their mouths. "I will take payment in two forms — your service, or your life. The choice is yours." He smiles and you see that his face is almost bone-white. Will you agree to serve the Master (184), or refuse (183)?

183. You refuse to join the Master's band of villains. The Master sighs and waves his hand to Morgan. Before you react, Morgan presses his a knife to your throat and forces you into the cage. The frog creatures leap on you immediately, attacking with long, sharp teeth. You are dead in a matter of seconds. Roll a new character and begin the module again.

184. The Master smiles, pleased. "Of course, I cannot give you your weapons at this time. The others do not trust you. After you gain their friendship, we will not have this little problem."

With that, Morgan leads you into the outer chamber, where the others who captured you wait. He turns to you and whispers, "Be careful, newcomer. Hugh will attack you if given any excuse." He then turns to the others and says loudly, "Meet our newest member, signed on by the Master himself!" He looks directly at Hugh as he says the last part of the sentence. The others greet you sullenly and turn away.

As you start to settle down, a little scaly creature runs into the room and squeaks, "Attackers! Attackers! Help us!" It runs back the way it came.

Morgan thrusts a sword hilt into your hands and drags you after the creature. You round a bend and enter a room, where the Master and two of the little creatures are battling Roderick and Salamdros.

"Kill them!" orders the Master. Morgan shoves you toward the fight. Will you attack Roderick and Salamdros (186), or will you try to kill the Master (185)?

185. You lunge at the Master, swinging your sword with all your might. The sword cuts through air where the master should have been standing. The room becomes a blur of colors whirling about your head. You fall to the floor, disoriented. Go to entry 190.

186. You leap at your former companions, and swing your weapon at them (AC 8). If you hit, go to entry 187. If you miss, go to entry 188.

187. You strike Roderick, and he staggers back, reacting sluggishly. His skin is pale, and he looks dead! The Master barks a command, and Roderick and Salamdros back away. Go to entry 189.

188. Your swing just misses Salamdros, but he reacts sluggishly. His skin is so pale he appears to be dead. Suddenly, the Master barks a command, and Roderick and Salamdros sep back and stand motionless. Go to entry 189.

189. You turn around and see the Master smiling. "Congradulations!" he says, "You have passed the test. If you had attacked us, we would have killed you in an instant. But now, you are one of us!"

Your character is now an evil member of a dangerous band of owlaws, and as such, is an NPC. He cannot be used in any other game as a player character. If you want to use a thief in another game, you must roll a new character.

190. You slowly regain your senses. You are in the same chamber, but everyone else is gone! All of your weapons and equipment lie beside you in a neat pile. You see no sign of the Master, Roderick, Salamdros, Hugh, or anyone else!

Standing unsteadily, you stumble about the chamber. The floor is thick with dust, and the only tracks in it are your own. The chamber looks to have been long deserted. You gather your weapons and slip into your equipment.

A hollow voice suddenly echoes throughout the chamber. "You have done well," it says, "and the gods of Law are pleased. If you demonstrate such faith and trueness of heart every day, you will do well in the world. Remember our words!" The dust swirls in front of you. Roll one die.



- 1 — Entry 191
- 2-3 — Entry 192
- 4-6 — Entry 193



191. As the whirlwind settles, you see a cloak and a pair of boots. After inspecting the craftsmanship you know both the cloak and boots are of elven workmanship. Go to entry 194.

192. As the whirlwind settles, you see a coil of rope. The hollow voice says, "Use this rope of climbing with care and nobility of purpose. Go to entry 194.

193. The glint of metal sparkles through the whirlwind. As the dust settles, you see a sword thrust into the ground. "Use this Magic Sword (+1) with wisdom and justice. Do not falter from the demands of Law, and you shall always prosper." Go to entry 194.

194. A chill breeze suddenly fills the room. The air is soon filled with the scent of mountain air. You take your reward and walk into the breeze. Before long, you stand on a sunlit mountain slope in the cold, crisp air. Far below, a caravan struggles along the pass. This is the end of your adventure. Your character has earned 300 experience points.

195. You cautiously peer behind the curtain, then slip into the room. With luck, you can stay in the shadows and avoid detection. Use the invisible ink marking pen to fill in any one box for each level of your character.

98	40	64	23
08	56	76	
29	33	38	

If any number is equal to or less than your move silently percentage, go to entry 198. If all numbers are greater, go to entry 199.

196. After a short pause, Salamdros says, "I think it best to attack now." He quickly turns and runs toward the opening. You and Roderick follow. Go to entry 197.

197. You pull the curtain aside and leap into the room. The man stands quickly and screams, "Get them!" Two of the little man-things charge. You may swing at one of the creatures (AC 6). If you hit, go to entry 200. If you miss, go to entry 201.

198. You slip accross the room unnoticed except for a few small rats watching you from the corner of the room. Near the pit, you find a small bag lying on the floor. Carefully, you open it and look inside. Finding 3 small gems (100 gp each), and a ring. Will you put the ring on (202), or save it for later (203)?

199. As you reach the halfway point in the room, one of the creatures sniffs the air. You stand very still, fearing it has discovered you. The ugly little fellow stands and runs in your general direction. Will you attack it (205), or remain motionless (206)?

200. You strike a solid blow, and the creature tumbles to the floor. The other monster swings it's club at you, but misses. You may strike again (AC 6). If you hit, go to entry 207. If you miss, go to entry 208.

201. You swing wide! Both creatures swing their clubs. You duck the first blow, but the second smashes into your ribs (take 3 points damage). You may strike again (AC 6). If you hit, go to entry 200. If you miss, go to entry 209.

202. You slip the ring onto your finger. Nothing noticeable happens until a rat scurries out of the shadows toward the exit. One of the small ugly man-things turns its head toward the sound. You think, "I wish you wouldn't do that, rat." and it stops, then returns to the shadows. The man thing shrugs its shoulders and turns back to the table.

You mentally order the rat to come sit at your feet. It sneaks toward you, then jumps onto your boot. The rat stays there as long as you concentrate on it.

You order the rats to attack the enemy in the center of the room. Immediately, six rats scurry out of the darkness, rushing toward the man and the creature. They rush past the brazier and overturn it, spilling hot coals across the lap of one of the man-things. It jumps to its feet, screaming and howling. The rats continue to attack, nipping ankles, and the little man-things scramble on their hands and knees, trying to catch the rats.

Salamdros dashes through the shadows and slips down the ladder. You keep your attention focused on the rats. Next, Roderick lumbers across the room and starts down the ladder. You edge toward the pit, and find that your concentration is slipping as you move. Finally you scramble down the ladder. Go to entry 227.

203. Note that you should go to entry 204 when you decide to put the ring on your finger.

Looking about the room, you notice several small bats hanging from the ceiling. You hurl a large rock into their midst. They drop from the ceiling and flutter about the room.

While the man and the little creatures beat the bats away from their heads, Salamdros and Roderick dash into the room toward the ladder. You start down. Roll 1d6. If you roll a 1-2, go to entry 210. If you roll anything else, go to entry 211.

204. You slip the ring onto your finger. About the same time, you notice a rat hiding in the shadows watching you expectantly. "Get lost, rat." you think. The rat scurries into the shadows. You quickly think, "Wait, come back and sit by my feet." The rat does so immediately. Go back to the previous entry and continue play.

205. You have surprised the ugly creature. You may strike at it twice (AC 6). If you hit once or twice, go to entry 212. If you miss both times, go to entry 213.

206. The little creature runs past you, apparently not even seeing you. It dives on a rat scurrying around in the corner. After a short struggle, it runs back to the brazier, and lays the rat on the coals. You carefully sneak the rest of the way to the ladder where you find a small bag lying on the floor. You open the pouch and find 3 gems (100gp each) and a ring. Will you put the ring on your finger (202), or keep it for later (203)?

207. You hit the creature before it can swing. It falls to the floor, dead. Salamdros fights one of the ugly creatures, and yet another lies dead at his feet. Roderick, who is battling the man, appears to be losing. With a heroic shout, you leap across your fallen foes to aid Roderick. Roll to hit the man (AC 3). If you hit, go to entry 214. If you miss, go to entry 215.

208. The creature hits (take 2 points damage)! You may strike again (AC 6). If you hit, go to entry 207. If you miss, go to entry 216.



209. Before they can strike again, a sword flashes behind them and one creature falls. Roll to hit the remaining attacker (AC 6). If you hit, go to entry 217. If you miss, go to entry 218.

210. Halfway down the ladder, the quiet above is broken by screaming and the clang of metal on metal. Will you leave your friends behind (219), or climb back up and help them (220)?

211. Your diversion works! Everyone climbs down the ladder without being noticed. Go to entry 227.

212. The little creature falls dead, but the man leaps up and points at you shouting. The little creatures turn to attack. At the same time, Salamdros pulls the curtain aside and charges into the room. Roderick is close behind. One little creature charges you. You may swing at it (AC6). If you hit go to entry 207. If you miss, go to entry 206.

213. The ugly monster recovers from its surprise and hits you with its club (take 2 points damage). The man shouts at the other creatures and they prepare to attack. Suddenly, you hear Roderick shouting, "We will help you!" He and Salamdros charge into the room. Roll to hit your attacker (AC 6). If you hit, go to entry 207. If you miss, go to entry 208.

214. Your sword bites into the man's shoulder. He wheels around and slashes. You block the wild swing with your weapon and duck. But the force of his blow knocks the sword out of your hand! He grins and steps closer to you, ignoring Roderick. Will you scramble away (221), or fight with hand-to-hand combat (222)?

215. Your swing goes wide. Ignoring you for the moment, he hits Roderick, who staggers under the blow. You may swing again (AC 3). If you hit, go to entry 214. If you miss, go to entry 223.

216. The creature swings again and misses. You may swing at it (AC 6). If you hit, go to entry 207. If you miss, go back to entry 208.

217. The creature falls, dead. Salamdros stands beside you, cleaning his sword. Roderick is searching the body of the human. The three of you search the room and find 50 gp hidden near the brazier. You check the ladder and climb down. Go to entry 227.

218. The creature dodges and your sword clangs against the floor. The monster quickly smashes your foot with its club (take 1 point damage). Salamdros slices into the little man-thing's side, and it staggers. Go to entry 217.

219. You now stand at the bottom of the ladder in a passage that curves to the left and runs out of sight. (use map). Smoldering torches line the walls. You creep down the passage slowly, listening to the noises of battle above. Suddenly a voice says, "Stop, traitor!" You wheel about and slip on a patch of loose sand, sprawling on the floor. Salamdros is climbing down the ladder, and Roderick stands above him, holding off their enemies.

Salamdros raises his hands and utters a spell. A brilliant point of light flashes from his fingers and strikes you (take 7 points of damage). (If you have taken more damage than you can withstand, your character is now dead.) You barely manage to stand. Will you flee (224), reason with him (225), or fight (226)?

220. You climb back up the ladder. Roderick battles the human, while Salamdros stands surrounded by the little man-things. As you emerge from the pit, two of the creatures turn and charge. You barely climb out of the pit before the creatures reach you. You may swing at one of the creatures (AC 6). If you hit, go to entry 200. If you miss, go to entry 201.

221. As you step back, you stumble over the body of a little man-thing and crash to the floor. The man raises his sword and strikes (take 4 points damage). Before he can raise his sword again, Roderick cracks his mace across the back of the man's head. Your attacker staggers and falls across your chest, knocking the wind out of your lungs. Salamdros quickly runs up and pulls the body away. After resting briefly, you search the room and find 50 gp in the man's belt pouch, then descend the ladder in the pit. Go to entry 227.

222. You leap at the fighter and grasp his neck, preventing him from swinging at you. He viciously smashes his elbow into your chest (take 1 point damage) and throws you aside. He raises his sword to finish you off, but suddenly staggers and drops to his knees. Roderick stands behind him, cradling a mace. You quickly roll away and stand before the fighter finally falls face-first on to the floor. After resting briefly, you all search the room. Salamdros finds 50 gp hidden in the corner, but there is nothing else of value in the room. The three of you climb down the ladder. Go to entry 227.

223. The man turns and swings, missing. Roderick strikes the fighter across the back of the neck with his mace, and the man drops to the floor, unconscious. The three of you breathe a sigh of relief and search the room. You find nothing of value except 50 gp. The three of you climb down the ladder. Go to entry 227.

224. Salamdros hits you again as you turn to run. You have now taken 27 points of damage in the last two entries; which is more than a 3rd level thief can withstand. You are dead. Roll a new character and start the module again.

225. He is in no mood to listen to reason. Go to entry 226.

226. Reluctantly, you turn to fight. Salamdros is prepared and strikes first, hitting you. You have now taken 25 points damage in the last two entries which is more than a 3rd level thief can possibly withstand. Your character is dead. Roll a new character and begin the module again.

227. You are standing in a passage at the bottom of the ladder (use map DD). Smoldering torches dimly light the sandy passage, which curves out of sight ahead.

As you walk down the passage, you hear faint noises. Salamdros signals the party to stop, and you listen intently for several seconds. Though you hear several voices, you cannot make out their words. Signalling the others to wait, you creep forward and peer around the corner. A large room lies ahead. The voices now grow more distinct, and you manage to catch a few words and phrases.

Three men are talking about some event that will take place soon. You do not know what they are discussing, but you know it is evil. They mention the "Master" twice, and you think one of them says "Stodos" once. Then, you hear a large creature growling, and a set of footsteps starts echoing toward you. Hurriedly, you slip back to the rest of your party. Will you attempt to rush through the room (228), go back and listen some more (229), or sneak into the room (230)?

228. You explain your plan to the others. The three of you will sneak as close as possible to the room, then rush through without stopping to fight. You will scream and make as much noise as possible to confuse those who occupy the room. The others nod in understanding and the three of you advance.

When you reach the corner, you give the signal to charge. Roderick screams horrendously as the three of you burst into the room (use map LL). Three men sit at a table, looking extremely surprised. A large wolf occupies a cage along one wall. There are two curtained doorways on the opposite side of the room. Will you go through the door on the right (231), or the door on the left (232)?

229. You creep back to the corner and listen to the men talk for fifteen minutes.

Someone they refer to only as the "Master" has planned an attack on the town in the valley. He has been gathering evil forces for several weeks, but still fears he does not have enough troops to ensure success. Therefore, he has asked the evil god Stodos for help. Tomorrow, under cover of a violent snowstorm caused by Stodos, all of the Master's troops will attack. The townspeople, unprepared and blizzard-bound, are sure to lose! You quickly go back and tell the others.

Roderick grows grim and whispers, "We must destroy the Master and this pagan outpost now, for only we can prevent this terrible attack!" Salamdros argues that your duty is to escape and warn the town of the attack. Will you side with Roderick (233), or Salamdros (234)?

230. You creep to the room's entrance and peer around the corner (use map LL). Inside, three men sit at a table eating. A wolf occupies a cage along one wall, and, on the far side of the room, you see two curtained doorways. As you study the room, the wolf sniffs the chill air and begins to whine. Suddenly, it turns toward you and lunges against its cage, snarling and snapping. The largest man stands, alarmed. "Shut up, you mangy beast!" he shouts. The wolf does not stop, so the man throws a bone into the cage. The wolf ignores the morsel and continues to snap at you. The man is now curious and walks toward you. You hastily duck out of sight and sneak back down the corridor. You cannot sneak through the room while the wolf is in it. Will you lead a charge into the room and fight the men (233), or lead a rush through the room, not stopping to fight (228)?

231. You run through the curtained doorway, and a blast of cold air sweeps over you. You stand in a small chamber (Use map KK) with an ice-covered floor. Daylight shines through a small, snow-filled opening ahead. You dash across the chamber, shouting "We found the exit, we've escaped!" Roll 1d5. If you roll a 1-2, go to entry 235. If you roll a 3-6, go to entry 236.

232. You pull the curtain aside and rush into the next room (map BB). You now stand in a small thin room lit only by two flickering lamps on a small table. A man dressed in a black robe sits behind the table. As soon as you enter the room, he leaps up and reaches for one of the levers set in the wall behind him. Will you dive over the table and grab his arm (237), circle around to him warily, watching for traps (238), leave this room (239), or try to trick him into believing you are a powerful wizard who will blast him if he pulls the lever (240)?

233. Roderick quickly sketches out a simple plan. The three of you will charge into the room, hoping to surprise those inside. Salamdros will cast a spell while you and Roderick attack the men. After Salamdros casts his spell, he will join the fight.

Roderick leads the charge into the room. You follow him, and Salamdros brings up the rear (use map LL). As you rush in, the wolf throws itself at its cage door. The men turn, surprised, and scramble for their weapons. The largest overturns the table in his haste. Roderick quickly strikes the closest man, who staggers under the blow. A streak of light flashes past you and strikes the largest man. The last man runs toward the cage, apparently hoping to free the wolf. Will you sneak behind Roderick's opponent and try to backstab (241), or attack the man running toward the wolf cage (242)?

234. Salamdros quickly says, "Once we enter the room, it will be every man for himself. One of us must escape! If any of us falls, the others must leave him behind. Do not stop to fight unless you must!"

The three of you sneak to the corner and Salamdros charges into the room with a thunderous yell. You follow, with Roderick right behind you (use map LL). Three surprised men sit at a table, and a large wolf occupies a cage along one wall. There are two curtained openings in the far wall. Suddenly, one of the men gathers his wits and thrusts his foot out in front of Salamdros. The elf sprawls to the floor! "Keep going!" he screams. Will you run through the doorway on the right (231), or the doorway on the left (232)?

235. You dash to the exit. Suddenly the snowbank ahead stirs. A huge warty man-like creature rises out of the snow! You skid to a stop in front of it. It shakes the snow off its face and croaks, "Who are you?" The huge beast hefts a tree branch to its shoulder. "I kill little man!" Will you fight (243), run between its legs (244), climb a wall to get out of its reach (245), or try to trick it (246)?

236. As you run toward the exit, the snowbank next to the opening stirs. Will you continue to run (235), or hide in the shadows (247)?

237. You dive over the table, and the robed man tries to dodge past you. Roll to hit (AC 10). If you hit, go to entry 248. If you miss, go to entry 249.

238. You cautiously advance, watching the floor for trap doors and trip wires. Go to entry 250.

239. You quickly turn and dash into the room you just left. Roderick fights a man who's back is to you. Salamdros fights another, and a third man is trying to open the wolf cage. You may run out the other exit (only if this entry was invisible when you turned to it), Go to entry 231, You man also backstab the man Roderick fights (241) or attack the man trying to open the cage (242).

240. You raise your hand menacingly and try to look powerful. "Stop," you shout, "or I shall turn you into a pile of cinders!" The robed man pauses for a moment, then laughs loudly.

"Ha! You are the little fellow my goblin captured! A good jest, but I must bid you farewell." He quickly pulls both levers, and a trap door opens in the floor beside him. You dash forward to stop him, but you are too late. He leaps into the pit and the door closes! His evil chuckle echoes throughout the room, and he is gone. Then the curtain parts and a large, white baboon-like creature steps into the room. It holds a large bone in its paw. Will you fight (251), run back into the other room (239), or try to move the lever that opens the trap door (266)?

241. You are behind your target. Roll to hit (AC 5, add 4 to your die roll.) If you hit, go to entry 252. If you miss, go to entry 253.

242. The man turns to defend himself. You may swing at him (AC 6). If you hit, go to entry 254. If you miss, go to entry 255.

243. As you swing you lose your footing on the ice and fall! The beast hits you (take 3 points damage. If this is more damage than you can withstand, your character is dead.) Will you scramble past the creature (244), or continue to fight (256)?

244. Throwing caution to the wind, you dive between the monster's legs. As you scramble past the creature, it hits you once (take 6 points damage). You now stand outside. Go to entry (258).

245. You quickly discover the walls are too slick to climb. Will you fight (256), or dive between its legs (244)?

246. It does not look very bright, so a trick might work. Choose what you want to say from the list below, then go to the entry indicated:

1. "The Master has ordered me to prepare the forces for battle. Stand aside, clod!" (entry 257).
2. "Quick! They are attacking the Master! You must save him!" (entry 259).
3. "Hey! Your shoes are untied!" (entry 260).
4. "I'll give you 50 gp to let me pass," (entry 261).

247. You duck into a convenient corner and try to hide in the shadows. If you are a 1st level thief, use the invisible ink marking pen to fill in any one box below. If you are 2nd level, fill in any two boxes, and if you are 3rd level, fill in any three boxes.

83	99	02	30
54	40	72	89
21	75	59	82

If the number is equal to or greater than your saving throw vs. Spells, go to entry 288. If it is less than your saving throw vs. Spells, go to entry 289.

248. You tackle him before he pulls the lever, but he recovers quickly and starts a spell. You may swing at him (AC 10). If you hit, go to entry 264. If you miss, go to entry 265.

249. He easily slips out of your reach. Go to entry 250.

250. He pulls the first lever, and a trap door opens in the floor beside him. He jerks the second lever down and says, "Farewell peasant!" He leaps into the pit, and you hear the grating of metal on stone. The curtain parts, revealing a white, baboon-like creature carrying a large bone club in one hand. The trap door slams shut. You are alone with the creature! Will you fight (251), try to open the trap door and escape (266), or flee into the other room (239)?

251. The creature lunges, swinging its club and biting at you. You may swing at the beast (AC 7). If you hit, go to entry 267. If you miss, go to entry 268.

252. You strike, and the man falls to the ground, dead. From the corner of your eye, you see the wolf bound out of its cage. Will you fight the wolf (269), help Salamdros (270), or fight the man who freed the wolf (271)?

253. The man ducks to the side at the last moment, and your blow misses. As he ducks, Roderick thumps him solidly. The man backs up to the wall. You may swing again (AC 6). If you hit, go to entry 272. If you miss, go to entry 273.

254. He staggers from your blow, then leaps on you. Both of you tumble to the floor. You may strike again (AC 6), but you are -2 on your chance to hit. If you hit, go to entry 274. If you miss, go to entry 275.

255. You swing and miss. He quickly rolls aside and snatches his sword. You may swing again before he attacks (AC 6). If you hit, go to entry 276. If you miss, go to entry 277.

256. The huge monster steps closer and you swing at it (AC 5). If you hit, go to entry 278. If you miss, go to entry 279.

257. The huge beast stops and looks at you blankly. "Move aside!", you order. "The Master will be displeased." Finally it scratches its head and steps to one side. Your trick worked! You are free! Go to entry 258.

258. You have escaped! Now you must survive. You blunder through the snow toward the pass, your hands and feet growing numb with cold. Finally, you look down the mountainside and see a narrow line of men pushing through the snow. You struggle through the snow at your best pace, hoping the men are friendly.

Finally, you come close enough to recognize two of them. Daras the guide, and Black Beard the caravan guard. You scream and holler to attract their attention and they soon ride their mounts to you.

You tell them your tale. Taking care to emphasize the hazard the village will soon face. When you finish, Daras says, "We can do nothing for the caravan now, it was lost in the storm. We must go back to the village and warn them." You return to the village and warn the others of the doom they face. They quickly order the guard to prepare for the attack and they proclaim you a hero. The adventure is over, you have done very well. Your character has earned 500 experience points.

259. The creature studies you for a long moment. It has never seen you before, and it is smart enough to question your authority. Roll 1d6. If you roll 1-2, go to entry 279. If you roll 3-6, go to entry 280.

260. You look at the creature's feet, and see you said the wrong thing, since the creature doesn't wear any shoes. Go to entry 281.

261. The creature considers your offer. Roll 1d6. If you roll 1-2, go to entry 282. If you roll 3-6, go to entry 284.

262. A huge, warty man-like creature rises out of the snowbank, carrying a large club. It walks past without seeing you. Will you strike it from behind (285), or escape after it leaves (258)?

263. A huge, warty man-like creature rises out of the snowbank, carrying a club. It steps toward you. Will you fight it (256), try to trick it (246), or run past it (244)?

264. Your blow knocks his arm aside. A bright light flashes and foul smell fills the air. The robed man curses you and reaches for the levers again. You may swing at him (AC 10). If you hit, go to entry 286. If you miss, go to entry 287.

265. He casts a spell on you! Use the invisible ink marking pen to fill in any one box below.

1	11	6	2
13	17	0	12
5	3	9	15
1	7	17	18
4	16	10	8

If the number is equal to or greater than your saving throw vs. Spells, go to entry 288. If it is less than your saving throw vs. Spells, go to entry 289.

266. As you pull the lever, the creature bites you (take 1 pt damage). The trap door opens, and you jump in without hesitation. You fall 10 feet, but take no damage because you were prepared. The door closes above, and the area falls totally dark. Will you sit and wait (307), or search the area by torch (290)?

267. You strike the beast soundly. It howls and springs away from you, staying just out of reach. Will you leave the room (239), or try to drive the beast back into its cage (291)?

268. You miss, and the beast bites you (take 2 points damage). You may swing at the creature (AC 7). If you hit, go to entry 267. If you miss, go to entry 251.

269. The wolf springs toward you, its jaws ready to snap closed on you. You may swing at the beast (AC 6). If you hit, go to entry 292. If you miss, go to entry 293.

270. Salamdros shouts, "Stop the wolf!" Go to entry 269.

271. You rush the man and the wolf bounds past you, attacking Roderick. You may swing at the man (AC 6). If you hit, go to entry 254. If you miss, go to entry 255.

272. Both you and Roderick strike the man. He falls to the ground. The wolf now escapes his cage and springs into the room. Will you fight the wolf (269), the man who freed it (271), or help Salamdros (270)?

273. Your swing goes wide. The man strikes at Roderick and misses. The wolf now escapes its cage and attacks you! It snaps its jaws shut on your arm (take 2 points damage), then backs up to attack again. Go to entry 269.

274. You manage to hit him. He strikes back, but misses. You may swing again (AC 6), -2 on your die roll. If you hit, go to entry 276. If you miss, go to entry 275.

275. You do not hit the man, but Salamdros quickly comes to your aid. In a few moments, the man lies motionless on the floor. Go to entry 308.

276. Your sword bites into his side, and he falls. Go to entry 308.

277. The man swings and hits you (take 3 points damage). Salamdros steps between you and your attacker (his foe already lies dead on the floor). Roderick grabs your arm and pulls you away from the action. "You need healing!" he shouts. If you have not asked Roderick to heal you, he will cast a spell on you now. Otherwise, go to entry 295.

278. You nick the huge creature. It swings at you and hits (take 5 points damage). Maybe, you think to yourself, this monster is too tough for you. Will you continue to fight (279), or run past it (244)?

279. It smashes you with its club (take 8 points damage)! If you are still alive, you realize you cannot win by fighting it. You may try to run past it. Go to entry 244.

280. The trick works! The giant stomps past you to help the Master. Will you strike it from behind (285), or escape while you can (258)?

281. It looks at its feet and yells, "You think me dumb? Me not dumb, me smash!" Go to entry 279.

282. You have 50 gp, give them to the creature and go to entry 283. If you do not have the gold, tell this to the giant man-thing and go to entry 279.

283. The monster steps aside to let you pass. Go to entry 258.

284. The beast says, "Me smart! Me just smash you. Get gold. Make Master happy!" Go to entry 279.

285. The creature is so large and surprised, you cannot miss. You automatically hit. It staggers a bit, then turns around. You may swing again (AC 5) before it attacks. If you hit, go to entry 296. If you miss, go to entry 297.

286. You hit him as he pulls the first lever. A trap door opens in the floor. Before you recover from your swing, the man leaps into the pit and the doors swing shut. Will you pull the same lever (298), pull the other lever (299), or go back to help your friends (239)?



287. Suddenly, the floor opens beneath your feet! You fall a short distance and land hard (take 1 point damage). A trap door closes above your head, plunging you into darkness. Will you sit and wait (307), or search the area by touch (290)?

288. A feeling of paralysis grips you for a second, but you shake it off. You may strike the man (AC 10) again. If you hit, go to entry 286. If you miss, go to entry 287.

289. You cannot move! The man chuckles and pulls a lever. A trap door opens beneath your feet and you fall into the pit (take 1 point damage). The trap door slams shut. Go to entry 307.

290. You carefully search the dark area by XXXX. You are in a small straight broad pit. After an hour of searching, you touch a loose stone and pull it. The sound of rock scraping and rock echoes beside you. You feel around carefully and discover an opening. As you crawl through, you touch a torch and a piece of flint. You use the flint and your steel sword to create a spark over the torch and you soon have a light. Now you can see that the tunnel extends ahead of you as far as the light shines.

You crawl through the endless tunnel for hours. Finally a dim light shines ahead. You quickly scramble along the last section of the tunnel and break out into the chill moonlight. After a short rest, you begin the long trek down the mountain.

Throughout the rest of the night and the next day, you wade through deep snow. Often, you must hide in shallow caves, embankments, and frozen streams as strange creatures approach. Finally, hungry, tired, and nearly frozen, you see a town ahead. Using the last of your strength, you stumble to the main gate. Your pitiful condition convinces the guards to open the gate. As they drag you inside, you realize this is the same town you recently fled. It does not matter, however, for it can't be any worse than the caves you have just escaped. Half deliriously, you babble your tale, taking care to emphasize the hazard the town faces. As you finish, the last of your strength gives out and you pass out.

When you finally return to consciousness, you are lying in a bed in a richly decorated room. A young serving girl sits at your side. As soon as she sees you are awake, she leaves to summon the mayor. In a matter of minutes, a portly, well-dressed man enters your chamber and informs you that your warning saved the town. He places 100 gp in your hand as a reward.

Due to the hardship of your escape from Blizzard Pass, your character has permanently lost 1 point of constitution. This adventure is now over. Your character has earned 500 experience points.

291. You force the baboon-like creature back into the cage, though it is not an easy task. You hastily slam and fasten the door. As you finish, you hear steps behind you. Sword raised to strike, you wheel about and see Salamdros. "The job is done," he says, "but Roderick is dead. What have you here?"

You tell him of your adventures in this room. "No doubt you met the Master," he says. The two of you search the room, even the pit. There is no sign of the evil man, though you find the last of the equipment the Master's creatures stole from you. You also find a small chest, which you open with care. The Master's plans for the attack on the valley rest inside, along with five gems (200 gp each). There is nothing else in the room.

You return to the other room, and find another 500 gp, then leave by the last exit. Go to entry 309.

292. The wolf howls, and tries to bite you. It misses, but comes so close it tears your shirt. Suddenly, Salamdros strikes the creature's back. You may swing at the creature again (AC 6). If you hit, go to entry 300. If you miss, go to entry 301.

293. The wolf bites you (take 3 points damage). You may swing at it again (AC 6). If you hit, go to entry 292. If you miss, go to entry 301.

294. Roderick quickly places his hands on your wound and prays. Gradually your wounds close. You are healed 5 hit points. (If this increases your total number of hit points to more than you started the game with, you now have the number you started with). While Roderick heals you, Salamdros dispatches the remaining opponent. Go to entry 308.

295. Roderick drags you away from the fight, saying, "Watch for others!" He leaps into the battle with a howl, and quickly helps Salamdros make short work of the last man. Go to entry 308.

296. The giant staggers back, but still stands on its feet. It swings at you and misses. You may strike again (AC 5). If you hit, go to entry 302. If you miss, go to entry 297.

297. It blocks your attack with its club, then quickly returns your blow. You skip backward and barely escape. Before you recover, the beast swings again and smashes the club into your side (take 4 points damage). You may attack again (AC 5). If you hit, go to entry 296. If you miss, go to entry 303.

298. The trap door opens and you look into the pit. It is empty. Will you leap in to investigate (307), or go back to help your companions (239)?

299. The sound of metal grating on stone fills the air. The curtain parts and a white, baboon-like creature steps into the room. It carries a club in one hand. Will you fight (251), or return to your companions (239)?

300. The wolf falls dead. Go to entry 308.

301. The wolf bites your arm (take 2 points damage). Salamdros strikes and the creature falls dead. Go to entry 308.

302. The beast crashes to the ground in front of you. You may now escape (258).

303. The ugly creature hits you again (take 6 points damage). It definitely looks like this was a bad idea. Will you try to run past (244), or fight? If you fight roll to hit (AC 5). If you hit go to entry 302. If you miss, go to entry 305.

304. You jump into the pit, and the doors slam shut above. You are plunged into darkness. Will you sit and wait (307), or will you search the area by touch (290)?

305. It swings and hits again (take 9 points damage). You now believe fighting was a bad idea. Will you try to run past the creature (244), or continue to fight? If you fight, roll to hit (AC 5). If you hit, go to entry 302. If you miss, go to entry 306.

306. The monster smashes you again, killing you. You have taken more damage than a 3rd level thief can possibly withstand. Roll a new character and begin the module again.

307. After several minutes of waiting, the trap door opens overhead. The light blinds you momentarily, but you soon realize that the men who opened the door are not your friends. You recognize one of the figures as the robed man you met when you first entered the room. He says, "So you thought you could escape us. I am sorry to disappoint you." He turns away from the pit and signals the other men who nock an arrow in his bow. He fires arrow after arrow at you. Since there is no place to hide, you are quickly slain. The adventure is now over. Roll a new character and begin the module again.

308. After allowing yourselves a brief rest, you pull aside the curtain on the left. You see an empty room (use map BB) lit by two candles on a table. A dark curtain drops to the floor behind the table, and you can see two levers poking through a hole in the curtain. The three of you search the room.

Salamdros finds a cell holding a white, baboon-like creature behind the curtains. Upon examining the levers, you discover that one of them opens the cage, and the other opens a trap door in the floor. Roderick finds a small chest and you carefully open it. Inside you find the Master's plans for attacking the village and five gems (100 gp each). There is nothing else in the room.

As you examine the plans, Roderick says, "We must warn the town. Let us go to the other exit and try our luck there. The three of you quickly go to the other doorway (use map KK). It opens into a small, tunnel-like cave. The air is very cold, and ice and snow cover the floor. There is an exit on the other side of the room partially blocked by a large snow-drift. As you near the drift, you see that it has been disturbed by a large creature recently, but the creature is gone now. You walk through the exit and stand outside.

The three of you trudge down the pass in brilliant sunshine for the rest of the day. Finally, near nightfall you spy the lights of a small village, and soon stumble exhausted into a small inn on the outskirts. You quickly tell your story, and the inn-keeper spreads the alarm. You are given rooms and treated like

-Continued on top of the next column

-Continued from previous column
heroes. Though you are not present at the battle, to fight the Master's evil forces, the inn-keeper tells you that the villagers were able to win the battle easily, thanks to your warning. You are given room and board for many days to come, until you recover your strength (and hit points). Finally, you are well and ready to leave. The villagers give each of you 50 gp and wish you a pleasant journey. Your character has earned 500 experience points. This ends your adventure, but beware; the Master may return for you!

309. The two of you carefully peer behind the curtain and you find a small tunnel-like chamber. Daylight shines through a small hole in the far end. You slowly walk around the hole in the floor, taking care not to fall.

As you XXX the exit, you see the tracks of a large beast. Though you probe the snow drift inside the doorway and search the entire XXXX you see no other signs of any creature. When you are certain this is not a trap, you leave the chamber and step outside.

After escaping the caverns, you trudge down the mountainside. As you approach the pass, you see a narrow line of pack animals and men struggling through the snow. XXXXXX both of you rush down the few remaining yards, stumbling and tripping as you XXXXXelly, you XXXX the sledge. The merchants quickly wrap you in thick furs and listened to your story. Even before you have finished, they send a messenger to the valley town and prepare themselves for battle. The adventure has ended for you. Your character has earned 500 experience points.

PART 3: BLIZZARD PASS FOR GROUP PLAY

To the DM:

Although *Blizzard Pass* is a solo-module, you may also use it for group play. In this section, you will find a set of encounters designed for a party of four or five players. The party should include 2nd and 3rd level characters of all major classes.

In group play, the monsters will often react differently than they did in solo play. This is because the monsters are now faced with a better equipped, more unified party, and will react accordingly. This also prevents players from reading the group section to gain information for solo adventuring.

Background

You recently took passage aboard a caravan travelling to Darokin across *Blizzard Pass*, the treacherous path that winds over the Cruith Mountains between the Five Shires and Darokin. Since the pass is famous for foul weather and evil inhabitants, you thought it wise to travel with a large group.

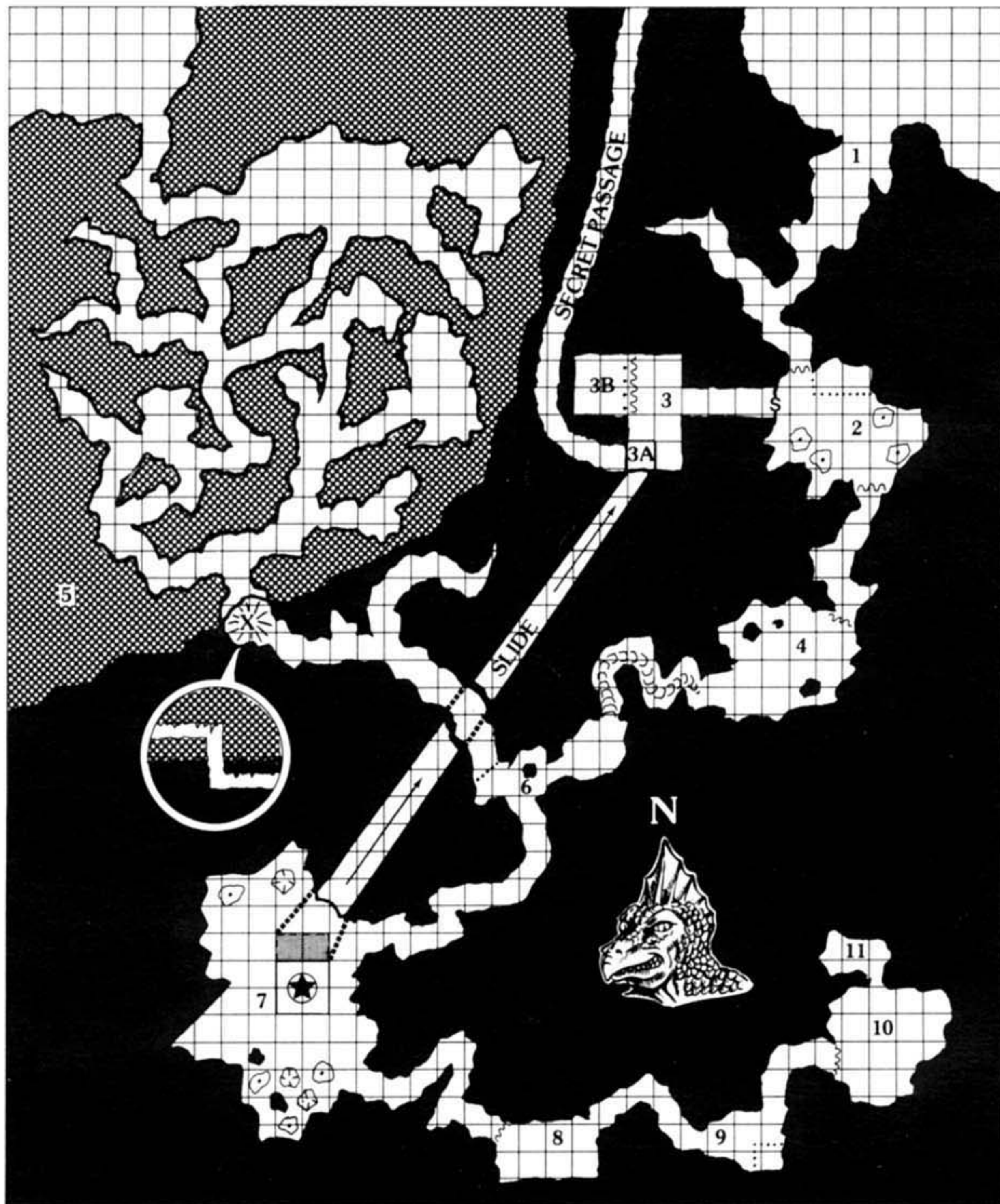
The caravan had advanced well into the narrow pass when a howling blizzard swooped down off the peaks, driving a wall of snow before its ferocious gales. The snow fell so fast you could not distinguish the mountainsides from the sky. Within seconds, you lost sight of the caravan, though an occasional shout or whinny pierced the howling winds. You stumbled through the blizzard for hours, searching for shelter from the bitter cold.

At last the storm broke, the sky clearing as suddenly as it had grown stormy. You wasted no time before beginning the search

for the caravan. Soon, you found the body of a driver half-buried in the snow. From the wounds on his body, you knew that someone or something had murdered him. Not long after, you found the rest of the caravan. Every driver and passenger lay dead in the snow, their bodies twisted and contorted into odd positions. You quickly discovered that they had all been murdered, too, for their bodies showed signs of violence. The fight was not one-sided, however, for the bodies of several dozen attackers—large wolves and short green-gray men—lay not far away. Finally, you found a beaten trail leading up the mountain through the snow.


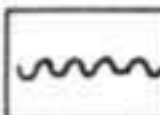
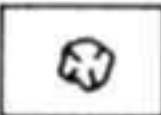

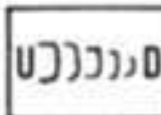



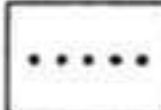
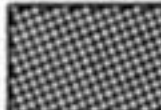
You knew that something had to be done about this situation, and, since you were the only civilized men within miles, you would have to be the ones to do it. As the adventure begins, your party is hiding in a snowbank near the entrance to a cave. The trail leads into this cave.

BLIZZARD PASS: GROUP ADVENTURE MAP



1 SQ. = 10 FEET

KEY

 STATUE	 CURTAIN	 STALAGMITE	 TRAP AREA	 NATURAL STAIRWAY
 ROCK COLUMN	 STALACTITE	 NATURAL CHIMNEY	 BARS OR GATE	 HIGHER AREA

PART 4: THE CAVERNS

1. Ogre Guard Post

One ogre (AC 5; HD 4+1; hp 25; #AT 1; D 1-10; MV 30'; Save F4; ML 10; AL C) armed with a large club and five iceballs lives in this cave. It may throw these iceballs 60', doing 1-12 points damage. The ogre, who hides in a snowbank near the entrance, can see the area in front of the cave. It will spot anyone who enters this area normally. It will remain hidden until it can do the greatest damage (until the party has partially or completely passed). It is not very smart, however, and the characters may trick it if they give a convincing reason for entering the cave. A pouch containing 100 gp is hidden in the snowbank.

2. Main Meeting Room

Three fighters (AC 4, 5, 6; LV 3, 2, 2; hp 22, 15, 12; #AT 1; D 1-8; MV 40'; Save F 3, 2; ML 9; AL C) wearing armor and carrying swords sit around a table in this room. Two wolves (AC 7; HD 22; hp 10, 9; #AT 1; D 1-6; MV 60'; Save F1; ML 8; AL N) and a dire wolf (AC 6; HD 41; hp 23; #AT 1; D 2-8; MV 50'; Save F2; ML 8; AL N) occupy cages along one wall of this large meeting room. A table with three chairs and several candles occupies the center of the room. A large, fur curtain hangs over the exit on the far wall. The entrance to the Master's chamber is concealed by a secret door. The men will attack any strangers entering the chamber, trying to keep the attackers away from the secret door. While the other two fight, one of the men will attempt to open the wolf-cages. If he succeeds, the wolves will obey his commands, as long as the commands are not complex. When the dire wolf dies, the morale of any remaining wolves will drop to 6.

If the ogre in area 1 is still alive, it will come to investigate any sounds of fighting. If the players attempt to trick the ogre again, they will find it most angry about the last trick. The Master in **encounter area 3** will hear any fighting that occurs in this chamber and be prepared for combat if the players discover the secret door to his chamber (**encounter area 3**).

Each man carries 50 gp. There is no other treasure in this room.

3. The Master's Chamber

The Master's private chamber lies behind this secret door. The

"Master" is a cleric (AC 10 or 4; LV 4; hp 20; #AT 1; D 1-6; MV 40'; Save C4; ML 8; AL C). He has memorized the following spells:

First Level: cure light wounds, resist cold

Second Level: hold person

He also wears a **ring of fire resistance**. If he hears fighting in the **Main Meeting Room, area 2**, the Master will don his chainmail and pick up his shield. Otherwise, his armor will lie spread out over the table.

This is a small, dim chamber furnished with a bed, a large table, a chair, and a chest. A large black curtain covers part of the wall opposite the door. There are two levers on the wall next to the curtain. The longest lever opens a pit next to the chair (**encounter area 3A**). The second opens the **Snow Ape's Cage, area 3B** behind the curtain. If the Master is in great danger, he will pull both levers, escaping through the pit while the characters fight the snow apes. (He always carries a piece of fresh meat for the shrew in the pit.)

His chest contains clothing and other common items. It is not trapped or locked. The Master's personal papers and 3 gems (400 gp each) are hidden in a secret compartment in the bottom of the chest. If the characters read the papers, they will learn that some of their fellow travellers are imprisoned somewhere in the caverns (the Master records only that he had them "taken below"). They will also discover the Master is planning to do something sinister and cruel in the near future (use your imagination; perhaps he is planning to invade a nearby village). There is nothing else of value in the room.

Player characters who are lucky or clever enough to defeat the Master will discover his **ring of fire resistance** and a pouch of fresh meat. If the Master escapes or the player characters do not discover his chamber, he will prepare an ambush. He will wait for the characters in **encounter area 2, the Main Meeting Room** until they enter it a second time. (If they do not discover the secret door leading to his chamber, he will set up the ambush after they leave and wait for them to return.)

If the Master ambushes the party, an ogre guard (AC 5; HD 4+1; hp 26; #AT 1; D 1-10; MV 30'; Save F4; ML 10; AL C) will fight with the Master until it is defeated or wins the battle. The Master, however, will flee if he appears to be losing.



3A. Pit of the Giant Shrew

A giant shrew (AC 4; HD 1; hp 8; #AT 2; D 1-6/1-6; MV 60'; Save F1; ML 12; AL N) lives in this 10' deep pit. It always has initiative on its first attack and is +1 on other initiative rolls. Creatures of 3 HD or less attempting to enter the pit (of their own free will), must save vs. Death or run away in fear. A **silence, 15' radius** will disorient the shrew, giving it AC 8 and -4 to hit. The Master keeps the shrew nearly starved, so it will attack anything that enters the pit. (When the Master enters the pit, he tosses a chunk of meat to the animal.) There is a small secret door on one wall of the pit. This leads to a long, cramped tunnel, opening several hundred yards away from the cavern entrance. High above the secret door, a chute opens into the pit. The slide from **encounter area 7, The Temple** ends here.

3B. Snow Apes' Cage

Two snow apes (AC 6; HD 3; hp 17, 12; #AT 2; D 1-6/2-12; MV 30'; Save F3; ML 11; AL C) occupy this cage. Anyone pulling the shortest lever found in the **Master's Chamber, area 3** will release the apes. The apes will then rush into the Master's Chamber and attack anything in this area. If their morale fails, they will flee from the cave, attacking anyone in their way. There is no treasure in their cage.

4. Barracks

A brazier in the center of this chamber casts a dim light throughout the room. Ten goblins (AC 6; HD 1-1, hp 4 each, #AT 1; D 1-6 or by weapon; MV 20'; Save Normal Man; ML 9; AL C), sit in the one corner drinking a red liquid and croaking off-key songs. They are -2 to hit, and automatically lose the first initiative roll. In the opposite corner, the goblin leader (HD 3; hp 18; D 1-8+1; ML 10) and a fighter (AC 3; LV 2; hp 15; #AT 1; D 1-8+4; MV 40'; Save F2; ML 9; AL N) discuss battle plans. The fighter has a **sword +1 NSA**.

Several cots and mounds of straw are arranged haphazardly about the room. Many various weapons lie piled against the walls. There is little else in the room, since the creatures do not trust each other. Each goblin carries 10 sp, while the leader and the fighter each carry 100 gp.

5. The Troglodyte Dens

If the player characters carefully scout the area outside the main cavern entrance, they will notice wisps of steam floating into the air from behind a wall of ice and snow. This wall hides the entrance to a warm, moist cavern heated by geothermal energy. The cavern is the home of 10 troglodytes (AC 5; HD 2; hp 12; #AT 3; D 1-4/1-4/1-4; MV 40'; Save F2; ML 9; AL C). They surprise on a roll of 1-4 and cause a sickening stench requiring a save vs. Poison. Failure to save results in a -2 to hit.

When the party enters the cavern, they have a 30% chance of encountering 1-3 troglodytes. This chance increases 5% every turn they remain in the caverns, until they have encountered all 10 of the troglodytes inhabiting the caverns.

The Master's caverns have been linked with the troglodyte's den at the point marked with an X. The player characters may climb through this opening into either set of caverns.

6. Y Intersection

The passage divides at this point. A gate with iron bars blocks the tunnel leading to **Troglodyte Dens, encounter area 5**. This gate reaches from floor to ceiling. The bars are 6" apart. The gate has a narrow door near its center. This door is locked at all times. The lock is old and rusty, but a thief may pick it if he makes a successful open locks roll. If the party searches the area carefully, they will find the key to the door under a rock on their side of the gate.

7. The Temple

The roof of this natural cavern arches to a height of 30.' Stalactites and stalagmites stand near the walls. A large statue of a toad dominates the center of the room. Even though its belly and throat lie flat on the floor, the statue rises to a height of ten feet. Its multi-faceted eyes bug out of its head like a fly's. When light strikes them, they flash and scintillate in fascinating patterns.

Four rock toads (AC 2; HD 3+1; hp 22, 19, 17, 14; #AT 1; D 1-6; MV 20'; Save F3; ML 7; AL N) hide behind the stalagmites at the edge of the room. Any character who looks into the eyes of a rock toad must save vs. Paralyzation or remain motionless for 2-8 rounds. These creatures will attack any person not accompanied by the Master or the assistant cleric from **area 8, the Guardroom**.

On a roll of 1-2 (1d6), any person standing in front of the statue triggers a trap that opens the mouth. The floor directly in front of the statue then tilts violently, pitching the victim through the mouth and onto a slide. The slide leads to **encounter area 3A, Pit of the Giant Shrew**. Any character dropping onto the slide suffers 1-8 points damage when he falls into the pit.

A small chest is hidden behind the stalagmites on the far side of the room. This chest is trapped with a blinding gas. The gas will explode in the face of anyone opening the chest without first removing the trap, filling an area 5' around the victim. All characters in this radius must save vs. Dragon Breath or be blinded for 3-12 turns. Within that time, the assistant cleric from **area 8, Guardroom** will come to the temple to say prayers, and immediately summon the fighters from **area 8, Guardroom**. A **potion of healing** and a clerical scroll with a **protection from evil** spell are hidden in a secret compartment in the bottom of the chest. The rest of the chest is filled with clerical robes.

8. Guardroom

Occupying this room are three fighters (AC 4; LV 1; hp 9, 8, 6; #AT 1; D 1-8; MV 40'; Save F1; ML 8; AL C) and the temple's assistant cleric (AC 2; LV 3; hp 15; #AT 1; D 1-6; MV 40'; Save C3; ML 10; AL C). The cleric has memorized **cure light wounds** and **light** spells. The cleric goes to the temple every three turns to make his devotions. In combat, the fighters will protect the cleric while he casts spells. If possible, the cleric will cast the cure spell on the most seriously injured of his party. If he is wounded, however, he will save his cure spell for himself.

The room is furnished with a table, several chairs, and extra weapons. There is food and drink here, but none of it has been touched. The fighter with the most hit points carries the key to the cell in **encounter area 9**. There is no treasure hidden in the room, but each man carries 200 gp. The cleric also has a pair of loaded dice.

9. Prisoners' Cell

There is a small cell in one corner of this room, otherwise it is barren. Inside the cell, five merchants (AC 10; HD 1/2; hp 3, 2, 1, 1, 1; #AT 1; D by weapon; MV 40'; Save Normal Man; ML 5; AL L), sit glumly with their backs against the wall. Although all are injured, they will welcome any chance to escape. Because they are concerned only with their own lives, they will not help in a fight, even if given weapons. They know the layout of the cave between the entrance and this room, but do not know what creatures or guards might be encountered. They have no treasure. If asked about the goods the caravan carried, they know only that everything was sent away to be sold. If rescued, they will pay a reward of 100 gp to each person in the party.

The cell door is locked. A guard in **encounter area 8** holds the key.

10. Kitchen

Eight kobolds (AC 7; HD ½; hp 3 each; #AT 1; D 1-4; MV 20'; Save Normal Man; ML 8; AL C) and a bugbear (AC 5; HD 3+1; hp 23; #AT 1; D 1-8+1; MV 30'; Save F3; ML 9; AL C) work in this room, preparing the daily meal for the Master's forces. The kobolds are armed with kitchen knives and mallets. The bugbear carries a sword. Because the bugbear is with other creatures, it will have only a normal chance for surprise. However, the bugbear always fears a surprise inspection by the Master, so has stationed one kobold at the doorway to watch the passage. The party cannot surprise the creatures in this room under normal conditions. The room is filled with dried meats, cauldrons, bones, and wood. A fire burns in the center of the room, directly under a small smoke hole.

If the bugbear dies, the kobolds will immediately surrender, hailing the party as their saviors. They will then join the party and follow

whether wanted or not. If the party meets the Master, the kobolds will betray the party, fearing the Master more than the player characters.

The bugbear wears a pendant with three gems around its neck (20 gp). The kobolds keep a community treasury hidden beneath a loose stone under the fire. This treasury consists of several pretty rocks, four shiny bits of metal, 100 sp, and the mummified body of a rat.

11. Storeroom

This is the home of 20 giant rats (AC 7; HD 1/2; hp 2 each; #AT 1; D 1-3 5% chance of disease; MV 40'; Save F1; ML 7; AL N) with whom the kobolds (**area 10**) wage constant war. The rats will attack any creature that enters the storeroom. The walls of this room are lined with shelves and boxes. All the boxes and shelves are empty. There is no treasure in this room.

PART 5: NEW MONSTERS

Rock or Cave Toad

Armor Class: 2
Hit Dice: 3+1*
Move: 60'(20')
Attacks: 1 bite + special
Damage: 1-6 charm

No. Appearing: 1-4 (1-4)
Save As: Fighter 3
Morale: 7
Treasure Type: V
Alignment: Neutral

About the size of a large dog, the rock or cave toad weighs 150 pounds. It carries a hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. Paralysis, or be paralyzed for 2-8 (2d4) rounds. The eyes will continue to cast a feeble light (5' radius) for 1-3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with its horny, beaked mouth. The rock toad lives in rocky, cold regions such as high mountains or frozen deserts.



Snow Ape

Armor Class: 6
Hit Dice: 3 + 1
Move: 90'(30')
Attacks: 1 club/1 hug
Damage: 1-6/2-12

No. Appearing: 0 (2-20)
Save As: Fighter 3
Morale: 7 (11)
Treasure Type: K
Alignment: Chaotic

Snow apes are squat, baboon-like creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools, like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow. Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so strong, any creature caught in its hug takes 2-12 points damage each round until freed. The ape will maintain its hug until it is slain or its morale breaks.

Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs. They live in high mountains and snowy wastes.



PRE—ROLLED CHARACTER FOR THE SOLO ADVENTURE

Player Name: _____

Character Name: _____

Character Class: Thief

Level: 1

— This character is just starting as an adventurer.

Hit Points: 7

— He has the maximum number of hit points a 1st level thief can have. He will do better in a fight than most thieves, but should still be careful!

Armor Class: 6

— His dexterity improves his Armor Class by 1.

Movement: 120' (40')

Strength: 9

— He has an average strength.

Intelligence: 11

— He has an average intelligence.

Wisdom: 10

— Likewise, he has an average wisdom. Up to this point, he seems like an average character.

Dexterity: 15

— But, he is quick and nimble! This will help him survive his adventures.

Constitution: 18

— And he is very healthy! This will make a big difference, especially as he improves.

Charisma: 8

— He has an unpleasant personality. He should not rely on his friends all the time, and should try to treat them nicely.

TO HIT ROLL NEEDED:

AC:	9	8	7	6	5	4	3	2	1	0
	10	11	12	13	14	15	16	17	18	19

SPECIAL SKILLS:

Open Locks: 15%
 Find or Remove Traps: 10%
 Pick Pockets: 20%
 Move Silently: 20%
 Climb Sheer Surfaces: 87%
 Hide in Shadows: 10%
 Hear Noise: 1-2
 +4 to hit when striking unnoticed from behind
 Double damage when striking unnoticed from behind

— His thieflly skills are not great at this point. He should try to use them, but certainly should not count on their working all the time.

— He should use these skills whenever practical. They will mean the difference between life or death!

SAVING THROWS:

Poison or Death Ray: 13
 Magic Wand: 14
 Turn to Stone or Paralysis: 13
 Dragon Breath: 16
 Spells or Magic Staff: 15

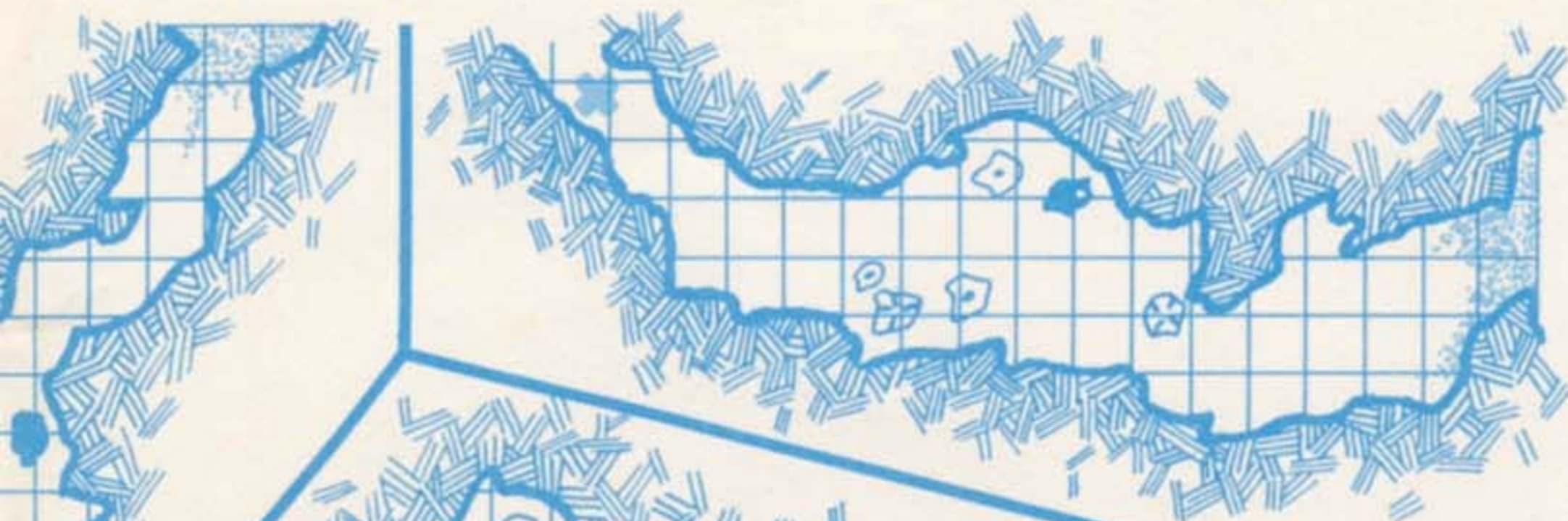
— His saving throws are normal. However, he should be especially careful around dragons and spellcasters, since he has poor saves against them.

EQUIPMENT

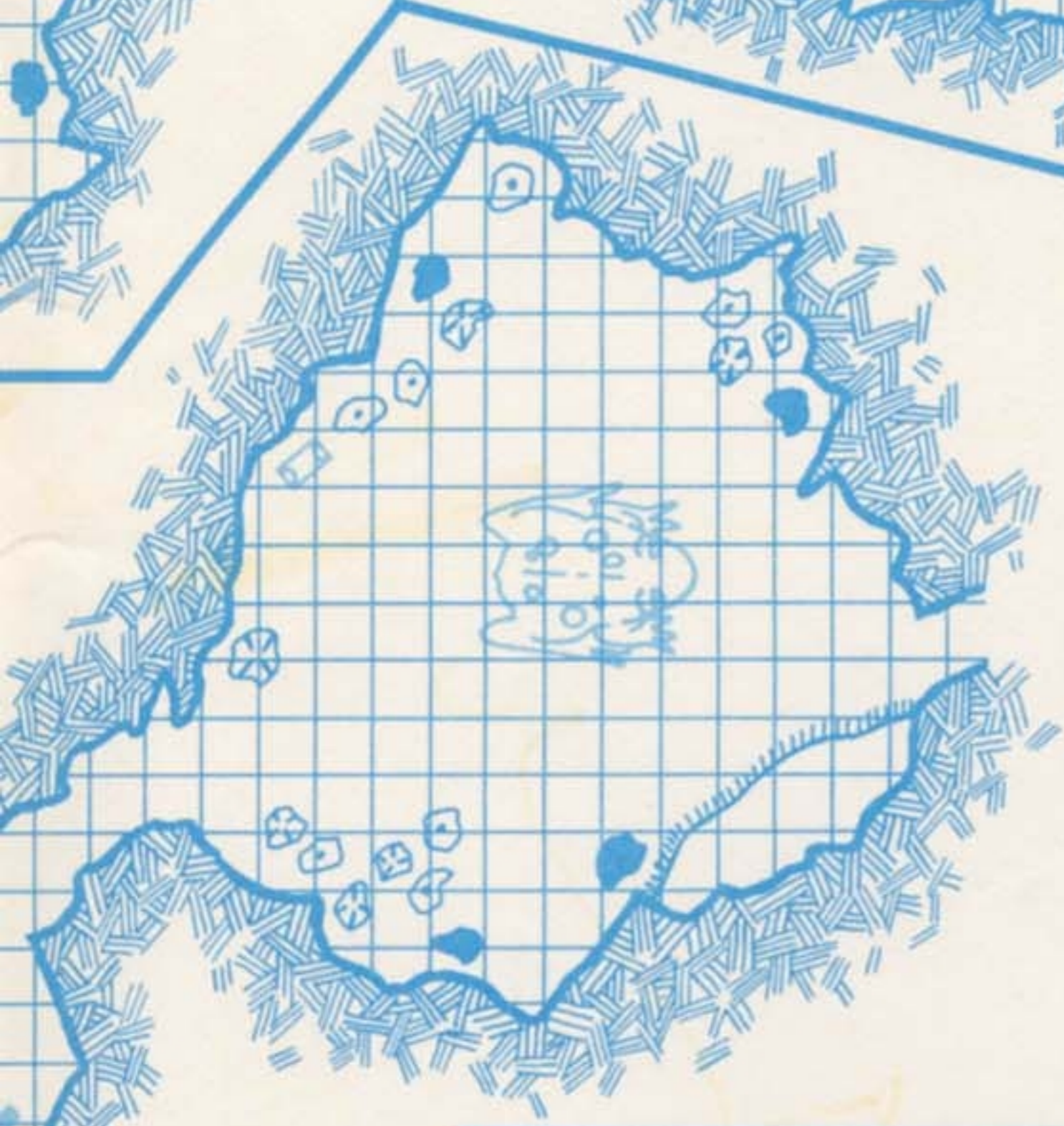
Sword
 Leather Armor
 Backpack
 50' Rope
 Thieves' Tools
 Tinder Box
 6 Torches
 Wine Skin with Wine

— He has chosen equipment that will help him in his thieflly activities. However, he could not afford a bow and arrows. He should consider buying these as soon as he has some money!

S: SOLO ADVENTURE MAPS



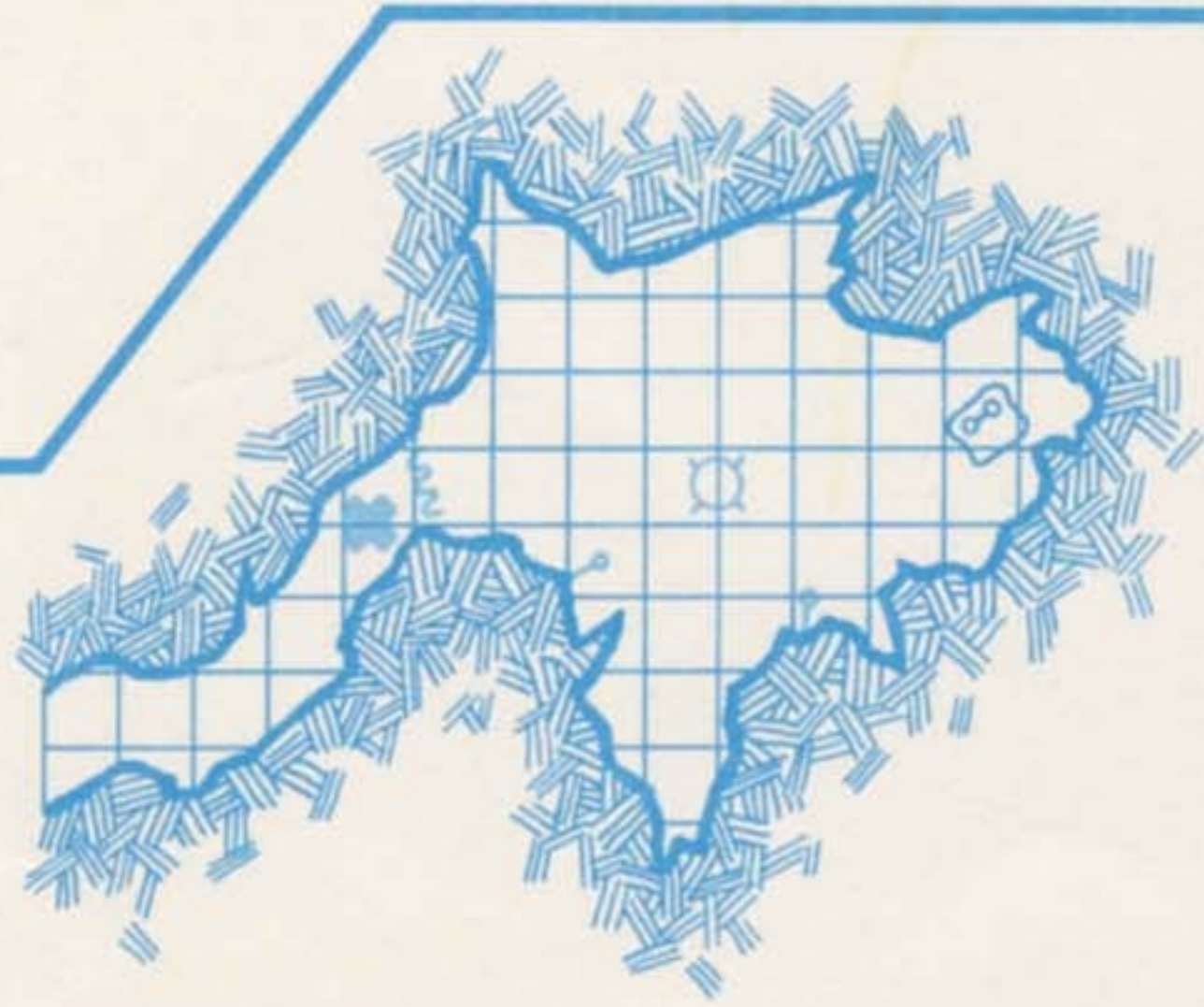
MAP JJ



MAP KK



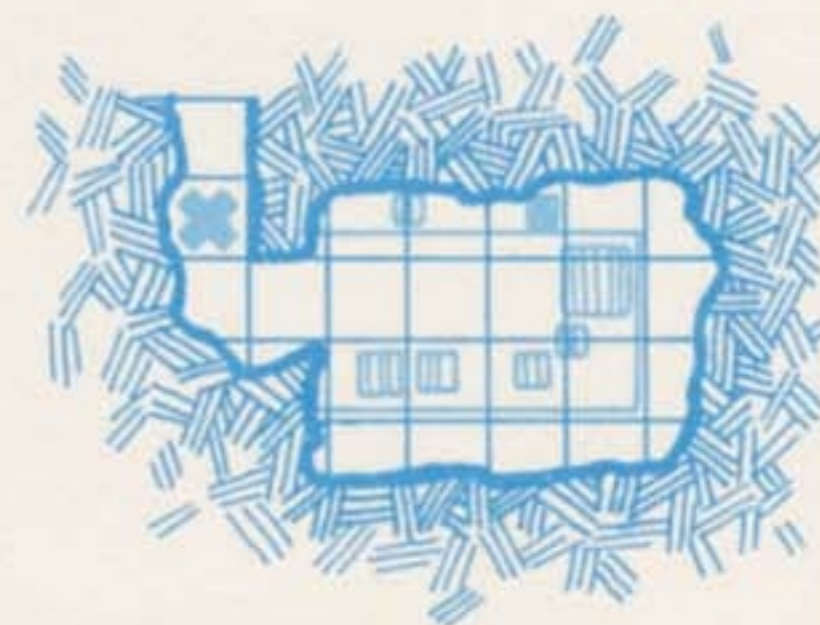
MAP LL



MAP MM



MAP NN



DUNGEONS & DRAGONS[®]

Module for Basic Set

Blizzard Pass

by David Cook

A SOLO ADVENTURE FOR THIEVES LEVEL 1-3
OR
Group Play Level 1-3

The storm sweeps off the mountaintops without warning, as if conjured by some supernatural power. Within minutes, huge drifts of snow have halted the caravan, and the snow falls so hard it is impossible to see more than five feet. You huddle next to the sledge, trying to shelter your numb face from the icy winds.

A dozen half-human forms march into view out of the raging blizzard. The little man-things carry wooden spears or long, unsheathed swords in bony, gnarled hands. Their blood-red eyes quickly fall upon your sledge and the ugly creatures turn toward your hiding place.

Will you survive to uncover the secret of Blizzard Pass?

This module contains all you need to solve the riddle of Blizzard Pass, including 14 maps, an invisible ink marking pen, a complete solo adventure, a pre-rolled character, and an outline for group play!

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