

C2
FOR ADVANCED
D&D™ GAME

Dungeon Module C2

The Ghost Tower of Inverness

by Allen Hammack
AN ADVENTURE FOR CHARACTER LEVELS 5-7



A shadow from the past, the Ghost Tower of Inverness haunts the Duke of Inverness. Now he has convinced the Duke that an expedition should be sent to the tower to find the greatest treasure - the fabled Soul Gem.

This module was originally written for the Official ADVANCED DUNGEONS & DRAGONS tournament held in Detroit in November of 1979. It is the second in a series of modules for the tournament. This module contains a challenging setting, a scenario, and a campaign. It may thus be used for competition among players (or groups of players) in a tournament campaign. Also included within are background information, a background scenario linked to THE WORLD OF GREYHAWK, and a background scenario linked to THE WORLD OF GREYHAWK.

If you find this module intriguing, look for the TSR

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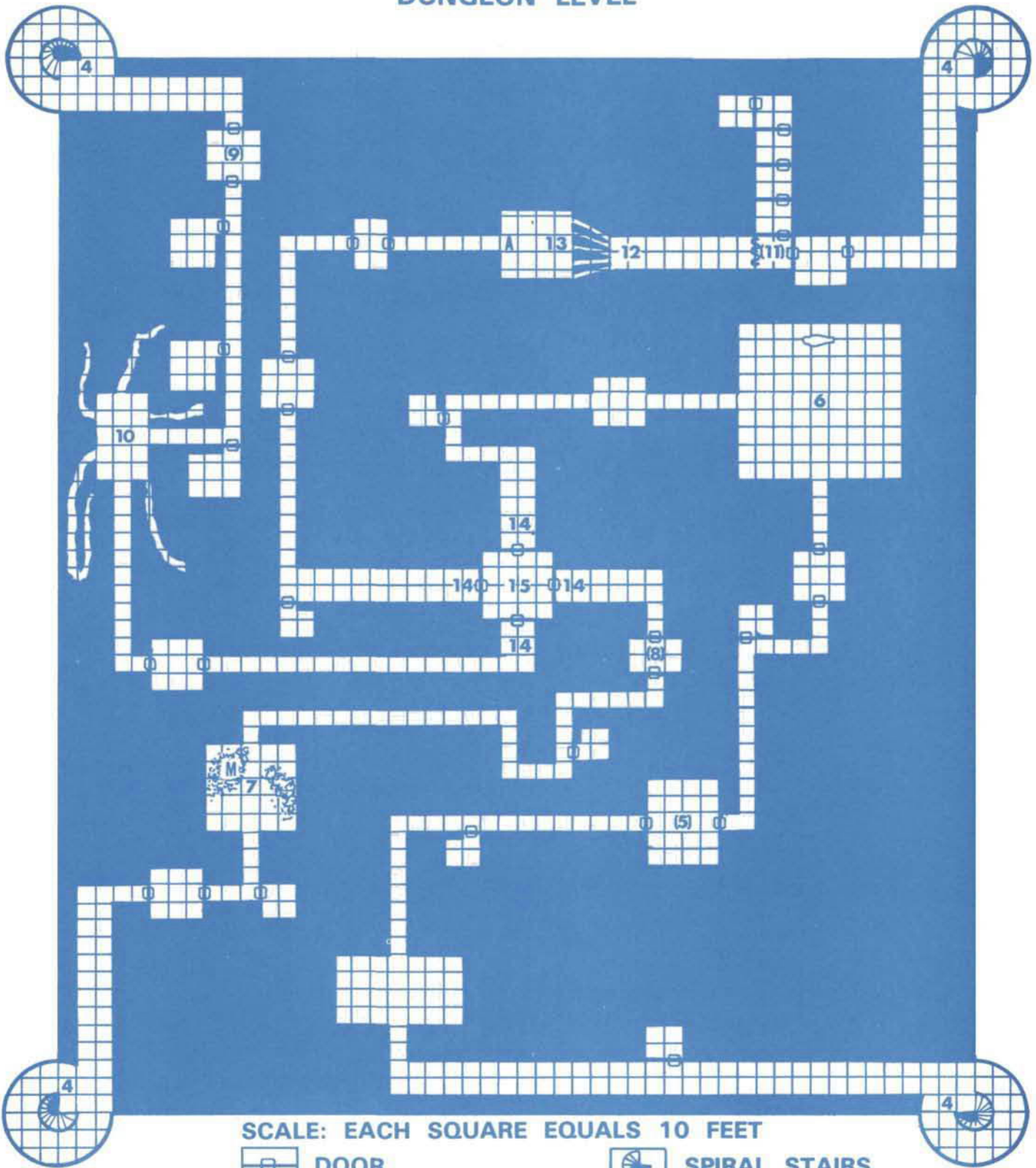
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DUNGEON LEVEL



SCALE: EACH SQUARE EQUALS 10 FEET



DOOR

RUBBLE

SARCOPHAGUS



SPIRAL STAIRS

ROUGH TUNNEL

(#) NON-TOURNAMENT
ENCOUNTER

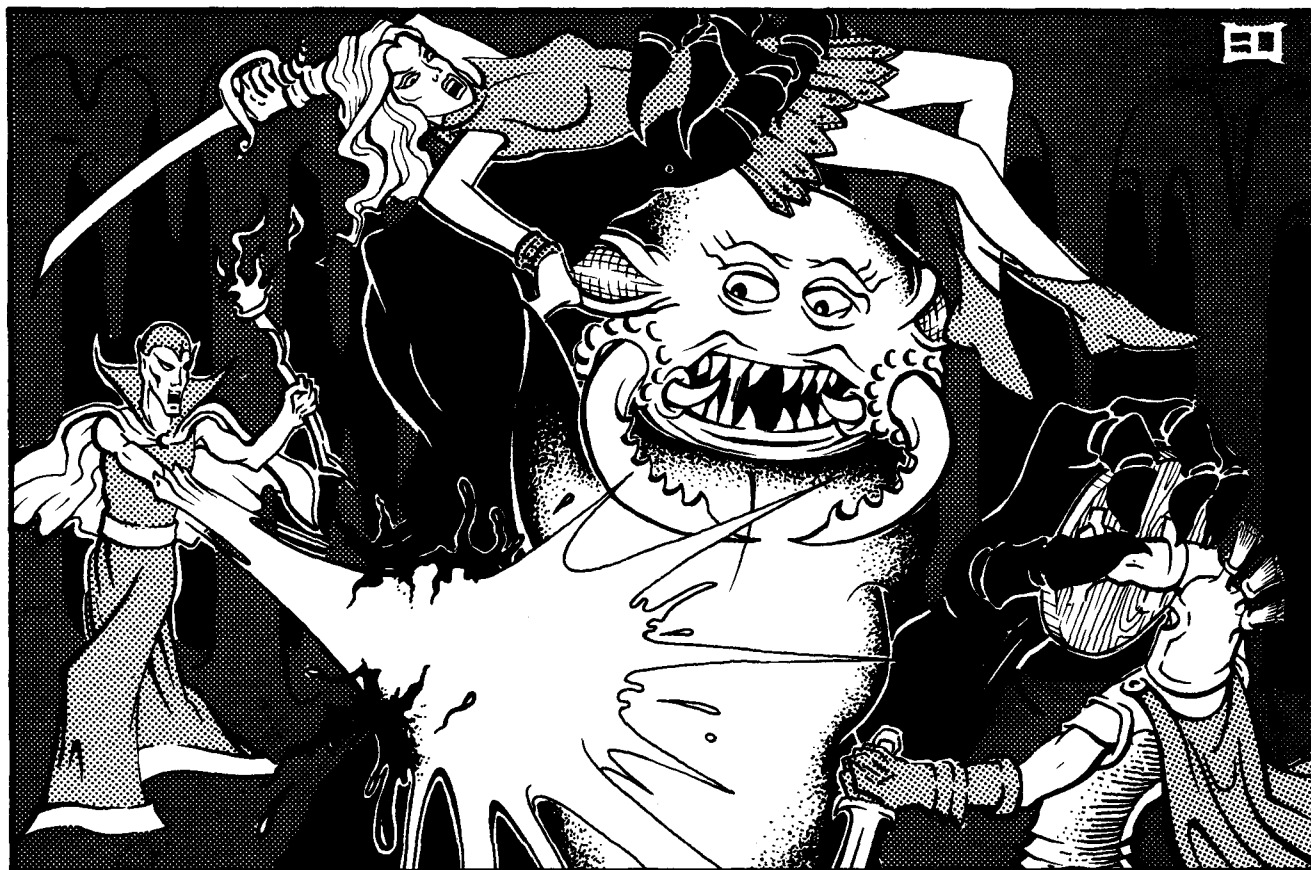
NORMAL ENCOUNTER

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THE GHOST TOWER OF INVERNESS

Know you that in the elder days before the Invoked Devastation and the Rain of Colorless Fire, when the ancient peaks of the Abbor-Alz still thrust skyward sharp and majestic and the Flan tribesmen were but newcomers to the land, there existed between the Bright Desert and the mouth of the river Selintan a great fortress called Inverness. The walls of this castle were said to be proof against enemies and all things magical or natural. Know you also that here was said to dwell the great wizard Galap-Dreidel at the height of his power and glory, and that he did lift the Castle Inverness from the very foundation of rock upon which it rested.

Most grand and terrible of all Galap-Dreidel's work was the keep's great inner tower; for it was there that the wizard's most prized possession, an eldritch jewel known only as the "Soul-Gem", was said to rest. Legend says that it was like a great white diamond and that it glowed with the brilliance of the sun. In years long past it had fallen from the sky and landed in the foothills of Abbor-Alz where Galap-Dreidel discovered it as it lay in the fires of its glory. Through magicks most arcane and knowledge forbidden to mortal men he did bend its power and shape the stone to his will. Stories say that the light of the gem dragged the souls of men screaming from their mortal flesh and trapped them within its many facets. Galap-Dreidel, it was said, harnessed this power and used it against those who opposed his will. They also say that he who controlled the gem could call forth the stolen souls of men and make them do his bidding.

For the stone Galap-Dreidel raised up the great central tower and filled his castle with many horrible creatures and deadly traps and, using a great incantation, he did wrest the tower from the very fabric of time and set it apart so that those within would not be affected by the passage of years. Thus it was that his traps never faltered nor did his guardians age or need food. Townsfolk whispered that Galap-Dreidel would, at times, set a prisoner free in the tower merely for the sport of his beasts. Some legends tell that his power was so great that he even taught the gem to protect itself from those who would take it from him.

But despite his great power there came a time that Galap-Dreidel did leave on a journey northwest, over the river Selintan, and did not return. At this time there came a great multitude of superstitious peoples from surrounding lands who laid siege to the castle and threw down the great tower. And it came to pass that despite this seeming victory over their feared former master the people did shun the area and it was said that on fog-shrouded nights the great central tower of the Fortress Inverness could still be seen.

MODULE BACKGROUND

The **Ghost Tower of Inverness** was designed as the official AD&D™ tournament module for Wintercon VIII, held in Detroit in November, 1979. The module is designed to be usable with the **World of Greyhawk™** fantasy world setting. **Ghost Tower** may be played as a tournament, or it may be made part of an ongoing campaign.

WORLD OF GREYHAWK MAP LOCATION

The **Ghost Tower** is located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Woolly Bay, just northwest of the Bright Desert.

BACKGROUND :

For many years legends of the Soul Gem persisted. And so it happened that one day, not long ago, while researching in some ancient tonnes, the great Seer of Urnst discovered the strange account of the Soul Gem and the legend of its master. He recognized the power of the stone and through further research unlocked the secret of its control. Armed with this knowledge he took it upon himself to recover the gem and went so far as to investigate the ruins of the keep. But even with all his power he was turned back from his quest by several unfortunate encounters in the upper ruins.

Turning to Justinian Lorinar, Duke of Urnst for aid, the Seer recounted to him the story of the Soul Gem and of the magician's own unsuccessful attempt to recover it. He convinced the Duke that the gem could be both a very powerful protection from one's enemies and a great tool with which to battle the forces of evil. He confided that he, the Seer, knew how to use the gem's power and could teach Duke Lorinar this knowledge, if he could but obtain the jewel.

The Seer advised Lord Justinian that a small band of powerful and experienced adventurers might succeed where he alone had failed. He assured the Duke that with the power of a geas, or means of more subtle persuasion, he could insure that the quest would be properly carried out.

Notes for the Dungeon Master

This module was designed for tournament play. It is a test of the ingenuity and resourcefulness of the players involved. There is little "hack and slay" involved once the players are in the Tower. **The Ghost Tower of Inverness** can also be used in an existing campaign, in which case the party should be composed of characters who are of levels 5-7 or higher (see **non-tournament play**).

It is necessary that the DM read the module thoroughly before play. It may be useful to make notes in the margins at some points. The texts in the Encounter keys are divided into two sections: boxed and unboxed. The boxed sections are descriptions that should be read to the players. The unboxed sections are information that is initially known only to the DM. It is likely that the players will, through their actions, discover the information in the unboxed sections, but it should not be handed to them on a silver platter.

All tournament encounter areas are specially indicated by boldface **numbers**. Additional non-tournament encounters are listed as parenthesized (numbers).

There are three sets of maps for this module, plus some VISUAL AIDS to show details of encounters. The maps are of the **Upper Ruins**, the **Dungeon Level**, and the **Ghost Tower**. The VISUAL AIDS should be shown to the characters at points noted in the text; the number of the VISUAL AID to be shown is given in each case.

Due to the unstable condition of the ruins, certain spells are potentially disastrous if used in the **Dungeon**. A **fire ball** or **lightning bolt** spell will cause a collapse within a 20' radius of the impact, doing an additional 2-20 points of damage to all within that area (save vs. wands for 1/2 damage). The resulting collapse may be dug out in 24 rounds (12 rounds for 2 persons, 8 rounds for 3 persons) with a *maximum* of 3 persons working at one time. Note that this condition does not apply to the **Ghost Tower** itself, only the ruins.

In tournament use, a real time limit of three hours is recommended. Play should begin when the character sheets are passed out and end when 3 hours have passed. There is no scoring bonus for finishing early, but parties that react quickly and avoid time-consuming situations will have the advantage of more time to spend on the later (more lethal) en-

counters. An accurate count of the turns played must be kept, as there is a cost (1 point per turn) for each turn used. Players may be informed of the number of minutes remaining if they request it of the DM. A stopwatch is ideal for keeping time, as it can be stopped if the DM needs to look something up in other playing aids, such as the **DUNGEON MASTERS GUIDE**.

Read the background material being used to the players, then hand them the character sheets and the price lists, and tell them to equip themselves. The tournament has begun. Players may use as much time as they wish to equip themselves (many groups use about 30 minutes). Standard items are priced as per the **PLAYERS HANDBOOK**, and this and any other reference materials may be used during the set-up. When the group announces they are ready to begin, collect **all** reference materials except the **PLAYERS HANDBOOK** and store them until the adventure is over. When the last round of the tournament has been played, all handout materials should be collected.

The following general guidelines will apply throughout the module during *tournament* use:

1. All damage in tournament play is averaged and constant. Tournament damage usually follows the typical damage ranges in the text.
2. Monsters will not pursue characters beyond the room or area they are placed in.
3. No wandering monsters will be encountered.
4. Any rooms that are not keyed are considered empty and may be described as dusty, dirty, and cobwebby, with some piles of rubble and rotten timbers, or whatever the DM desires.
5. Several of the encounter areas included with this module were not designed for tournament use and should be ignored. All non-tournament encounter areas are indicated by the number in parentheses.
6. Any carvings referred to are undecipherable or obviously purely decorative.

Any or all of these guidelines may be altered if the module is not being used for tournament play (see **NON-TOURNAMENT PLAY**).

HOW TO SCORE TOURNAMENT PLAY

Located on the tearout sheets of this module are the DM'S SCORING SHEET and RECORD SHEET. On the DM'S SCORING SHEET, the bottom section is used to record the amount of time (in turns) the party uses. Calculate the movement base of the slowest party member and cross off one turn each time that distance is covered, or when the group engages in a prolonged activity (searching, listening, etc.). The only other scoring that is done on this page before the final tallying is the KEYED INDIVIDUAL SCORING, which should be recorded as it occurs. If there is any INDIVIDUAL SCORING for a particular encounter area, it is noted in the **KEY** after the description. If there is no **SCORING** notation after or during an encounter description, there is NO score for that encounter.

The DM'S RECORD SHEET should be marked with the armor classes and movement rates calculated after the party has equipped themselves. If any magic items are bought before leaving (or discovered in the dungeon), these should be noted in the appropriate section so that the DM will be aware of the fact (for example, if Zinethar has found a **mace +2**) but will not have to disclose this to the player. The *To Hit and Damage* bonuses can be changed in this manner to facilitate melee.

When a character inflicts or sustains damage, that number of points is recorded in the appropriate section (damage received is recorded even though it may later be healed). Collectively, the scoring of *Hit Points Inflicted* and *Hit Points Received* is referred to as **COMBAT SCORING**. Note that damage healed is not erased from *Hit Points Received*, which is a permanent record (for scoring purposes) of the total damage a character has received.

Below the spaces provided for *Hit Points Inflicted*, the open bottom section (**NOTES**) is for subjective scoring, how the DM felt the group performed. There is no way to predict all the responses possible to every situation, and so a provision is made to reward outstanding creativity or cleverness in solving the problems of the dungeon. The DM may choose to award 1% to 20% more points for overall clever play, but should not deduct for bad decisions by the party. This should not exceed 20%. Since the Individual scores comprise part of the Team score as well, an entire group will benefit from any ingenious members!

To calculate the Individual score of each player:

- 1: Add up the number of *Hit Points Inflicted*.
- 2: Subtract from this the number of *Hit Points Received*.
- 3: Enter this number under *Combat Scoring* on the DM'S SCORING SHEET.
- 4: Calculate the Subjective score (if any) for this player (remember it can't be more than 20% of the total *Keyed Individual Score*). Multiply the player's score by any Subjective bonus given and add it to the player's score.
- 5: Add together the *Combat score*, the *Subjective score*, and the *Keyed Individual score* to find the *Total Individual Score* for that player.

To calculate the Team score:

- 1: Find the total of the *Keyed Team Scoring*.
- 2: Find the value (in gp) of all of the treasure and magic items brought back by the party (including those drained by the **Soul Gem**, as they can be restored by the Seer); divide this gp value by 1000 and enter this result under *Treasure score*.
- 3: Add the *Total Individual Scores* of the characters, alive or dead, in the team, and take one-half of this amount (drop any fractions). Enter the result under $\frac{1}{2}$ *Sum of Total Individual Scores*.
- 4: Enter the *Number of Turns Elapsed* (as taken from the DM'S SCORING SHEET).
- 5: Add the *Keyed Team Score*, the *Treasure Score*, and the $\frac{1}{2}$ *Sum of Total Individual Scores*. Subtract from this total the *Number of Turns Elapsed* to obtain the *Total Team Score*.

In tournament play, the team with the highest *Total Team Score* is the winner; if individual prizes are awarded, the *Total Individual Scores* are compared by class (all fighters compete against each other, etc.) to give a winning fighter, a winning magic-user, and so forth, all, some, or none of whom may be on the winning team.

Non-Tournament Play

If **THE GHOST TOWER OF INVERNESS** is to be used as part of an ongoing campaign, rather than as a tournament scenario, there are several things that the DM should consider. First, a party of adventurers should be strong, and well balanced with respect to class. The party should consist of 5-10 adventurers of levels 5-7, and should contain at least one thief, one cleric, and one magic-user. Parties of lower level

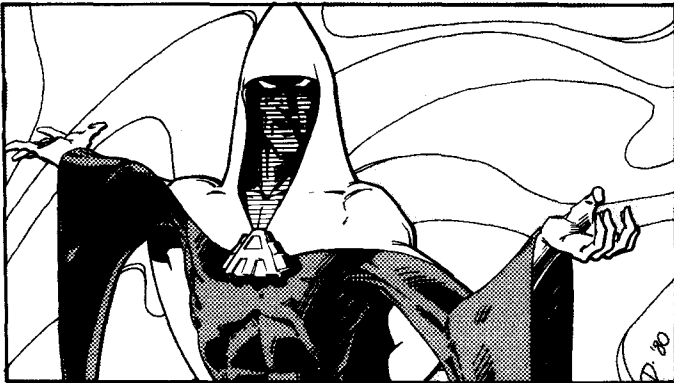
characters should either be much larger, or (a much better alternative) equipped with one or more NPCs (such as one of the tournament characters or the sergeant of the guard). Parties of higher level characters should be fewer in number. The party should be reasonably equipped with magic items.

It may also be necessary for the DM to establish a new reason for the players to enter the **GHOST TOWER**. The idea of criminals might be used by your party, but it may be simpler to have them hired for the job, geased by the Seer, or some other relatively easy method of guaranteeing that the players will undertake the mission. A new scenario, if designed, may be as simple or complex as the DM desires, possibly stretching over several sessions as the players travel to Keep Inverness.

Some of the guidelines contained within this module may be altered; monsters, for example, might pursue the party out of the areas specified for tournament play. Wandering monsters may be added to the **Upper Ruins** and the **Dungeon Level**; tables have been provided for these areas. Wandering monsters may also be added to the Tower itself, but this has been left to the discretion of the DM.

Some encounters specifically designed for non-tournament use have been included in this module. The numbers for these encounters are always enclosed in parentheses (for example, encounter area 4. is a normal tournament encounter area, whereas encounter area (5) is a non-tournament encounter area). All of these special encounter areas are completely optional, and may be used or omitted during non-tournament play. The DM may also desire to write new or different encounters for the other empty rooms not detailed in the Keys.

THE GHOST TOWER OF INVERNESS has been designed for experienced players, and the mistake of equating experienced *characters* with experienced *players* should be avoided. A party of inexperienced *players* may become frustrated in a short period of time (especially under tournament conditions). Experienced players, on the other hand, should find **GHOST TOWER** an enjoyable and challenging experience, whether used for a tournament or a normal game.



Tournament Background:

You don't know what time it was when you were awakened, for the room stayed in had no windows. All you know is that you have been roughly dragged from your cot by the palace guard, and that you now find yourself walking down a long, dimly-lit corridor. With you are four people whom you have never met before, each escorted by several heavily-armed guards similar to the ones who walk by your side. You wonder what the others could have done to deserve so dubious an honor.

In front of you a great iron door swings open, filling the corridor with an almost blinding light. Before you stretches a huge room ornately decorated with elaborate columns and finely detailed wall hangings. One of your group, a simply clad woman steps out onto the finely polished floor before you and into the throneroom ahead of her guards. The rest of you follow behind her, urged forward by the spears which the guards impatiently press into your backs.

Across the chamber sits Duke Justinian Lorinar of Urnst. To his right, partially shrouded in shadow stands his advisor, the mysterious magician known only as the Seer. At a motion from the Duke your party is urged forward to stand before the ducal throne.

A smile creeps across the Duke's face as he speaks to your small band. He seems strangely pleased with the turn of events. "I imagine you are wondering why you have been brought to appear before me today." His eyes sweep approvingly over the five figures in your group; none of you betray any apprehension about what is to come. "Most of you," he continues, "have been convicted of crimes for which you should spend the greater part of your lives in my dungeons."

His gaze falls upon one of your party, a thin man with a short black beard. "Hodar," he begins, "you dared to defy a royal order and continued to dabble in sorceries which I had forbidden to all the people of my realm."

Hodar's face remains calm as the Duke turns to the next of your group. "I should have thought that a warrior of your caliber, Lembu, would have known better than to slay a captain of the guard in a bar room fight." A broad grin is the huge warrior's only reply. "Never mind the eleven guardsmen you killed while resisting arrest."

"Zinethar," says the Duke, shaking his head as he addresses the next in line, a distinguished-looking man with gray hair, "your wisdom must have left you when you decided to lead that ill-fated Temple Coalition revolt these three months past."

"And you, Discinque, your rash daring and bravado is really to be marvelled at. One has to wonder where you would be now if not for that broken cornice which caused you to fall — with the Crown Jewels in hand — on top of sergeant Norlik and his men while they were out on patrol." The thief merely shrugs.

The Duke then turns and slowly bows to the last of your group; the tall barefoot woman. "Of all you five," declares the Duke, "Li Hon is the only one here who should not spend the rest of her life in prison for some crime. I am deeply honored, Li Hon, that your monastery saw fit to offer your services to me as payment of this year's taxes."

As the Duke finishes speaking the shadowed figure of the Seer steps forward to address you. His features are indistinguishable beneath the long robe which hides all but his gnarled hands from view. "It is fortunate for all of you that the Duke is both a wise and merciful ruler." His words are almost musiclike but have a strangely malevolent undertone. "He is willing to make you a most generous offer. Discinque, Hodar, Lembu, and Zinethar, you shall be granted amnesty, and Li Hon, you shall be freed from your bond of service if the five of you can perform but one *small* task for his majesty."

"Yes," the Duke interrupts, "Recently my advisor, the Seer, has discovered legends of a fabulous treasure rumored to lie somewhere in the ruins of the ancient Keep Inverness — an almost mythical jewel called the **Soul Gem**. If you can bring it to me, I will grant all of you your freedom."

"You will be given enough gold to equip yourselves for the

adventure as you see fit," the Seer adds, "I will provide your party with a most wonderous magical amulet. This amulet will return you to the royal palace when you press the center stud. It will work wherever you may be, for such is the extent of my power that I could locate a single grain of sand on some far distant beach. Be assured that your former stations shall be awaiting you if you return without the gem."

The Duke motions for the group to follow the Seer. "Go now and prepare yourselves for the task," he commands.

START:

After the preliminary set-up is finished, inform the players that they have been escorted to the ruins of Keep Inverness. The great walls loom before them, and the captain of their escort of guards delivers a letter to them before riding off with his men and all the horses. The letter bears the seal of the Duchy of Urnst, and when opened reads,

"You are hereby granted title to, and ownership of, any and all treasures (save only the Soul Gem) that you remove from Keep Inverness and its grounds. These gains shall be subject to the Ducal treasure tariff of 20%.

"When you are ready to return join hands and press the center stud of the amulet you have been given. Preserve the gem at all costs, your continued freedom depends on its return. Remember that the Seer has many eyes. Good luck and may all the gods smile upon you."

WANDERING MONSTERS (Not For Tournament Use)

UPPER RUINS (roll d10) Chance of encounter is 1 in 6

Die Roll	Monster	Number Appearing
1	Wight	1-4
2	Weretiger	1-3
3	Beetle, Bombardier	2-5
4	Doppleganger	1-3
5	Giant Lizard	1-4
6	Giant Snake	1-3
7	Brown Bear	1-3
8	Giant Ant	1-8
9	Stone Giant	1
10	Horned Devil	1

DUNGEON LEVEL (roll d12) Chance of encounter is 1 in 8

Die Roll	Monster	Number Appearing
1	Giant Centipede	3-18
2	Gelatinous Cube	1
3	Giant Badger	1-6
4	Ghoul	1-8
5	Green Slime	1-3
6	Gray Ooze	1-3
7	Leucrotta	1-2
8	Rust Monster	1-2
9	Basilisk	1
10	Ogre Mage	1-2
11	Hydra, 6 heads	1
12	Illusionist	1

Details On Wandering Monster Encounters

Ant, Giant (AC 3, MV 18", HD 3, hp 23, 21, 20, 18, 15, 13, 10, # AT 1 and 1, D 2-8 and 3-12 poison sting — save for 1-4)

Badger, Giant (AC 4, MV 6" (3"), HD 3, hp 24, 21, 20, 18, 15, 10, # AT 3, D 1-3/1-3/1-6)

Basilisk (AC 4, MV 6", HD 6+1, hp 33, # AT 1, D 1-10, meeting gaze results in petrification if no saving throw is made)

Bear, Brown (AC 6, MV 12", HD 5+5, hp 40, 34, 27, # AT 3, D 1-6/1-6/1-8, hug if roll of 18 or better - D 1-12)

Beetle, Bombardier (AC 4, MV 9", HD 2+2, hp 18, 15, 14, 11, 9, # AT 1, D 2-12, 50% chance for acid cloud 2x per day — D 3-12 plus 20% chance of stun or deafness)

Centipede, Giant (AC 9, MV 15", HD 1/4, hp 2 each, # AT 1, D nil plus save vs Poison at +4 or die)

Devil, Horned (AC -5, MV 9/18", HD 5+5, hp 35, # AT 3 and 1, D 1-4/1-4/2-5 and 1-3 plus bleeding 1 per round until bound, MR 50%, at will: **animate dead, charm person, detect magic, ESP, fear 5' radius, gate** — 50% chance for another horned devil, **illusion, know alignment, produce flame, pyrotechnics, suggestion, teleport** — no error; once per day; **wall of fire** triple strength — D 3-24, immune to fire, 1/2 damage from **cold**, + 1 or better weapon to hit)

Doppleganger (AC 5, MV 9", HD 4, hp 25, 21, 17, # AT 1, D 1-12, surprise on 1-4, save as 10th level fighter, immune to **sleep**, and **charm** spells)

Gelatinous Cube (AC 8, MV 6", HD 4, hp 28, # AT 1, D 2-8 plus paralysis, surprise on 1-3, immune to **electricity, paralyzation**, and **polymorph** spells)

Ghoul (AC 6, MV 9", HD 2, hp 16, 14, 13, 12, 11, 10, 8, 5, # AT 3, D 1-3/1-3/1-6 plus paralysis, immune to **sleep** and **charm** spells)

Giant, Stone (AC 0, MV 12", HD 9+3, hp 61, # AT 1, D 3-18, hurls rocks to 30" for 3-30 points of damage)

Gray Ooze (AC 8, MV 1", HD 3+3, hp 22, 17, 13, # AT 1, D 2-16, corrodes metal, affected only by **lightning** or blows)

Green slime (AC 9, MV nil, HD 2, hp 15, 12, 8, # AT nil, D nil, if touches flesh will turn creature to green slime in 1-4 rounds, affected only by **fire, cold**, or **cure disease** spell)

Hydra, 6 headed (AC 5, MV 9", HD 6, hp 48 - 8 per head, # AT 6, D 1-6 each)

Illusionist human male (AC 4, Lvl 10, hp 35, Algn LE, S 10, I 17, W 9, D 18, C 15, CH 7, cloak of protection +2, dagger +1). Spells:

First level: **color spray** (C 1s, R 100'), **darkness** (C 1s, R 100', DR 12-18r), **detect invisibility** (C 1s, R 100', DR 23r), **hypnotism** (C 1s, R 30', DR 11r), **wall of fog** (C 1s, R 30', DR 12-18r)

Second level: **blur** (C 2s, DR 13r), **hypnotic pattern** (C 2s), **improved phantasmal force** (C 2s, R 160', DR concentration + 3r), **invisibility** (C 2s)

Third level: **fear** (C 3s, R 60'), **paralyzation** (C 3s, R 100'), **spectral force** (C 3s, R 160', DR concentration + 3r)

Fourth level: **improved invisibility** (C 4s, DR 14r), **phantasmal killer** (C 4s, R 50', DR 10r)

Fifth level: **shadow magic** (C 5s, R 150')
(C = casting time, R = range, DR = duration, s = segments, r = rounds; see the **PLAYERS HANDBOOK** for more detailed spell explanations.)

Leucrotta (AC 4, MV 18", HD 6+1, hp 39, 24, # AT 1, D 3-18, retreat allows 2 kicks for D 1-6 each)

Lizard, Giant (AC 5, MV 15", HD 3+1, hp 25, 20, 18, 13, # AT 1, D 1-8, double damage on roll of 20)

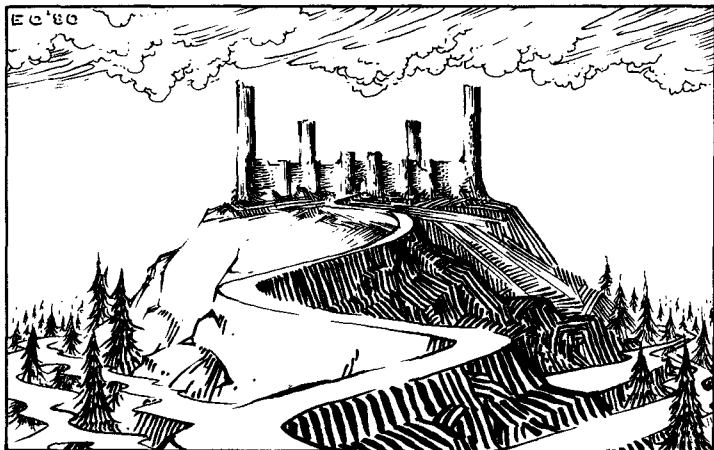
Ogre Mage (AC 4, MV 9/15", HD 5+2, hp 39, 33, # AT 1, D 1-2, **regenerate** 1 hp/round, **invisibility, darkness 10' radius, polymorph** to humanoid, **fly** — 12 turn maximum; once per day; **charm person, sleep, cone of cold** — D 8-64)

Rust Monster (AC 2, MV 18", HD 5, hp 25, 19, #AT 2, D nil plus corrode metal — magical metal saves 10% plus 'plus')

Snake, Giant poisonous (AC 5, MV 15", HD 4+2, hp 30, 26, 23, #AT 1, D 1-3 plus poison — deadly unless save for 2-12 points)

Weretiger (AC 3, MV 12", HD 6+2, hp 42, 37, 23, #AT 3 and 2, D 1-4/1-4/1-12 and rake — if front claws hit, rear claw attacks for D 2-5/2-5, silver or magical weapons needed to hit)

Wight (AC 5, MV 12", HD 4+3, hp 30, 25, 23, 17, #AT 1, D 1-4 plus drain 1 level, immune to cold, **sleep**, **charm**, and **hold** spells, silver or magical weapons needed to hit)



KEY TO THE RUINS OF KEEP INVERNESS

(Map on page 18)

THE UPPER RUINS

1. THE GATEWAY

High on a hilltop above the trees and mists that surround Woolly Bay, there stands the ruined Keep Inverness. The Keep's four towers pierce the dark clouds above, its massive walls anchored deep in the living rock upon which they rest. It must have been potent forces, indeed, that brought his once-proud Keep to destruction.

The walls of the Keep are 50' tall and 8' thick, with numerous large crumbling holes piercing them at various places. The four towers are each 150' tall. A large, rusty portcullis blocks the 15' wide tunnel-like entrance.

The holes in the walls are at the heights indicated on the map. The portcullis may be lifted a few feet if characters wish to do so (requiring a combined total of 45 strength points). However, much easier entry may be gained by climbing in through one of the low holes in the walls. Although a little dust will be shaken down if a character probes a hole, these entries are completely safe.

Scoring: -5 to Team score if the portcullis is forced open.

2. RUBBLE

An enormous pile of rubble, 20' tall, lies in the center of the courtyard. It consists of old but worked stones which range in size from pebbles to 6' boulders. Ancient carvings are visible on some stones. They are now worn but clearly show traces of ancient magic.

This is all that remains of a large central tower, though this fact cannot be verified by mere observation. The four shaded areas on the map look like the larger rubble pile, but the ground beneath them is unstable and they are actually loose pitfalls. If they are stepped on, the pile will collapse and the victim(s) will fall 20' and take 2-12 points of damage (8 points in tournament play save vs. Wands for 1/2 damage — no damage to monks of 4th level or greater). Prodding ahead will spring a pitfall. Monks and thieves may easily climb out of the resulting pit, but characters in metal armor must use ropes (or some other means) to escape from the trap. Note that there are 4 separate pitfall areas; the collapse of one will not affect any of the others.

Scoring: +10 to Team score if any pit collapses by prodding; +10 to Individual score of first character to suggest prodding.

3. TOWER DOORS

The door is large, made of metal, and has a lock set into the very center of it. The lock is very old and rusted, and does not appear to work. The stone surrounding the door is weatherbeaten but solid; it is decorated with ancient scrollwork and decorative designs.

The doors must be forced open (normal chances). If a Tower door is opened, read the following to the players:

Behind the door is a circular room with a wrought iron spiral staircase in the center of the chamber, leading down. In the far end of the chamber is a stairwell leading upward, clogged with boulders, rubble, and rotting timbers.

The descriptions above are used for each of the four entrances to the Dungeon Level. The characters may try to remove the blockage in the rising stairwell, but the effort will be fruitless and require days of work. The upper parts of the towers are filled with rubble and anyone teleporting upward will most likely materialize in a solid object. As characters proceed down the spiral stair, illumination will become necessary after descending 30'. The party will approach a landing (4., below).

Scoring: -5 to Team score if 3 turns or more are spent clearing rubble.

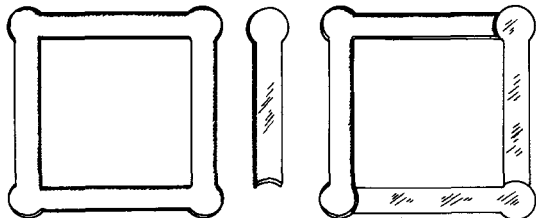
THE DUNGEON LEVEL

Note for The DM: The objective in exploring this level should be the collection of all 4 parts of the KEYS (as explained below) to enter room 15.. One part lies somewhere in each of the four routes to the center room. The following area descriptions are arranged by entrance: the southeast entrance leads to areas 5. and 6., the southwest entrance to areas 7. and 8., the northwest to areas 9. and 10., and the northeast to areas 11., 12., and 13.. All routes eventually lead to the impenetrable door, 14. and the central room beyond 15..

Remember: Using a **fire ball** or **lightning bolt** spell will cause a collapse of 20' radius for an additional 2-20 points of damage (save vs Wands for 1/2 damage), requiring 24 rounds to dig out.

THE KEYS: Each of the KEYS is a blue-gray rectangular bar 6" long, 1" wide, and 1/4" thick with a 2" (diameter) circle on one end (see illo.). It is smoother than glass.

harder than steel, and is treated as **+3 Hard Metal** for saving throw purposes. All four KEYS are necessary for entry into the center room. Whenever two KEYS are held together overlapping a square end with a circular end at a right angle and flat (*not* box-like), the juncture will glow a soft blue color, then become warm, and then disappear — leaving the bars permanently joined into an "L" shaped one-piece unit. When the last KEY is joined to the others, the resulting 8" semi-square figure (see illo.) will glow with a stronger blue light, not stopping until it is pressed into the matching indentation in one of the four doors (14., hereafter). (Note that this shape somewhat resembles the configuration of the outer walls of the castle and the round towers at each corner.)



Galap-Dreidel used the KEYS but he knew the area so well that he could easily bypass all of his own traps and so the gathering of the KEYS took him comparatively little time, and he could teleport from room 15. straight up the tower into the **Jewel Room**.

Only Galap-Dreidel (or perhaps the Sage) could separate the KEY into its component parts again once the parts had been joined.

SPECIAL KEY SCORING: + 10 to Team score if the party realizes that four keys will be necessary for entry; +10 to the Individual score of the player who first vocalizes this; +5 to both Team and each Individual scores when the four KEYS are assembled properly.

The following description of the **STAIRCASE LANDING** should be used at each entrance to the **DUNGEON LEVEL**.

SOUTHEAST TOWER ENTRANCE

4. STAIRCASE LANDINGS

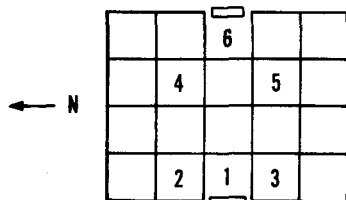
The wrought iron staircase spirals down to a landing in the center of a circular chamber 60' in diameter, which is dusty and filled with cobwebs. A 20' wide corridor of worked stone leads into the darkness.

There is nothing of interest in this chamber. Give the direction of the corridor appropriate to the entrance used.

(5) THE MONSTER SQUARES (Not For Tournament Use)

If a player steps on a numbered square the following should be read:

There is a sizzling sound as a monster appears — out of thin air! — and attacks.



Whenever a player steps on any of the numbered squares, the DM must roll one die (d6). One monster will appear on the square indicated by the die roll; the type is indicated by the same roll, referring to the following chart:

Die Roll	Monster
1	Hell hound
2	Giant lizard
3	Giant spider
4	Leucrotta
5	Rust monster
6	Giant spitting snake

Hell hound (AC 4, MV 12", HD 7, hp 41, # AT 1, D 1-10 plus fire breath for 7 points — save vs Spells for 1/2 damage)

Giant lizard (AC 5, MV 15", HD 3+1, hp 20, # AT 1, D 1-8, double damage on a roll of 20)

Giant spider (AC 4, MV 3" * 12", HD 4+4, hp 28, # AT 1, D 2-8 plus poison)

Leucrotta (AC 4, MV 18", HD 6+1, hp 37, # AT 1, D 3-18)

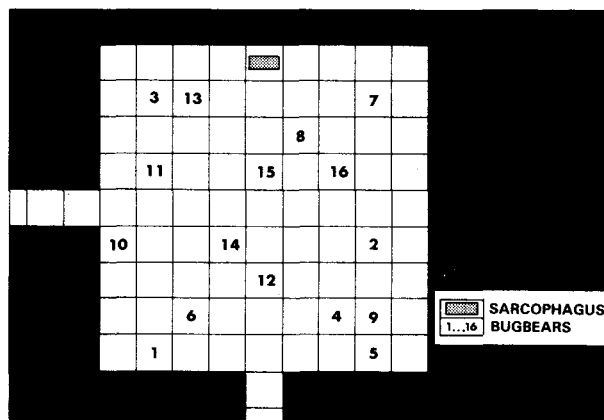
Rust monster (AC 2, MV 18", HD 5, hp 30, # AT 2, D nil plus corrode metal — magical metal saves at 10% per 'plus')

Giant spitting snake (AC 5, MV 12", HD 4+2, hp 26, # AT 1 or 1, D 1-3 plus poison or spit poison to 30')

Each monster will only appear once; if any number is rolled a second time, nothing will appear. Any monsters appearing in this room will immediately attack, and *will* pursue beyond this area. None of them will ever retreat or surrender.

6. BUGBEAR ROOM (Use VISUAL AID #1)

This 90'x90' room has a 20' high ceiling; there is a 10' wide passage in the center of the west wall. In the room are 16 bugbears without weapons, standing perfectly still; however, they do not appear to be statues. In the center of the north wall is a 10' long, 5' wide, 5' tall stone sarcophagus engraved with lettering.



The bugbears are in a type of temporal stasis; 4 will animate (in their numerical order, as shown in the illustration below) and attack any intruders within the room each time one of the doorways is passed through. (For example, if a party member steps into the room and then out again, 8 bugbears will be animated.) The doorway, and not the floor, is the trigger: **flying** and **levitation** spells will still animate the monsters, characters using **dimension door** and **teleport** spells will not activate the bugbears, regardless of whether the room is entered or passed thereby.

The bugbears (AC 5, MV 9", HD 3+1, hp 18 each, #AT 1, D 2-8) are led by a chieftain, bugbear #5 (AC 4, HD 4, hp 27, D 4-10 — 2d4+2). In tournament play, a normal hit by a bugbear will do 5 points of damage, while the chieftain will do 7 points of damage. If an inanimate bugbear is attacked, it will suffer no damage that round, animating and attacking in the following round.

A total combined strength of 35 points (or more) is needed to move the heavy stone lid of the sarcophagus. The engraved runes on the sarcophagus can be deciphered with a **read languages** spell. If this is done the letters will read "Beware the death that will someday end", a reference to the temporal stasis of the bugbears. Opening it will reveal 6,000 cp and 2,000 sp. Mixed in with the coins are 4 gems (values 10, 50, 60, and 1,500 gp) and a flat piece of metal with a circle at one end (one of the **KEYS**).

Scoring: In addition to Combat and Treasure scoring, subtract 1 from the Team score for each bugbear animated after the first four (so a maximum of -12 can be scored); +5 to the Individual score of the first player to correctly identify the method of animation (stepping through the doorway); +5 to Team score for locating the KEY.



SOUTHWEST TOWER ENTRANCE

7. RUBBLE ROOM

This room is 50' square; its 20' high ceiling has collapsed in 2 places, leaving rubble, rotten timbers, and two piles of rocks (8' high) beneath the holes. A 10' wide passageway continues north from the opposite wall.

Behind the western pile of rubble (indicated by an **M** on the map) is the lair of a mantichore (AC 4, MV 12", HD 6+3, hp 45, #AT 3, D 1-3/1-3/1-8, throws tail spikes — 4 groups of 6 each, D 1-6 per spike). In tournament play, the mantichore's attacks will cause D 2/2/5, with spikes doing 4 points of damage each. It will spring to the top of the western rubble pile when anyone gets within 30' of that pile, and will throw its tail spikes until engaged or until out of spikes. Note that a monk may dodge these missiles with a successful save vs Petrification.

- M.** If the party searches the area after slaying the mantichore, read the following description to them:

Poking around the mantichore's lair, you find several skeletons — at least some of them are human — covered with filth and dried droppings. There are also various rusted suits of armor, rusted weapons, rotting pouches, and so forth. One of the skeletons is wearing a suit of chain mail, remarkable for the fact that it is not rusty. In a pouch are two glass vials filled with liquid, an ivory scroll case lies beneath one skeleton, and a flat piece of metal with a circle on one end partially covered by filth is in one corner.

The chain mail is +1, the vials contain potions of **flying** and **water breathing** (1 dose each), the scroll case contains a magic-user's scroll with one spell **rope trick**, and the metal bar is a KEY (see the Notes for the DM at the beginning of this section). A sip of a potion will give a clue to its purpose without draining the dose (for example, for **water breathing**: "Your throat burns, and the air seems to feel thin."). Note that if a potion is consumed while another is still in effect, the **POTION MIS-CIBILITY TABLE** in the **DUNGEON MASTERS GUIDE** should be consulted.

Scoring: Combat and Treasure scoring.

- (8) **ILLUSORY BALL** (Not For Tournament Use)

When you open the door, you see a 9' diameter stone ball rolling very quickly towards you.

The ball is a programmed illusion; it will roll at the rate of 12" towards the RUBBLE ROOM (7., above) with a great rumbling roar. If players are "struck" by the ball, it will pass through them with no effect, but others in the party will think that they saw the victims being crushed by the ball. The "victims" must touch the "survivors" to dispel this illusion; these "victims", of course, take no actual damage.

Unless dispelled, an illusory ball will appear each time the door to room (8.) is opened; the "ball" thus created will roll to room 7. and fall into an illusory pit. More than one "ball" may accumulate in the "pit". The illusions may be dispelled by entering room (8.) or by casting a **dispel magic** spell at a ball (the illusions being created at 12th level of magic use).

NORTHWEST TOWER ENTRANCE

- (9) **THE CRYSTAL PEDESTAL** (Not For Tournament Use)

The room is 30' square, the ceiling 10' high; a door is in the center of the opposite wall. In the center of the room is a 3' tall crystal pedestal with an 8' diameter crystal ball on top of it. There are engravings on the pedestal, and there seems to be movement within the ball. Upon examining it more closely, you see that there are four different (but unidentifiable) shapes moving around inside the crystal ball. The engravings on the pedestal are of four unfamiliar words.

The south door will not open until at least 4 figures have been released from the ball by the method described hereafter. The ball and the pedestal are absolutely immobile, impervious to physical force or spells. The pedestal and ball may be detected as magical. The words have no exact meaning, other than as triggers for releasing creatures; therefore, **comprehend languages** and other related spells will not provide

any clues to the secrets of the ball.

Each time a character says one of the words engraved on the pedestal, one of the creatures in the ball is released. If more than one word is spoken, or if a word is repeated, multiple creatures may be released simultaneously. Any creatures released will immediately attack the character saying the word(s). The words and the creatures they release (respectively) are found on the following chart:

Word	Creature
IXAM	Carnivorous ape
ALRASTIL	Ice toad
PENTUKO	Minotaur
MYRG	Owlbear

Carnivorous ape: AC 6, MV 12", HD 5, hp 30, #AT 3, D 1-4/1-4/1-8, rending if both hands hit for D 1-8 additional damage

Ice toad: AC 4, MV 9", HD 5, hp 30, #AT 1, D 3-12, once every 2 rounds will emit cold for 3-18 points of damage to all creatures within 1" of the monster

Minotaur: AC 6, MV 12", HD 6+3, hp 30, #AT 2, D 2-8 vs large or 1-4 vs small or man-sized (each attack)

Owlbear: AC 6, MV 12", HD 5+2, hp 30, #AT 3, D 1-6/1-6/1-12, hug — if either claw hits with roll of 18 or better - for D 2-16

Any creatures released will fight to the death without retreating. If exactly one of each type of creature is released from the ball, the ball will shrink and become a magical **crystal ball** (no additional powers) and may be removed from the pedestal.

10. THE TUNNEL ROOM

This room is 30'x50', the ceiling 20' high; a 10' wide passage continues from the center of the south wall. Four irregularly shaped tunnels open into the room in the northeast, north, northwest, and southeast walls; each is roughly cut out of the rock and about 8' tall. Between two tunnels, in the northwest corner of the room, is a large chest of iron, secured with a lock.

After entering the room, the party has 1 round in which they may investigate the chest or leave the room. The chest is not locked, and contains 7,000 gp and 4,000 sp; a flat piece of metal with one circular end, one of the KEYS is buried amidst the coins, and will not be found until 2 additional rounds are spent searching the chest. If the party ignores the chest and proceeds through the room, nothing will occur. If time is spent in the room, read the following to the players:



You hear a rumbling sound from the southwest; it sounds like huge quantities of earth falling into the room, perhaps it is a cave-in.

Any character who turns to look at the source of the noise — or asks the DM what it is — has looked at an umber hulk (AC 2, MV 6", HD 8+8, hp 60, #AT 3, D 3-12/3-12/2-10, meeting its gaze causes **confusion** for 3-12 rounds — save vs Spells), a "tall, yellowish-brown creature with beetle-like mandibles", and must save vs Spells or become **confused**. If a character becomes **confused**, determine the resulting action each character will take by rolling 1d10 and consulting the following chart:

Die Roll	Action
1	Wander away for 1 turn
2-6	Stand confused for 1 round, unable to attack
7-8	Attack nearest creature for 1 round
9-10	Attack the umber hulk for 1 round

Note that until a 1 is rolled, confused characters must reroll their actions each round (using the table above) until the DM informs them that they are no longer confused. Any character confronting the umber hulk will either fight at -4 on "to hit" rolls from not looking at the creature or must make a saving throw before each round of attacks. The umber hulk will not retreat and will fight to the death, but will not pursue a party out of the room; if characters flee the encounter, it will return to one of its 5 tunnels (determined at random) and burrow into the room in a new spot (DM's option) if the party returns.

In tournament play, the umber hulk's attacks will cause D 7/7/6.

Scoring: Combat and Treasure scoring, +5 to Team score when the KEY is located.

NORTHEAST TOWER ENTRANCE

(11) THE BEAD CURTAIN (Not For Tournament Use)

Directly in front of you, completely blocking the hallway, is a curtain of beads. Somehow, you cannot see through the beads into the area beyond.

The curtain blocks sight and sound from this side, and may only be destroyed magically (by **dispel magic** or two **knock** spells). A character may pass it by force, but only by running through it at full speed; the chance of its parting is the same as that character's chance for opening doors. If the curtain does not part, the charging character will take 1-6 points of damage. Upon bursting through the curtain by force, there is a base 50% chance of stumbling and falling, modified by dexterity: +5% per point less than 9 or -5% per point greater than 12.

If a character falls, he or she will automatically be completely surprised by the creatures on the other side of the curtain allowing 2 free attacks by the monsters. If a character does not fall, the following table is used:

Die Roll	Degree of Surprise	Effect
1	complete	2 free attacks by monster
2-4	partial	1 free attack by monster
5-6	none	none (normal initiative)

A monk should add +2 to the die roll before referring to the above table (regardless of level). The encountered monsters will never be surprised. The monsters first encountered on the unexplored side of the curtain are 6 gnolls (AC 5, MV 9", HD 2, hp 12 each, #AT 1, D 2-8), armed with morning stars and each carrying 8 ep and 5gp.

Any monsters encountered will attack immediately and fight to the death without retreating. If the curtain is passed, and not magically destroyed, an encounter similar to that explained above will recur whenever characters return to the curtain (from either direction). The monsters thus encountered on the second, third, and fourth passage through the curtain will be those listed below. Further encounters are left to the discretion of the DM, as needed; a continued increase in the difficulty of the encounter (as demonstrated below) is recommended.

2nd: 6 bugbears (AC 5, MV 9", HD 3+1, hp 16 each, #AT 1, D 2-8), each with 12 sp, 10 ep, and 4 gp.

3rd: 4 ogres (AC 5, MV 9", HD 4+1, hp 22 each, #AT 1, D 1-10), each with 50 gp.

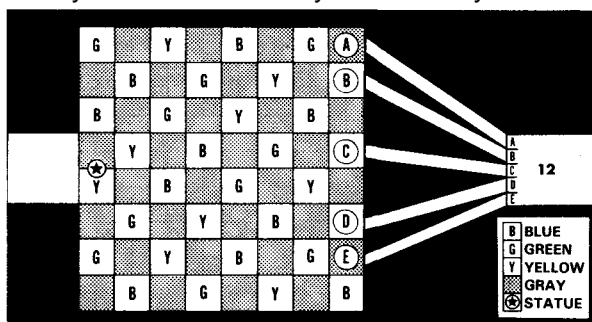
4th: 3 gargoyles (AC 5, MV 9"/15", HD 4+4, hp 26 each, #AT 4, D 1-3/1-3/1-6/1-4, +1 or better weapon to hit), each with 60 gp.

12. THE FIVE CUBICLES

The corridor ends in a wall lined with five cubicles. Each has a human-shaped indentation in it, surrounded by scrollwork and other ancient carvings.

No traps can be detected here, although a successful **find traps** will indicate the presence of something mechanical in nature. When a character steps into a cubicle (back against the stone), metal bands will spring out from the sides of the indentation and quickly pin the wrists and ankles. The stone cubicle will pivot, and the character will be carried along a narrow passageway to a room (see the illustration below). Each cubicle will travel rapidly along its pathway, arriving in the appropriately numbered square in room 13.; e.g., a character that activates cubicle **B** will end up on square **B** in the room. At this point the metal bands will disappear into the stone, and the square the character is standing on will glow with a bright white light. The five cubicles will work simultaneously, or they may be operated individually. Each cubicle only travels one way until the room is crossed, but if the statue in the room is touched or passed, the cubicles may be operated in the same manner to return the characters to area 12.

(Non tournament use only.) There will always be one cubicle in area 12.; a new one will slide up to replace one that carries a character to room 13.. This new cubicle will operate in the same manner as the old one. Any or all cubicles may function any number of

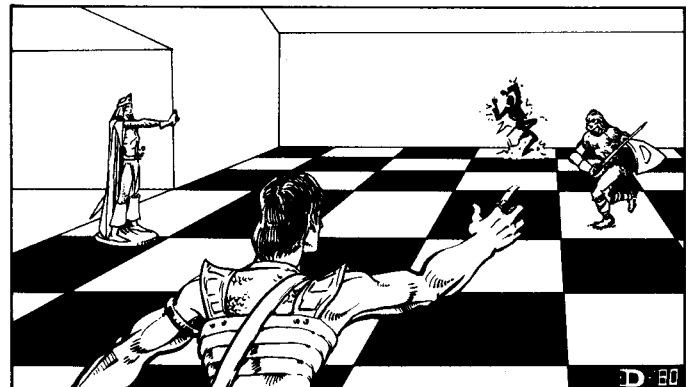


times but none will be able to return characters to area 12. unless the statue is touched or passed (see 13.).

Scoring: +25 to Team score if all characters enter the cubicles simultaneously. No Team score if they don't, but +10 to the Individual score of the first character who enters a cubicle, +5 to the second character, and no score for the remaining characters. Full scoring is awarded for magically bypassing the cubicles by means of a **teleport** spell or other magical means.

13. THE CHESS ROOM (Use VISUAL AID #2)

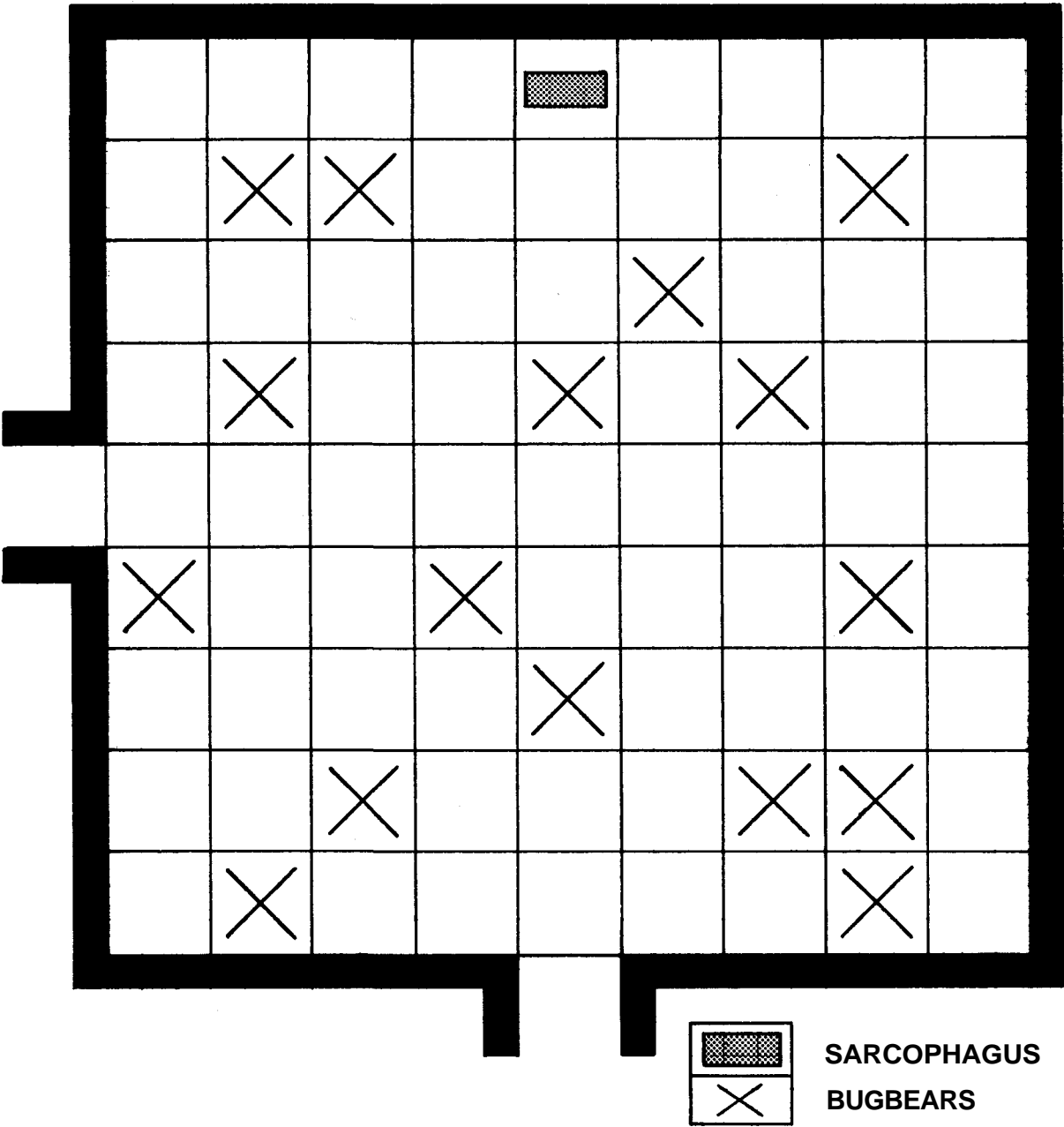
The cubicle forces you out onto a 5' x 5' square that glows with a cold white light. The other squares in this 40' x 40' room are gray, blue, green, and yellow. In the center of the far wall is a 10' wide passageway. In front of the opening, straddling two squares, stands an intricately detailed statue of a handsome man, 7' tall, wearing a richly jewelled crown. His left hand is resting on the hilt of a longsword, and his right arm is outstretched, palm down, toward the center of the east wall, as if in greeting—or in warning.



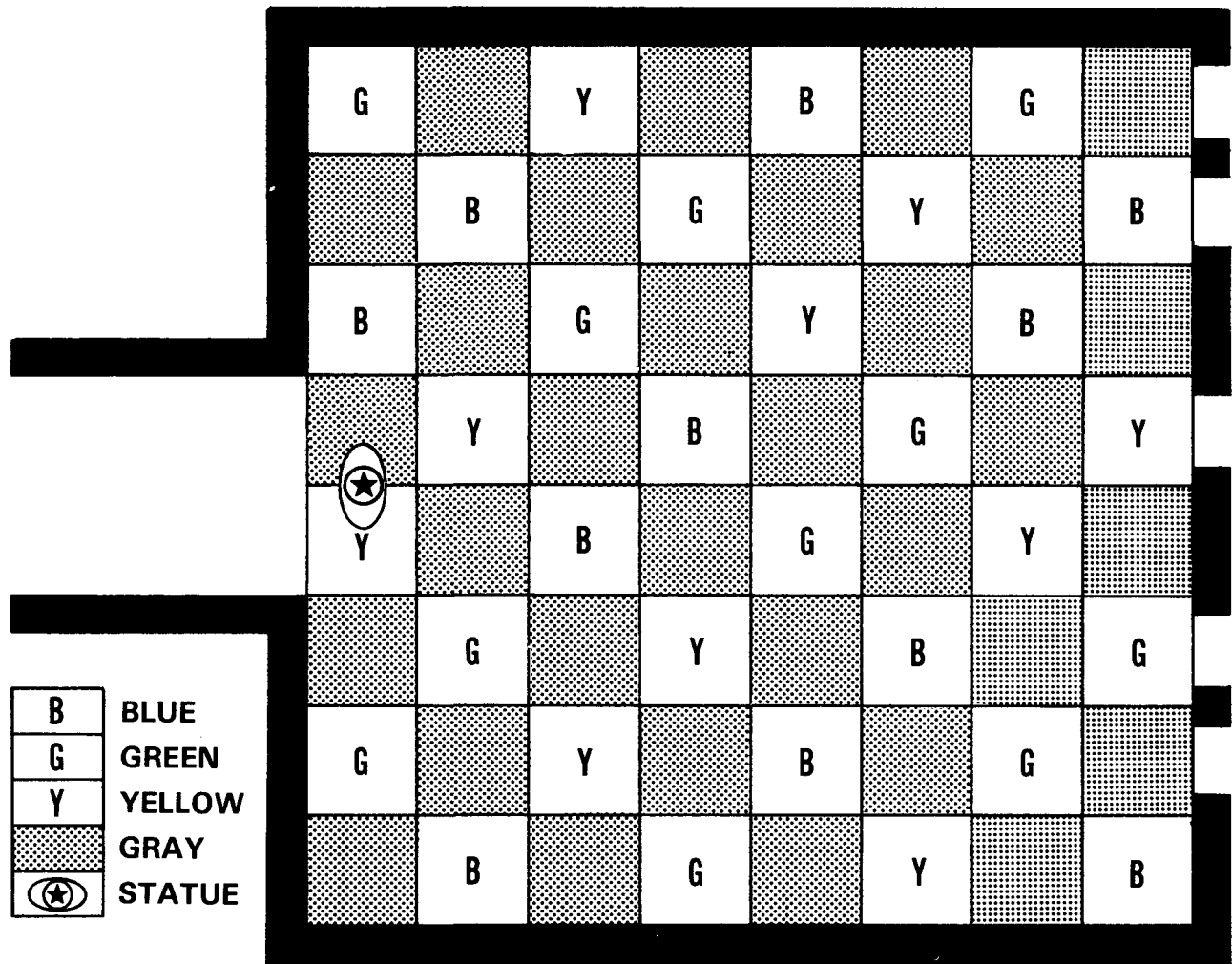
Note that if specific colors are ignored and the floor pattern is just considered to be colored and gray, a normal checkerboard pattern is formed. The trick is that each character must move across the board in the manner of the chess piece that starts the game in that character's initial square (**A** must move like a rook, **B** and **E** must move like knights, **C** must move like a king, and **D** must move like a bishop). Each time a character moves correctly, the square he or she is standing on will glow white; however, each time a character deviates from the pattern, the square will glow red, the character will sustain 5 hit points of damage (no saving throw), and the square will then glow white again. **Whenever a character takes damage from a square, that square becomes the legitimate starting square for the character's next move (hence the white glow).**

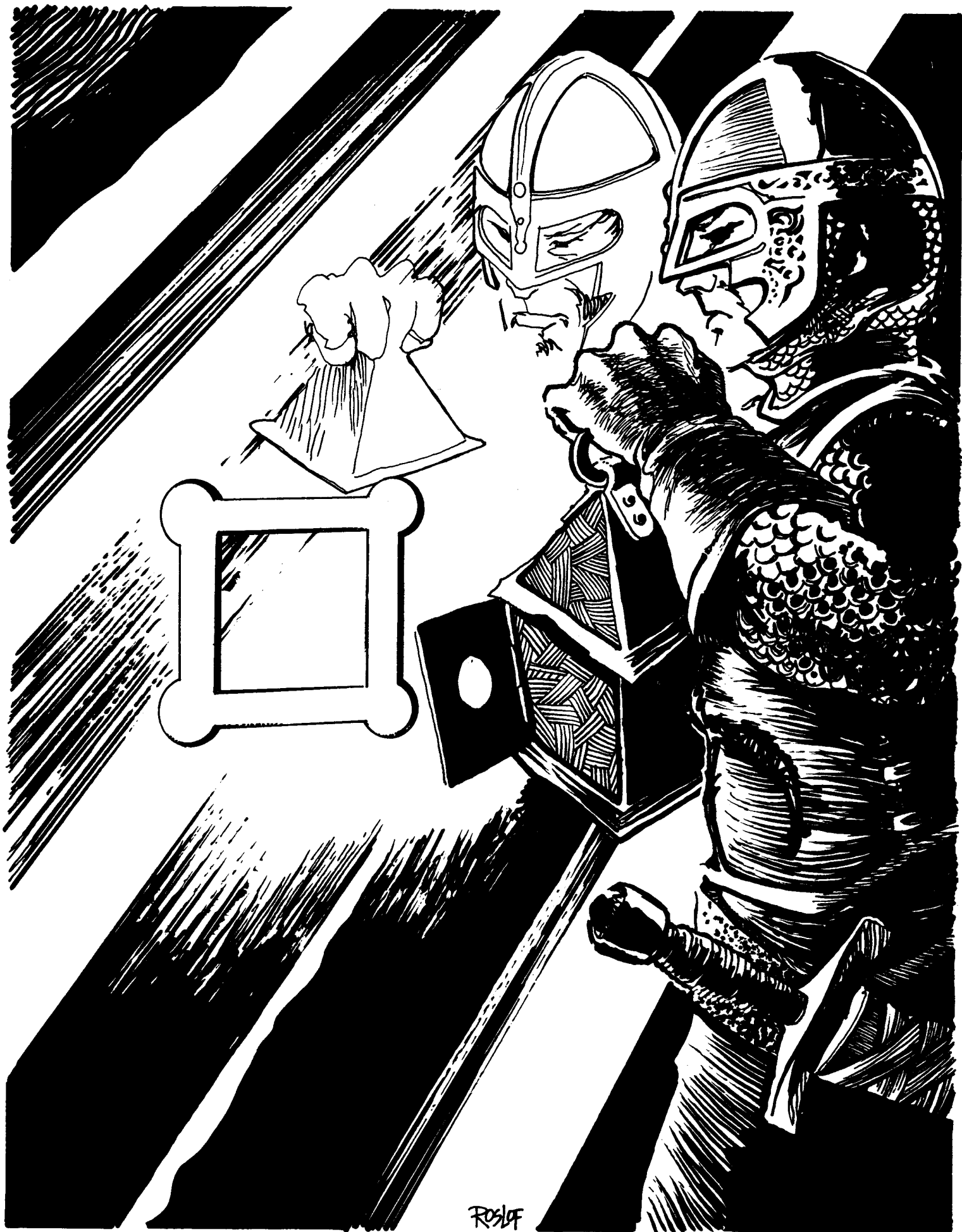
When a character reaches either of the squares on which the statue is standing, that character is **safe** and will never again suffer movement restrictions or hit point losses in this room. Any character **flying**, climbing on the walls, **teleporting**, and who otherwise do not contact the ground will *not* suffer any hit point losses but will also *not* obtain the immunity described above and are still considered as the piece (rook, knight, etc.) of their original designation. Thus, later in the game they may still suffer damage if they travel on the floor in an incorrect pattern. It is important that the DM record which square the character starts on for future reference, as needed.

VISUAL AID 1

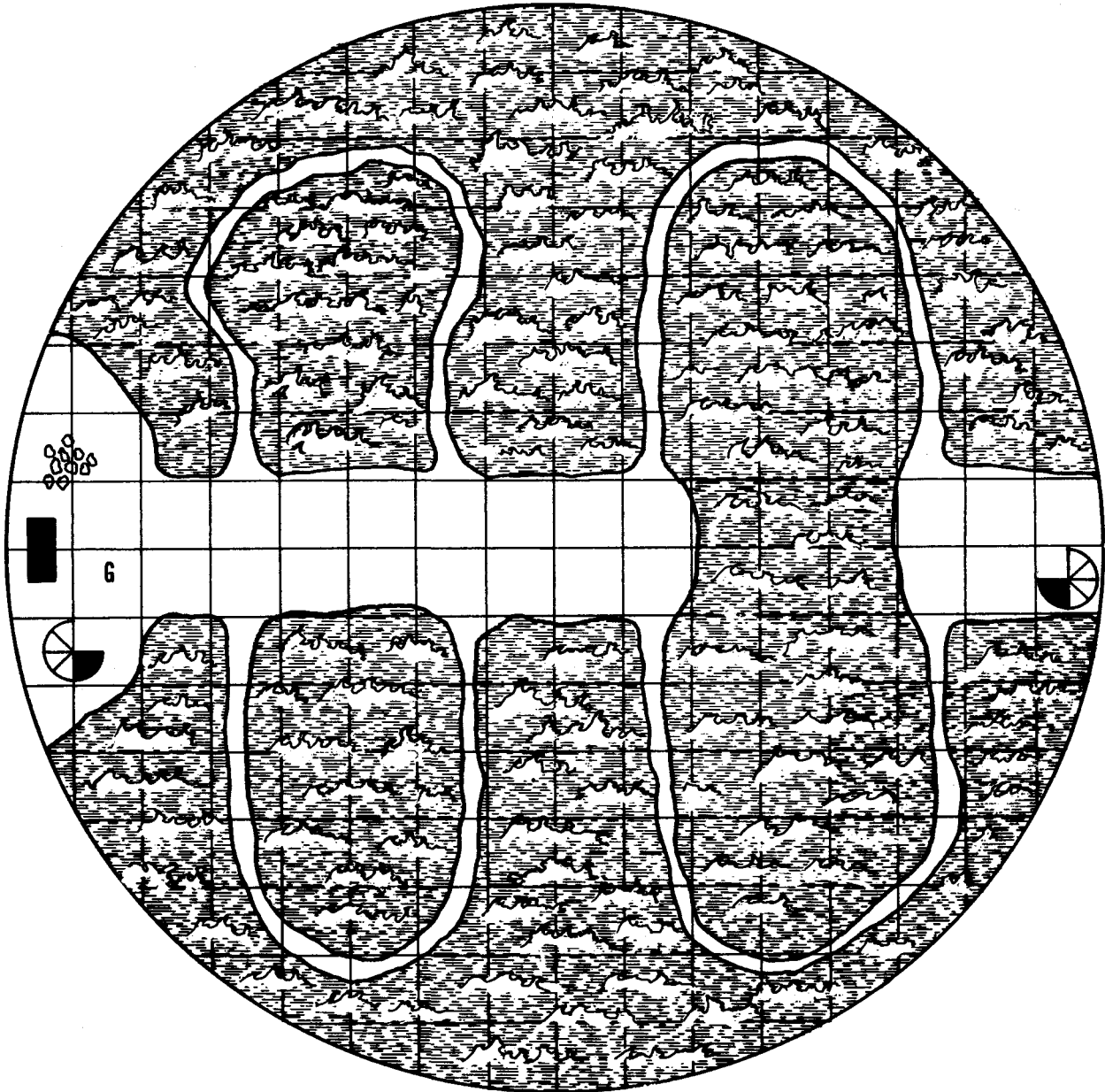


VISUAL AID 2





VISUAL AID 4



SPIRAL STAIRS

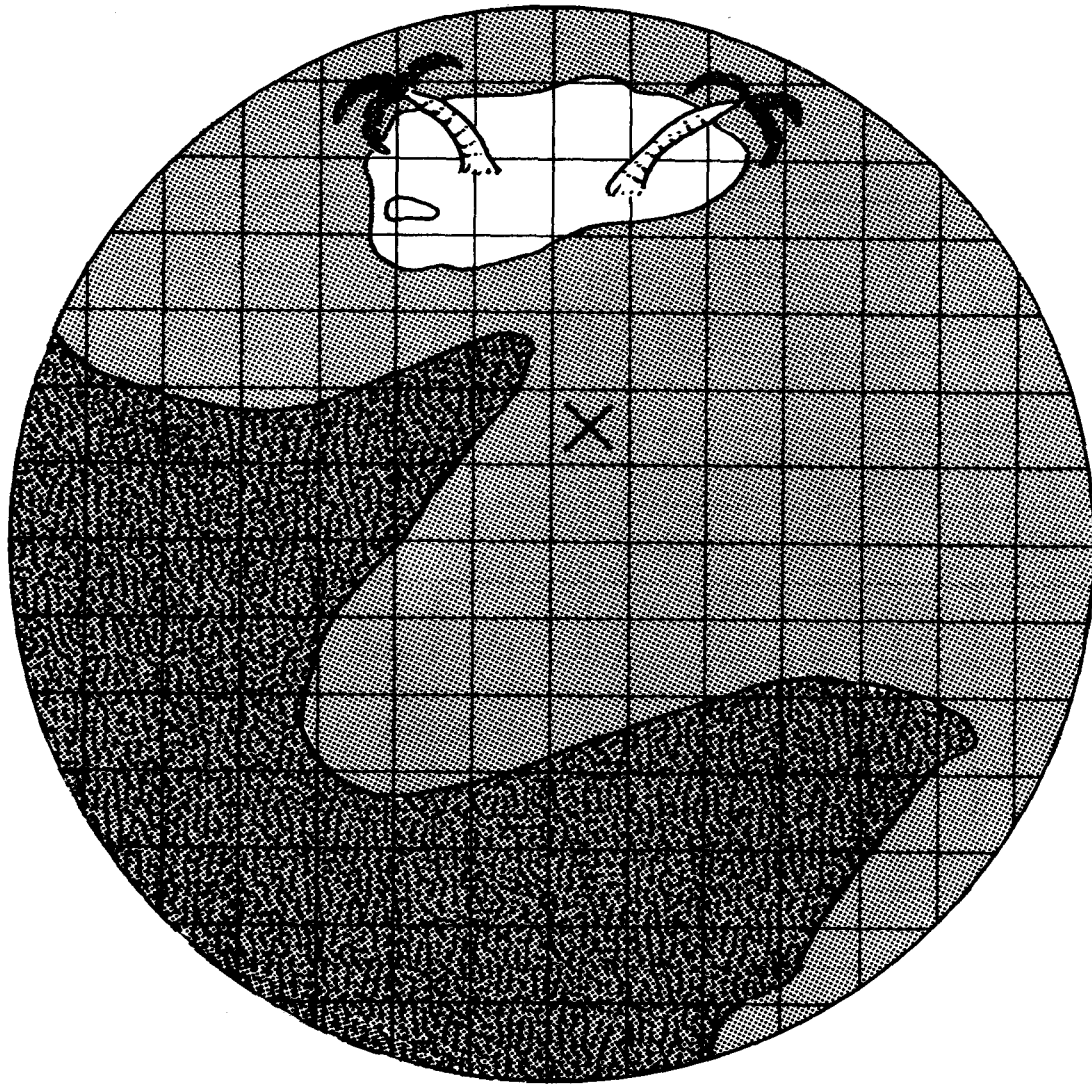
BOULDERS

SEA OF FIRE

GIANT

SARCOPHAGUS

VISUAL AID 5

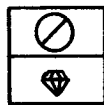
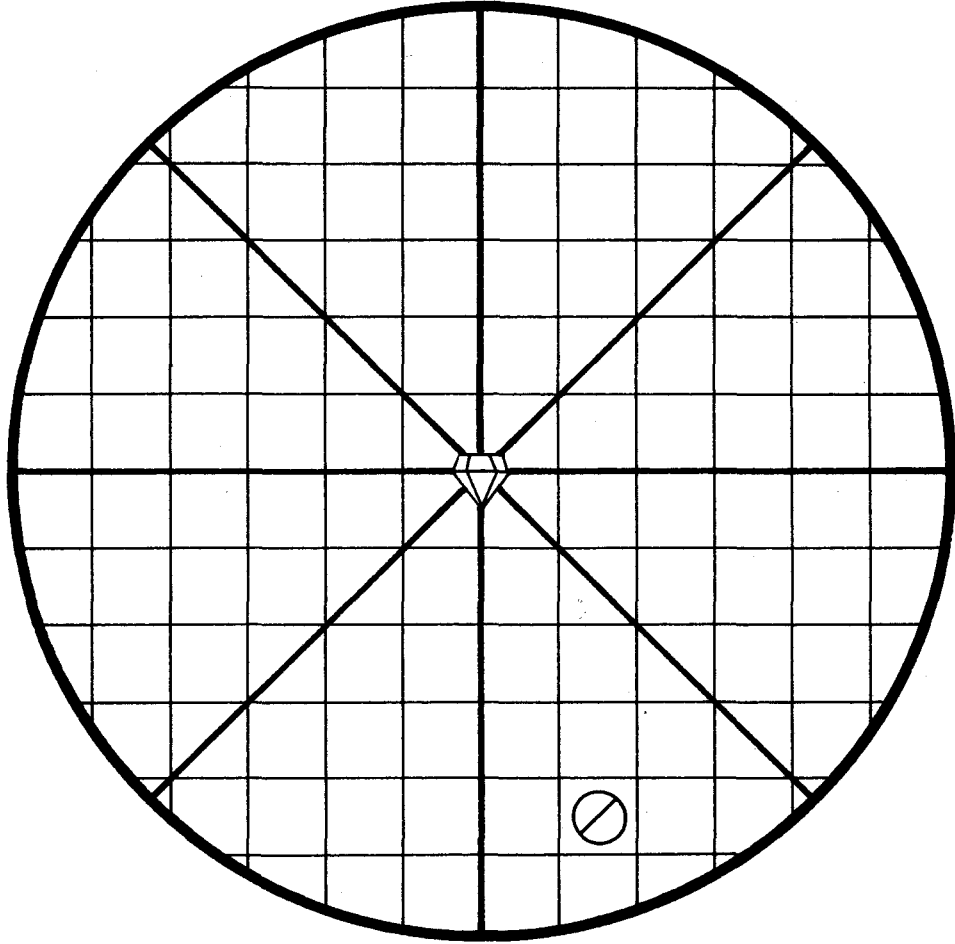


WATER

CORAL REEF

LANDING AREA

VISUAL AID 6



HATCH

GEM

CHARACTER INFORMATION SHEET - THE FIGHTER

CHARACTER NAME: Lembu
ALIGNMENT: Lawful Neutral
RACE: Human
ARMOR:
ARMOR CLASS: 70

PLAYER NAME:
CLASS: Fighter
SEX: Male
LEVEL: 7
HIT POINTS: 70

CHARACTERISTICS:

STRENGTH: 18(23)
INTELLIGENCE: 7
WISDOM: 12
DEXTERITY: 12
CONSTITUTION: 14
CHARISMA: 11

BASE SAVING THROWS NEEDED VS.:

Paralyzation/Poison/Death Magic: 10
Petrification/Polymorph: 11
Rod/Staff/Wand: 12
Breath Weapon: 12
Spell: 13
SYSTEM SHOCK: 88% RESURRECTION: 92%

COMBAT BONUSES:

To Hit: +1

Damage: +3

Open Doors: 1-3

EQUIPMENT CARRIED

(CUT CHART HERE)

CHARACTER INFORMATION SHEET - THE MONK

CHARACTER NAME: Li Hon
ALIGNMENT: Lawful Neutral
RACE: Human
ARMOR: None
ARMOR CLASS: 5

PLAYER NAME:
CLASS: Monk
SEX: Female
LEVEL: 7
HIT POINTS: 32

CHARACTERISTICS:

STRENGTH: 15
INTELLIGENCE: 12
WISDOM: 15
DEXTERITY: 15
CONSTITUTION: 11
CHARISMA: 15

BASE SAVING THROWS NEEDED VS.:

Paralyzation/Poison/Death Magic: 12
Petrification/Polymorph: 11
Rod/Staff/Wand: 12
Breath Weapon: 15
Spell: 13
SYSTEM SHOCK: 75% RESURRECTION: 80%

(The Wisdom adjustment of +1 is added to saving throws vs. mental attacks involving willpower: **charm, hold person**, etc.)

MONK ABILITIES:

- Effective Armor Class (5).
- Can make 3 Open Hand attacks per 2 rounds of melee; damage = 2d4 + 1.
- Damage bonus of +3 $\frac{1}{2}$ when using hand-held weapon instead of Open Hand.
- 22% chance of being surprised.
- Can fall up to 30' without damage when near a wall.
- Stuns opponent for 1-6 rounds when "To Hit" roll is 5 or more above the minimum required to score a hit.
- Can speak with *animals* as per the Druid spell.
- Can mask the mind to reduce ESP success to 24%.
- Is not subject to normal or magical disease, *haste*, or *slow* spells.
- Can self-induce cataplexy to appear dead for up to 14 turns.
- Can heal own body for 2-5 hit points once per day.
- Can dodge non-magical missiles if a *saving throw vs Petrification* is made; **no** damage from *fire balls*, etc., if save is made.
- THIEF-LIKE ABILITIES:
Open Locks 52%
Find/Remove Traps 50%
Move Silently 55%
Hide in Shadows 43%
Hear Noise 25%
Climb Walls 94%

EQUIPMENT CARRIED

THE MONK - Additional Notes

THE FIGHTER - Additional Notes

CHARACTER INFORMATION SHEET - THE MAGIC-USER

CHARACTER NAME: Hodar
 ALIGNMENT: True Neutral
 RACE: Human
 ARMOR: None
 ARMOR CLASS:

PLAYER NAME:
 CLASS: Magic-User
 SEX: Male
 LEVEL: 10
 HIT POINTS: 40

CHARACTERISTICS:
 STRENGTH: 9
 INTELLIGENCE: 18
 WISDOM: 13
 DEXTERITY: 14
 CONSTITUTION: 10
 CHARISMA: 13

BASE SAVING THROWS NEEDED VS.:
 Paralyzation/Poison/Death Magic: 13
 Petrification/Polymorph: 11
 Rod/Staff/Wand: 9
 Breath Weapon: 13
 Spell: 10
 SYSTEM SHOCK: 70% RESURRECTION: 75%

SPELLS - LEVEL AND NUMBER

First	Second	Third	Fourth	Fifth
1)	1)	1)	1)	1)
2)	2)	2)	2)	2)
3)	3)	3)		
4)	4)			

EQUIPMENT CARRIED

CHARACTER INFORMATION SHEET - THE CLERIC

CHARACTER NAME: Zinethar
 the Wise
 ALIGNMENT: Lawful Neutral
 RACE: Human
 ARMOR:
 ARMOR CLASS:

PLAYER NAME:
 CLASS: Cleric
 SEX: Male
 LEVEL: 9
 HIT POINTS: 72

CHARACTERISTICS:
 STRENGTH: 13
 INTELLIGENCE: 10
 WISDOM: 18
 DEXTERITY: 9
 CONSTITUTION: 12
 CHARISMA: 14

BASE SAVING THROWS NEEDED VS.:
 Paralyzation/Poison/Death Magic: 7
 Petrification/Polymorph: 10
 Rod/Staff/Wand: 11
 Breath Weapon: 13
 Spell: 12
 SYSTEM SHOCK: 80% RESURRECTION: 85%

(The Wisdom adjustment of +4 is added to saving throws vs. mental attacks involving willpower: **charm, hold person, etc.**)

SPELLS - LEVEL AND NUMBER

First	Second	Third	Fourth	Fifth
1)	1)	1)	1)	1)
2)	2)	2)	2)	2)
3)	3)	3)	3)	3)
4)	4)	4)	4)	
5)	5)			
6)	6)			

EQUIPMENT CARRIED

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SPELL LIST FOR HODAR, THE MAGIC-USER

(The following spells are available in Hodar's spell books:)

<u>First Level</u>	<u>Second Level</u>	<u>Third Level</u>
Affect Normal Fires	Audible Glamer	Blink
Burning Hands	Continual Light	Clairvoyance
Charm Person	Darkness 15' Radius	Dispel Magic
Comprehend Languages	Detect Invisibility	Fire Ball
Dancing Lights	ESP	Flame Arrow
Detect Magic	Invisibility	Fly
Feather Fall	Knock	Haste
Identify	Levitate	Hold Person
Jump	Mirror Image	Intravision
Light	Pyrotechnics	Invisibility/ 10' Radius
Magic Missile	Ray of Entelelement	Lightning Bolt
Mending	Rope Trick	Protection From Evil
Protection From Evil	Scare	10' Radius
Push	Shatter	Protection From Normal
Read Magic	Stinking Cloud	Missiles
Shocking Grasp	Strength	Slow
Sleep	Web	Suggestion
Spider Climb	Wizard Lock	Water Breathing
<u>Fourth Level</u>	<u>Fifth Level</u>	
Confusion	Airy Water	
Dimension Door	Animate Dead	
Enchanted Weapon	Bigby's Interposing Hand	
Fear	Cloudkill	
Fumble	Conjure Elemental	
Hallucinatory Terrain	Cone of Cold	
Ice Storm	Distance Distortion	
Massmorph	Feeblemind	
Minor Globe of Invulnerability	Hold Monster	
Plant Growth	Passwall	
Remove Curse	Stone Shape	
Wall of Ice	Teleport	
Wizard Eye	Transmute Rock to Mud	
	Wall of Force	
	Wall of Iron	
	Wall of Stone	

CHARACTER INFORMATION SHEET - THE THIEF

CHARACTER NAME: Discinque
 ALIGNMENT: True Neutral
 RACE: Human
 ARMOR:
 ARMOR CLASS:
 PLAYER NAME:
 CLASS: Thief
 SEX: Male
 LEVEL: 7
 HIT POINTS: 42

CHARACTERISTICS:
 STRENGTH: 12
 INTELLIGENCE: 13
 WISDOM: 9
 DEXTERITY: 18
 CONSTITUTION: 10
 CHARISMA: 13

BASE SAVING THROWS NEEDED VS.:
 Paralyzation/Poison/Death Magic: 12
 Petrification/Polymorph: 11
 Rod/Staff/Wand: 12
 Breath Weapon: 15
 Spell: 13
 SYSTEM SHOCK: 70% RESURRECTION: 75%

(The Dexterity adjustment of +4 is added to saving throws vs missile-type attacks such as **fire ball, lightning bolt**, etc.)

COMBAT BONUSES:

Initiative Reaction: +3 Armor Class Adjustment: -1

THIEF ABILITIES:

Pick Pockets: 70% Open Locks: 67% Locate/Remove Traps: 55%
 Move Silently: 65% Hear Noise: 25% Hide in Shadows: 53%
 Climb Walls: 94% Read Languages: 35% Triple Damage from Rear

EQUIPMENT CARRIED

DUCAL ARMORY PRICES

INSTRUCTIONS: The Duke and the Seer have given your party a total of 25,000 gp with which to equip itself. Standard equipment is priced normally. You are welcome to buy items from the Seer's laboratory, with the understanding that you must attempt to return any unused, reusable, or rechargeable items. You may split the gold evenly or combine shares to buy powerful magic. Rings, weapons, and miscellaneous items usable by thieves are the only items the monk may use. Numbers in parentheses indicate how many of that item are available; if no number is indicated, any number of that item can be bought. You are assumed to start with no equipment whatsoever, wearing only a robe and low soft boots. Good luck!

ITEM	WEAPONS	COST	TYPE	RINGS	COST
Sword +1	2000	Feather Falling	5000
Sword +1, Flame Tongue; +2 vs. Regenerating; +3 vs. Cold-using, inflammable, or avians; +4 vs. Undead	4500	Free Action	5000
Sword +3, Frost Brand; +6 vs. Fire-using or fire-dwelling creatures	8000	Invisibility	7500
Sword +4	10,000	Protection +1	10,000
Arrows +1 (24)	120 each	Protection +2	12,000
Arrows +2 (16)	300 each	Protection +3	18,000
Arrows +3 (12)	450 each	Warmth	5000
Arrows of Slaying (Demons)	2500	Water Walking	5000
Axe +2, Throwing	4500	SCROLLS (Magic-Users)		
Axe +1, Battle	2500	SPELL		
Bolts +2 (20)	300 each	Cone of Cold		
Bow +1	3500	Continual Light		
Dagger +1, +2 vs. Smaller than man-sized	750	Detect Magic		
Flail +1	4000	Dimension Door		
Hammer +1	2500	Invisibility 10' Radius		
Mace +1	3000	Rope Trick		
Mace +2	4500	Stone to Flesh		
Spear +1	3000	Cure Blindness		
Spear +2	6500	Part Water		
			Raise Dead		
			Resist Cold		
			Resist Fire		
			Sticks to Snakes		
			COST		
			Cure Blindness		
			Part Water		
			Raise Dead		
			Resist Cold		
			Resist Fire		
			Sticks to Snakes		



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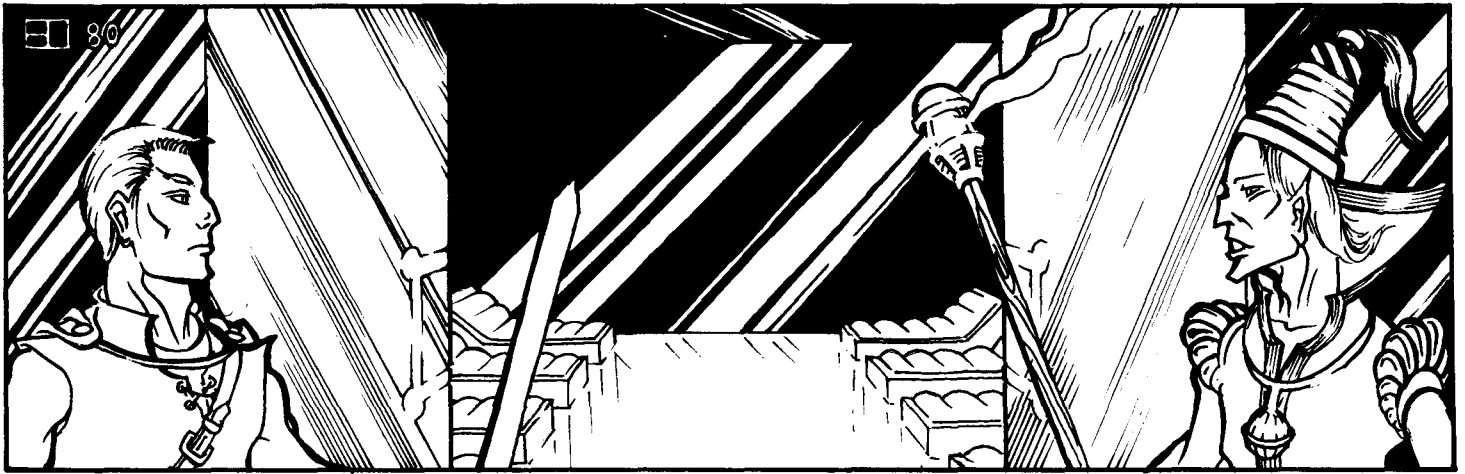


PRICE LIST (Continued)

ARMOR		MISCELLANEOUS	
TYPE	COST	ITEM	COST
Leather+ 1	2000	Boots of Elvenkind	5000
Studded Leather + 1	2500	Bracers of Defense,	
Chain Mail + 1	3500	Armor Class 6	12,000
Chain Mail + 2	7500	Armor Class 5	15,000
Chain Mail + 3	12,500	Armor Class 4	18,000
Ring Mail + 1	2500	Cloak of Protection + 1	10,000
Scale Mail + 1	3000	Decanter of Endless Water	3000
Scale Mail + 2	6750	Dust of Appearance	4000
Splint Mail + 1	3000	Javelin of Lightning*	3000
Splint Mail + 2	8500	Javelin of Piercing*	3000
Splint Mail + 3	14,500	Keoghtom's Ointment	10,000
Plate Mail + 1	5000	Necklace of Adaptation	10,000
Plate Mail + 2	10,500	Periapt of Proof vs	
Shield+1	2500	Poison, + 3	12,500
Shield + 2	5000	Periapt of Wound Closure	10,000
Shield + 3	8000	Rope of Climbing	10,000
		Wings of Flying	7500

POTIONS			
TYPE	COST	COST	
Climbing	500	Invisibility	500
Evil Dragon Control	8000	Neutralize Poison	1500
ESP	850	Speed (5)	450 each
Extra-Healing	800	Treasure Finding	2000
Flying	750	Undead Control	2500
Healing	400	Water Breathing	900

*These items are usable only by fighters.



Examples of Movement: Character **A** (rook) may move one or more spaces horizontally or vertically, but will sustain damage each time he or she moves diagonally. If that character moves diagonally, that new square will become legal for that character (this is indicated by the white glow which follows the red "damage" glow). Characters **B** and **E** must move two squares forward or sideways and then one at a right angle to their former path (an "L" shape) or one square forward or sideways and one diagonally, or leap to a square that would result from this kind of "L" shaped move. Character **C** (king) may move one square at a time in any direction. If he or she moves more than one square (in any given segment), damage will result and movement will end. Character **D** (bishop) may move one or more squares diagonally, but will sustain damage if he or she tries to move horizontally or vertically.

Scoring: +5 to Team score for each character that crosses the room (i.e., steps on the "statue" squares or passes beyond) by any means; +10 to the Individual score of the first player to successfully deduce the "chess movement" pattern.

- A. THE STATUE:** If the statue's hand is grasped, a secret panel in the statue's chest will slide open, revealing a flat piece of metal with a circle on one end (a KEY). Although the secret panel will be detected if a successful roll to locate it is made, no one will be able to open it without gripping the hand, since there is no keyhole to work with. A hollow sound will be heard if the statue's chest is thumped. The statue is heavy, requiring a total of 30 strength points (or more) to move or topple it. The sturdy stone will not break even if toppled, but can be chipped and eventually (in 6 turns) can be broken if hit with blunt weapons.

Scoring: +5 to Team score if the KEY is found; +5 to the Individual score if the first player who suggests gripping (or grips) the statue's hand.

14. THE METAL DOORS (Use VISUAL AID #3)

The 20' wide corridor ends in a gleaming wall of blue-gray metal, smooth enough to reflect your forms as you approach. In the center of the wall, about waist height, is a semi-square channel cut into the surface of the metal, 8" on a side, 1" wide, and about 1" deep. There is a circular shape at each corner of the square.

The doors are made of the same metal as the KEYS, and one KEY will fit exactly into one side of the square in-

dentation. The central room and the walls are protected by an anti-magic field so intense that absolutely *nothing* will harm the doors, nor allow the party to enter the room except by the proper operation of the KEYS.

The KEYS may either be joined into one KEY and then placed into the indentation, or placed one at a time into the sides of the square. Regardless of the order, the overlapping portions of the KEYS will meld into each other, forming (when complete) a 8" x 8" castle-like shape that will exactly match the indentation. When the entire KEY is in the indentation, the whole door will glow briefly with an eerie blue light, a seam will appear in the middle of the door, and two sections will slide to either side to reveal room 15..

Scoring: +5 to Team score when the KEY is used and the door is opened.

15. THE CENTRAL ROOM

When the indentation is filled, a line appears in the center of the blank wall and the door divides into two halves which spring swiftly apart. Beyond the door is a 40' x 40' room with a 10' high ceiling. The walls, floor, and ceiling are all made of the same smooth, blue-gray metal that the KEY and doors are fashioned of. The room is bare except for 8 thickly padded reclining chairs.

This room may be entered through any of the four doors, any one of which will require that the four-part KEY be used. **No** magic can be used to gain entry into this room without the KEY. When all surviving members of the party have entered the room, announce that "the doors slam shut behind you" — a precaution that Galap-Dreidel took in case he should ever be pursued to the room — (nothing will be able to open them). Begin a slow count to 10, noting any player actions during this period. When you reach 10, announce that the players find themselves "slammed to the floor" (or into the chairs, if they are sitting in them). If they hit the floor, they will suffer 1-8 points of damage (4 points in tournament play); if they are in the chairs, no damage will be taken. Read the following to the players after the count ends:

Colors swirl before your eyes. Your stomachs churn, and suddenly the pressure stops. You notice that a 5' diameter hole has appeared in the center of the ceiling; it was **not** there before.

KEY TO THE GHOST TOWER

INTRODUCTION: Although the players don't know it, room 15. is a time portal which, due to the arcane magicks which created the tower, transports those within back to the days when the great central tower was still standing. Moving upwards through the Tower, the party will discover 5 levels, one for each of the four elements (Air, Earth, Fire, and Water) and finally the great domed **Jewel Room** in which the **Soul Gem** is kept.

NOTE: An additional restriction must be imposed here — no one is allowed to leave the Tower *except* by means of the **Recall Amulet** (given to the party by the Seer)*. **Passwall**, **teleport**, and other transportation spells will not work through the walls of the Tower, although they *will* work vertically. The reason for this is to insure that all tournament teams meet the same challenges and to insure that no players become lost in the past; the rationalization is that the entire Tower is surrounded on the outside by an intense anti-magic shield to protect it from attack, and as everyone knows, anti-magic shields work both ways!

*There may be other ways if the module is not being used as a tournament.

Scoring: +10 to the Individual score of the first player to vocally suspect that the party is in times past.

16. THE CHUTE

A 5' diameter opening has appeared in the ceiling 10' overhead. Its walls appear to be of rough-cut stone.

The first 20' of the chute is typical dungeon wall stone; a thief or monk may climb it in one round. At 20', bronze rungs are anchored into the wall of the chute, and the remaining 50' may be safely climbed by anyone. The ladder emerges at 17. (below).

17. THE AIR LEVEL

When you emerge from the chute, the air is full of a warm, thick, rolling mist that limits your vision to 10' or less. The ground is broken and uneven, with loose rock all around. You can see no ceiling, but the entire area is dimly lit from above.

On this level, as on all levels of the Tower, lighting is bright enough to allow the characters to see without artificial sources of illumination. The mist here extends from the floor to the ceiling 50' above, and infravision will be able to see nearby heat sources in the mist (such as the hieracosphinx, 18., below). The ground is uneven and strewn with stones; any character moving faster than a walk has a 1 in 6 chance of falling each round (no damage, but only $\frac{1}{2}$ movement next round).

18. THE HIERACOSPHERIX

A large winged shape suddenly appears from out of the mist, swooping at you with a loud shriek, claws extended!

When the party approaches within 50' of the hieracosphinx (AC 1, MV 9"/36", HD 9, hp 55, #AT 3, D 2-8/2-8/1-10), it will charge (AC 2, +2 bonus on all "to hit" rolls) for one round of attacks, then land and engage in normal melee. In tournament play, the hieracosphinx's attacks do D 5/5/6. The creature has a lair, a mound of earth and stone, near the staircase 19.. There is a large amount of treasure scattered about (4,000 sp and

3,000 gp). There is also a glass vial containing a potion of **healing**, a long sword, and a **mace +2**. Note that in non-tournament play, pteranodons (19A., below) will attack after the hieracosphinx is slain.

Scoring: Combat and Treasure scoring.

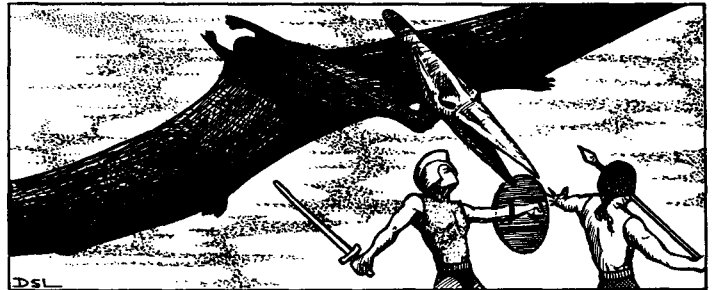
19. STAIRCASE TO THE EARTH LEVEL

There is a wrought iron staircase winding upward until the mist completely hides it from view.

Scoring: +1 to Team score for each party member that climbs to the next level.

(A) PTERANODONS (Not for Tournament Use)

Three pteranodons (AC 7, MV 3"/15", HD 3+3, hp 21, 18, 15, #AT 1, D 2-8) roost on the spiral stair, and will glide out of the mists to attack the party (surprise on 1-4) after the battle with the hieracosphinx (18., above). If possible, they will attack while part of the party is on the floor and part of the party is climbing the spiral staircase. If attacked and struck while on the stairs, a player must roll less than his or her dexterity (on a d20) or fall to the ground, suffering 2d6 points of damage.



20. THE EARTH LEVEL

The staircase leads upward to a large, well lit area full of trees and dense undergrowth. The ground is rich loam, soft and dark brown. There is a narrow pathway through the otherwise impenetrable undergrowth. The air is hot and humid, and the ceiling is 30' above you. Several of the trees grow to that height.

Although the trees are climbable, the tall growth will make it impossible to see anything of use (i.e., no "aerial views" for easy mapmaking). The forest is so dense that there is no way to go through it without either using the path or using spells (such as **speak with plants**, **pass without trace**, **plant door**, etc.). Every path the party can take will eventually lead to the 20' clearing (22., below).

(21) THE STRANGE MONKEYS (Not for Tournament Use)

An overly-muscled monkey suddenly lands on one of your group!

Each 21 on the map indicates a su-monster (AC 6, MV 9", HD 5+5, hp 34, 31, 29, #AT 5, D 1-4 (x4)/2-8) hanging upside-down over the path (out of sight) waiting for prey. If one su-monster is attacked, the other two will arrive in 3 and 6 rounds (respectively) to assist in fighting the party. If the first su-monster is killed before either of the others arrive, the second su-monster will wait for the third so that they may attack the party together. Note that the tower is so far back in time that these su-monsters lack the psionic powers of their descendants (cf su-monster in **MONSTER MANUAL**).

22. THE MEDUSA

The path leads to a 20' x 20' clearing with three other paths leading out of it. There is someone in the clearing, tending a garden of roses. Their back is towards the party as you enter. The figure is slender and about 5' tall, wearing a brown, hooded robe of coarse cloth, like that of a monk. You hear a soft, liquid singing in an unknown tongue with lilting vowels; the music is very beautiful, but does *not* sound bewitching.

If a party member enters the clearing or calls to the figure, it will slowly straighten up and turn around, pulling back the hood of the robe to reveal — a medusa! All of the characters in the clearing and those with a direct line of sight will have to save vs. Petrification or be turned to stone. (*Be sure to have the party's caller detail the party's positions and plan of action, either verbally or written.*) If party members attack the medusa "without looking", their attack is at -4 on "to hit" rolls. The medusa (AC 5, MV 9", HD 6, hp 42, #AT 1, D 1-4 plus poison) will try to **petrify** party members until they avert their eyes, at which time she will run up to attack with her snakes (at +2 "to hit" as long as the players are not looking at her). In tournament play the snakes will inflict 2 points of damage per hit plus save vs Poison. The medusa will pursue throughout the level but will not leave this level of the Tower.

There is some treasure in the rose bed that the medusa was tending. Any character searching the garden (unless it is specifically stated that care is being taken to avoid the thorns), must make a saving throw vs Poison at +4; if the save is failed, the character will fall into an enchanted sleep for 2-12 *turns*. Only **neutralize poison**, **haste**, **Keoghtom's Ointment**, or expiration of the time will awaken the victim. If a character takes special care to avoid the thorns, no saving throw will be necessary. A coffer will be found in the undergrowth; it contains 8 zircons (50 gp each), a tiger eye (10 gp), a black pearl (500 gp), an emerald (700 gp), and a large star ruby (5,000 gp). In a false bottom on the chest there is a blue-white flawless diamond (10,000 gp), a glass vial containing a potion of **sweet water**, and **bracers of defense AC 4**.

Scoring: Combat and Treasure scoring; +15 to Team score and +2 to Individual scores for each surviving, non-petrified party member.



23. STAIRCASE TO THE FIRE LEVEL

A wrought iron staircase leads upward through a hole in the 30' high ceiling

After it reaches the ceiling, the stair winds 20' more to emerge on the FIRE LEVEL at 24. (below).

24. THE FIRE LEVEL (Use VISUAL AID #3)

The staircase leads upward to a stone landing with two pathways projecting from it, north and south. The pathways and the landing are about 1' above the surface of what seems to be a sea of fire. The flames lick upwards to heights of 2' to 3' above the surface of the sea, and breathing is a little difficult due to the smoke and sulphurous fumes. Across the 160' diameter circular chamber is what appears to be a wrought iron spiral staircase leading up to the ceiling 20' above, but your vision of it is somewhat obstructed by the fire giant standing before it.

When VISUAL AID #4 is given to the players, it should be used as a tactical map with which to plan the movement and melee with the giant. When movement is plotted on the map, it should be easy to see who does and who does not enter the **reverse gravity** area (27., below).

The sea actually *is* on fire, and any inflammable item touching or going under the surface will ignite. Any item falling in must make a saving throw vs magical fire or be consumed. Any character touching the surface or falling in will take 2-12 points of damage for each round of contact (no saving throw). The "sea" is 5' deep.

The fire giant (at 26.) will first try to bombard party members with boulders, especially when they are on the narrow side paths. If a boulder strikes it will do 2-20 points of damage to the victim (12 points in tournament play), and the impact will drive the victim backwards in a straight line for 5'; if this knocks a character into the sea of fire, he or she must take that damage as well. Note that a monk has a chance to dodge the boulders (save vs Petrification). The giant is aware of the **Reverse Gravity Area** (27.), and will *not* throw if his line-of-sight to the target intersects it. He can throw the boulders (he has 12) from 10'-200'; at closer than 10', he will melee with a sword (see 26., below).

(25) THE FLAME CREATURES (Not for Tournament Use)

Suddenly several fiery bat-like creatures erupt out of the flaming sea and hurtle towards the party!

The attack will come as soon as the whole party is up the staircase or when any character advances onto one of the narrow side paths.

The creatures are *firebats* (NA 12, AC 8, MV 6"/20", HD 2, hp 10, 8, 6, 10, 10, 12, 9, 10, 5, 16, 9, 6; #AT 1, D 2-8 (2d4), immune to fire and fire-based spells, can detect invisible opponents). These semi-intelligent pack hunters will divide so that every member of the party is under attack by an approximately equal number of firebats. A successful attack indicates the firebat has attached itself to the victim and will continue to drain blood and burn the victim for the next two rounds without having to make an attack roll. After three rounds of inflicting damage (or if the victim dies), the firebat will disengage itself and fly off, returning to its lair if sated or attacking another victim if still hungry. When firebats die their bodies are consumed in a small burst of flame as they are returned to the Elemental Plane of Fire. The lair of these firebats is beneath the sea of fire, under the number 25 on the map. The firebats thrive under the fiery sea, and can easily glide through the flames at their flying speed. They will defend their lair to the death to protect their treasure: 15 gems, 9 of base value 100 gp and 6 of base value 500 gp.

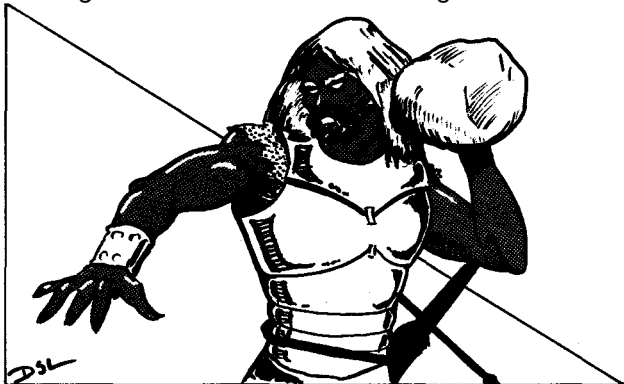
26. THE FIRE GIANT

The giant (AC 3, MV 12", HD 11 +5, hp 70, #AT 1, D 5-30 or hurl rocks — D 2-20, immune to fire) will not move from where he stands until engaged in melee. He will throw boulders until attackers approach within 10', and will then fight using his huge sword. In tournament play the giant's attacks will each cause 13 points of damage.

Behind the giant is a large stone sarcophagus with no lid. Inside are 7,000 cp, and scattered among (and buried within) the copper pieces are a **ring of feather falling** and a non-magical platinum crown bejewelled with diamonds, rubies, emeralds, opals, and fire opals (value 8,000 gp). A **detect magic** will reveal a dweomer on the sarcophagus, but it will be the **ring** that is producing it and not the easier to find crown.

On VISUAL AID #3, a staircase is indicated and the verbal description seems to affirm this; it is not on the DM's map because *it isn't really a staircase*. At a distance of 20' (if *not* actively engaged in melee) characters will see that it is merely an elaborate stone and iron column. The actual way up the Tower is to use the **Reverse Gravity Area** (27., below).

Scoring: Combat and Treasure scoring.



27. THE REVERSE GRAVITY AREA

As VISUAL AID #3 is used by the players to indicate their movement (and their attack on the fire giant), it should be simple for the DM to determine which (if any) of the players enter the **reverse gravity area** and fall upward. If four characters charged abreast down the 20' wide path towards the giant, for example, the inside two would be affected by the reversed gravity while the outside two would not. The DM's discretion is required here, but the general guideline should be that a character must be *entirely* within the field to "fall" upwards.

Any person or persons caught in the field will "fall" upwards to hit the ceiling (20' above), but directly above the field is a 10' diameter hole. If the "falling" character does not struggle, he or she will fall through the hole into the next level (28., below); by tumbling, he or she can catch hold of the edge of the hole and hang on, but by doing this 1-6 points of damage will be sustained from the "fall" (4 points in tournament play). The option of whether to hang on or fall through should be offered to each player individually as the situation arises, so that all players make their own decisions in this regard. Note that a **feather fall** will result in a slow, leisurely ascent, and a **fly** or **levitate** spell may be used to bypass the effects of the field.

Scoring: +5 to Team score for each character that enters the next level by any means; +10 to Individual score for any character ascending to the WATER LEVEL without sustaining *any* damage (see 28., below).

28. THE WATER LEVEL (Use VISUAL AID #4)

You fall into warm, 15' deep, salty, sea green water. Struggling to stay on the surface you can see a small island ahead (about 25' away) with sand and two palm trees. To the left and behind you, coral several feet high grows on the bottom of the sea.

This entire level is under a huge **reverse gravity** effect, so that characters stepping into 27 will fall upwards through the "chimney" and hit the water at 28. Anyone not catching the top of the chute — that is, anyone who elects to fall straight through — will suffer 5-20 points of damage (12 points in tournament play) when hitting the water, unless some magic such as **fly**, **feather fall**, or **levitate** is being used. A character who does catch the top of the tunnel and then falls will suffer 2-8 points of damage (5 points in tournament play) in addition to the 1-6 points suffered when he or she hit the solid ceiling. Monks may catch hold of the ceiling edge without taking any damage, and only take 1/2 damage from the fall.

Every character who falls into deep water will be able to "tread water" for 2-7 (d6 + 1) rounds before becoming exhausted and drowning. This base number of rounds is modified by exceptional characteristics:

- Strength: +1/2 round per point above 16
-1/2 round per point below 5
- Constitution: +1/2 round per point above 16
-1/2 round per point below 5

If a character has not begun to swim freely (unencumbered by heavy items or non-magical armor) by the time indicated, that character is considered to be unconscious and can no longer attempt to remove encumbering items. In three more rounds, that character will have drowned. If the base roll plus modifiers indicates a time which includes 1/2 of a round, round up

and assume a 50% chance of lapsing into unconsciousness during the last round.

The base time to remove armor and possessions while "treading water" is given by the table below:

general possessions	1 round
leather	1 round
studded	1 round
ring	2-3 rounds
scale	2-3 rounds
chain	2-4 rounds
padded	2-4 rounds
plate	4 rounds
banded	4-6 rounds
splint	4-6 rounds

The base time is modified by dexterity as follows:

-1/2 round per point of dexterity over 16

+1/2 round per point of dexterity under 5

If a character is removed from the water unconscious, a **cure light wounds** spell will awaken him or her and cure any ill effects from swallowing water, etc. However, if used in this way, the spell will *not* restore any lost hit points.

Example: Fandrax the Brave, a fighter wearing plate mail and full pack is carrying the usual heavy items (sword, bow, etc.). He falls into the water and rolls a 3 (on a d6), and will therefore have 4 rounds (plus modifiers) to remove his possessions and armor. His strength is 17, so he gains +1/2 round, giving him a total of 4 1/2 rounds before he becomes unconscious. It will take him 1 round to remove his pack and weapons, and a base of 4 rounds to remove his plate armor. His dexterity, however, is 18, so it only takes him 3 rounds to remove the plate mail. His total time used is thus 4 rounds (he had 4 1/2), so he successfully removes his armor and heavy items before drowning. If his dexterity had been 12, he would have received no subtraction from the time required to remove his armor, and would thus have required 5 rounds to remove everything. Since he had only 4 1/2 rounds, there would be a 50% chance that Fandrax would become unconscious before completely removing his plate mail.

Special Note on Underwater Combat: Any character attempting to engage in melee while under water will automatically lose initiative, unless long weapons (e.g. pole arms) are employed. This effect may be negated, resulting in normal melee, if a **ring of free action** (or similar spell or device) is used. Additionally, certain spells may be useless or altered in effect while under water, as described on page 57 of the DUNGEON MASTERS GUIDE.

(29) **THE GREAT FISH** (Not for Tournament Use)

A dinichthys (AC 7, MV 21", HD 10, hp 50, #AT 1, D 5-20, swallow man-sized prey on a "to hit" roll of 20) lives here in the water and will attack any swimming individual or group if not over the shaded coral area. The 25' long prehistoric fish cannot swim comfortably over the coral reef, and will not enter it. The ixitxachitl (#32. below) know this, and will attack a weakened party if it flees to the safety of the coral. The dinichthys is no friend of the ixitxachitl, and will attack one should an ixitxachitl be forced into the clear area.

30. THE ISLAND

This island is covered with sand to a depth of about 3', with soil and stones below. It has two 15' tall palm trees, some shrubs and a big boulder, but otherwise has no features of interest.



31. THE HATCHWAY

In a clearing among the coral branches, you see a large metallic hatch with a wheel-like device projecting from its center. The metal is not rusted or corroded.

The wheel must be spun three times counterclockwise (requiring 1 round), at which time the hatch will unlock. It can be opened by anyone, as there is water inside this 5' diameter hatchway and the pressure is equal on both sides. *Note that by this time (if not before), the party will be attacked by the ixitxachitl (32., below).*

If a character makes it into the hatchway, the ixitxachitl will not pursue. After swimming "down" (actually up) the hatchway for 10', a swimmer will experience an uncomfortable sensation in his or her stomach (as gravity reverts to normal), and the swimmer's head will break water after five more feet. There is five more feet of passageway with metal rings set into the wall. After climbing up, characters will see the **JEWEL ROOM (33., below)**.

Scoring: +10 to Team score for each character that gets to the rungs; +5 to the Individual score of each character that gets to the rungs.

32. THE IXITXACHITL LAIR

You see several large ray-like forms swimming lazily over the coral. Suddenly they turn their blunt snouts toward you and begin swimming at high speed in your direction.

Nestled in the coral and visible only within 20' is the lair of 10 ixitxachitl (AC 6, MV 12", HD 1 + 1, hp 7 each, D 3-12), who will attack if anyone comes within 40' of them (this includes the hatchway — 31 — but not the drop area — 28). In tournament play, their bites will always inflict 6 points of damage on the victims. They will split up to attack, with an equal number to each party member if possible. Ixitxachitl are highly intelligent, and their attacks should be logical and cunning. The leader of the pack (AC 3, HD 2, hp 12) is equal to a 2nd level cleric, and possesses 2 **cause light wounds** spells. It will swim forward to attack normally, and will add the spell damage (1-8 points, 4 points in tournament play) to the bite; note that only the *total* damage is announced to the victim. This evil cleric is also wearing a **ring of protection +3** on one of his finger-like appendages (although this will not be noticeable in combat), and thus is AC 3.

Within their coral reef lair, the ixitxachitl have 3,000 gp and several gems: one lapis lazuli (10 gp), 2 pieces of smoky quartz (50 gp each), a bloodstone (75 gp), 3 amethysts (100 gp each), a large topaz (550 gp), 2 peridots (400 and 500 gp), and one lustrous black sapphire (5,000 gp).

Scoring: Combat and Treasure scoring.

33. THE JEWEL ROOM (Use VISUAL AID #6)

You see a 120' diameter circular chamber with a domed ceiling 50' high at the apex. In the center of the room, about 4' off the floor, floats a multifaceted, opaque white diamond about the size of a melon — the **Soul Gem**!! Suddenly part of the room is lit with an intense, dazzling white light. As the spots before your eyes fade (it takes but a moment or two), the room seems exactly the same. The object of your quest is before you!

The **Soul Gem** floats in the air, slowly rotating. As the first character looks out of the hatch, the **Gem** will emit a dazzling white ray which will completely fill one of the eight sections of the room for one second (determine the section by rolling 1d8); it will *not* be sector 1 (where the hatch is) on the initial blast. Thereafter, the blasts will occur once per round at the end of the round into a randomly determined sector. Since the players should not be aware (at first) that the blasts are random, **it is suggested that a number of rolls be made secretly before the party enters the area**, and the sectors affected can be determined from that list. (The areas in the tournament are: 6, 7, 1, 4, 7, 6, 2, 2, 8, 6, 5, 1, 2, 3, 4 and then random, if more are needed.)

The positions of characters in the JEWEL ROOM must be indicated by using VISUAL AID *6. A character may straddle the line between sections, but he or she is then subject to the effects of ray if it strikes *either* of the two sections. It is permissible to have more than one character per sector if desired, but only one character in each sector may be close enough to seize or strike the **Gem**.

When the **Gem's** ray blasts the sector a character is in, any persons within the affected sector must make a saving throw vs Petrification (include only wisdom adjustments). If the saving throw is successful, the character's skin, clothes, possessions, and so forth, are all bleached a ghostly white color, and all magic items (except for the **Amulet of Recall**) are drained completely of magic. (In non-tournament play, the DM may wish to give magic items a saving throw against being drained.) If a character fails the saving throw vs Petrification, however, the other characters will see the following:

When the white light strikes the victim, he (or she) screams horribly — a long, drawn-out wailing scream. As your vision clears, an image of the character, pale and ghostly, streams out of the body and toward the **Soul Gem** getting smaller the nearer it gets. As the image shrinks in size, the volume of its screams diminishes. When it reaches the **Gem**, there is a burst of radiance, and the image is gone. The character's form lies motionless on the floor; the body is dead white, as are all the character's possessions.

The victim's soul is sucked out of his or her body by the ray of the **Gem**. The image the players see is the ectoplasmic form of the soul of that being drawn into the **Gem**; the body is lifeless as it slumps to the floor. (Note that any Wisdom saving throw adjustment *is* used against attacks by the **Soul Gem**.)

The **Gem** is surrounded by a 2' diameter invisible force sphere. Although the sphere has only 20 hit points, it can only be hit by hand-held weapons or hand attacks — no spells will have any effect on it. An adjusted roll of 10 or better is necessary for any character to hit the

sphere, and up to eight characters can strike at the sphere in any given round (one character in each section of the room). **For each point of damage a character inflicts on the sphere, that character will sustain one point of damage.** This is true even if the sphere is "overkilled" in one round (for example, if 25 points are inflicted on the sphere, 25 points must be sustained by those doing the damage). When 20 or more points have been delivered to the sphere, it will become visible, fracture, and fall to the floor in glassy shards.

Once the force sphere is destroyed, the **Gem** may be seized. After the **Gem** is grasped by a character, it will not fire any more rays. The **Gem** can be destroyed by rolling a natural 20 with a magic weapon, but if this is done the **Gem** will shatter and release the millions of souls trapped inside, who will insanely slay all living creatures in the Tower (unless the **Amulet of Recall** is used immediately).

If the **Amulet of Recall** is grasped and activated, the following are instantly teleported back through time and space to the Seer's lab: the character grasping the amulet, all of his or her possessions, and anyone or anything else he or she is touching (including soulless bodies).

Scoring: +100 to Team score if at least one character returns the **Soul Gem** to the Seer; +15 to Team score for each additional character that returns alive after the **Gem** has been seized; +5 to Team score for each dead character that is returned after the **Gem** has been seized; +10 to the Individual score of the player first suggesting that the dead bodies be returned; -20 to Team and Individual scores for each character (alive or dead) who returns without the **Soul Gem**. Combat scoring is handled differently for the **Gem**: for each point of damage that a character inflicts on the sphere, that character will receive +2 to his or her Individual score with *no penalty for the damage sustained in so doing*; a maximum of 40 points (20 x 2) can be awarded in this manner.

FINAL NOTE

If the party successfully teleports back to the Seer, they will be congratulated on their success and then told that (because of his familiarity with the **Soul Gem**) the Seer can locate the exact facet where the souls of the party members are, and return them to their own bodies (if they were recovered) or, less happily, to other bodies if necessary.

CREDITS

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DEVELOPER: Evan Robinson

DEVELOPMENT: Alien Hammack, Frank Mentzer, Paul Reiche III, Evan Robinson

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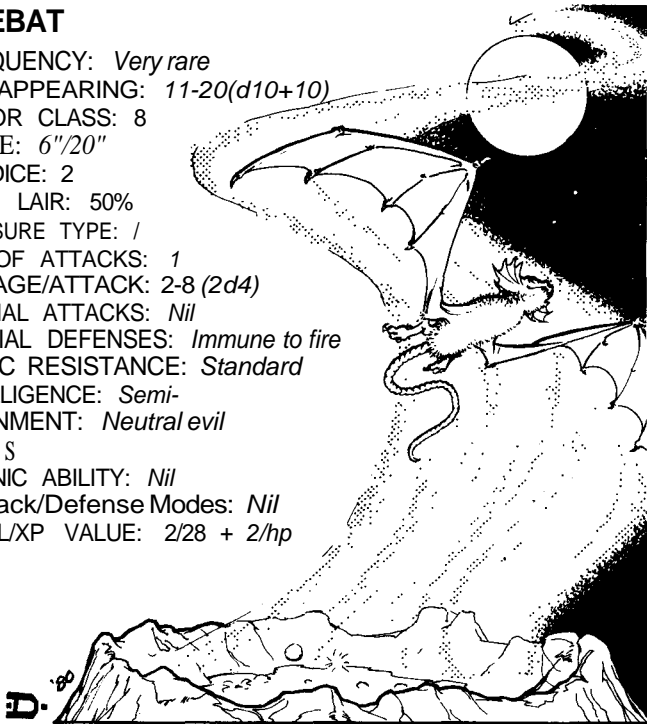
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SPECIAL THANKS: To the many fine DMs who ran this tournament at Wintercon VIII for their helpful suggestions!

FIREBAT

FREQUENCY: *Very rare*
NO. APPEARING: 11-20(d10+10)
ARMOR CLASS: 8
MOVE: 6"/20"
HIT DICE: 2
% IN LAIR: 50%
TREASURE TYPE: /
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8 (2d4)
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Immune to fire*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral evil*
SIZE: S
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/XP VALUE: 2/28 + 2/hp



The firebat is a denizen of the Elemental Plane of Fire; although rather common there, it seldom appears in the Prime Material Plane. Its body is batlike, about two feet long, with a wingspan approaching four feet; its entire body is flaming, and it radiates a temperature of several hundred degrees. Its mouth is small but the fangs therein are razor-sharp, and the damage from burning affects the victim more than the blood drain (hence 2-8 points of damage per round). The skin of the firebat is tough and leathery, and even the relatively thin wings are difficult to pierce.

Firebats live in colonies usually numbering from one to two dozen. Naturally, they will only lair in very hot places such as volcanoes, near hot springs, and, of course, on their native plane. How they travel to the Prime Material Plane is a mystery, but some sages have speculated that when fire elementals are summoned, once in a great while some firebats will appear with them; and woe be upon the conjurer, for the firebats are not under the mage's control at all! Firebats reproduce by fission after gorging themselves on blood, so even one firebat escaping into this plane can start a colony — and can replace any casualties. A firebat colony will not grow very large, however, for they will instinctively limit their population to the available food supply.

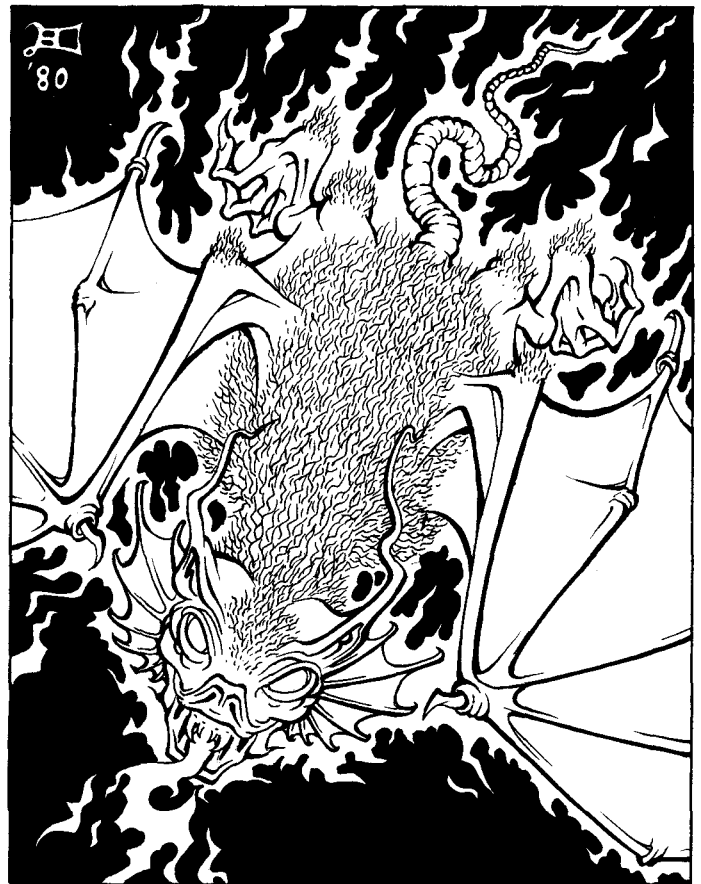
When firebats engage an opponent, they make swooping attacks as they attempt to attach themselves to the victim. Once they have attached themselves, firebats do not need to roll further attacks and will automatically burn and bleed their victims for a total of 3 rounds (the first round they scored a hit plus two more rounds). At the end of three rounds, the satiated firebat will drop off and return to its lair. If the victim dies before three rounds are over, the unsatiated firebats will attack other opponents to finish gorging (but will never drain more than three rounds' worth of blood whether from one, two or three victims). Firebats can detect invisible opponents because of an advanced sonar sense and infra-vision; they attack invisible targets without penalty. Unlike normal bats, firebats are not impaired by sunlight (or other bright lights) and can see in the normal vision range quite well. Firebats are allies of fire elementals and will never attack them.

Firebats are pack hunters, and an attack by these creatures

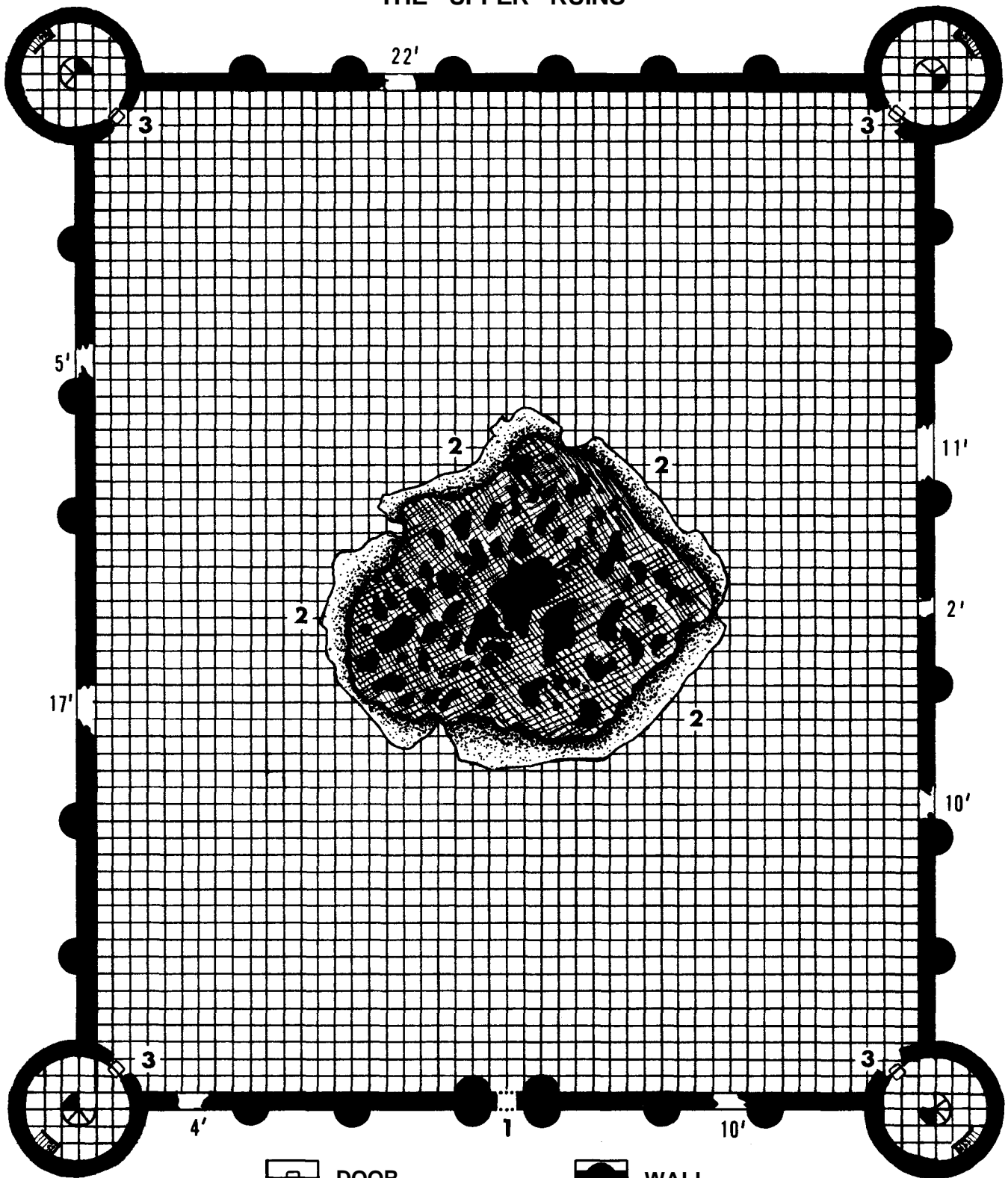
is a marvel of teamwork. Every member of the victim's group is attacked by an approximately equal number of firebats: if 12 firebats attacked 4 victims, 3 bats would attack each victim; if the same group attacked 9 victims, there would be 6 victims with one bat each and 3 unlucky victims with 2 bats attacking (chosen at random). If the number of firebats ever falls below 25% of their starting force (whether from casualties or gorged returnees), the firebats will all instantly withdraw and attempt to escape back to their lair. If cornered in their lair, they will fight ferociously to the death. When they die, a burst of flame envelopes them and their physical body is transported back to the Elemental Plane of Fire, where they are reborn.









The lair of a firebat colony tends to be rocky and cavelike, with many labyrinthine passages and exits but only one large, easily noticeable entrance. Treasure is likely to be in the form of gems and jewelry, for firebats love the sparkling stones and especially prize rubies, jacinths, and carnelians. One or two young firebats (under one year old) may be found in the lair if a hunting pack is destroyed, and each young firebat will have one-half the hit dice and damage per attack of an adult.

Firebats move by an awkward hop-walk on the ground, or (more efficiently) by flight. Firebats use true flight and not gliding, for hot internal gases lighten the creature a great deal. Water scares firebats, but it takes a minimum of 10 gallons of cool water to douse one firebat's external fires. Once extinguished, it requires 10 rounds of drying off before the firebat can ignite again. During this period it cannot fly, and will only do 1-4 points of damage if it attacks successfully. Firebats can glide through hot solutions (including lava and magma) at their flying speed, for they are at home in anything involving fire.



THE UPPER RUINS



- | | | | |
|---|-----------------------|---|----------|
|  | DOOR |  | WALL |
|  | SPIRAL STAIRS |  | PITFALLS |
|  | PORTCULLIS |  | RUBBLE |
|  | STAIRS UP WITH RUBBLE | | |
|  | HOLE IN WALL | | |

SCALE: EACH SQUARE EQUALS 10 FEET

DUNGEON MASTER'S RECORD SHEET

CHARACTER NAME	Lembu	Hodar	Zinethar	Li Hon	Discinque
CHARACTER CLASS	Fighter	Magic-User	Cleric	Monk	Thief
LEVEL	7	10	9	7	7
*ARMOR CLASS				5	
HIT POINTS	70	40	72	32	42
*MOVEMENT BASE				21"	
BASE SAVING THROWS: vs. Paralyzation, Poison, or Death Magic	10	13	7	12	12
vs. Petrification or Polymorph	11	11	10	11	11
vs. Rod, Staff, or Wand	12	9	11	12	12
vs. Breath Weapon	12	13	13	15	15
vs. Spells	13	10	12	13	13
MAGIC ITEMS					
TREASURE TAKEN					
•TOTAL "TO HIT" BONUS					
*TOTAL DAMAGE BONUS					
HIT POINTS RECEIVED					
HIT POINTS INFLICTED					

NOTES

*Calculate and fill in values after all equipment is bought.

DUNGEON MASTER'S SCORING SHEET

INDIVIDUAL SCORING

NAME	Lembu	Hodar	Zinethar	LiHon	Discinque
CLASS	Fighter	Magic-User	Cleric	Monk	Thief
INDIVIDUAL SCORING					
COMBAT SCORING					
SUBJECTIVE SCORING					
TOTAL INDIVIDUAL SCORE					

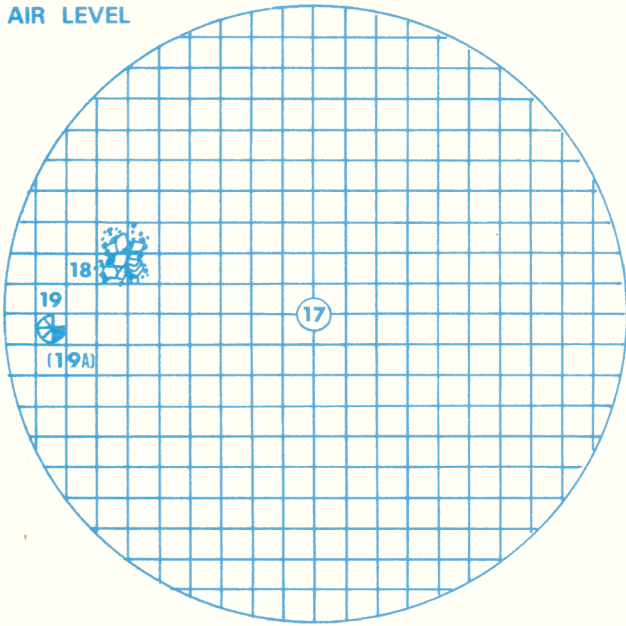
TEAM SCORING

Keyed Team Scoring	+	Treasure Scoring	+	$\frac{1}{2}$ Sum of Total Individual Scores	-	Number of Turns Elapsed	=	TOTAL TEAM SCORE
	+		+		-		=	

TIME RECORD (Turns Elapsed)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180

AIR LEVEL



SCALE: EACH SQUARE EQUALS 10 FEET



HATCH
 SPIRAL STAIRS
 REVERSE GRAVITY AREA
 BOULDERS
 CORAL REEF

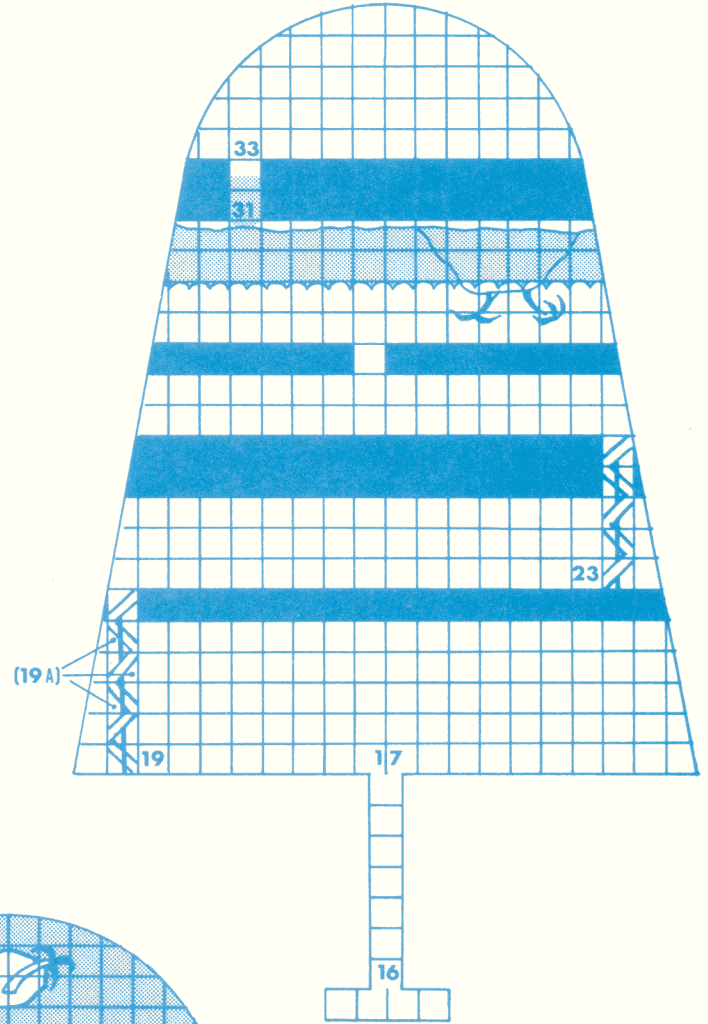
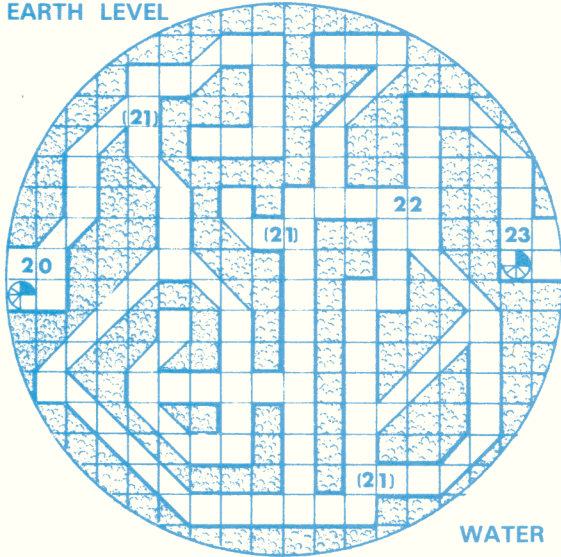


DENSE FOREST
 WATER
 SEA OF FIRE
 SARCOPHAGUS
 LAIR

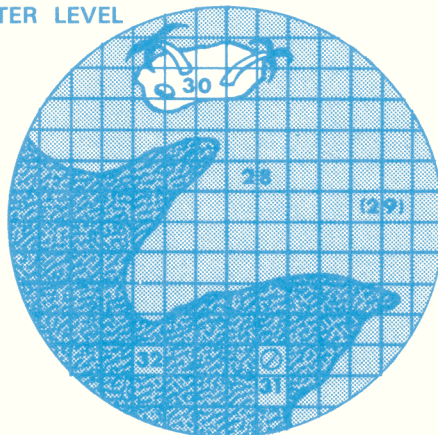
NORMAL ENCOUNTER

(#) NON-TOURNAMENT ENCOUNTER

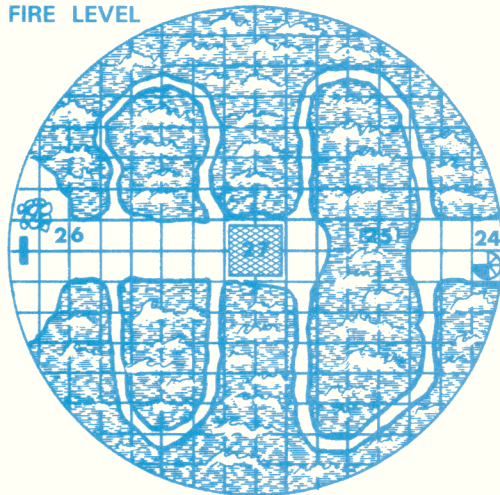
EARTH LEVEL



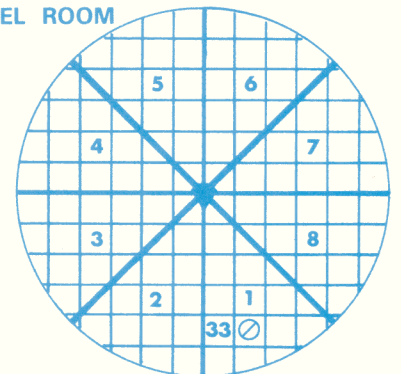
WATER LEVEL



FIRE LEVEL



JEWEL ROOM





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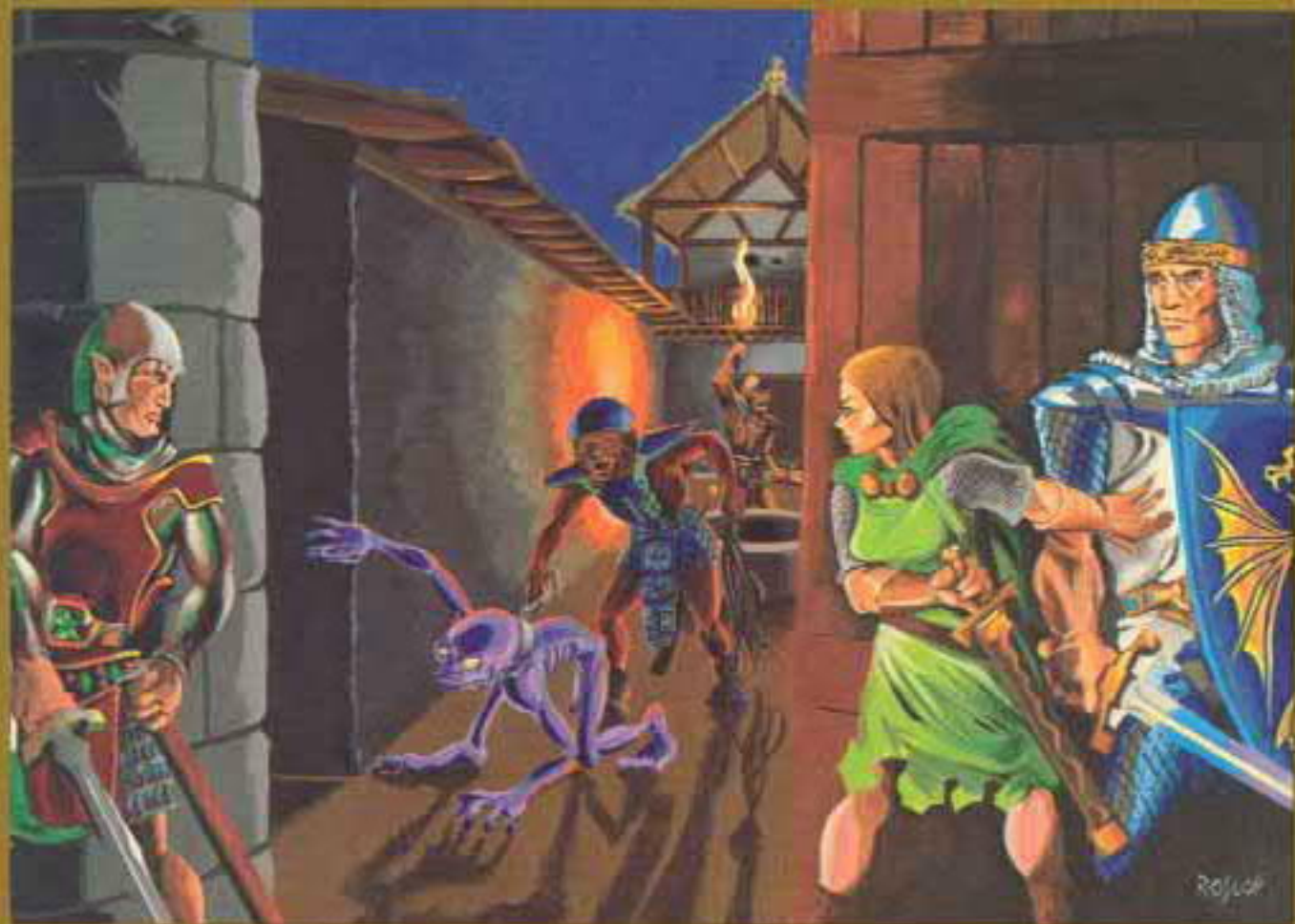
A2
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Dungeon Module A2

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Stockade

by Harold Johnson with Tom Moldvay
AN ADVENTURE FOR CHARACTER LEVELS 4-7



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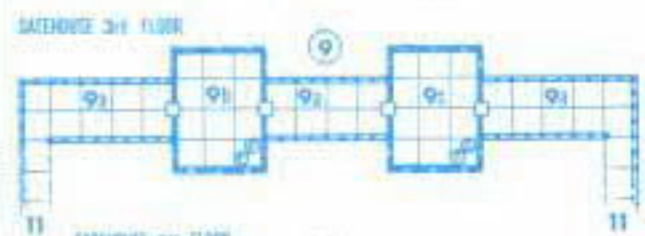
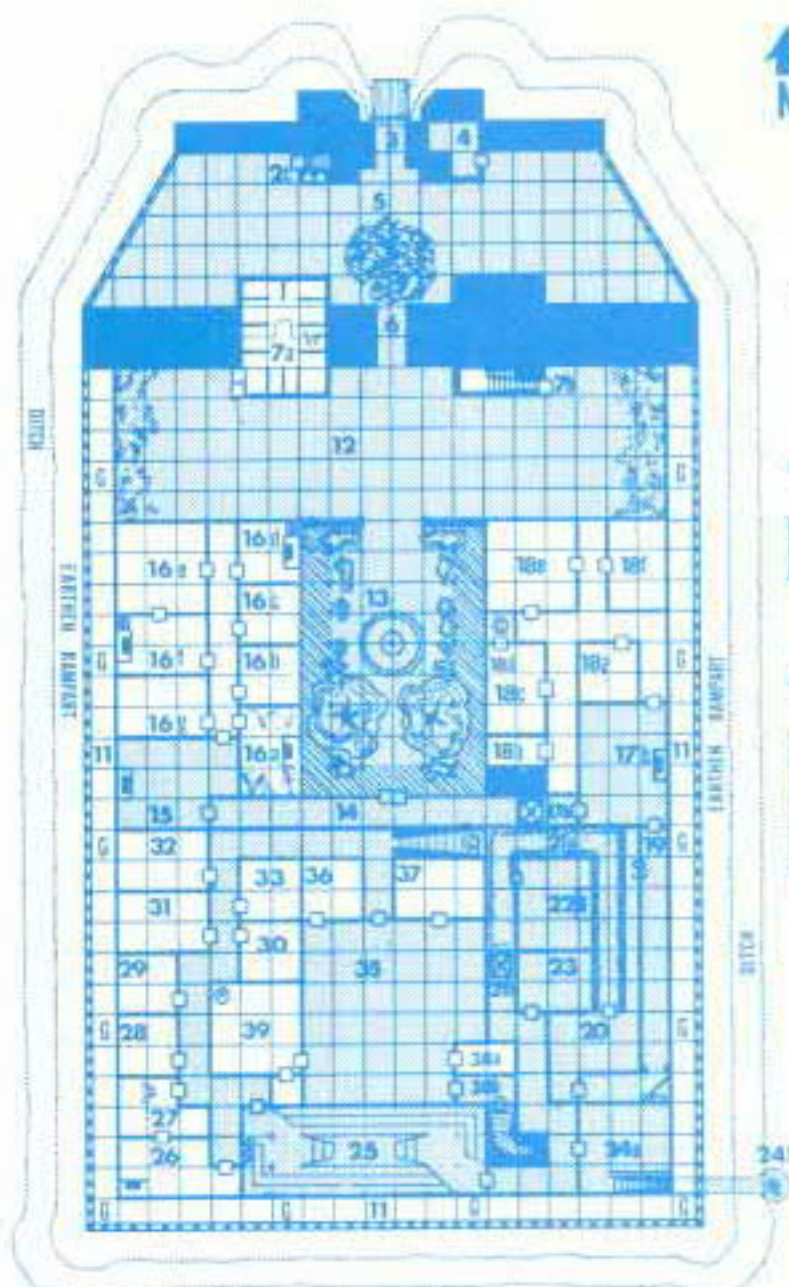
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THE SLAVERS' STOCKADE



- RAMPART
- ARROW SLITS
- CURTAIN
- DOOR
- WINDOW
- PORTCULLIS
- DOUBLE DOOR
- SECRET DOOR
- CONCEALED DOOR
- ARCHWAY

- GUARD POST
- TRAP DOOR FLOOR
- TRAP DOOR CEILING
- STAIRWAY DOWN
- STAIRWAY UP
- DRAWBRIDGE
- LOFT, WITH LADDER UP
- COVERED PIT
- LATRINE
- MIRROR HIDING FALSE DOOR
- RAILING
- UNDERGROUND WELL

- ROOFED PORCH
- MURDER HOLES
- BALLISTA
- MUD
- BROKEN STONE
- BUSHES
- TREE
- FOUNTAIN
- TOURNAMENT AREA
- PILLARS
- FIREPLACE/FURNACE
- BURNT TIMBERS

Dungeon Module A2

Secret of the Slavers

Stockade

by Harold Johnson with Tom Moldvay
AN ADVENTURE FOR CHARACTER LEVELS 4-7



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

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at Gen Con® XIII Convention and is the second of four in a series of related tournament modules from TSR Hobbies, Inc.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A2 is a complete adventure in itself, but it is also a companion to A1 (Slave Pits of the Undercity), A3 (Assault on the Aerie of the Slave Lords) and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards of TSR.

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Dungeon Module #A2

Secret of the Slavers' Stockade

Background:

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

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

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

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

Notes for the Dungeon Master

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

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

If the DM decides to run the characters through the module as if in a tournament, copies of the other tournament modules **A1 SLAVE**

PITS OF THE UNDERCITY, A3 ASSAULT ON THE AERIE OF THE SLAVE LORDS, and A4 IN THE DUNGEONS OF THE SLAVE LORDS, should also be obtained.

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

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

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

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

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

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

Hill Fort Strategy

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

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

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

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

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

Leaders

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

* * *

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

Icar: AC 1, MV 12", F 7, hp 59, #AT 3/2, D 1-10+2; S 17, I 14, W 15, D 16, C 15, Ch 16. Icar is the commander of the hill fort garrison, feared both for this tactical ability and his personal prowess. His reputation is made even more awesome by the fact that he is totally blind, and relies on his other keen senses in battle. He is armed with a **two-handed sword +1** and a **ring of fire resistance**. Because of his blindness, Icar is immune to all visual effect spells.

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

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

Blackthorn: AC 4, MV 9"/15", HD 5+2, hp 00, #AT 1, D 1-12; S 18; I 14; W 15; D 12; C 13; Ch 4. He is a representative of the Slave Lords and the captain of Markessa's dungeon guards. Blackthorn always appears in polymorphed form; in this case, as a 7 foot tall humanoid with gray skin, sparse hair, sunken eyes, and a skeletal, emaciated physique on which his armor hangs loosely. He enjoys watching the impression his bizarre appearance has on Markessa's troops.

Like all ogre magi, Blackthorn can **fly**, become **invisible**, cast **darkness** of 10 foot radius, **polymorph**, and **regenerate**. He can

also, once per day, do each of the following: cast a **sleep spell**, cast a **charm person**, assume **gaseous form**, and use a **ray of cold** (see the **Monster Manual** for a full explanation of ogre mage abilities).

* * *

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

Tournament Notes:

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

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

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

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

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

1. The players are presented with precreated characters which are the same in both sessions. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players would be allowed the use of the **Players Handbook**, but not of the **Monster Manual** or the **Dungeons Masters Guide**, although all magic items they possess will be known and understood by the owner completely.
2. There are *no* wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight intelligently and to the best of their ability. They show no mercy or quarter to invaders. Monsters encountered in tournament play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to best advantage.

In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the players' actions, the DM must find an alternative. If the players are

unusually inventive and find something that is not covered, a few minutes may be taken to establish some sort of defense for the monsters — possibly having them regroup and counterattack if necessary.

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

4. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the Gen Con Open but may be used as a method of determining top players from session to session. The fort and dungeon sections of the module can each be used as opening rounds of a tournament, as they are of equal complexity, and the scoring system is compatible with both.
5. An attempt to bypass the fort's guards through flight, invisibility or scaling the walls will probably fail. In order to keep the roofs inviolate, there are hobgoblin guards on the outside walls, who are all armed with composite bows and swords. The walls are higher than the keep's roof. Should any figures quickly identifiable as non-hobgoblin appear on the roofs, they will be fired upon by these guards. In addition, the edges of the walls all have angled spikes to prevent anyone climbing the walls from reaching the roofs. The spikes are razor sharp. Two boggles (see end of module) are also on top of the guardhouse wall. These boggles can sniff out intruders even if the intruders are invisible, and will set up a high-pitched, wailing howl of alarm if they scent intruders.
All of the hobgoblin guards on the roofs and walls have 75% cover (+7 to AC). Any ropes thrown up to the walls will be cut by the guards, and anyone spotted climbing up to or about the roofs will be fired upon by at least six composite bows every round.
6. As the hobgoblins rely upon the moonlight and their infravision to spot intruders, the party will very probably not want to use light sources while they are outside. Should they involve themselves in a melee while in darkness, those members of the party who do not have infravision will fight with a -4 penalty "to hit"
7. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

Overland From Highport

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

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

check the following **Wilderness Encounter Table** to determine exactly what is encountered.

Wilderness Encounter Table

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

START

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

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

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

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

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

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

Tournament Start For The Hill Fort:

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

Hill Fort Description:

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

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

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

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

Hill Fort Wandering Monsters

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

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

Hill Fort Encounter Table

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

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

Hobgoblin patrolmen: AC 5, M 9", HD 1+1, hp 6, #AT 1, D 1-8.
Hobgoblin leader: AC 4, M 9", HD 2, hp 9, #AT 1, D 1-8.

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

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

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

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

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

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

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

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

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

Gnolls: AC 5, M 9", HD 2, hp 9, #AT 1, d 2-8.
Gnoll Leader: AC 4, M 9", HD 3, hp 16, #AT 1, D 2-8

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

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

KEY TO THE HILL FORT

1. Curtain Walltop:

This is a curtain wall. When the fort is under attack the curtain wall serves to slow the attackers, for enemies must first fight past the

curtain wall before they even reach the main gatehouse to the fort. Attackers will then be pinned between the curtain wall and the main gatehouse wall with no cover from the fort's defenders' arrows. The curtain wall is not connected by a walkway to the fort; only a high wall of stone and logs links the curtain wall to the fort and encloses the outer courtyard.

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

1a. Open Walkway:

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

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

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

1b. West Guard-house:

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

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

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

1c. Gatehouse Inner Room:

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

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

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

1d. East Guard-house:

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

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

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

Start Tournament Here

2. Curtain Wall - Second Floor:

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

2a. West Walkway:

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

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

2b. West Guard Post:

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

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

2c. Stairs:

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

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

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

2d. Room over the Gate:

This room appears to once have been used for warding off invaders who had broken through the gate and were pouring through the passage below, for there are murder holes in the floor, for pouring oil on invaders. Opposite the door used to enter, is another door. The room is dusty and filled with cobwebs. There are no discernible footprints in the dust. The room is only lit by what little moonlight filters in through arrow slits. A thick paste of dust coats the floor.

This room is empty. Several murder holes in the floor, lead into the avenue between the drawbridge and the outer courtyard. The chains and pulleys for raising the portcullis and drawbridge are in this room, but will not budge as the winch below is locked. In one corner of the room is an old wooden cask which contains about an inch of rancid, black oil. Beneath cobwebs against one wall is a collapsed, rusty iron tripod. The dust in this room clings to a residue of spilt oil and makes a thick, gooey paste on the floor. As the party progresses further into the room, they will hear a faint moaning coming from somewhere beyond the far eastern door. Party members with Wisdom scores of 14 or higher begin to get the feeling that they are being watched.

2e. East Guard Post:

This room appears to once have been used as a guardroom. About the room are broken benches and tables. In one corner lies the ribs and iron rings of a sundered barrel. The furniture shows signs of having been hacked apart. The

ceilings and walls are coated with dusty cobwebs, and shards of a brittle white material litter the floor. Shadows in the room are deep and velvety, despite the arrow slits. There is a door in the opposite wall, while on the south side of the room appears to be a closet.



Upon entering this room, all party members should make a save vs. Spells. Those individuals who fail will notice nothing, but those who save will hear the song of the crickets take on the din of a distant battle. The battle noises will have a dreamy and unreal quality. These characters, who made their save, will also start to see motion out of the corner of their eyes, but when they turn to confront it, there will be nothing there. Loud noises will cause the strange sounds to cease, but they will resume after a brief interval.

Behind a table in the north end of the room lies a partial skeleton of a man, his ribcage, spine, skull and left arm. If the room is searched, the party will first notice its bony hand draped over the edge of the table. The white shards are bones and this room is also spattered with brown stains. There is nothing of value in the room.

The closeted space is open to the east and has no door. It is a garderobe or latrine which opens onto a pit beneath the wall.

2f. East Walkway:

The eastern wing of this wall walk is a dusty, cobwebbed, narrow corridor with arrow slits every 10' in both walls. The corridor appears unused. At the end of the passage, stuck in a joint in the wall, is the burned out remains of a torch. A flickering light plays across the wall at the end of the passage.

As the party enters this corridor, a low moaning begins and all characters hear the din of a distant battle in the song of the crickets. The pale flickering light has no apparent source, but this cannot be determined until one gets closer to the light. The corridor is cold and the party's breaths will fog. Any light brought here will begin to flicker and the party will see their shadows seem to take on the form of ancient warriors in battle. In this room, long ago, a group of human guardsmen made their last stand.

As the light at the end of the hall is approached it will be seen to actually be a glowing mist. The mist will slowly take on the shape of a wasted man with black holes where his eyes should be. The moaning will echo from all around and the figure will reach forward to touch a character. Any attack on the figure will cause it to disappear. Two rounds later the figure will reappear between the party and the exit.

This figure is a **Haunt**, the restless spirit of a person who died leaving a vital task unfinished. A haunt (AC 0; MV 6"; HD 5; hp 23; #AT 1; D drain 2 points of Dexterity; Lawful Good) is required to remain within 6" of the place where the person died until the haunt can possess a body in order to complete the unfinished task. Since haunts are tied to the area where they died, they cannot be turned or dispelled by clerics.

Note: In *tournament* play, the haunt is not at full strength. It will appear but not attack. Any attack on the haunt will cause it to step into the wall and disappear.

The touch of a haunt drains 2 points of dexterity every time it makes a successful hit on a character. As the character's dexterity is drained, he or she will be subject to the negative adjustments due to low dexterity (see p. 11, **PLAYERS HANDBOOK**). The victim will feel an increasing numbness. When the character's dexterity reaches zero, the haunt will possess the body. A body, once possessed, will have full dexterity.

Once the haunt has possessed a person's body, it will attempt to complete the mission left unfinished by its death. In the new body the haunt is no longer tied to the area of its death and may leave. However, if the possessed body dies before the task is completed, then the spirit must haunt the place that the body was slain. Once a haunt completes its task it will return control of the borrowed body to the owner, and pass on to its final rest. When the haunt leaves a possessed body, the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest.

If the character a haunt is trying to possess is of opposite alignment (good vs. evil), the haunt will be furious and attempt to strangle the victim. The haunt will fasten its ghostly hands around the character's throat on a successful hit. The victim will then take 1 point of damage the first round, 2 the second, 4 the third and so on, doubling each round until the victim is dead or the haunt defeated.

Haunts can only be hurt by silver or magical weapons or by fire. Silver weapons will only cause 1 point of damage per hit, while magic weapons will do 1 point + any magical bonuses per hit. Normal fire also causes only 1 point of damage per blow, but magic fire will cause full damage. When a haunt reaches zero hit points it will dissipate to reform in one week. Only an **exorcism** spell will destroy a haunt permanently.

Because haunts are tied to an area, the best defense is to simply walk away from a haunt. A **hold person** spell will force a haunt to leave a possessed body.

This haunt was once a sergeant of the guard named Jon. His task had been to defend the inner walkway and the trapdoor at its end from invaders, but he died as the last man of his force, with the knowledge that he had failed. In order to end his existence, Jon must successfully defend the area against all intruders, either slaying them or driving the intruders off. Jon may enter the eastern guard post, but may not follow any further as this is 60' from where he died.

At the end of the corridor in the ceiling is a wooden trapdoor. There is no ladder leading to the trapdoor, but the bolt holes, where a ladder was once bolted to the wall, can be seen. The trapdoor is barred from above, by the fearful hobgoblins. If the party attempts to open the trapdoor and climb through, the hobgoblins will sound the alarm and will be waiting to shoot missiles, at +4 to hit, at anything which comes up through the trapdoor.

If one of the party members is possessed, he or she will learn that an iron box with 37 gp, 81 sp, 317 cp, and a ruby ring worth 200 gp is buried under one of the floor's paving stones. The possessed person will be able to tell this to the party only *after* the haunt is destroyed or expelled. The box cannot be discovered otherwise because the covering stone is cemented in place.

3. Drawbridge Tunnel:

The musty smell of earth and rusting iron fills the air in this dimly lit avenue. The road bed is formed of cracked and weathered flagstones, now canted up at strange angles. Cobwebs drape the ceiling, and flakes of plaster adorn the walls. The drawbridge is raised and before it stands a lowered portcullis.

4. Winch Room:

Darkness fills the interior of this room, for the one arrowslit in this room seems clogged with cobwebs and debris. In the darkness are pinpoints of glowing light, like pale eyes watching and waiting.

This room is another guardroom which is occasionally checked by hobgoblin patrols. Dust has been stirred up in the center of the floor, but lies thick in the room's corners. The lights come from cobwebs covering the walls and ceilings. In the cobwebs are spiders the size of a thumbnail, which glow in the dark. They are harmless. This room houses, in the western alcove, the two winches which are used to raise and lower the drawbridge and portcullis. Each winch has three locks upon it to prevent unauthorized use.

5. Outer Courtyard:

A gentle breeze blows leaves and pieces of twine about this courtyard. To the north is the curtain wall with portcullis and drawbridge, and to the south is the main gatehouse to the inner keep. Moonlight and shadow form a stark contrast within the courtyard. There is a strong odor of manure and rotting vegetables in the air. The earth before the gatehouse has been churned into a 30' diameter morass of glistening mud. Just beyond this is the portcullis of the gatehouse. The portcullis has been lowered, but does not touch the ground, and there is enough room to crawl through underneath it. The wind carries sound down from the guards on the wall, to add to the chorus of crickets. As you approach the gate you see that the portcullis is blocked by some broken stonework jamming the track near the bottom.

The muddy patch before the gate must be crossed - there is no way to go through the gate without passing through the mud. The feet of any players walking through the mud will sink in about 1', and movement will be cut to ¼ normal. Any character who slips and falls in the mud must spend 1 round regaining his or her feet.

Burrowed beneath the mud is an anhkheg (AC 2/4; MV 12" (6"); HD 5; hp 28; #AT 1; D 3-18) which will wait until a character nears the front gate or the center of the muddy patch before attacking. It will then attack at random, choosing characters who are in the mud. Just before the anhkheg strikes the crickets will become quiet, and the anhkheg will erupt from the mud. The anhkheg will expose only 6-7' of its body, but it will not emerge completely into the open. The creature will bite for 3-18 points, but will not hold onto those attacked (thus no additional damage from digestive juices), choosing instead to throw those it has attacked down into the mud (where it will take them 1 round to stand and be able to fight again). Only two figures may attack the creature's belly (AC 4) per round, and only one may do so if the anhkheg is holding someone in its mouth. Characters must state that they are striking at the belly or it is assumed that they strike the head, flanks, and legs of the animal.

Missile fire or any attacks on the front of the anhkheg while it is holding a party member are 50% (1-3 on d6) likely to hit the character, rather than the anhkheg. Attacks from the side in the same situation will only hit the character 1 chance in 6.

Once the ankhkeg is reduced to ½ its total hit points, the creature will spit acid up to a 30' range at the nearest *group* of characters. All within 5' of this line of attack must save vs. Breath Weapon or take 8-32 points of damage (in tournament play 20 points of damage). If a character saves, he or she will only take half damage. The acid will be neutralized after one round and cause no further effect. When the creature dies, a high pitched keening wail will echo across the courtyard and shadowy shapes will be seen to crowd to the wall top's edge. A hoarse cry of alarm will be set up.

6. Entryway of Fire:

Moonlight filters through from the inner grounds of the keep, illuminating the narrow entryway. On either side of the driveway are stacked several chests, barrels, and bales. The portcullis is jammed open and enough space remains to crawl under it to reach the cracked flagstone drive. The passageway is about 20' long and appears to open out onto a dusty parade ground. Across the parade ground is an archway that appears to give access to the remainder of the keep.

If the alarm has been raised before the party reaches the entryway, the guards will be prepared. As the party crawls under the portcullis, flaming oil will be poured through murder holes cut into the tunnel roof, setting the boxed goods afire but missing the characters. Any character standing within 10' of the fire will take 1-4 points of damage per round from the heat, flame and flying embers.

If the ankhkeg is battled in **silence** and the guards are not alerted by the battle, this trap will not be set off.

The area before the gate will be well lit by fire and guards on the walls will shoot arrows at the party. Because of the bad angle of fire only 6 arrows will be fired per round. The arrows will hit only on a 19 or 20. If the party should attempt to retreat across the courtyard 12 arrows will be fired per round at normal chances to hit and the mud will slow movement of the characters to ¼ speed. If the party attempts to fire back at the hobgoblins on the wall, they will be firing blind into darkness (-4 to hit). The hobgoblin guards on the wall have 75% cover, giving +7 to their AC (AC 6 (-1); MV 9"; HD 1+1; hp 6 each; #AT 2 with bow; D 1-6). They will each fire one arrow per round. The guards will not bargain with the party.

The fire leaps and roars intermittently, but a narrow channel down the middle of the corridor appears to be free of flaming debris. Any person running through this burning area will take damage according to his movement speed. The following table indicates both the number of segments it takes to move through the flames and the amount of damage taken. Three points of damage will be taken per segment in the flame.

movement	12"	9"	6"	3"
segments	2	3	4	8
damage	6	9	12	24

A potion of speed will double movement rate (thus halving damage). If a character saves vs. Breath Weapons, damage taken is reduced to ½. The fire will not die down.

Characters may soak a blanket with water (one waterskinfull is the smallest amount that will be effective) and wrap it around themselves or, more expediently, roll in the wet mud, and then run through the passage. If either these or similar precautions are taken, the character will take only 1 point of damage per segment (no saving throw).

7a. Stables:

These two large wooden doors open into what is obviously a stable. Various animals are in stalls along all four walls. Ten feet overhead is a hay loft filled with hay. There appears to be only one entrance.

There is, indeed, only one way in or out of the stables. Inside the various stalls are 6 oxen (AC 7; MV 15"; HD 4; hp 20 each; #AT 1; D 1-4); 11 medium horses (AC 7; MV 18"; HD 2+2; hp 11 each; #AT 3; D 1-6/1-6/1-3); and 2 light horses (AC 7; MV 24"; HD 2; hp 9 each; #AT 2; D 1-4/1-4).

Two young hobgoblins (AC 10; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6 or 1-4) are hidden in the stalls working. If attacked, they will defend themselves with the tools they are working with. One hobgoblin has a pitchfork (D 1-6); the other hobgoblin is working with a shovel (D 1-4). If given a chance, the hobgoblin will sound the alarm by clanging on a fire gong. The alarm, however, is near the door. One turn after the alarm is rung 6-30 hobgoblins will come rushing out the door to room **8b**. There is no treasure in the stables besides the animals and their gear (including three small wagons).

7b. Guard Bunkhouse:

This door has a covered spy-hole at eye level. The door appears to be locked from the inside and there is no exterior keyhole.

This door is the only entrance to the gatehouse. It has been padlocked and barred from the inside. The door opens to a flight of stairs leading up. If the party makes too much noise checking out the locked door, a hobgoblin from **#8a**, will investigate. First he will ask "What's the pass word?" in hobgoblin. There is none so any guess will be wrong. Then he will peek out through the spy-hole. If the party attempts to break down the door, he will raise the alarm.

8.-10. The Gatehouse:

This gatehouse is like a fort in itself and is commanded by a doughty human veteran. The commander is a no nonsense man and has been known to give a guard 12 lashes just for gambling on duty. He has organized the gatehouse guard to respond quickly to the alarm and the guards can arm and ready themselves in 5 rounds when the alarm is sounded. This encounter should be played intelligently if the party attempts to invade the gatehouse. The commander's strategy is to hold invaders in one room until reinforcements can arrive and then crush the invaders. The commander is located in room **#8c**.

Besides the guards in the various guardrooms, there is a roving patrol that checks periodically to make sure all the guards on this floor and on the wall walk are doing their duties. The patrol consists of 4 hobgoblin guards (AC 5; MV 9"; HD 1+1; hp 8 each; #AT 1; D 1-8) and a sergeant (AC 4; MV 6"; HD 2; hp 13; #AT 1; F 1-8+2). Every turn the party is in one of the guardrooms, there is a chance of an encounter with the patrol; a roll of 1 on 1d6.

8a. East Stair Room:

This room contains two sets of stairs, a flight of stone stairs from the entrance to the gatehouse, and a flight of wooden stairs leading up to a trapdoor in the ceiling. In the north wall is a door. In the southwestern corner of this room facing the wall are two goblins with halberds, kneeling and one is rattling something in his hands.

The two hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D 1-10) are bored and rolling dice. They keep a close watch on the door in the north wall, but not on the stairways, since they are more concerned about making sure their sergeant doesn't catch them gambling, than with doing their job. There are 2 gp, 15 sp and 39 cp on the floor next to them.

8b. Gatehouse Barracks:

This area appears to be guard barracks, for there are many hobgoblins here sleeping on crude bunks, eating and talking at several narrow tables, or tending a large stew pot hanging over a firebox with hot coals.

If the party bursts into this room, most of the hobgoblins will be surprised, though one bully boy will shout out in hobgoblin "Ahr, you belly-licking mercenaries are not allowed here". After one round, if the party does not attack, one of the sergeants will step forward and ask them their business. If the party attacks, only one-third of the hobgoblins will be wearing armor, but they will grab their weapons and cry out "Intruders!". There are a total of 22 normal hobgoblin guards here (AC 10 (5); MV 12" (9); HD 1+1; hp 6 each; #AT 1; D 1-8 long swords) and two sergeants (AC 4; MV 6"; HD 2; hp 13 each; #AT 1; D 1-8 long swords).

In the eastern tower are 10 hobgoblins. Most are sitting, eating stew and black bread. Two are sitting on a bench, pitching coppers against the wall. The sergeant here is sharpening his sword. The hobgoblins have a total of 3 gp, 85 sp and 30 cp.

In the center section, above the gate entryway are four hobgoblins. One is tending a large stew pot, that hangs over a sand-filled box filled with hot coals, and is building the fire up. Another is engaged slicing tubers and roots with a dagger, for the stew pot and beside him is a large pile of tubers. The remaining two are leaning against the south wall talking and looking out on the parade ground. There are a cutting table and three stools in this room. There are also two cooking pots on metal tripods over a firebox in the north end of the room. The second pot contains bubbling oil. There are murder holes cut into the floor here and if the alarm is sounded and enemies attempt to pass the gate, the hobgoblins will pour the hot oil through the murder holes. Several bags and casks of foodstuff and water are stacked on the floor. Each hobgoblin has 2-12 sp.

In the western tower there are many bunks and 6 of the 10 hobgoblins here are asleep on the cots. Two hobgoblins are watching the sergeant and another hobgoblin practice thrusting with swords. The sergeant is trying to instruct the other in the best way to use the sword. Against the southern wall is a rack of 18 pegs holding 17 light crossbows and quivers of 20 bolts. The hobgoblins here have 2-12 sp each and the sergeant of the guard has a ring of keys attached to his belt which will unlock the winches in room #4.

8c. Captain of the Gatehouse:

Seated at a table in this room are two men in banded mail, drinking from mugs and talking. Boxes of supplies are stacked behind them and in the northeastern corner a flight of wooden steps leads up to a trapdoor in the ceiling. There are two folded cots in the room.

This is Gorbin Stalworth, captain of the guard (AC 3; MV 6"; F 5; hp 30; #AT 1; D by weapon; S 14, I 13, W 9, D 15, C 12, Ch 14) and Kairn, his half-orc lieutenant (AC 4; MV 9"; HD 3; hp 18; #AT 1; D 1-10). Any intruders who are caught will be brought

here for interrogation. Gorbin and Kairn will respond to an alarm by bringing troops through the trapdoor.

If these two are surprised, they will attempt to buy time by talking until reinforcements arrive. Gorbin has a loaded light crossbow on a stool beside him under the table and will aim it, under the table, at the least armored intruder, and fire if the opportunity presents itself. Kairn wields a huge sword he calls "Winower", which he swings with two hands. He has a pouch of 12 gp, and wears a silver and coral ring worth 300 gp and a gold earring worth 75 gp. Gorbin wields a sword +1 (NSA) named "Sun-dancer". He wears a neck-guard of silver and coral worth 1100 gp, a symbol of his rank, and a gold belt buckle worth 500 gp.

The boxes contain various foodstuffs and bandages and so forth. The trapdoor in the ceiling is bolted shut from this side. Hanging on a peg on the west wall is a set of keys for all of the doors in the gatehouse and in the curtain wall.

8d. Inner Gatehouse Wall Walk:

In both of these wallwalks are two hobgoblin guards, pacing back and forth, stopping to gaze out one of the arrow slits placed every 10', and occasionally chewing on dried strips of meat to stay awake. The hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 2; D 1-6 with composite bows) each have 2-12 sp. At the far end of each corridor is a garderobe or latrine that opens onto pits 40' below in the wall.

9. Gatehouse Walltop:

This walltop joins the stockade parapet, so that the guards from the gatehouse may reinforce the stockade walls if there is an invasion. If the alarm is sounded, the hobgoblins within the guardhouses will arrive in two rounds, to reinforce the wall guards.

9a. Gatehouse Wall Walks:

Two hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D by weapon) patrol each of these sections. They are armed with composite bows and swords. They will use their bows to attack any intruders sighted on the ground below. Each hobgoblin carries 2-12 sp.

On each section, chained to the wall, is a blue-gray, 3' tall, vaguely humanoid creature. These are boggles; for details concerning this strange monster see the section at the end of this module. The boggles (AC 5, -1 point of damage per die from weapon attacks; MV 9", able to spider climb; HD 4+3; hp 21 each; #AT 3; D 1-4 each) have a very keen sense of smell and can detect even invisible creatures up to 40' away. The boggles are used as guardians and watchbeasts to sound the alarm if the guards fail to. The boggles will set up a keening wail if they sense an intruder.

9b. Western Guardhouse:

This room appears to be a guardroom. There are seven hobgoblins in the room sitting on benches at tables or leaning back against the wall talking. They jump to their feet and draw their weapons. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it.

Six of the hobgoblins are normal guards (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2; D by weapon), the seventh is their sergeant (AC 4; MV 9"; HD 2; hp 9; #AT 1 or 2; D by weapon). The hobgoblins are sitting around talking about their past exploits, waiting for their shift. One of the hobgoblins leaning against the wall is sleeping and will be too stunned, if awakened suddenly, to do anything for two rounds. Another one of the hobgoblins is sitting quietly chewing on a hunk of hickory bark. If intruders attack them he will first spit in their eye, save vs. Breath Weapon or be blinded for two rounds and then attack. Each hobgoblin has 2-12 sp, and the sergeant has a silver, horn-shaped amulet worth 20 gp. The trapdoor in the floor is bolted shut from below.

9c. Eastern Guardhouse:

This room appears to be a guardroom. There are several hobgoblins crowded around a table in the center of the room. Three other hobgoblins are asleep on pallets on the floor. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it. A wolf cub is running around the room and spots the party as they enter and begins to yip at them.

The hobgoblins in the center of the room are watching their sergeant arm-wrestle another one of their number. On either side of the contestants hands are two steaming plates of very hot stew.

The hobgoblins will turn to see who has entered the room and will be surprised by the party unless a lot of noise was made prior to entering. The sergeant will kick over the table, dumping his opponent on the floor, and yell to his troops to attack. The sleeping hobgoblins will take two rounds to enter the battle. There are 11 hobgoblin guards in this room (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D by weapon) armed with swords. Their composite bows hang on the wall. The sergeant is armed with a footman's mace (AC 4; MV 6"; HD 2; hp 9; #AT 1; D by weapon) and will grab a stool to use as a shield. The wolf cub will be a nuisance in battle weaving about the party's legs and nipping at their ankles, but causing no damage. Each round a character is attacked by the wolf cub (AC 6; due to size; MV 9"; HD 1+1; hp 5; #AT 1; D nil) the character must roll his or her dexterity or less on 1d20 or fall and be stunned for one round.

The hobgoblins each carry 2-12 sp. The sergeant has 8 gp and a silken handkerchief worth 5 gp.

10. Gatehouse Tower Roofs:

Here is the roof of one of the twin gatehouse towers. It is flat so that a watch may be posted atop it and a trapdoor in the southeast corner appears to provide access to the roof from the inner tower. Battlements have been built around the edges of the roof to provide guards with protection from enemy missile fire. There are four hobgoblins mounting a guard on the rooftop. On the north side of the roof there appears to be a ballista and a bundle of bolts beside it.

The 4 hobgoblin guards (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 2 with a composite bow; D 1-6) can also double as a ballista crew if the fort is attacked by enemies. There are 4-24 bolts in the bundle for the ballista. It requires two hobgoblins to fire ballista, which will do 2-12 points of damage against man-sized targets, firing once every other round. The other two will employ their bows and fire upon enemies attempting to pass the gate.

a. The hobgoblins on this roof are a crack squad and periodically call out to each other to keep alert. If intruders reach

the roof top they will wheel the ballista around to fire on them, while the other two crouch behind a pile of broken rock, used for throwing down on invaders, and attempt to pin down intruders with missile fire. The rock pile will provide 50% cover causing the hobgoblins AC to be 2. These hobgoblins have a total of 18 gp and 4 sp.

b. These four hobgoblins are young and believe they can show the more experienced warriors a thing or two about strategy. They sit on a couple of boxes near their ballista watching the outer courtyard only and do not pace the rooftop. They feel that their safety lies in numbers and that it is tougher to surprise a group of people than one person. They have tied two tin cups to the trapdoor to rattle if anyone approaches that way and have made a stack of empty boxes beside the trapdoor. A rope is attached to one of the bottom boxes and runs to the group of guards. If their alarm goes off they will topple the pile of boxes, onto the trapdoor by pulling the rope, stunning anyone coming through and then rush forward and attack. These hobgoblins only have a total of 50 sp.

11. Stockade Parapet:

Here is a guard walkway behind the stockade log wall. This parapet surrounds the fort on three sides and connects to the walkway on the gatehouse walls. The parapet is made of wooden platforms on packed dirt at the top of the earthen rampart. A log stockade surrounds the top of the rampart and arrow slits are cut in the wall at waist height every 10'. Hobgoblin guards post a watch all along the rampart top, pacing back and forth. There appear to be two guards at every guard post. The stockade parapet is 15' above the roof of the fort, so that guards on the walkway can survey the entire roof and spot any movement on it.

The hobgoblin guards (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bow; D 1-6) are posted in pairs along the wall at 60' intervals. All parts of the stockade wall are watched by at least one pair of guards, and most parts can be seen by two pairs. The guard post are noted on the map. The guards rotate posts every half hour (3 turns) as a new pair come on duty. Each pair then moves to the next post counterclockwise and relieves the pair of guards. The standard length of a shift of guard duty is thus about 6 hours long. Each hobgoblin has only 2-12 sp.

A wandering patrol also periodically checks each guard post. For every 2 turns the party spends on the stockade wall an encounter check should be made. On a roll of 1 on 1d6 the patrol will be. The patrol consists of 12 hobgoblins (AC 5; MV 9"; HD 1+1; hp 6 each; #AR 1 or 2 with bows; D by weapon) armed with short bows and long swords, and a hobgoblin sergeant (AC 4; MV 6"; HD 2; hp 9; #AT 1; D 1-8) armed with a long sword.

12. The Parade Ground:

Dust swirls about this barren area between the gatehouse and the keep. This area appears to be a parade ground for drilling the troops. There is no cover visible. On the south side of the parade ground is a stone facade and archway. Through the archway seems to be an inner courtyard.

If the party has been sighted by the guards on the wall, they will be fired on by the guards as they cross the parade ground. Because the party is running, the arrows will be at -2 to hit. If the party has not set off the alarm, they will be sighted as they cross the parade ground and the alarm will be sounded, but not in time for any arrows to be fired at the party.

The east and west sides of the parade ground are steep walls of earth and broken stone beneath the rampart parapets. These walls are unsafe to climb, because the rock is loose and shifting.

The sergeant of the guard will be leading a strange, blue-gray, 3' tall, vaguely humanoid creature on a chain and driving the whimpering, gibbering creature along with a whip. This creature is a boggle (AC 5, -1 point per die of damage received from weapons; MV 9" able to **spider climb**; HD 4+3; hp 20; #AT 3; D 1-4 each) and is used as a bloodhound to sniff out intruders because of its keen sense of smell. Boggles are even able to detect invisible creatures up to a distance of 40' due to this sense. For further details on the creatures see the section at the end of this module.

13. The Inner Courtyard:

Beyond the stone facade is an enclosed courtyard wooded with small trees, shrubs, bushes, and vines. In the center of the courtyard is a circular stone fountain, while along either side and at the south end is a roofed walkway 10' high and 10' wide, supported by wooden pillars and trellises overgrown with ivy. There are two small trees growing to either side at the south end of this courtyard. The air is cool and still, and the cold fire of lightning bugs performs a faery dance through the shrubbery.

If any of the party were covered with mud in area #5 before coming here the mud will now begin to harden. They will feel confinement due to its weight and stiffness. The mud may be washed off in the fountain (which contains only algae water). If the mud is not washed off, the players' will receive -2 on "to hit" rolls until the mud is washed away.

From the fountain the party will be able to see the double doors at the south end of the courtyard beneath the porched walkway. If the party remains at the fountain for 2 rounds or longer, 12 hobgoblins (AC 6 or 2 due to 50% cover; MV 9"; HD 1+1; hp 6 each; #AT 2; D 1-6) will climb through the trapdoor in the roof, position themselves 4 to each side of the courtyard, and attack. The guardhouse will have 50% cover which will increase the AC to 2. The party will be surprised on a roll of 1-4 on d6, unless someone is watching the roofs. If someone is watching, the chance of surprise is normal. If the party is not surprised four hobgoblins will be spotted clambering over the roofs. The hobgoblins will hide behind the roof edge if fired upon.

On the hobgoblins' first attack round, two will throw a net down upon the nearest group of people (save vs. Paralyzation or be entangled). The other 10 will attack with bows. The net covers a 10' x 10' area. Those caught by the net must cut themselves loose with an edged weapon (striking to hit AC 9 to cut one strand — 4 strands must be cut before the player is loose). A dagger is capable of cutting 2 strands per round. When in the net, characters do not receive dexterity adjustments to AC and cannot fight. Captured members may be dragged to shelter by their compatriots, but will receive 1 point of damage and be stunned for 2 rounds for being dragged over rough ground and thrown about. After the net is thrown, all hobgoblins will use composite bows.

The party may seek cover underneath the walkway or concealment in the bushes. The walkway will provide 100% cover, the party cannot be seen, from 4 of the attackers and 50% concealment (-2 to AC) from the other 8. The shrubbery and the small trees will provide 50% concealment (-2 to AC) from all hobgoblin fire.

Hidden on the porch roof near the treetops are 4 carnivorous apes who are working with the hobgoblins. If anyone makes for the doors two of the apes will come swinging down through the trees

and attack. The other two will attack, when help arrives for the victims. The apes (AC 6; MV 12"; HD 5; hp 27, 26, 23, 19; #AT 3; D 1-4/1-4/1-8 plus rending damage (1-8) if it strikes with the first two attacks) will fight to the death and will pursue the party into the corridor.

The oak door into the corridor is locked. A thief must have one undisturbed round to attempt to open it. A **knock** spell will open the door, or it may be opened by rolling a 1 on d6 while two characters strike the door simultaneously. The hobgoblins will not follow into the corridor.

Any attempt by the party to gain the roof will result in arrows being fired upon them at +4 to hit by guards on the walls who have 50% cover and are thus AC 2; hp 6 each. The trapdoor on the roof is concealed as a chimney pot.

14. The Entrance Corridor:

This bare stone corridor has torch brackets set in the southern wall at 10' intervals. The air is chill. The passage runs east to west. The floor is covered with dust. Barely discernible at the end of each wing there appears to be a doorway.

If the party examines the floor closely, footprints indicate most of the traffic has been going eastward from the doorway.

15. The Empty Room:

From behind this doorway comes a faint, hollow moan. Beyond the door is a demolished room with overturned furniture and rotting fabric. On the west wall is a fireplace. Dust fills the air and cobwebs hang across everything. As the party enters the room a white figure flutters out from behind the chimney. Its eyes appear to be two black holes. From the shadowed eastern nook comes a bony clatter. A chill breeze blows across the party.

The moaning echoes from the chimney where a silken pillow worth 5 gp has been stuffed up the flue. A cold breeze blows down the chimney and out through a chink in the chimney wall. The ghostly shape is merely a tattered curtain blowing in the breeze. The bony clatter is a set of wooden wind chimes hung in the shadows in the northeast corner, near the door. Beyond this door is a fire-blackened corridor layered with ash and dust. There are no discernible tracks in the dust.

16. Madman's Lair:

This section of the old fort is shunned by the hobgoblins and their allies, because it is believed to be haunted. In this area lives a madman, who was a fighter (AC 8; MV 12"; F 5; hp 41; #AT 1; D 1-4 +2 due to insanity) captured by the slavers and tortured to the point of madness. He has managed to escape, but still believes the slavers are after him. He has set up a number of tricks and traps in this area to make the hobgoblins think the place is haunted.

This madman wears a bizarre variety of rags. His beard and hair are tangled and unkempt, and he is soot-covered. He has collected equipment which would help him to escape, such as clothing, rations, a backpack and so forth. Unfortunately, in his madness, he has forgotten his goal to escape. He also has a dagger, and has stolen a pouch with 8 topazes worth 50 gp each, the pretty things.

This madman lives in the crawlspace between the ceiling rafters and the roof of the building, and clammers about on the rafters from ceiling to ceiling, passing between rooms through holes in the walls. To reach the crawl space he climbs up the narrowing

chimney of the fireplaces in the various rooms here and crawls to the crawlspace through a hole in the chimney wall. The crawlspace may also be reached by climbing up the burnt timbers of the collapsed room. If any intruders should try to climb up the chimney, if the madman is in the room he will drop a noose around their neck, and haul them into the air to take 2-8 points of damage per round until dead. Then he will release their bodies to drop.

The madman will fight with a dagger if attacked in the crawl space between the rafters and the roof. Any character attempting to fight hand-to-hand in this space will be -2 to hit and damage rolls unless using a dagger.

16a. Collapsed Room:

The ceiling of this room has collapsed and the rafters and the building roof 4' above are exposed. This room appears to have been gutted by fire and is littered with burnt timbers. In the east wall is a soot covered fireplace. The room appears to be empty.

There are 3 vipers (AC 7; MV 6"; HD ½; hp 3 each; #AT 1; D 1+ poison, save at +2) nesting beneath rubble in the south end of the room. They will attack anyone disturbing them. Otherwise, the room is empty. Player characters may gain access to the crawlspace between ceiling and roof here by climbing up the burnt timbers.

16b. Abandoned Storeroom:

Rows of dusty crates line the walls. One crate has fallen to the floor and broken open. A close examination of the contents reveal them to be moldy, dust-covered rations.

All the boxes contain moldy, inedible food. While the party searches the room a crate will rise from one of the shelves as if by levitation, then suddenly fly across the room to smash against the floor at the feet of one of the player characters. While the crate flies through the air the party will hear an eerie wail echoing throughout the room which will end with a muffled yell of "Begone! You disturb my rest!"

If a party member successfully searches the ceiling for secret doors, he or she will notice a narrow crack in the ceiling on line with the path of the crate. The madman has a thin, strong wire attached to the crate which is invisible in the dim light. He uses the wire to lift the crate, swing it, then drop the crate to the ground. The wire is jarred loose when the crate crashes and is then pulled back into the ceiling. The eerie noises are made by the madman talking into an empty bucket.

16c. Abandoned Armory:

The room is filled with weapon racks, all of which are empty. The room is dusty and cobwebs gather on the racks.

The room contains nothing of value.

16d. Abandoned Bedroom:

This room contains a dusty bed, chest of drawers, night stand, and wooden rocking chair. Along the eastern wall is a large fireplace. As you open the door, a ceramic pitcher flies off the night stand and the rocking chair begins to rock with a creaking eerie sound. Out of the corner of your eyes you see a vague luminous shape in front of the fireplace. You hear the shout: "Begone! I will warn you no more!" echoing off the walls. The rocking chair quits rocking and the room

is ominously silent. When you stare closely at the fireplace, the luminous figure is gone.

The madman is up to his tricks again. The pitcher and the rocking chair have wires attached to them to start them in motion. The madman can operate these through a concealed, makeshift, trapdoor in the ceiling, hidden in the shadows. Once the pitcher shatters and the rocking chair starts in motion, the controlling wires are pulled back up. When the party's attention is on the rocking chair, the madman will reflect candle light off a mirror onto a gauzy piece of curtain hanging in from of the fireplace. Having given the party a glimpse of the supposed spirit, he shouts his warning, blows out the candle and pulls the gauze in through a chink in the chimney. He will then exit the room.

16e. Abandoned Dining Room:

A long wooden table and wooden high backed chairs are in this room, covered with dust and cobwebs. Moldering food still sits on the table. The room appears to have been first abandoned while a meal was in progress.

Hidden overhead on the rafters in the northwest corner of the room is a sort of large nest made from old blankets and tapestries. a female slave (AC 10; MV 12"; HD 1; hp 3; #AT 1; D 1 with a board) and her young child are hiding here. The madman helped them to escape, built the nest, and smuggles them food. The woman and child will make no noise since they are afraid anyone below might be guards or slavers. She has knowledge of areas 15, 16, and 17 only. The only entrances to the above ceiling lair are via one of the fireplaces (in 16a, 16d and 16f) then across the rafters and through the holes between the rooms.

16f. Abandoned Kitchen:

This room appears to have once been a kitchen. There is a large fireplace in the west wall and two cupboards, some shelves and a heavy wooden table are also in the room. The floor is covered with dust and cobwebs and the cupboard doors hang open, showing them to be empty and bare. The room appears to be empty.

As the party enters the room, a ceramic plate flies by suddenly, to smash against the wall beside them. Next a knife whizzes by, striking a random party member, and causing 1d4 points of damage. The madman has thrown these items from a concealed, makeshift trapdoor in the ceiling behind the fireplace. He will then hide.

The shelves contain some cracked plates and cups. On the north wall, beside the door is a message apparently scrawled in blood. The message says, "Behold, the harbinger of your fate". Stuck to the wall below the message is a bloody hand impaled by a knife, the tip of its finger pointing at the message.

Overhead in the crawl space is the madman's lair. He climbs in and out of the crawlspace through the chimney of the fireplace. He has fortified a section of the rafters above with boards for flooring and has made a wooden wall around it with benches on the side. He has left spaces between the benches through which to fire the light crossbow he has in his lair. The walls give him 75% cover and increase his AC by +7. He has also weakened several of the beams to act as traps. Anyone who attempts to cross part of these weakened beams will crash through the ceiling, taking 2-8 points of damage.

In his lair the madman stores a sack of soot and dust and a piece of a broom which he uses to cover up his tracks. He also has 5 butcher knives scavenged from the kitchen below, and some old rusty chains he uses for sound effects.

16g. Abandoned Bedchamber:

Through this door comes the sick sweet odor of decay and death.

In the middle of this room hangs the remains of a strangled hobgoblin, dangling from the ceiling by a sash cord. The body is blackened and bloated with decay. The room appears to have once been used as a bedroom for there are two beds, with mildewed sheets, a broken table and two smashed chairs. Assorted junk and loose plaster litters the floor, and there is a bloody stain on the floor beneath the body.

This hobgoblin came here on a dare by the other guards, but got too smart for his own good and tried to investigate the fireplace in the kitchen. The madman dropped a noose around his neck and strangled the unfortunate fellow, then he hung the body up in this room and cut off the hand to use as a warning. The hobgoblin has a dagger in his left boot and 13 sp stuffed in a pouch under his tunic.

Amid the litter on the floor can be found two old brushes and a gilt hand mirror that is cracked. There is nothing else of value in this room, but those who attempt to remain in the room for more than two rounds will find themselves gagging on the stench.

17a. The Bear:

This is a wooden door - no sound can be heard from behind it. The door opens out into the hall.

When the door is opened there comes a low, rumbling growling noise, and a grizzly bear, on his hind legs, comes lurching out of the shadows. He rushes right at the head of the party. Cries of surprise are heard.

The bear is really a stuffed bear. Those standing immediately in front of the door must save vs. Petrification or take 1-6 points of damage from the stuffed bear falling on them. The stuffed bear was on a small wheeled platform and propped at the top of a narrow ramp. When the door was opened it rumbled down the ramp (causing the growling sound) and crashed into the party.

The movement of the bear triggered another trap behind the party. A 10' x 10' section of wall and floor 10' back from the door will pivot, out from the north wall dropping any party members on that section (in tournament play, the 3rd and 4th rank) into a 15' pit. A second wall will flip up into place and the original wall will become the floor section, so that it looks like nothing has happened. The front members of the party will not be aware that the rear members have disappeared until they look back and find out. The party will have mistaken any cries of surprise from those in back to have come in response to the charging bear.

Those who are caught in the trap will take 1-6 points of damage. The pit is 10' deep. Screams from those inside the trap can not be heard, but if they can reach the ceiling they may tap on it. The tapping may only be heard if the party specifically

listens for it. To free the trapped members of the party, it will be necessary to partially flip the wall and floor again, and jam them open using at least two spikes. Alternately, a spike may be sunk in the wall and the wall pulled down so that the pit is exposed. If the trap is not held open in this position (requiring a combined strength of 30), any of those standing in the pit; who do not save vs. Petrification will be hit by the rotating wall and take 1-6 points of additional damage.

cross-eyed. This is because one of the eyes was put in crooked. Behind the eye, hidden in the socket by Icar, the fort commander, is a **periapt of proof against poison**. He is not aware of the use the stuffed bear has been put to.

17b. Study:

The room beyond this door appears to have once been a In front of the door is a wooden ramp. A crude wooden table and box have been placed near the center of the room to serve as a desk. Several casks stand about the room, as does an old leather chest. There is a fireplace on the east side of the room with wood piled beside it. The door to the north is locked. The door to the south has light shining from beneath it.

The hall trap was activated by pulling the molding to the right of the western door down into the room and letting it spring back. This seven foot lever had been bent down and held in place by the bear's platform. When the door was opened and the bear rolled down the ramp, the lever sprang back into place and triggered the trap to flip.

This room is used by the fort paymaster once a week to pay the troops. Beneath the box on the floor is a sack with 50 gp stowed in it. The chest and casks are empty and do not have hidden compartments. In the wood pile is a fire blackened butter knife of silver, used to clean the ashes out of the fireplace. It is so tarnished it has no apparent value. It is worth 25 gp.

The northern door is locked and bolted from the other side and can not be opened.

18. East Wing Guard Complex:

This area is used as barracks for some of the fort troops. It these troops who run the ambush of the inner courtyard, so this area will usually be fairly empty of hobgoblins. In the campaign game, if the party spends a lot of time in the "haunted" western wing, the guards may have returned to here.

18a. Storeroom:

The door to this room is locked and the key is in the possession of the hobgoblin office in room #18c. This room is used as a storeroom for extra weapons and supplies for the troops. There are five bundles of 20 arrows, extra bowstrings and arrowheads, and a dozen protective cases for bows. Also in the room are three barrels of water, and four casks of dried foodstuffs. A dozen pots and pans are stored in here and there are two bales of fine linen worth 250 gp at market. In the southwest corner beneath an old sheet, is a small locked chest holding the various funds of the guards in this section. The chest is locked. In the chest are thirteen leather pouches containing 4-24 silver pieces each. The thirteenth pouch also hold 5 gp and a small jasper worth 10 gp.

18b. Latrine:

This room is a latrine. The latrine is only a ceramic chamber pot. It can be removed for easy cleaning.

This latrine is kept reasonably clean, because it is next to the officer's quarters. Also in the room is a ceramic basin, a pitcher with water and a towel for washing. There is nothing of value in the room.

18c. Officer's Quarters:

This large room is fairly empty. There are two beds, a stuffed chair, a small table and two stools. Sleeping in one bed is a hobgoblin, who opens his eyes and sits up, bleary-eyed, trying to focus on the party in the doorway. Hanging on one wall is a cloak and bow, while near the bed is a green sash cord. In the northwall is another door.

The sash cord is a bell pull. The hobgoblin sergeant (AC 10; MV 12"; HD 2; hp 13; #AT 1; D 1-8) will yank on the bell put to sound the alarm, if the party gives him a chance. His sword is hung across the foot of the bed. If the party threatens to kill him if he sounds the alarm and the odds do not look in his favor he will hesitate, but he will not surrender, because he believes this would mean certain death. If he is harmed he will sound the alarm anyway and take his chances.

There is nothing of any real value in the room. The hobgoblin has a set of keys for the storeroom #18a and the chest there. The cloak is infested with fleas and anyone putting it on will be set to scratching in 2 turns. Otherwise there is no adverse effect.

18d. Trapdoor:

This room appears to be a tall closet. There are a series of shelves built into the back wall. These shelves are empty.

The edge of the shelves seemed to have been wiped clean of dust and there are stone chips on the floor. The ceiling of this closet is a concealed trapdoor up to the roof of the fort. It is concealed on the outside to look like the top of a chimney. The hobgoblins use the shelves as a ladder to climb up to the trapdoor and onto the roof if there is an invasion, so that they may ward off enemies from the rooftops.

18e. Recreation Room:

This room contains wooden tables and chairs. A wooden board with a crudely drawn face has been tacked to one wall and show marks of having been used for knife throwing practice. Dirty wooden dishes and a deck of greasy cards lie on top of one table.

There are food crumbs on the floor, but nothing of any value in the room.

18f. Bunkroom:

This room is filled with cots. About a third of the Cots are occupied by off duty hobgoblins sleeping. There is little else of note in the room.

The 6 hobgoblins (AC 10; MV 12"; HD 1+1; hp 6 each; #AT 1; D 1-8) are all asleep, but they have learned to sleep lightly. If the alarm has been sounded or the party is noisy in the area nearby, they will be shamming their sleep and will have their weapons in hand waiting for the party to enter the room. If the

hobgoblin guard in room #18c sounds the alarm, they will armor up and go running to check the disturbance in 2 rounds. All of these hobgoblins treasure is in room #18a. However, one of the hobgoblins has a bag of 20 marbles, colored glass beads. And beneath the blankets on one of the cots is a silvered hand mirror worth 3 gp.

19. The Mirror Corridor:

As the door opens there is a clanging sound. A pair of tin cups have been hung above the door. The party sees a straight corridor 110' long, lit by torches in wall brackets, spaced every 20'. There is an archway some distance down the corridor and a door beyond that. The walls are hung with paintings, now defaced, and the floor is covered by a ragged carpet.

The illusion of straightness to this corridor is caused by a mirror, set at a 45° angle in the southeast corner. The arch seems to be 80' away if the party enters from the north, 30' away if they enter from the west.

If the party enters from the north, they will see a metallic mirror reaching from floor to ceiling along the west wall, 20' from the door.

Before the party does anything else, the opposite door opens and three mummies step into the room. These are actually disguised hobgoblins wrapped in bandages (AC 8; MV 12"; HD 1+1; hp 9 each; #AT 1; D 2-8) and armed with morning stars, which they have concealed behind their backs.

Any attacks by normal missiles will be stopped 30' from the "mummies", as though by magic (actually deflected by the mirror). Magic missile attacks such as a **fireball**, will destroy the mirror, revealing a (false) door behind it. From the party's viewpoint the mummies vanish, and the door seems 30' closer.

As the party moves up the corridor, the mirror on the western wall swings open behind them and seven hobgoblins attack the party from the rear (surprise on 1-3), while the "mummies" charge and attack the party from the front. Six of the hobgoblins are normal (AC 5; MV 9"; HD 1+1; hp 8 each; #AT 1; D 1-8) armed with long swords. They are led by a sub-chief (AC 3; MV 6"; HD 2+2; hp 16; #AT 1, as 3 HD monsters; D 2-5 sling, 2-8+2 sword). The sub-chief is armed with a **sling of seeking +2** with 20 bullets, and a longsword. He receives +2 on damage done with his sword due to his experience as a leader. Each hobgoblin carries 2-12 sp.

If the secret door is discovered, the hobgoblins will retreat to room #20, and grab casks of grease to throw down the corridor. Party members must roll their dexterity scores minus their movement speed or less on 1d20 to avoid falling. Those who fall are stunned for one round (giving the hobgoblins +4 to hit).

If the party enters the **Mirror Corridor** from the west, they will see the rest of the corridor reflected (as described in the Players' Section) if the mirror is still intact. Otherwise they will see the false door in the southeast corner.

20. The Hobgoblin Barracks:

This room is a barracks with wooden beds and straw mats. There is a table with 6 stools around it. On the table are the remains of a meal — dirty tin plates covered with grease, a few crusts of bread, a pot with some congealed stew and wooden cups with weak ale in them. There are also several cockroaches on the plates.

Between one bed and the wall is a gold ring with a chipped amethyst worth 150 gp. If the bed is pulled away from the wall it will fall to the floor. Beneath the ticking of another is a bag of 15 walnuts (there is 1 in 4 chance that any one is spoiled). Stuck in the headboard of a third is a rusty butcher knife. In a locked box beneath the leader's bed are 80 gp and a tarnished silver chalice worth 483 gp. There is a rusty needle in the lock, but it is not poisoned.

21a. The Hallway:

This corridor is unlit and thickly carpeted. The hallway is quiet and shadows seem to muffle any sounds the party makes. Faded blue drapes hug the walls to either side and the carpet is a cheerless gray. As the party proceeds down the corridor there is suddenly a frightened squeak at their feet and a rat bolts across the hall and disappears into a hole in the wall. The drapes are attached to the wall at both the ceiling and the floor and every 20' there is a break in them where a torch bracket is mounted on the wall. At the south west end of this hall, on the east wall there is a door standing slightly ajar. The corridor ends 20' further down the hall with drapes across the end wall.

21b. Trapped Corridor:

Beyond the drapes at the end of this hall the corridor continues on, but is no longer carpeted. There is a covered pit in the floor just beyond the drapes. It is as wide as the corridor and 7' long. Any pressure on the pit cover will cause it to fall open. The pit beneath is 10' deep and lined with rusty spikes. Anyone who falls into the pit will take 1-6 points of damage from the fall, and will also be impaled on 3-6 spikes for 1-6 points of damage each.

On the far side of the pit a nearly invisible wire has been stretched taut across the hallway at chest height (4'). The wire is painted a dull black and is therefore nearly invisible. Characters who are not heavily encumbered and get a running start will easily be able to leap the pit, but any character who is taller than 4' will be caught by the wire and pushed back into the pit. A halfling, gnome and or dwarf will not strike the wire, and will be unaware of it unless looking carefully.

22. Empty Room:

The door here is slightly ajar and as the party approaches it will swing open a bit. The room beyond is filled with opened barrels, old leather chests and pieces of boards and twine. There is a small fireplace opposite the door.

The barrels and chests are all empty. This room is sometimes used as a storeroom. The fireplace has not seen use, but a breeze blowing down it causes the door to swing open and shut. A close examination of the room will reveal a leather pouch next to the door. In the pouch are a hammer and chisel. The door hinges are marred and the pins slightly battered.

23. Storeroom:

The door to this room is locked. This room contains shelves filled with tradegoods as well as bales and chests of tradegoods stacked on the floor.

Most of the tradegoods are bolts of cloth, iron tools, iron pots, miscellaneous wooden utensils, and cheap glass jewelry. The total value of the trade goods is 2000 gp but they are too bulky and heavy to be carried except by pack animals or in wagons.

24a. The Water Room:

This room is filled with the smell of wet wood. On the floor in the southern end of this room are four large tuns stood on end with removable wooden lids. Each tun is fitted with a spigot near the bottom. There is also a stack of 4 wooden buckets with rope handles. On the south side of the room there is a railing and a set of steps leading downward to the east.

This is the water room. The tuns are filled with water, and the bottoms can be seen if a light is held above them. At the bottom of one is a small leather sack. The spigot to this tun is rusted and cannot be opened. The sack is rotten and will fall apart if someone tries to fish it out. Inside the sack are 20 gp, a gold ring, and a large gem. If these are removed from the water, the ring seems gold, and will detect as magical, but is only brass and has **Nystul's magic aura** cast on it. The large gem is a badly flawed amethyst, worth only 10 gp.

Beyond the steps in the southeast corner of the room is an underground passage dug out of the earth and reinforced with wooden beams.

24b. The Well:

The underground passage continues for 30 feet then ends in a small circular room. In the center of the room is a circular stone well with a cable drum for drawing up water.

This room contains nothing of value. The well is 30' deep.

25. Room of Slaves:

Beyond the door is an eerie sight; a large, long terraced room; a narrow passage running through the center of the room with raised stone platforms set in a series of three large steps to either side and at both ends of the room. One these steps sit dozens of humans staring blankly into space while dark shadows curl about their near naked forms. These creatures are bound to the walls with neck chains, but do not appear to be struggling in the least. They do not seem to notice the party. Scraps of torn clothing are tossed about the room and there are cloaks and blankets hanging on the walls.

This room is used by the slavers to make newly acquired slaves docile. The guardian here is a rare and exotic creature that typically lives far underground called a **Cloaker** (or **Tenebra Complexor**) (AC 3 body/1 tail; MV 1"/15"; HD 6; hp 33; #AT 2 + special; D 1-6 each + special). How the slavers managed to obtain the services of this bizarre creature is unknown, but the beast is believed to be intelligent.

The cloaker regularly emits a subsonic moaning. This moaning can cause several effects at the pleasure of the monster. The lowest level of moaning, and the one occurring when the party enters, causes nervousness and unease, and will eventually numb the minds of those who listen to it for extended periods of time.

The slaves have been exposed to the sound long enough to become numbed, and will not react to the party in any way. Only a **neutralize poison** spell will cure the effects of the mind-numbing. Otherwise, the slaves will remain mind-numb for a week.

The cloaker is clinging to the west wall among other cloaks and blankets. It looks like a semi-circular cape with a long

mace-like tail, and has two claws at the ends of the cape. Upon its back are many round black, button-like eyespots. When the cloaker conceals its tail and claws it is hard to distinguish it from a real cloak. A cloaker has no head, but it has a mouth in the middle of its belly and two, red, glowing eyespots that appear to be eyes. Because a cloaker has so many eyespots it has no effective rear to attack.

Cloakers attack by flying at their victim and enveloping the character in their folds on a successful hit roll. An enveloped character can not fight as his arms are pinned to his side. The cloaker then attacks any characters trying to rescue their friend, with its tail, striking twice each round. The tail is AC 1 and can take 16 points of damage before it is cut off. At the same time, it bites its enwrapped victim for 1-4 points of damage plus the base AC of the character each round. Attacks with a weapon, on a cloaker who has enveloped a character, will do ½ damage to the cloaker and ½ damage to the victim. Fire attacks will do full damage to both the cloaker and its victim.

Cloakers use their subsonic moaning powers to subdue their opponents before they attack. The cloaker may not bite and moan at the same time. Cloakers can vary the intensity of their moaning and thus alter its effects. The lowest intensity will cause nervousness to all characters within 80', and causes the characters to fight at -2 to hit. The second level of intensity causes fear, as per the **fear** spell, to all creatures within 30' who fail to save vs. Spells. This effect only lasts for 2 turns. The next level of intensity has an area of effect that is a cone 30' long and 20' wide at its open end. Anyone caught within the cone must save vs. Poison or be helpless due to nausea and retching for 2-5 rounds, similar to a **stinking cloud** spell. The final intensity can only be used against one person at a time. It acts as a **hold person** spell and its effects last 5 rounds. Stone blocks the effects of the moaning.

A cloaker also has the power to manipulate shadows and will throw them across its opponent's faces or surround itself with shadow, thus giving it an effective AC of 1. The shadow manipulation is so precise, it can even create images out of shadows and often create doubles of itself which are treated like a **mirror image** spell.

This cloaker will allow the party to enter the room and approach within 30', then it will change its moan to induce fear. Next it will cause weakness and the **hold** its victim and attack, throwing shadows across the faces of its opponents. If seriously hurt (more than two-thirds of its hit points gone) it will create doubles and flit off into the shadows.

Near the west door is a hobgoblin sergeant standing slack-jawed and staring. He was sent to check on the slaves, but had not been warned of the effects of prolonged exposure to the moaning of the cloaker. Now he has become mind-numbed. He is wearing a **cloak of protection+2** which he stole from one of the new slaves, but he is unaware of its abilities.

26. Armorer's Smithy:

A large furnace against the south corner is aglow as two orcs pump bellows on either side of it. The smith appears human and presently working on a sword. The room is filled with weapons (many of which are broken) and armorer's tools.

The smith is a retired half-orc, third level fighter (AC 8; MV 9"; HD 3; hp 20; #AT 1; D 1-8). He is wearing a long leather apron. The two orcs (AC 8; MV 9"; HD 1; hp 5 each; #AT 1; D 1-8) are his assistants. The smith only cares about his work. If the party doesn't bother him (or his wife in the next room), he won't

bother the party. If he is attacked, he will send the two orcs off to room #29 to raise the alarm, while he fights with his back to the furnace so he cannot be taken from behind. The total value of the weapons and tools in this room is 300 gp, if the party can manage to load them onto animals for resale. The smith has no treasure but wears a small key on a chain around his neck. This key fits the iron box in his quarters.

27. Armorer's Quarters:

The room contains one large bed and with typical bedroom furniture. There is a loft in the west end of the room with a ladder leading up to it. The room is being cleaned by a stout orc matron.

The orc matron (AC 10; MV 9"; HD 1-1; hp 4; #AT 1; D 1-6) is the armorer's wife. She will scream hysterically if she sights the party. Her screams will rouse the armorer and his assistants in room #26, and the guards in room #29, who will rush to her defense. In the room, beneath the bed are two mangy, tortoise shell cats. They are playing with a silver thimble of the matron, worth 5 gp. In the floor beneath a small bed table is a stone which may be tilted to reveal an iron box beneath. The box is locked and inside are the plans for a beautiful suit of plate mail, a pouch with 4 agates worth 15 gp each, and a pair of callipers. There are two pallets in the loft for the orc assistants and one has been carving a piece of wood into a model for a new pole arm head.

28. Storeroom:

The room appears to be a storeroom and contains bins half-filled with an assortment of supplies.

The supplies are typical equipment for a garrison; spare leather straps, rivets, nails, bolts of cheap cloth, iron rations, and so forth. The equipment (which is too bulky to carry) is worth 250 gp. The room contains nothing else of value.

29. Orc Barracks:

The room contains four double bunkbeds with eight orcs currently asleep in them.

Four of the orcs are supposed to be patrolling the halls but they got bored and went back to sleep. They will be surprised on a 1-5. The orcs (AC 10 (6); MV 9"; HD 1; hp 5 each; #AT 1; D 1-8) will snatch up their swords to defend themselves. If an alarm is raised, they will take 1 round to don their armor before answering the alarm. These orcs work for Estelrath the slave merchant, and do not care for the hobgoblins running this fort, so they tend to be lax in their duty. They will rush to the aid of the armorer or his wife, because one of the armorer's assistants is a half-brother to the sergeant. These orcs have a total of 3 gp, 7 sp, and 31 cp.

30. Orc Officer Quarters:

This room appears to be quarters for orcs. There is an orc snoring from where he lies sprawled across a bed. Sitting behind a table, glassy-eyed is another orc. On the table in front of him is a cask with a spigot in it and two spilled mugs. The floor of the room is littered with three wine bottles.

The two half-orcs here (AC 4; MV 9"; HD 2; hp 11 each; #AT 1; D 1-8) are the sergeant and commander for the orcs in room #29. They have recently completed a drinking bout, and the sergeant won. He is bleary and incoherent, but will speak to the party in orcish. He will feel that something is vaguely wrong, but can't put his finger on it. The sergeant has a pair of brass bracers worth 10

gp and 14 gp in a pouch stuffed in his right boot. The commander has a gold ring worth 25 gp, an ivory handled dagger worth 30 gp, and 18 gp in a bag beneath him. In a pouch on the side of the bed is a roll of paper, marked with incoherent lines. This is a map of the slave route, but will be of little use without the interpretation of the commander.

31. Guest Bedroom:

This room contains a bed and several folding cots. Sitting at a desk, writing, is a gray-bearded man wearing a drab gray cloak. He looks up as the party opens the door and asks what he can do for them.

This is Estelrath Tancred, a slave merchant (AC 5; MV 9"; F 5; hp 29; #AT 1; D 1-8). he is currently waiting for his selection of slaves to be prepared for the drive to market, and is getting bored with the delay. Beneath his cloak he wears chainmail and a long sword. He will be willing to listen to the party, believing them to be mercenaries until they prove by ignorance to be otherwise. Then he will waste time until his two guards return from the kitchen with the meal he ordered.

Estelrath's two guards are a pair of cavelings created especially for him by Markessa, the director of this slaving operation. The two cavelings were once elves, but no longer bear any resemblance to that race. They are called Cari and Filch, and respond only to Estelrath's simple verbal commands. Both have gray scaly hides, which gives them a 90% chance to hide in shadows naturally. They have large, bulbous eyes, infravision 90', and clawed, padded feet with which they may climb like cats and move silently with an 80% chance of success. Thus, they surprise on a roll of 1-5 on 1d6.

Cari (AC 6; MV 15"; HD 2; hp 17; #AT 2; D by weapon and 2-7; S 16, I 4, W 4, D 16; C 16, Ch 5) has enlarged hands and a tail with stinger, save vs. Poison or start to itch. Characters itching are unable to cast spells, and fight at -2 to hit. Cari's favorite tactic is to sneak up on a character and trip him or her with a successful to hit roll at +4, and then sting the character at +4 to hit.

Filch (AC 6; MV 15"; HD 2; hp 9; #AT 2; D by weapon; S 12, I 5, W 4, D 16, C 11 Ch 4) has a prehensile, gripping tail and long thin fingers with which he can pick pockets with a 75% chance of success. Filch also likes to attack from behind at +4 to hit, if attacking with surprise. Filch's favorite tactic is to jump on the back of his victim and lock his legs around the character's chest. Then he stabs the character with 2 daggers, one held in his hand, the other in his tail. Both Cari and Filch wear loin cloths and leather belts, but nothing else.

Cari and Filch will return 5 rounds after the party enters the room. If the door is closed they will listen at the door first. Then they will knock and Cari will hide beside the door while Filch tries to draw the intruders out of the room. Neither can talk.

Estelrath has a leather chest under his bed. In the chest are 600 gp, 20 pp and 5 amethysts worth 50 gp each. There are also papers detailing the slave route and these can be used to lead the party to **A3 - ASSAULT ON THE AERIE OF THE SLAVE LORDS**. On the desk, where Estelrath was working, is a thin wand of wood. This is **springerle** or a **wand of opening**. When struck against a locked or bound object the object will be opened, similar to a **knock** spell. The wand has 12 charges left.

32. Ogre's Quarters:

When this door is opened the party sees an ogre sitting at a table, lovingly polishing a bastard sword. The ogre is dressed in fine, black chain mail and wears a black hood with eyeholes,

like an executioner's mask. He looks up and smiles, welcoming the new mercenaries and invites them to come in and sit down, while he discusses their new duties. There is wine and cheese on the table.

This ogre is second in command to Icar the fort commander. He is called Executioner (AC 4; MV 9"; HD 4+1; hp 25; #AT 1, +1 to hit due to strength; D 2-8 +2; S 18, I 10, W 12, D 12, C 14, Ch 6). Executioner will flip the table over on anyone stupid enough to sit down (stunning them for one round). He will then attack fallen adventurers at +4 to hit and call for help.

Executioner has a special bastard sword given to him by a respectful slave merchant. It has two curving hooks on the hilt's crossguard with which Executioner may attempt to catch his opponent's weapon and disarm him. Executioner needs to make a roll to hit AC 8 in order to catch the weapon and disarm his opponent. Then he will strike with the pommel of the sword for 1-4 points of damage on the same round.

Executioner has nothing of value in his room. But over his bed hangs a large composite bow and arrows. Only a character with an 18 strength may bend the bow, but it allows the user to add his or her strength bonus to damage caused by arrows fired from this bow.

33. Servant's Quarters:

The sound of laughter and fighting can be heard coming from this room.

In this room are a number of goblins and kobolds, crowded around an impromptu arena, made by turning a number of bunks on their sides and pushing them together to form a rough square.

The goblins and kobolds are watching a match between a halfling (AC 10; MV 12; LVL 0; hp 3; #AT 1; D 1-3) armed with a table leg and a badger (AC 4; MV 6"; HD 1+2; hp 6; #AT 1; D 1-3) with its rear legs tied together. The eight goblins (AC 4; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6) and the ten kobolds (AC 10; MV 9"; HD 1/2; hp 2 each; #AT 1; D 1-4) are jeering, drinking beer, and betting on the outcome of the combat. The goblins are guests from the visiting slaver's caravan; the kobolds are servants of the hill fort. The goblins are armed with short swords, while the kobold's carry daggers. There is a total of 17 sp and 50 cp in this room.

Once the party attacks, if the halfling has not been killed by the badger, three kobolds will enter the arena. Two will move to kill the halfling and the other will attract the attention of the badger. If the halfling survives, he will grab any weapon at hand and help the party. He knows nothing about the fort.

A. Stairs Up:

Here are a flight of stairs leading up to a trapdoor in the ceiling. There is a bolt on this side, but it is open. Still the trapdoor seems to be locked.

34. Second Floor Guard Tower:

The stairs from the first floor lead up to a trap door which is closed.

The trap door is bolted shut from the other side. It opens to the second floor which is one large room. The walls and roof of this room are made of heavy timbers, not stone like the rest of the fort. There are arrow slits in the walls for archers to fire through. Doors in the north wall open onto a balcony above the

inner courtyard #13. Rows of bunkbeds stretch down the middle of the room. There are two large barrels filled with water and half dozen wooden bucket for use in putting out fires.

The second floor houses a garrison of 20 hobgoblins (AC 5; MV 9"; HD 1+1 hp 6 each; #AT 1 or 2; D by weapon) armed with short bow and long sword. Ten of the hobgoblins are currently on guard, two at each wall and two of them on the balcony. Two hobgoblin leaders (AC 4; MV 9"; HD 2; hp 9 each; #AT 1 or 2; D by weapon) are also in the room, one is asleep. If the party is sighted, the hobgoblins will ring one of the main alarm bells located on the balcony and attack. The hobgoblins carry a total of 9 gp, 12 sp and 73 cp.

35. The Kitchen:

From beyond the door to this room may be heard laughter. There is also the odor of burning flesh. These doors open inwards, into the room beyond.

As the party opens the doors, they hear a shouted command. This room appears to be a huge kitchen, over 50' long and wide, and 40' tall. About the room are piles of crates and kegs, as well as several tables and cabinets. In the center of the room is a large fire pit, the fire in it licking at the charred head of a giant lizard hanging head down into the fire by a chain from the ceiling. A 7' tall, black man in black plate mail armor is poking and turning the roasting lizard with a two handed sword. He turns to face the door, as the party enters, and you see that his helm has no eyeholes. At a table in the east end of the room sit three barbaric looking men, all bristly bearded with coarse red hair. They have mugs of beer in their left hands and smilingly lift hand axes off the tabletop and hurl them at the party.

As the hand axes are thrown, the tall black man will shout another command and step behind an enormous wine cask about 30' in front of the door. At the same time, six hobgoblins who have been hiding behind stacks of kegs and crates to either side of the doorway, will stand up and throw their hand axes. Those hand axes thrown by the hobgoblins are at medium range and are at -2 to hit, those thrown by the wereboars at the table are thrown from long range and are at -5 to hit.

Immediately after throwing their hand axes, the three men, who are actually wereboars in human form, will duck behind the table and change into boars. One round later, the wereboars (AC 4, only hit by silver or magical weapons; MV 12"; HD 5+2; hp 27, 23, 21; #AT 1; D 2-12) will charge forth. They will move to attack fighters and those characters who talk, presuming them to be the leaders.

The tall black man is Icar, the fort commander. He will kick the legs out from under the cask of wine and send it rolling toward the door. The large cask will cause 1-6 points of damage to those in its path who fail to save vs. Rods to evade it, and all in its path will be stunned for 1 round. Icar will then rush forward and attempt to attack the most formidable fighters.

Icar (AC 1; MV 12"; F 7; hp 59; #AT 3/2; D 1-10 +2) is second in command to Markessa the director of this slaver operation, and a battle trained veteran. Icar is blind and has been from birth. But special training he received while a child at a monastery, has made him remarkably sensitive to sounds, air pressure variations and smell, and he is thus able to "see" better than a sighted man. Due to his heightened senses, he heard the party approach before they opened the door and set the ambush. He is immune to illusion and visual spells. **Silence** will affect him as darkness affects a normal human, -4 to hit. Because of his ability, Icar can distinguish between Markessa and her double.

Icar wields a two handed **sword +1** (NSA) called Death's Master. He wears a **ring of fire resistance** and is thus immune to the effects of normal fire and saves at +4 vs. magical fire. The ring also subtracts 2 points per die of damage caused by magical fires. If Icar can, he will maneuver his opponents back to the firepit and then force them into it on a score 4 better than the number needed to strike the opponent. The firepit will cause 3-18 points of damage per round (10 points in tournament play), save vs. Breath Weapon for half damage. As a last defensive measure, he will stand in the firepit using the lizard for cover (+4 to his AC) and will throw handfuls of flaming grease at the party (treat as flasks of oil).

There are 8 hobgoblins in the room (AC 6; MV 9"; HD 1+1; hp 7 each; #AT 1; D 1-8). The six near the door, after throwing their hand axes, will attack the less formidable looking characters in the party with swords. The two remaining hobgoblins will light and throw flasks of oil into the melee from behind cover. They have three flasks of oil each. Then they will attack with cleavers, treat as hand axes. Successful hits with the oil will cause 2-12 points of damage the first round and 1-6 points the second round. Characters within 5' of thrown oil will take 1-3 points of damage from splashed oil.

The room is full of crates, casks, tuns, boxes and barrels of all descriptions. They all contain food and drink of various kinds -mostly somewhat foul by human standards. Besides the two tables where the wereboars were sitting and two benches each, there is another table near the fire pit. Shelves line the walls and contain more foodstuffs and crude tableware. The only things of value in the room are the belts that the wereboars wear, each of which is inlaid with gold and worth 150 gp. Icar wears a large set of keys on his belt to the various doors in the fort, but not to his treasure room.

Spread out on one of the cupboards, and held down by a loaf of bread and a cup of wine is a letter from the Slave Lords to Icar. The letter is written in a strange raised script that Icar reads by touch. A **comprehend languages** is necessary for anyone else to read it. It requests that a group of newly acquired slaves be sent to them for questioning and gives directions which will lead adventurers to **A3 ASSAULT ON THE AERIE OF THE SLAVE LORDS**.

36. Cook's Quarters:

The room looks like a typical bedroom, though slovenly kept.

The cook, a half orc (AC 10, MV 9", HD 1, hp 5, #AT 1, D 1-6) will be hiding under the bed if fighting took place in room #34. He will attack with a dagger with surprise any character looking under the bed. He has 14 sp.

37. Wereboars' Quarters:

This room contains three beds, a short table and four stools. The room is filthy and foul-smelling. A bed of straw is in the northwest corner. On the straw is a wild boar, which immediately rises squealing, to attack the party.

The boar (AC 7, MV 15", HD 3+3, hp 22, #AT 1, D 3-12) is the pet of the wereboars in room #36. It is normally fed meat, and is very aggressive. There is nothing of value in this room.

38a. Larder:

The room is filled with dry good, smoked meats, canned goods, and other non-perishable food. The room contains no treasure.

38b. Storeroom:

The room is filled with shelves containing dirty pots, pans, and dishes.

This room is where the humanoids throw their dirty dishes until there are no clean ones left, at which time the wereboars gather up the servants and make sure all the dishes are washed. There is a concealed door behind a set of shelves in the south wall. The door can be found by moving one of the shelf sections which swings out. This door leads to stairs which go down to the dungeon level.

39. Icar's Quarters:

This room appears to be someone's quarters. There is a simple bed in the northwest corner, and a small circular table with two chairs. On the table is a bottle of wine and a chess board. At the foot of the bed is a carved wooden chest. The chest has been carved to depict a battle scene in high relief. Hanging on the wall is a shield, a leather cloak, a shirt, a mandolin and a skald's field harp. On the bed is a fur covering. There is a door in the south end of the room with a big lock on it.

The door in the south wall, leads to a 10' square closet where a medusa (AC 5, MV 9", HD 6, hp 27, #AT 1, D 1-4 + poison, SA gaze turns to stone) is kept prisoner, guarding Icar's treasure. Above the door, on the lintel, is hidden the key to the door. The medusa is terrified of Icar because he is invulnerable to her major power and she knows that he has access to a **peript of proof against poison** (from **room #17**). The medusa is chained to the wall and will guard Icar's treasure with her life. If the party tries the closet door, she will cry out in anger, "Icar, you snakes-belly, release me".

This is Icar's quarters. None of the items on the wall are of any real value, and the shield is missing its arm strap. The wine is of good quality. The chessboard has a raised grid pattern, so that it can be felt by Icar. The chest is filled with clothing, neither rich nor well cared for. The fur on the bed is worth 18 gp. If the party attempts to move the furniture, they will discover that it is bolted to the floor with the exception of the bed. This is so Icar knows where everything is. Underneath the bed is a trapdoor, bolted on this side. The trapdoor leads to the dungeon complex below.

Icar's treasure is in an iron chest cemented into the floor. The treasure is 2000 gp, 10 matched pieces of jet worth 100 gp each, and 10 matched silver and black opal bracelets worth 200 gp each. In the chest is a locked hammered brass coffer. The coffer has a very intricate lock and a thief's chance to open it is -15%. A potion of **undead control**, a potion of **diminution**, a clerical scroll with **wind walk**, **cure light wounds**, **feign death**, **cure serious wounds**, **purify food and drink**, and **resurrection**, a **ring of warmth**, and **Quaal's Feather Token**.

There is a parchment covered with strange raised lettering inside the chest. A **comprehend languages** spell will reveal that the parchment gives directions about the **specialist quarters**, are a **#25** in the dungeon, and details where the secret doors to the treasure room are located, where the remainder of Icar's treasure is located. The treasure consists of 5000 gp, 1 uncut ruby worth 500 gp, and 8 uncut sapphires worth 250 gp each. If the stones are cut by a jeweler their value will increase by 4 times. There is also a potion of **oil of etherealness**, and a clerical scroll of **atonement**.

DUNGEON LEVEL

Tournament Start For The Dungeon:

Through the map and the information gained in Highport, the party has learned the location of the slavers' stronghold. The slavers once used a stockaded fort as their headquarters. The hill fort was destroyed by the wild tribesmen of the Drachensgrab Hills, but the slavers returned to the site and began operating again out of the underground complex, now concealed by the rubble above.

After an arduous journey overland (in which the party discovered that the Drachensgrab tribesmen are still active) the party has reached the ruins of the hill fort. Waiting until nightfall, they cautiously entered the demolished fort, barely avoiding patrols of bored and apathetic guards. The party found a newly-built trapdoor amid the rubble. The entrance is unguarded, as the slavers believe that no one would dare attack them. The party is determined to correct that mistaken impression as they lift the trapdoor and descend into the darkness.

Dungeon Wandering Monsters.

These encounters will only occur in corridors and empty or emptied rooms. Wandering monsters are **not** used in tournament play. They may be included in the campaign adventure at the discretion of the DM. These monsters are encountered on a roll of 1 on 1d6, check each turn.

Die Roll	Monster	Number
1	Giant rats	4-24
2	Baby boggle	1
3	Goblin Patrol	6-15
4	Witchdoctor & patrol	4-13
5	Wolves	1-3
6	Haunt	1

Rats. These creatures will surprise on a roll of 1-4 on 1d6. If they are encountered by only one or two characters they will attack. If the party is larger when encountered the rats will sit and watch the intruders intently, allowing the party to pass unmolested.

Giant rats: AC 7; MV 12"; HD 1/2; hp 3 each; #AT 1; D 1-3.
Leader: AC 7; MV 12"; HD 1, hp 7; #AT 1; D 1-4.

Boggle. This strange creature is described in the back of this module. This boggle child has wandered away from the lair and has climbed the wall and is hiding in the shadows ready to spring down on unwary passerbys. It will surprise on a roll of 1-5 on 1d6, leaping down on a random character stunning for one round. The creature will then grab the character's weapon and ran down the giggling; stopping and waving the weapon at the party encouraging them to chase. It will lead the party on a merry chase down the hall, up the wall and over their heads. Characters may attempt to catch it rolling to hit AC 9, but once the boggle is grabbed it will slip out of their hands like a greased pig. If the creature takes half damage it won't think the chase is fun anymore and will throw the weapon at the party and **dimension door** through a nearby rat hole.

Boggle: AC 5; MV 9"; HD 2; hp 14; #AT 3; D 1 each.

Goblin Patrol. This patrol is returning to their barracks and is tired. Their leader is a gruff one-eyed hobgoblin and they are all armed with throwing spears and short swords. Once the party is sighted, the leader will send a goblin to sound the alarm and then attempt to hold the party till reinforcements arrive. They will

throw their spears first.

Goblins: AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6.

Hobgoblin: AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D 1-8.

Witchdoctor. Gulyet, a goblin witchdoctor, is accompanied by 3-12 goblin guards carrying spears. They are taking a message to Icar from Markessa, requesting 6 mind-numbered slaves and the presence of Estelrath the Slaver. Gulyet is Markessa's assistant and apprentice. She carries a large whistle that can be blown from both ends; one end sounds the alarm and the other makes no sound, but summons a large white wolf, a winter wolf, which arrives in 2 rounds. She wears a bronze amulet worth 30 gp. Gulyet's statistics and magic items are given in the **Leaders** section (p. 03). She is fourth level and has these spells:

(clerical) **Cure light wounds, darkness, resist fear, chant, & resist fire.**

(magic-user) **Affect normal fires, push, shield, invisibility, & scare.**

Gulyet: AC 2, MV 6"; MU 4/C 4; hp 13; #AT 1; D 1-6.

Goblins: AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6.

Winter wolf: AC 5; MV 18"; HD 6; hp 30; #AT 1; D2-8 (6-24).

Wolves. The wolves used to guard the dungeon are sometimes allowed to roam free. They will snarl and attack if they are surprised or attacked. If not surprised they will act curious, but irritable and hungry.

Wolves: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2-8.

Haunt. This monster is described in the back of this module. This haunt is the spirit of a slave who was killed in this area while trying to escape. The haunt's mission is to escape from the hill fort. Any character possessed by the haunt will try to take the shortest way out of the dungeon unless the haunt is convinced by the party that safety and the best chance of escape lies in numbers.

Haunt: AC 0; MV 6"; HD 5; hp 27; #AT 1; D special.

KEY TO THE DUNGEON

1. Secret Guardroom.

Sitting at a long table in the middle of the room, apparently eating dinner, are several goblins. They appear to be surprised. The southwest corner of the room has been barred off to form a cell and holds a man covered with bruises.

These 12 goblins (AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6) are not really surprised. At a sign from their hobgoblin leader (hiding in the observation alcove to the side of the door), they will pick up concealed crossbows and fire at the party. Then they will pick up wooden clubs and attack. The hobgoblin leader (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D 1-8) will attack with surprise one round after the goblin charge, with his morning star.

This room is a secret guardpost to observe the trap at the end of the corridor and to relieve anyone coming into the dungeon of their metal weapons and armor. A constant watch is maintained on the hall from the spy alcove and this is how the goblins were warned about the party before they entered the room. Normally the goblins allow intruders to be caught by the lodestone and then burst forth from the secret room and club them unconscious with wooden clubs. They then remove their gear, bind and gag apparent spell-casters and lock them in the cell until their superiors can be summoned. If the party manages to get past the trap the goblins will send a runner upstairs to sound the alarm.

The spy alcove has a tall stool with a padded seat and a spy hole cut in the wall to provide a view of the end of the corridor.

The only treasure in this room are a couple of kitchen knives and what the goblins and their leader carry. The goblins each have 2-12 silver pieces concealed somewhere on their persons. The hobgoblin leader has a pouch with a large brass key to the door at # 7, 20 gp and a cracked piece of ivory worth 75 gp in a cloth sack stuffed under his armor.

The man in the cell has been severely beaten by the goblins and has completely lost his senses. All he thinks about is food and makes only unintelligible grunts. The first thing he will do once released is charge past the party and start wolfing down food off the table.

A. Secret Door.

This secret door has recently been constructed by Markessa's engineer and is not the best match. Elves searching for secret doors will automatically find it. In order to draw attention away from the spot an oil lamp has been lit and hung at the far end of the corridor on the west wall.

2. Entry Hall.

The corridor at the foot of the stairs is cloaked with a mantle of dust and cobwebs, and the air is cool and earthy. The hall slopes down to the north here and the walls are damp. At the end of this 90' corridor the hall turns to the west and a lit oil lamp hangs on the west wall throwing a feeble amber light. The hall is 10' wide.

At the end of the hall, hidden in the hollow wall is a powerful lodestone or magnet. The range of its magnetic pull is 15', so the party will not have any warning of its existence until they are within range of it. Those wearing ferrous armor, scale mail or better—including most magical armor, will be drawn suddenly and forcefully against the wall taking 1d6 points of damage from the fall. Those drawn to the wall will be stuck, unable to move, unless they are released from their armor and escape leaving their armor hanging against the wall. Also, those within range of the wall will find any ferrous objects held in hand, jerked away and flung against the wall to hang there. Sheathed or tied down iron objects will swivel on their bindings and point towards the wall. If the equivalent of two or more long swords worth of iron-based metal (120 gp weight) is carried by a character, he will also be drawn to the wall. The second rank of the party will be able to react to the first rank being caught in the trap and if they save vs. Petrification at +4, they will avoid being caught in the trap also.

If characters leave behind all their large ferrous objects they may cross the lodestone's area of effect without being affected.

Characters with a strength of 15 or greater and wearing banded mail or less, may slide sideways along the wall at the rate of 5' per round, until out of range of the trap; others must remain stuck.

Two characters will be able to carry metal items equal to 200 gp weight around the area of effect, if their combined strength equals 25 or greater. Three characters will have no difficulty moving items weighing up to 350 gp, such as banded mail, around the corner. Any item that actually becomes stuck to the magnet will require a combined strength of 36 or more to remove the item by sliding it along the wall.

3. Abandoned Guardroom.

The door opens onto a short hallway. The air is cool and damp and the area seems totally deserted.

A wooden table stands in the center of the room. Three benches, two wood stools and a couple of cots also adorn the room. Beneath one of the cots is a 3' x 2' x 1½' tall, brass bound chest. It is

locked and the lock is jammed by a piece of wire which might be mistaken for a broken needle or trigger wire by a party casually examining it. A clinking sound will be heard if the chest is moved. There are three 5' lengths of chain and two old padlocks in the chest. On the table are the remains of a dinner of horse meat and watered beer. In one mug filled to the brim are 2 gp.

In the southeast corner of the room is a stool with a pair of leather boots nearby. The boots are unremarkable, except that the soles are worn through and they are particularly small. If examined closely, the wall behind the stool appears to be of a different stone than the rest of the dungeon. It is actually painted canvas stretched across a wooden frame. (To those using infravision in the dark, the concealed door appears to be just a door.) A careful examination of the wall will quickly reveal how to open the concealed door. Behind the door is a winch used to lower a stoneblock between the lodestone and the wall, to release those stuck in the trap.

4. Parlor.

Ahead in the corridor is a ghostly white shape hovering above the floor just beyond an archway. No noise comes from it and it seems to shift slowly. The corridor is dusty and looks seldom travelled. Cobwebs drape the ceiling in little feathery patches.

The figure is the webbed form of a dead adventurer, hung as a lure by two giant spiders (AC 4, HD 4+4, hp 26, 20, #AT 1, D 2-8+ poison). The spiders are on the ceiling, concealed as piles of cobwebs above the arches. They will surprise the party on a roll of 4-6 on d6.

The spiders will cut a web free to fall in a 10' x 10' area upon the largest group near the lure. Surprised party members are caught; others must save vs. Paralyzation to avoid the trap.

Those caught will free themselves in a number of rounds equal to 19 minus the Strength of the character. Fire or a **burning hands** spell will destroy the web, but will do damage to those inside the web. Oil or a torch will cause 2-8 points of damage.

Once the party is webbed, the spiders will attack, carefully keeping their targets between other party members and themselves. Thus the spiders cannot be shot by missiles and must be engaged in melee. All attacks from those trapped by the web are at -4 to hit. Attacks upon those trapped are at +2 to hit.

The corpse in the web bundle is a shrivelled husk, with a strange grimace upon its face and its hand at its chin. Between its stiff jaws is a **ring of infravision**. In a pouch at its waist are 10 gp.

5. Storeroom.

The room is filled with chests, bundles and crates of various tradegoods. It appears to be deserted.

This room is used as a storeroom for caravan tradegoods and contains several bales of good linen, crates of tin pots and pans, and several chests of china dishes wrapped in straw. The tradegoods are worth a total of 450 gp, but are very bulky and hard to carry. As characters examine the contents of this room they will hear a faint, repeated hiss coming from somewhere in the room. If they attempt to find the source of the hissing, they will find that it moves. The hissing comes from a pair of 2 inch long roaches which live in the room. The roaches offer no danger.

6. Abandoned Storeroom.

This room appears to be a storeroom. The piles of tradegoods are dust covered and appear not to have been touched for some time. Suddenly there is a hair-raising moan and the clanking of chains from the northeast corner of the room. There a luminescent shape begins to form the figure of a wasted elf struggling with ghostly chains that hold him to the wall. As the party watches, the figure breaks its chains and comes rushing forwards.

The figure is actually a phantom, a three-dimensional image which appears similar to a ghost or an haunt. Any creature who looks at a phantom must save vs. Spells at -2 or flee in terror as if a **fear** spell. A phantom is merely an image or mirage and cannot attack nor react to other creatures. Phantoms are soulless shells of creatures who died hideous deaths and recreate images of the death trial or images of what the departed soul was thinking most about when it died. The image does not move from the spot where the creature died, but replays the story like a 3-dimensional movie.

This is the phantom of an elf slave who was being tortured in the torture chamber and burst his bonds to escape. After the figure breaks its chains and seems to rush forward panting, its eyes gleaming madly, its hands twisted into claws, it will turn and appear to flee up stairs looking back wildly over its shoulders. The elf then appears to run down a corridor, around a corner to a hallway with many doors. He scrabbles at the latch to one door until it opens, terror written all over his face. Into a room he runs, but it appears to have no other exits. Looking over his shoulder in stark horror he beats the wall and attempts to tear a torch holder off a wall. As he does, a section of the wall opens and he leaps through the gap desperately. Behind him bound dark, hairy, slave-ring forms, running on four legs. Down a darkened passage the elf stumbles, only the pale yellow of his eyes visible. Suddenly there is light as the wall at the end of the passage opens into a hall and he bursts forth beating off the baying pack of wolves that try to drag him down. Through an arch he runs and there on his left is another door. He pushes the door open, but too late as a great white wolf leaps upon his back and bears him down into the storeroom, ripping his throat. Then the mangled form of the unfortunate slave is dragged off into a corner to be devoured by the slaving wolves.

If the players watch the entire sequence through they may figure out where the secret door is located. If they leave the room the sequence will not begin again for an hour.

B. Secret Door.

This secret door is opened by pressing on a stone in the west wall at waist height. The door is opened and closed from the inside by a lever in the west wall.

7. Log Trap.

This corridor slopes gradually upward to the east for 50', and then ends in a wooden wall with a door set in the middle of it.

In the center of this corridor is a covered pit, 10' long, 7½' wide and 20' deep, indistinguishable from the corridor floor. The tracks on the floor and over the pit show only that the area is often travelled, for there is no dust on the floor over the pit. The cover of the pit will fall open when the first person walks on it, dropping the character 20' into a 4' deep pool of water. The will cushion the fall and the character will only take 1d6 points of damage. Heavy tapping of the floor with a staff or club will also cause the pit cover to fall open. Once open, the cover will remain open. The narrow

ledges around the edges of the pit are just wide enough to walk across, but only if one goes slowly and carefully.

The door has a wooden face of a learing goblin carved in it at chest height. The door is trapped, but no trap may be detected because the trigger is on the other side of the door. A long chain stretches from the back of the door to a board restraining a boarded up alcove at the end of the corridor. The wooden goblin face may be rotated to reveal a large keyhole. With the right key this lock may be turned disconnecting the chain from the door. Otherwise, once the door is pulled opened, the boards over the alcove will collapse releasing a large pile of logs, each 9' long, to roll down the corridor. When this happens read the following to the players:

Through the door comes the sound of cracking and splintering wood and you see the enormous pile of logs crashing down the corridor, straight towards you.

Give the party 1 minute of real time to say exactly what each character is going to do. The logs will smash through the false wooden wall and continue rolling to crash into the end of the corridor. Characters may not run across the ledges to either side of the pit to escape. If they attempt to, they will fall into the pit. If they take their time, to maintain their balance, they will be caught and smashed by the logs, for 18 points of damage, just as they reach the other side of the pit. Those who chose to jump into the pit will take only 1d4 points of damage and the logs will roll right across the pit. Characters who climb walls may also avoid the logs if they save vs. Spells, otherwise they will take half damage from the logs, 9 points.

If the trap is approached from the other direction, the party will see the boarded up alcove, and the chain leading from the door to the retaining wall. The logs are not visible.

The only way to deactivate the trap from this side is to break the chain. Each character is allowed one try at breaking it, and a successful roll of the "Bend Bars" percentage means that the chain is broken. Any attempt to break the chain has a 1/3 chance of triggering the trap (1-2 on d6).

8. Boggle Lair.

The entire corridor here — walls, ceiling and floor — is a grillwork with 1' x 1' spaces, extending for about 60'. The stone bars that form the grillwork seem to be covered with a black, viscous liquid that appears slick.

This area is the lair of two boggles (AC 5; MV 9"; HD 4+3; hp 21, 24; #AT 3; D 1-4 each or 1 weapon). Boggles are vaguely humanoid creatures, about 3' tall and varying in color from blackish-blue to gray. They all have large, bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual, such as large noses, uneven arms, spindly legs and so forth. Boggles are not very intelligent and tend to be whiners and gibberers when dealing with other races. However, when encountered in their lair they are aggressive and voracious.

Boggles have rubbery skin and they secrete a viscous, nonflammable, black oil that is extremely slippery. Due to their slipperiness and the resiliency of their hide, all attacks upon boggles will do -1 point per die of normal damage done. Boggles like to spread their oil about their lair, making footing slippery and unsure for intruders. For every 10' a character travels across this area or for every round spent fighting here a character must roll his or her dexterity or less on 1d20 or fall down. The falling does no damage, but a character who falls may do nothing for 1 round while he or she stands back up.

Boggles are resistant to fire (as the ring), and they can naturally **spider climb**. They also have the natural ability to use a limited **dimension door** (3" range) by stepping, diving or reaching through anything resembling a frame, such as holes, the grillwork, cracks, doorways, etc.. They will use this ability to reach through one section of the grill and have their hand come out elsewhere to grab or strike at a character from another side. Boggles are also slightly elastic and may stretch or contract to twice or one-half their normal size. Finally, they have a keen sense of smell and can even detect invisible creatures with this sense. Thus they are often used as watchers and alarms by other races. When they sense intruders they set up a high-pitched, keening wail.

The two boggles will appear from walls, floor and ceiling to strike at and trip intruders (roll 1d4 to see which direction they attack from) and will then retreat through the nearest wall. Upon examination, the grillwork will be discovered to actually be a honeycomb of 1' x 1' x 2' deep niches into which the boggles dive and disappear. If anything is thrown at the boggles they will attempt to catch it (roll a successful "to hit" vs. AC 8 to catch) and either throw it back at the party or take it to their nest. The nest is only accessible by **dimension door** or other magical means. They are semi-intelligent and will try to steal treasure and weapons to keep them from being used to hurt the boggles, and throw back other things such as oil. Each boggle may attempt to steal an item from a person who had fallen by making a successful to hit roll vs. AC 5. Boggles may also drop from the ceiling upon characters and attack with two additional claws added to their normal claw/claw/bite routine (like a cat).

Characters will have to be inventive to get through this area quickly. One possibility is taking pieces of lumber from section #7 and tobogganing across the grill. This works very well due to the oil on the grill bars.

9. Storerooms.

From this hallway the party can hear screams of pain and moans of agony coming from the west. The doors along this corridor all appear to be locked.

These rooms are all locked and contain chests, crates, barrels, bales, casks, and tuns of all descriptions. In these containers are all the things that are necessary for the maintenance of the underground stronghold. Unfortunately, none of it is much use to the adventurers. There is a great deal of food, especially honey and cheese, much clothing and goblin-sized leather armor, col-lars, lumber, torture apparatus, chains and so forth.

10. Storeroom.

This room appears to be a storeroom. Several crates have been pushed aside and a chest has been over turned to be used as a table with a couple of casks for stools. On the overturned chest are a guttered candle in a tin candleholder, and a dog-eared deck of cards. On the back wall is a torch bracket with an unlit torch in it.

This room is used by a couple hobgoblin leaders to play cards. Beneath one of the casks are stuffed four face-cards of the same suit. Rolled into the shadows of one crate is a silver piece dropped during one game. The torch bracket in the back wall is the trigger to open the secret door in the room. Pulling down on the torch bracket will open the secret door. The secret passage beyond is used to bypass the boggle lair when coming from the fort above.

11. Storeroom.

The room appears to be a storeroom. It is piled high with barrels and stacks of furniture wrapped in burlap and rope.

The furniture in this room is of good quality, but has seen a lot of use and most is in need of repair. In the northeast corner is a wardrobe (locked shut). In the wardrobe are three chests of old clothes and linen, neatly folded. On one folded cloak, amongst the piles of clothing, is a mother-of-pearl stickpin worth 45 gp, but there is nothing else of value. The barrels contain pots and pans and some clay bowls. In the west wall of the room is a secret door. A stack of empty barrels has been placed in front of it. The barrels can be easily moved by one person in order to search the wall. The secret door is opened by pushing in on one end and pulling out on the other.

12. Torture Chamber.

Screaming comes from beyond this door and light shines under it. When the door is opened, an enormous pillared room can be seen, in the swaying shadows, set dancing by the light of a chandelier swinging wildly back and forth. The floor is 10' below the landing on which the door opens and a set of stairs leads down into the room. To either side of these steps are small, 5' ledges. The ceiling rises at least 30' above the door. This appears to be a torture chamber, for about the room can be seen racks, hanging cages and chains, an iron maiden, fire pits and braziers; and their unfortunate occupants. Standing amongst these implements of torture are many goblins. On all sides of the room can also be seen archways, some leading to alcoves, while others are walled up. Suddenly the swinging chandelier comes crashing down from the ceiling to smash at the top of the stairs, exploding into flame as the oil spills and ignites.

Those characters standing at the top of the stairs will be caught in the burning oil and take 2-12 points of damage the first round and 1-6 points the second round. Those within 5' of this spot will be splashed with burning oil for 1-3 points of damage. If a character makes a successful save vs. Paralysis this damage will be reduced to half. The oil will burn for two rounds and then the room will become dark except for the red glowing braziers. Creatures without infravision or an additional light source, must fight at -4 to hit.

One of the goblins was pulling on the chandelier rope and causing it to swing. He cut the rope to send it crashing when the party appeared. These goblins are lead by two bugbear overseers who watch them at their tortures, through two arrowslits, from a secret chamber to the west of the stairs. The goblins will use their slings and attempt to keep the intruders at the top of the stairs until the bugbears appear. The goblins will fire their slings from cover behind pillars and the various racks gaining an AC of 2 (+4) versus missile attacks. Once the bugbears arrive or the party counterattacks, the goblins will draw their short swords and charge in groups of 4. The worgs will come out of their alcove dens and attack if intruders come down into the room. If the battle is going against the goblins, one will run to the south end of the room and disappear, carrying the alarm through the iron maiden to the troops beyond.

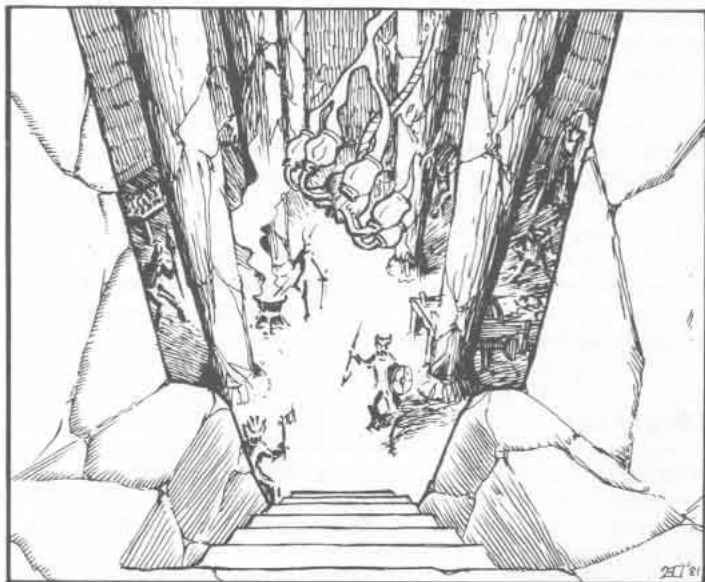
In this chamber are 16 goblins (AC 6; MV 6"; HD 1; hp 6 each; #AT 1; D sling 1-4 or short sword 1-6). Eight of the goblins are in the central area of the torture room entertaining five unfortunate guests, while four are in the south end of the room sharpening a bed-of-nails. Two goblins are cleaning up spilled fresh mortar in the eastern wing, and two more are giving a

man with two broken legs an extremely close shave in a western alcove. The goblins carry 6 sp each. The tortured individuals are beyond help, but any who survive the battle if questioned, will tell the party that there must be an entry into the room at the south end. At the south end of the room there are a bed-of-nails, an iron maiden, coils of chain, 20' long, 4' lengths of lumber, pieces of rope, 20' long and a keg of nails. The secret door is in the back of the iron maiden, but when it is opened a skeleton will be found impaled on the spikes. The hinge of the iron maiden is stiff and it tends to spring shut. For each spike twisted, there is a 1 in 6 cumulative chance of opening the door.

a. Observation Post.

There are two bugbears (AC 5; MV 9"; HD 3+1; hp 15, 17; #AT 1; D 1-10) in this room. There are also two benches and a table at which one bugbear sits constructing a wire face cage. The other is standing by the arrowslits in the south wall watching the room below. As soon as there is a commotion in the torture room, they will both stare out the slits to determine what is happening. Then they will grab their halberds and rush around through the secret tunnel to room #11, to enter the torture chamber by the main door in 2 rounds. They will attack with surprise if possible (1-3 on 1d6).

The bugbears have no treasure in their room, but one carries a scroll of **cure disease** and 60 gp in a pouch.



b. Walled-up Alcove.

In the northeast corner of this room, behind several casks of wine is a freshly bricked-up archway. From behind the wall is heard a rustling sound, as of someone scratching, and the faint jingle of bells. In the alcove is a rabid wolf with bells on its collar (AC 7; MV 18"; HD 2+2; hp 15; #AT 1; D 2-5) which will attack once it is freed, as a 4 hit dice monster. Anyone bitten must save vs. Poison or die in 4 turns. A **cure disease** will prevent death. However, the victim will still be weak (-4 on "on hit" and damage) for 4 turns.

c. Worg Dens.

A worg lairs in each of these three cells in the east wall. These worgs (AC 6; MV 18"; HD 4+4; hp 23, 22, 19; #AT 1; D 2-8) sleep on piles of straw and may have a few bones scattered about. If intruders enter the room and come down to attack the goblins, the worgs will leap forth and enter the fray.

d. Secret Door.

A stone plug seems to have been used to seal off this alcove as has been done with several of the other cells in this room. This is really a secret door which may be opened by tugging on a chain hanging from the ceiling. Beyond appears to be just another cell with the withered remains of its tenants hanging from one of three pairs of manacles cemented in each wall. The southern wall has a secret door which is opened by turning the iron ring to which the manacles are attached and pulling. But the door is **wizard locked** and only Markessa or a 9th level or higher magic-user may open this door. A **knock** or a **dispel magic** will open this door.

13. Alchemist Secret Storeroom.

This room is lit by a ruddy glow, and the air is alive with the aroma of wild herbs and the pungent rot of decaying flesh. The room appears to be storeroom or pantry, for there are crates; bookshelves, a table and a cabinet all piled high with boxes, books, clay crocks and canisters, flasks and jars of herbs and other strange items. The red light seems to come from behind a table in the southwest corner. Over the top of the table the head of a hobgoblin can be seen watching the party.

There is no hobgoblin in this room, merely the severed head of one held to the table by a clamp. The eyes have been removed. Books, scrolls, bottles and dissection tools litter the tabletop. In a foot long, tubular leather case is a metal rod with a **continual light** spell cast on it. This is stuck in a holder on the wall and used to light the room when the alchemist is present.

This room is used as a secret storeroom and hideaway for Markessa, the evil elf fighter/magic-user who is in charge of the fort, and her alchemist, Fyndax. The room also serves as a shortcut through the dungeon, for a narrow, 5' wide passage leads north out of this chamber to Fyndaxes' quarters, bypassing the elite goblin guards. There is no one in the room at present.

In this room are stored the various components for making potions. There are jars of dried herbs, parts of animals, and leather-bound books about alchemy which only a master could use. The books are filled with strange illustrations and formulae, but the word, "FYNDAX" can be made out on the title page of each. In the southeast corner is a round wooden table containing two scrolls and three flasks. Inscribed on the scrolls are pictures of cows in varying stages of health. The flasks are marked W, U and H. The flask marked W contains pond water, while the one marked U holds cows urine. The third flask marked H, holds a potion of **healing**, cures 1-8 points of damage.

Behind the table in the southwest corner is a grotesque candelabrum sitting on the floor and the red light comes from here. The candelabrum is made from the skull of a wild boar attached to a metal rod. Attached to each tusk is a flask of red liquid with a lit wick floating in the fluid. Directly in front of the candelabrum is a pressure plate set in the floor. When the pressure plate is stepped on one of the flasks will crash to the floor and burst into a cloud of smoke to fill the room.

This smoke is a hallucinatory gas and all characters must save vs. Poison at -2 or be affected by the gas. Those who save will be set to coughing and gasping for 2 rounds and will be unable to do anything. Those who are affected by the gas will see an efreeti step out of the smoke and attack them with a flaming weapon. The efreeti is really the player character who set off the trap and he or she will see the faces of his or her comrades distort as they attack him. There will be a roaring in everyone's ears and they will be unable to hear for 6 rounds.

The hallucination will end when either the character who triggered the trap is dead or once all of the other characters affected by the gas are rendered dead or unconscious.

The alchemists supplies are worth 2,000 gp to another alchemist. Two baskets of dried beef and roots sit on the top of the cabinet. There is also a cask of water. Hidden in the basket of beef are two flasks and a small wooden box. The flasks contain potions of **giant strength** and **levitation**. The box contains five pellets of a black earthy substance. These are **flash pellets**, and when thrown to the ground will burst into a blinding flash of light. All those within 20' looking in the direction of the caster will be blinded for 2 rounds.

14. The Chasm.

Here a natural passage is formed out of the rock, rough and winding. The walls are slick with condensation and the air is warm. The passage slopes downwards and ends on a ledge 30' above the floor of a large cavern, covered with stalagmites. Across the chasm, 30' away, is another ledge with an opening leading out of the cavern. Between the two ledges are a series of rocky pinnacles rising up almost level with the ledges. The top of each pinnacle is fairly flat and large enough for one person to stand on. There are five pinnacles between the two ledges. The domed ceiling of the cavern rises 20' overhead. There comes a hissing from below and the room fills with steam obscuring all vision.

The steam will even obscure infravision. The party must cross the chasm in some manner even though they are unable to see. The steam will continue to fill the chamber for 5 turns and then will clear for one turn. If the party attempts to wait for the steam to clear, someone will undoubtedly be caught crossing when the steam returns.

The edges of both ledges are weak and crumbling, and cannot be climbed either up or down. Anyone falling into the chasm will suffer 3-18 points of damage and will be impaled by 0-2 stalagmites for 1d6 each. The only non-magical way across the room is to use the pinnacles as stepping stones. Naturally the stones are slippery due to the steam in the air. For any person to leap from stone to stone, he or she must roll equal to or less than his or her dexterity on 1d20 for each jump (six leaps in all). Of course, they must first determine where each stone is, by feel or some other method. If the party strings a rope across the fissure, add +2 to the dexterity roll and only roll once for each character crossing. If the party returns to room #12 and gets the 4' boards, they will discover that the boards just reach from pinnacle to pinnacle. Using the lumber adds +3 to the dexterity roll and characters need only roll once. These two adds are cumulative.

15. Cheese Curing Room.

This small natural chamber contains several open half casks and tuns on wooden platforms. The air is warm and damp.

This room is the cheese curing room for the fort. A large bolt of cheese cloth is lying on one of the wooden tables. In one of the tuns is a small amount of cheese curd and a growth of yellow fungi, not yellow mold. The cheese cloth is enough to protect up to two characters from the bees in room #16.

16. Beehives.

The door here seems to be stuck, and will have to be forced open. When it is opened, a bucket of sugary syrup falls and

drenches anyone standing in the doorway. Immediately an angry buzzing arises, and the syrup covered character is attacked by a swarm of bees.

The door only seems to be stuck and will open with normal door opening rolls. Above each door is hung a wooden bucket, suspended by a rope and pulley attached to a stay beside the door. The bees in this room feed on the sugary syrup in the buckets and will be swarming over it. When the door is forced open it will catch the bottom of the bucket and tip it over, spilling its contents over the doorway. If the door is opened gently, the rope may be pulled down to raise the bucket and allow access to the room. Because the trigger is the door itself, there is no trap to detect.

There are two enormous conical, clay hives in the west end of the room. The bees will attack anyone disturbing their feeding and will sting them causing 0-2 points of damage per round. They will sting anyone drenched in syrup for double damage. Once a character leaves the room he or she will be stung for ½ damage for one round, and then the stinging will stop. There is no physical defense against the bees and they automatically hit. A character wearing a suit made of cheesecloth may be protected from the bees at the DM's discretion. **Burning hands** will kill all insects in its area of effect, and a **sleep**, **stinking cloud** or **pyrotechnics** will immobilize all bees in area of effect. Steam will kill the bees on the characters if they run back into the steam-filled cavern.

17. Beekeeper's Storage.

The room is a natural cave with a dirt floor. This room contains several goblin-sized suits of what appears to be cheesecloth. There is also a 4' tall tun and two casks. In one corner on a small table is a long metal rod with a spatulate hook on one end and several clay crockery pots.

This is the beekeeper's storeroom and the cheesecloth suits are worn when working with the bees. The tun contains water and the casks contain a coarse brown sugar to make the sugar syrup for the bees. The metal rod and pots are used for gathering the bees honey.

18a. The Corridor:

Here is a natural corridor 15' high and 15' wide, with openings at each end. The corridor is approximately 80' long, and the walls and floor appear to have been worked smooth.

A 15' square net is suspended in the shadows near the ceiling, approximately at the midpoint of the corridor. A guard hidden at **18b** controls the net. If the party approaches from the east, he will drop the net upon them and blow an alarm horn. If the party is coming from **18c**, he will drop the net and join the pursuit (if the party is retreating) or try to escape (if his comrades are defeated).

Those under the net must make a saving throw vs. Paralyzation to avoid being caught. Trapped party members will be unable to attack and will have no dexterity bonuses to AC. Opponents will be at +4 to hit. Those inside the net can try to free themselves with edged weapons. A successful hit on AC 9 will cut one strand of the net. A dagger can be used to cut two strands per round. Four strands must be cut, to free a character.

18b. The Guard Outpost:

The guard who works the net is stationed in this niche. The niche is concealed by a canvas screen painted to look like the

surrounding stone. The screen has spyholes cut in it. Those searching the area with infravision in the dark will "see" an apparent opening in the corridor here. Those without infravision will have to make a successful roll to locate secret doors, in order to find the outpost.

18c. Elite Goblin Barracks:

If the goblins here have any warning of the party's presence, they will attack before the party reaches the barracks. There are nine goblins (AC 4; MV 6"; HD 2; hp 13, 13, 12, 12, 11, 11, 10, 9, 9; #AT 1; D lance 1-6 or 2-12 charging, morning star 2-8) commanded by a leader (AC 4; MV 6"; HD 2; hp 14; #AT 1; D 1-10+1) armed with a **halberd** +1. The goblins have nine worgs (AC 6, MV 18", HD 4+4, hp 27, 25, 22, 20, 20, 19, 19, 19, 16, #AT 1, D 2-8) that they use as mounts and guards.

If the goblins are warned of intruders from the east, they will mount their worgs and charge down the corridor on the round following the net dropping. They will charge in three ranks of three.

In a charge, lances do 2-12 points of damage, and are at +2 to hit (+4 for people caught in the net). As the first rank clears the party, a second rank will charge, while the first rank dismounts and attacks from the rear. The third rank is used as a reserve. All attacks are co-ordinated by the goblin leader, who will avoid combat until the party is surrounded. The worgs will attack any characters not caught in the net, while the goblins will concentrate on attacking those in the net (+4 to hit and the characters are not allowed dexterity adjustments to their AC).

If attacked from the north, the goblins will send the worgs to attack first, then join in the battle when the party is weakened.

When the party reaches the barracks, read the following description:

The room is a spacious natural chamber, approximately 70' in diameter and 25' high. Inside are tables, chairs, and sleeping mats. Boxes of food, of suspicious origin, are scattered around the room, as are barrels of water. Weapons, bows, and quivers of arrows are hanging on the walls.

If the weapons are examined, the party will find a black, rune-encrusted arrow in one of the quivers. It is an **arrow of bow breaking** and will break any normal bow it is used in; magic bows get a saving throw of 10% per "+". In a thorough search of the room the party will also find 130 gp and an agate worth 10 gp. On the leader's body there is a ring with two keys that open portcullis to the kennels. If the bodies of the goblins are searched, the party will find a pouch of foul-smelling herbs on each corpse. These pouches are used to warn the two watch-worgs at #21, that the bearers are friendly.

19. Worg Kennel:

The entrance to this natural tunnel is barred by a locked portcullis. From beyond comes a foul odor and the party hears a bestial growling.

The portcullis is locked by a chain and large padlock. The leader of the goblin guards in rooms #18c has the keys. This portcullis is raised by a rope and pulley, and the end of the rope is wrapped around two spikes driven into the wall on the left side.

Beyond the portcullis is a natural cavern with several 3' tall niches cut in the wall at floor level. There are wolf droppings and hair about the floor, as well as several bare dried, bones. This is the worg kennel where the various worgs and their mates are kept. At

present there are only 4 female worgs (AC 7; MV 18"; HD 2+2; hp 14, 10, 10, 9; #AT 1; D 2-5) and 7 cubs, who will not fight, in the kennels. If intruders are carrying the scent bags from #18c, they will be accepted as friends. Otherwise, the females will attack and fight to the death to protect their cubs. There is nothing of value in the chamber, but there are several tooth worn strips of leather that were once belts. One strip still has a dirt encrusted brass buckle attached.

There is another passage out of the cavern on the opposite side. This too is barred by a locked portcullis, similar in detail to the other. The northern passage is used to reach the tunnel exit from the dungeon.

20. Icar's Entranceway:

In the center of the ceiling of this small room is a shaft opening. An iron ladder leads from the floor of the room up into the shaft and is bolted to the shaft wall.

This ladder leads up 40' to Icar's private quarters in the fort. Across the top of the shaft is a trapdoor which cannot be opened from below, as it is bolted shut above. Only Icar uses this entrance to the dungeon and has taken steps to insure that it will not be used by others. The top two rungs have had their far edge sharpened razor keen and smeared with a sleeping drug. Those who grab the rungs barehanded will cut their hands. The victim must then save vs. Poison at -2 or fall asleep in 2 rounds and plummet down the shaft knocking anyone else below off the ladder. Those who fall will take 1d6 points of damage for every 10' fallen.

21. Watchworg Post:

As the party approaches the intersection of the corridor there is suddenly a fearsome growl and two enormous wolf shapes rise from the shadows, one to either side, and move forward.

These two worgs (AC 6; MV 18"; HD 4+4; hp 27, 20; #AT 1; D 2-8) are chained to the back walls of their alcoves so that they cannot enter the hallway. If the characters have picked up the scent bags from the dead goblins in room #18 the worgs will sniff at the intruders and then sit back on their haunches and watch. If the characters are not carrying the scent pouches the two worgs will set up a mighty howling that will alert Markessa and her guards in room #22 that intruders are here.

There is a secret door at the back of the eastern alcove. This door is opened by lifting up on the chain anchor ring in the wall and pulling out. On the other side the secret door is opened by a latch which is pulled up. This passage is often used by Icar, commander of the fort troops, and the worgs are friendly with him, because he often tosses them scraps of meat. If the character coming through the secret door is not Icar, the worg in this alcove will attack leaping for the intruders throat.

22. Markessa's Laboratory:

These doors open onto a room of great size, over 60' long and 40' wide dimly lit by the party's torches. The room has a 40' high, vaulted ceiling with a balcony circling three sides on the south end of the room. There are several goblins up on the balcony and more on the main floor just in front of the door. This chamber appears to be a large workroom for an alchemist or a physician as there are many beakers, flasks and retorts on the various tables, and bookshelves and benches about the room. To either side of the south doors is a stuffed owl on a pedestal. In the far end of the room are several cabinets and a work bench around which move more goblins. However, what catches the party's attention are the two tables in the center of the room, from one of which rises a strange caricature of a man

- long and thin, with a horribly deformed mouth and a long clawed arm. It emits a brutal croaking sound and the goblin sitting next to it sees the party, draws its sword and cries a warning.

Markessa is in the north end of this room behind a work bench. She is a small female elf with ivory white skin, golden hair and an evil slant to her amber eyes. Markessa has also been anticipating an attack and has spent her time puttering back here to stay out of the melee. She is a 5th level magic-user and a 5th level fighter. Markessa's stats are (AC 2 (0); MV 12"; LVL 5/5; hp 35; #AT 2 with sword or 3 with darts; D sword 2-7 or dart 1-3; S 14, I 16, W 12, D 18, C 17, Ch 14). Her spells are:

First level: magic missile; protection from good & shocking grasp.

Second level: darkness, 15'R; & scare.

Third level: lightning bolt.

She wears special, magical studded leather armor +1, **protection from normal missiles**, which gives her immunity to all non-magical missiles and adjusts damage caused by magical missiles by -1 per die of damage. Her magic armor and her dexterity adjustment give her an AC of 1. She carries a special short **sword of speed +1**, which allows her to attack twice per round, gaining automatic initiative on the first attack and normal initiative on the second attack. Markessa is also armed with 12 darts which she may throw three per round, with a bonus of +3 to hit due to her dexterity.

The creature on the table was once a human slave, but is now a crazed experiment of Markessa. Markessa is chaotic evil and an agent of the Slave Lords and in charge of the running of this branch of the slaver operation. Markessa is also performing private experiments on some of the captured slaves in order to create the perfect slave. This is her laboratory where she performs surgical operations designed to reach that end. Unfortunately, most of her experiments have gone awry, for she operates without anesthesia and most of her experiments are driven insane by the pain.

The guards have been expecting an attack and have been standing waiting for a warning. If the party surprises the goblins, the guards will grab their arrows and prepare to fire while others run around the balcony to reach the lever above the south door.

If Markessa is surprised she will duck behind the work bench and cast the **protection from good** spell on herself. This spell will raise her AC to -1, and give her a +2 adjustment on all saves. Then she will cast **shocking grasp** on herself in the eventuality that she will need to melee with someone. This spell will go off the first time she strikes someone with her hand. If Markessa is not surprised, and has been warned by the watchworgs, she will already have cast these spells and be awaiting the confrontation.

If the watchworgs have had a chance to howl their warning, the goblins will already have reached their positions and Markessa will have cast her spells on herself.

Markessa will attempt to avoid melee for as long as possible, throwing her darts and looking for a chance to cast her **lightning bolt**. She will use her **magic missile** upon any spell caster who attempts to cast a spell at her. She will wait to cast the **scare** until someone moves to melee her. If things are going badly for her she will either cast her **darkness** spell and flee or she will pick up a flask off of a shelf and throw it down to smash on the floor. The contents of the flask will form a blue cloud of smoke, 10' radius, that cannot be seen through. Anyone caught in the smoke will find that it stings their eyes and blinds them for 1 round after they leave the cloud. The cloud will last for 6 rounds.

To aid in running this battle, a map of the room has been included in the back of this booklet showing the starting locations of the monsters.

If the party has entered the room through the southern door the first round of combat, two goblins on the balcony above the door will topple a large tun of brine used to store various body parts, over onto the party, extinguishing all of their torches and lanterns. If characters do not have infravision, they must fight in the dark at -4, until another light source is provided. The rest of the goblins on the balcony will fire twice with their short bows, while those on the floor draw their weapons.

There are cages set into the wall to either side of the door, each containing an owlbear (AC 5; MV 12"; HD 5+2; hp 27, 25; #AT 3; D 1-6/1-6/2-12, plus 2-16 hug if either paw hits with a score of 18 or better). On the second round of combat, the goblins above the door will pull a lever opening the cage doors and the owlbears will rush out, knocking aside the stuffed owl pedestals and attacking with surprise on a roll of 1-5 on 1d6. The goblin archers will continue to fire twice, while the sword wielders will melee those characters not engaged by the owlbears. There are 13 elite goblin guards here (AC 5; MV 6"; HD 1+1; hp 8 each; #AT 1 or 2 with bow; D 1-6); six are on the main floor and seven are on the balcony. If on the second round of combat the party is using a **light** spell to see by, Markessa will cast her **darkness** to negate the light.

The door to the west opens into the room. If the party enters the lab from the west the door will conceal Markessa long enough for her to hide behind the work bench. The goblin guards will spot the party and shout "Intruders!", and Markessa will hurl her flask to blind the party. The battle will then proceed as described.



The goblins will continue to fire for one more round, exhausting their arrow supply. Those on the balcony will then swing down to the floor on ropes and join their brothers in melee with short swords. The goblins have been directed to fire at and attack those characters who start to talk in battle, these presumably being the leaders or spell casters. The owlbears will always attack the closest target or the most powerful fighters. Neither the goblins nor the owlbears will surrender.

This room has many shelves and cabinets of the various types of equipment used by Markessa. There are canisters, decanters, and flasks of various herbs and compounds; there are tables full of glassware and the different knives, needles & thread she uses.

None of these items should be of particular value to a party of adventurers, but on the open market to an alchemist they have a total value of 5,000 gp. Items the party might be interested in are the flask of smoke, to be thrown by Markessa and a quart of acid in a thick glass decanter. Many of the compounds are poisonous but only when swallowed large quantities. There are also a variety of casks and tubs of brine with body parts from various creatures floating in them. In a locked drawer behind her workbench are a pair of artificial claws made of adamantite worth 2,000 gp, wrapped in linen. The goblins are each carrying 1-6 gp. Markessa is wearing a set of electrum bracers worth 560 gp, and a neck-guard of electrum, engraved with the image of a crested hawk, worth 1400 gp. Shoved behind some books and papers on the top of one cabinet is a roll of parchment. There are three sheets of parchment, the first one listing various names, these are the names of the slave merchants Markessa normally does business with. The second sheet is a tally of the slaves most recently received divided by general description and where they are from. The last is a crude map of the caravan routes and may be used by the party to reach dungeon module **A3 - Assault on the Aerie of the Slave Lords**.

23. Mess Hall:

This room is a large dining room. There are two long tables with rows of benches set on either side of each. Across the room is another door. The room appears to be empty.

This room is the mess hall for all of the goblin troops guarding the dungeon. The tables are stained and dried remains of food cover their tops. The tables and benches are worn and beat up. There is nothing of value here.

24. Kitchen:

This room is a kitchen with several tables and a chopping block in the room. On the south side of the room is a cooking fireplace and two fresh carcasses are hung on hooks to the left of it. The room is occupied by a human cook and two goblin assistants working over a huge pot of stew. The cook is incredibly ugly and has a horrid snaggle-toothed smirk on his face.

When the party enters the kitchen, the cook will berate the party for showing up early for their meal. His assistants will then dump some sour stew in bowls and try to serve the party the stew and moldy bread. If the party eats, have each roll their constitution or less on 1d20 and if they fail they will become ill for 2 turns. The cook is an old army veteran and is chaotic neutral (AC 9; MV 12"; F 3; hp 18; #AT 1; D by weapon; S 13, I 9, W 7, D 15, C 12, Ch 4). He is touchy about criticism, and will throw a cleaver (treat as a hand axe) at anyone who protests the quality of the food (-4 to hit). If seriously threatened, he and his goblin assistants (AC 10; MV 12"; HD 1; hp 4; #AT 1; D by weapon) will run away, screaming that the mercenaries, "Maglubiyet fry their livers" are rioting again.

25. Specialists' Quarters:

This area houses the various specialists Markessa employs to help run this operation. Two goblins (AC 6; MV 6"; HD 1; hp 5, 4; #AT 1; D by weapon) stand guard outside the main door to this area. They are armed with military picks. One goblin carries a horn at his belt for sounding the alarm if there is trouble or they hear an alarm from elsewhere.

25a. Engineer's Quarters:

The door to this room is locked and no sound is heard from beyond.

As the party enters this room, they hear the sound of a small bell. A single human in padded armor is lying on the bed.

When the party enters, he grabs a cocked crossbow by the bed and aims it at the party. He demands to know their business.

This is Carlstar Wiorfether (AC 8; F3; hp 15; #AT 1; D by weapon) an engineer/sapper/miner hired to keep the fort in good condition and build the defenses needed. He is very afraid of the werewolves in the fort, and his nerves are on edge. If made a good offer of money or some other deal (DM's decision), he is 40% likely to lead the party to an exit from the fort. If the party gets aggressive, he will fire the crossbow and scream for help. He will then fight with his military pick.

The room contains a desk, chair, stool, bookshelf and a footlocker (shoved under his bed). The desk is littered with papers, pens and books. In the desk are instruments for drafting, a level and an engineer's plumb. On the shelves are reference books and plans for a siege tower and the counterweight system for a sliding secret door.

Beside the bed on the stool he has a silver dagger worth 25 gp and 20 silver-headed crossbow bolts worth 1 gp a piece. The footlocker holds clothing and a small coffer. In the coffer, the engineer has 220 gp and a potion of **curing lycanthropy**. This potion contains belladonna and has a 5% chance of poisoning anyone who drinks it. It has a 45% chance of curing lycanthropy if drunk within a hour of contracting the disease.

25b. Alchemist's Quarters:

When the party enters this room, they see a human seated on a wooden stool bending over a large wooden table. The stranger appears to be pouring fluid from one flask into another. As the players enter, the stranger turns around to look at them.

The human is the alchemist Fyndax (AC 10, HD 0, hp 3, #AT 1, D 1-4) who has been hired to assist Markessa. He is armed with a dagger, but he will not fight unless there is no other choice.

Along the north wall is a bed draped with a satin comforter and ornamented with silk cushions. Along the east wall are several bookshelves, virtually obscuring the wall. Some of these volumes are well worn, while others have a layer of dust and a few cobwebs covering them. On the south wall are shelves containing a wide and varied assortment of flasks, tubes, decanters, jars, cans and small boxes. While some of these containers are empty, others are filled with strange herbs or fine powders.

If the party enters through the secret door, the first thing they will notice is a small but exquisite coffer that appears to be covered entirely with emeralds. This coffer rests on the floor about 2' from the secret door. The coffer is worthless, but has been trapped. Anyone who touches it will become stuck to it and will be unable to free himself or herself from it or unable to move the coffer elsewhere. If a dispel **magic** spell is cast on the party member stuck to the coffer or if this member is wearing a **ring of free action** can he or she become freed.

25c. Bugbear Quarters:

This room contains four beds plus a table and several stools. There are two bugbears in this room. One is lounging on his bed while the other is sitting on the foot of the bed sharpening a bastard sword. The bugbears look up as the door opens.

These two bugbears (AC 5; MV 9"; HD 3+1; hp 15 each; #AT 1; D 2-8) are squad leaders for two squads of goblin guards. The bugbears will attack intruders on sight while yelling to raise the

alarm. Both have bastard swords and the two are carrying a total of 32 gp, 19 sp, and 71 cp. This room is also the quarters of the bugbears in the torture room, #12.

25d. Scribe's Quarters:

This bedroom houses one human, seated at a small table and writing on a piece of parchment.

This is Kyvin Trist, a lawful evil scribe (AC 10, LVL 0, hp 2, #AT 1, D 1-6) hired to keep the accounts of the slavers' operation. When the party enters he will tell them that if they've come to pick up their bonuses, they must go across the hall to **25c** (hoping that they will be cut to bits by the bugbears). He will then give the party members receipts for their bonuses. If deception doesn't work, he will topple the table on the party, stunning those in front of it for 1 round, cry out for help and fight, using a short sword.

This room has only a simple bed and a scroll rack. Papers and ink are on top of the table. These scrolls list the financial records of this operation giving names of sources of slaves, showing how widespread the slave ring is. There is also a detailing by name of the various posts on the slave route to the Slave Lords, but there is no map. Stuffed in one of the scrolls in the rack is a key chain with a silver pipe whistle worth 100gp.

25e. Werewolf Quarters:

This room just appears to be quarters for three. There are beds, stools and a short table. The room does not appear to be well kept and there are rolls of dust and hair on the floor.

This room is the quarters for three werewolves when in human form. The werewolves use the fort as their base from which they can terrorize the countryside. They have been hired to train the worgs to guard the dungeon. The werewolves have an agreement with Markessa to leave the humanoids alone.

A close examination of the floor will reveal that the hair is wolf hair. If the werewolves (AC 5; MV 15"; HD 4+3; hp 21 each; #AT 1; D 2-8; can only be hit by silver or magical weapons) have been encountered in the corridors and killed, the room will remain empty. If they have not been encountered, they will enter the room through the secret door in the northern wall two rounds after the party enters the room. The secret door opens by pushing on one side. They will be in human form and being surprised, will swiftly "surrender" and offer any information they can invent on the spot. They will attempt to lead the party down the secret passage to Blackthorn's room, saying that this is the treasure room. At the first opportunity they will shift form to wolves and attack the party, with surprise, if they can. They have no weapons or armor, and they entrust their treasure to Blackthorn in room #25f.

The werewolves are in cahoots with Blackthorn and act as his agents to weed out troublemakers in the fort. When Blackthorn makes his move against Markessa they will strike to eliminate Icar.

25f. Blackthorn's Quarters:

This room appears to be both an office and the quarters of an officer. Seated at a desk in the southeast corner of the room is a very tall, gaunt, skeleton of a man with ashen skin, sunken eyes, and balding head. He is rubbing his long bony hands together nervously and counting stacks of coins on his desk. He looks up surprised.

This is Blackthorn, Markessa's captain of the guard and treasurer. He is 7' tall and has hunched shoulders. He barely seems to fit into his wrinkled clothes and armor. Upon sighting the party he will invite them in, in a hollow voice, and ask them their business.

This rather cordial, ghastly looking man is actually an ogre mage (AC 4; MV 9/15"; HD 5+4; hp 32; #AT 1; D 1-12) polymorphed into a human form. Blackthorn is lawful evil and was sent by the Slave Lords to keep an eye on Markessa and this operation. Personally he is appalled by her experiments and doubts her abilities to run such a large operation, but the business has remained profitable and Blackthorn cannot see any excuse for removing Markessa. However, he does not like her and plots to eliminate her when the slightest provocation presents itself. Only Markessa knows that Blackthorn is an ogre mage and agrees that it is best this remain a secret to preserve her authority. The werewolves in room #25e have joined forces with Blackthorn and they have made anyone who contests his decisions quietly disappear.

Blackthorn has the following abilities he can use at will: **fly** at 15" for up to 12 turns; **turn invisible**; **cause darkness 1"**; **polymorph self** to humanoid forms; and **regenerate** 1 hit point per round. Once per day he can also **charm person**; **assume gaseous form**; and cast a **cone of cold**, 6" long and 2" wide at its end, for 8d8 points of damage.

If Blackthorn thinks he can persuade the party to do his dirty work and eliminate Markessa, he will tell the party that he is unhappy with her leadership and would be willing to change sides, if the price were right. If they agree, he will lead them to her quarters and disappear once they confront Markessa, leaving them to kill her while he collects help to capture the party once they have done the deed. If the party becomes threatening, he will laugh at them, turn invisible and attack the next round. If the werewolves brought the party to this room they will then change form and attack also.

This room has a desk and chair, a wardrobe, two stools, a bed, a bookshelf and a sandbox with hot coals in it. In the northwestern corner of the room is a potted plant hanging from a chain. Raising the potted plant will open the secret door in the north wall. The plant is yellow and green and has flowers that look like tufts of different color hair. This plant is a present from Markessa, a result of another experiment. If the broad leaves are raised three ears and a mouth will be discovered on its stalk. Markessa does not trust Blackthorn's motives and sent him this plant to listen into his conversations. At a command word from her it will relate to her anything of interest it might have overheard. Markessa checks once a day.

There are 300 gp on the desk along with various ledgers recording the number of coins in the treasury. There is also a giant glaive belonging to Blackthorn.

25g. Treasure Room:

The corridor ends in a blank wall. In the center of the wall, is a 1' x 1' square hole. This shaft runs back into the wall and seems to end in a chamber. On the bottom of this shaft are two metal bars running parallel to each other, 6 inches apart, back into the shaft. A thin braided rope of metal dangles from its mouth, and runs back into the shaft.

The chamber at the end of the shaft is the treasury room for the goblin army. The shaft is too small for any humanoid creature, including a halfling, to crawl through. In the treasury room is a 5' long table set next to the shaft opening and the metal tracks continue out of the shaft and onto the table. Sitting on the table

are three metal boxes, 1' long, 1' wide and 6 inches tall. The boxes are connected together by metal rope and each rests on a set of metal wheels fitted onto the track. The metal rope is attached to the front of the first box. A second coil is attached to the back of the last box and lies on the floor.

Six large chests, two metal coffers and a small, locked mahogany box are stacked in the room. A small cot lies folded in one corner and near the cot is a barrel or iron rations and a skin of wine. To deposit or withdraw treasure, Blackthorn assumes gaseous form and passes down the shaft. Once inside the room, he changes back to normal form and loads the treasure needed into the metal carts. Markessa can then pull the carts out by pulling on the rope or Blackthorn could pull the carts with treasure being deposited back in, using the other rope. Blackthorn will then wait a day, and assume gaseous form again and exit through the shaft.

The treasure in this room consists of the following:

- Chest #1:** 6,000 cp - unlocked - no trap
- Chest #2:** 8,000 gp - locked - If the latch is not held closed until the lid is raised, three darts will fire from the front of the chest causing 1-3 points of damage each and save vs. Poison or die.
- Chest #3:** 7,000 ep - locked - no trap
- Chest #4:** 9,000 sp - unlocked - no trap
- Chest #5:** 3,000 pp - unlocked - If the weight is taken off the bottom of the box without setting a safety catch in front, poison gas will fill the alcove and remain for 12 turns.
- Chest #6:** locked. A potion of **oil of etherealness**, a clerical scroll of **atonement**, 5000gp, eight sapphires worth 250 gp each, and one ruby worth 500 gp. The stones are uncut, and their value can be quadrupled by a skillful jeweler. The wealth in this chest belongs to Icar, the fort commander. The lock is trapped with a poisoned needle (save vs. Poison at -3 or die). The lock itself is complex, reducing a thief's chance to open it by 15%.
- Coffer #1:** 1 ruby worth 2,000 gp, 10 tourmalines worth 100 gp each, 6 aquamarines worth 400 gp each; an illusionist's scroll: **continual darkness**, **paralyzation**, **shadow door** and **veil**, - locked - There are three locks which must be opened in the proper sequence or the coffer will not open.
- Coffer #2:** A potion of **longevity**, a potion of **white dragon control**, a **philter of love**, a **ring of water walking** - locked - **Wizard locked** by Markessa and only she, magical means or a 9th level or higher magic-user can open it.
- Wooden case:** This mahogany wooden case is locked. Inside is a crystal display jar. The jar is sealed to a pewter stand and inside it floats a coinlike amulet suspended in an amber fluid. The amber fluid is a small ochre jelly which has been altered. It can not live long in open air and will die in 6 rounds, unless it comes in contact with a living being. Then it will cling to the flesh doing 1-4 points of damage per round until it is troied by fire. The victim will take full damage from any fire used as well. The amulet has a **power word-Pain** on it.

All creatures within 20' of the user must save vs. Rods when the word is intoned, or else suffer wracking pains for 2-8 rounds, causing them to fight at -4 to hit, and making their AC worse by 1 type. The power word can only be used once per day and the amulet must be held in the hand for the power word to work.

26. Goblin Barracks:

This section is all goblin barracks. Those goblins presently at home in their barracks will respond to any sounded alarm by donning their armor and grabbing their weapons while a runner goes to report to the bugbear squad leaders. They will be ready to respond to the alarm in 12 rounds and will follow the direction of their leaders as the DM sees fit.

26a. Snarlers' Barracks:

The door to this room has a dog's skull tacked to it. This is the Snarlers' squad barracks room. The door is locked from the inside. The Snarlers have just gotten off duty and most are sleeping without their armor. There are 12 goblins here (AC 10; MV 12"; HD 1; hp 4 each; #AT 1; D 1-6). Two are playing mumbledy-peg with a knife and the hand of a third goblin who has fallen asleep at a table. If the party alerts this room by making too much noise, the goblins will be awake with their weapons drawn and four slingers will be kneeling behind overturned beds when the party enters. The goblins have a total of 41 cp, 9 sp and 6 gp.

26b. Bone-crackers' Barracks:

This room is barracks for the Bone-crackers squad. It is empty at present as they are on duty.

26c. Ear-biters' Barracks:

A dried ass' ear with a chunk torn out of it is tacked to this door. There are shouting and curses coming from this room. The 12 goblins in this room (AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6) are crowded around the center of the room watching a two-foot long lizard tied to a table leg, squirm in pain, for several darts protrude from its back and one foot has been cut off. These horrible creatures are betting on how long it will take for the lizard to die. One goblin is teasing two starving rats in a cage and eyeing a slave who is bound and gagged and lying on one of the beds. There are 67 cp, 17 sp and 13 gp on the floor in front of the goblins.

27. Latrines:

Here are a set of twelve latrines. The place is dirty, but is periodically cleaned by a goblin detail.

28. Slave Pens:

This room is divided into cells of metal bars each roofed off with crossed bars. There are slaves in each cell wearing only simple cotton garb. Most cells only appear to hold two to eight slaves each. Rising above the cells on the east wall is an overseers' platform cut out of the stone wall.

When the party enters this room there is a 25% chance that they will be sighted by the overseers and several will move to investigate the visitors.

This area is used for holding and displaying slaves. Newly acquired slaves are brought in and fed nourishing food and given plenty of water to restore their health and appearance after the long journey from their homeland. They are then sold to various slave merchants who transport the slaves to different markets and sell them.

28a & b. Safe Cells:

These cells are 20' square and are filled with slaves. The slaves appear listless and apathetic.

These cells hold slaves which have already been purchased by slave merchants. They have regained their healthy appearance and have spent 24 hours in the cloaker's room on the fort level to make them docile and easy to manage on the trip to the market. The slaves will remain mind-numbed for one week.

a. This cell contains 8 women, 7 men, 3 male elves and 2 dwarves who have had their beards shaved off.

b. This cell holds 6 women, 10 men, 2 halfling males and one halfling female, and a half-orc. The halfling female is deaf and was unaffected by the cloaker but is playing dumb. She witnessed the cavelings steal a girl and will inform the adventurers if they find a way to communicate with her.

28c. Caveling Temple:

This cell is similar to the other two next to it, but there are no slaves in it. Instead in the center of the floor a white circle has been drawn and in the center of the circle is a stone, 5' tall, vaguely resembling a woman standing, facing the back wall with her left arm raised. The back wall has a hole torn in it, and beyond this opening is darkness. Beside the hole is a large, muddy pile of rags.

This is the cell where Markessa places her unsuccessful experiments. These creatures have widened a crack in the northern wall that leads into a series of caves and Markessa has permitted them to live there as the cell is not suitable for holding marketable slaves. She calls her creations "cavelings" and these creatures in their madness call Markessa a god and have fashioned by hand, a crude idol of her. Only the face of this statue vaguely resembles her, but she has been given a set of fangs, a serpent for a tongue, and worms for eyes.

The pile of rags beside the cave entrance is a crippled caveling known as Mouth (AC 9; MV 9"; HD 1; hp 5; #AT nil), because only he remembers the tongue of the outside world. Mouth has no legs, but his arms are 4' long and he has two opposable thumbs on each hand and can walk swiftly on his hands. Mouth will stir himself if characters approach him and ask in a gravel voice, "Be ye the thrice curst messengers? Woe to the world now!" He will then break into a lament. Mouth is slow-witted and will not offer any real information, but will spit on each character as he or she enters the caves. Mouth is the warning system for the cavelings that intruders are about. He sounds the warning with a loud hooting.

The cavelings have managed to loosen one of the bars to cell #28b and can slide it aside to enter the safe cell. Periodically, they will sneak out of their caves and steal one of the slaves to carry back into the cave to eat.

THE CAVES:

Here is a series of caves and winding tunnels. They are pitch black and the air is cool and damp.

There is no light throughout these caves and characters without infravision or a light source will fight at -4 to hit. The caves and tunnels meander and form a labyrinth. There are stone ledges, stalagmites forming pillars and trickles of mineral water forming slick patches. These caves are inhabited by the cavelings and other cave-dwelling creatures as well. The DM should check once every 2 turns of travel encounter for an (1 on 1d10).

Wandering Encounters for the Caves(roll 1d12)

- 1 Caveling (DM's creation)
- 2 Become lost/reach a dead end
- 3 Cave beetle (1; AC 5; MV 12"; HD 2+2; #AT 1; D 1-6)
- 4 Pit fall (Take 1d4 points of damage if not detected)
- 5 Dripping water (water will be drinkable on a roll of 1-4 on 1d6)
- 6 Giant rats (2-5; AC 7; MV 12"; HD 1/2; #AT 1; D 1-3)
- 7 Giant centipedes (1-4; AC 9; MV 15"; HD 1/4; #AT 1; D poison)
- 8 Sound is heard (DM's creation — the DM may allow the sound to lead the party to an encounter or to a trap)
- 9 Fungus (Edible on a roll of 1-2 on 1d6)

- 10 Stone chips (Might be used as tools or weapons)
- 11 Cave spider (1-2; AC 8; MV 6"/15"; HD 1+1; #AT 1; D 1 + Poison, save at +2)
- 12 Cave Lizard (1; AC 5; MV 15"; HD 3+1; #AT 1; D 1-8)

The cavelings have formed their own society within these caverns and live in different caves, one for each tribe. Most cavelings are insane and any children they have had, they have raised insane. Since most of the cavelings come from lawful races, they have reorganized themselves as one people where it is normal to be insane.

Each caveling tribe serves a purpose in the community. There is the tribe of Leaders, who help decide how new arrivals should be treated and direct the activities of the others. There is the tribe of Warriors who practice mock combats and are supposed to defend the cavelings from slavers and go on raids to the safe cell #28b. The Workers build things and gather fungus, water and small insects. The Hunters hunt cave beetles, spiders and the feared cave lizard. And the Thinkers are teachers and priests and help doctor wounded cavelings and make cavelings out of the children.

Insanity is also on a tribal basis with the affliction helping to determine which tribe a caveling will become a member of. For example: Warriors might be homicidal maniacs, while Leaders might be suffering from megalomania. The DM should select the insanities and will find details in the *Dungeon Masters Guide*, pages 83-84.

The bodies of the cavelings are horribly twisted and distorted, due to Markessa's "improvements" and they are not recognizable as their original race. The DM should determine how a specific caveling has been modified. Some of the changes are useful, such as the ability to climb walls, infravision, clawed hands and so forth, while others will only grotesque. The typical caveling will be AC 10; MV 12"; HD 1, 2 or 3; #AT 1; D rock 1-2 +2 or stone club 1-6+2.

Communication with cavelings will be difficult, because their language consists of guttural grunts and shrieks.

When cavelings are first encountered they will be curious, but cautious. If the cavelings reaction is friendly they will try to amuse the newcomers with songs, dances, tricks and by throwing gifts of fungus or smooth stones at them. These actions may appear hostile to the party, but if no hostile action is taken in return, the party will be deemed friendly and they will grab the hands of the characters and drag them to the Leaders' cave.

If the Leaders determine the characters are not the "Messengers of Light" they await, they will welcome them as caveling, and set a feast of fungus, puffballs, spider meat, dried roaches and fermented beetle juice. The beetle juice is very intoxicating and characters imbibing must save vs. Poison or become drunk and slow-witted. Drunk characters will fight at -2 to hit and damage. There will be much dancing and hooting and then the Thinkers will be sent for to make the newcomers into cavelings. To make a caveling the Thinkers will attempt to surgically alter the form of the character. A character must make a system shock roll to survive the completed operation.

Several encounter areas are provided below with information about certain personalities detailed. The DM should create the characteristics of the other cavelings. The caveling reactions are left to the DM's decision because they are so random and insane.

Encounter Areas:

I. Workers Cave: In this cave live 23 workers. At present only four workers are in the cave. Two have large ears and no eyes and

"see" by sound. Another has squat arms and legs, and prehensile toes and can climb walls well. These three are sitting on their haunches licking clean the various fungi and beetles they have caught. The fourth caveling is known as the Rat Master and he has infravision, thin clawed hands, whiskers and a long bare tail (AC 9 due to dexterity; MV 12"; HD 1; hp 5; #AT 1; D 1-4). This caveling can talk to rats and command them to forage for him. This has gained him much prestige with the cavelings. He sends parties of these creatures out through the ratholes to attack lone creatures and bring back either food or small items they can carry. He is talking to three giant rats at present (AC 7; MV 12"; HD ½; #AT 1; D 1-3). He has a rusty dagger.

II. Hunters Cave: In this cave live 12 hunters. They are grunting and hooting as they attack two cave beetles they have herded back to the cave. The chief Hunter is Raker (AC 8 due to dexterity; MV 15"; HD 2; hp 9; #AT 1; D 1-4 with the spines on one arm). Raker has three legs set in a tripod pattern. He also has four 2' long spines on the back of both arms.

III. Thinkers Cave: There are 9 thinkers in this cave. There is also one warrior and the caveling ruler herself. They are probing and poking a terrified girl with blonde hair. The caveling ruler suffers from the delusion that she is the living form of Markessa and is called the Inner Markessa. She hates all intruders and fears they want to take her power away. This girl looks too much like Markessa to her and she wants her destroyed as a false god. The Thinkers are examining this demand. Inner Markessa has only three fingers on each hand, long thin legs and fang-like teeth. She is wearing a breastplate made of stone plates (AC 6; MV 12"; HD 2; hp 7; #AT 1 D 1-2 bite). Jabber, her lover, has a mouth 6 inches wide with a froglike tongue, and is missing one hand which has been replaced by a bony, spear-like formation (AC 10; MV 12"; HD 3; hp 18; #AT 1; D 1-6).

IV. Warriors Cave: There are 5 warriors in this room, while 6 more are out with the workers protecting them from harm. Snatcher is the head warrior and has four arms, however, one of the extra arms is withered and useless. (AC 9 due to dexterity; MV 9"; HD 3; hp 20; #AT 2; D 1-6+2 each). These warriors are making stone clubs by chipping and shaping broken stalactites.

V. Leaders Cave: There are 4 leaders all sitting around in this cave. Though all consider themselves leader, they all accept Whisper as their spokesman. Whisper has an enlarged head, a small sphincter-like mouth and tentacles with suckers instead of arms (AC 10; MV 12"; HD 2; #AT 2; D 1-3 each). Whisper speaks in barely audible whispers but can **Telepath** any creature, understand their thoughts, and send his thoughts.

If outsiders are brought before them the leaders will ask a series of rambling questions through Whisper. There is a caveling legend that states that the gods will one day send "Messengers of Light" to destroy the evil Outer Markessa and lead the cavelings back to the "Bright Place", the surface world. If the party can somehow prove they are the messengers, it is likely that they can lead a caveling revolt against the slavers.

28d-u. Slave Cells:

The slaves in these cells have not yet had their spirits broken. They are afraid, but can be talked into revolt and escape. One fourth of the slaves can fight (AC 10; MV 9"; LVL 0; hp 4 each; #AT 1; D by weapon or 1). The rest of the slaves are either too young, too old, haven't the inclination, skill or knowledge for fighting. The slaves are of assorted age race and sex. Some of the slaves' personalities are described below and the DM may use them for models for other slaves.

- d. Three women, one of whom is bald.
- e. Five elves, one is female and with child.
- f. Six men. One is pot-bellied and gray. He is a merchant who will gladly pay a ransom of 300 gp if returned to his home in the southwest. He cares only for himself and his own well-being.
- g. Eight children; three are elven, four are human and one is a halfling. One fair-haired boy, who is looking after one of the smaller children, is the nephew of a duke in the north. He will not reveal this, but will be helpful and will say that his family will be grateful for his return. The duke will pay any reasonable reward requested.
- h. Six women, all human and strong workers.
- i. Three halflings and a gnome who has been badly beaten.
- j. Seven men. One claims to own land in a northern province and if he is returned he will pay each as much treasure as they can carry. The man is a bandit chieftain and his home is a recovered fort. He intends to make sure he doesn't have to fulfill his promise and will make sure, once he is returned home, that his rescuers will not be able to carry much of anything.
- k. Two very powerful, nasty looking men.
- l. Three women and four human children.
- m. Five men and one male halfling. One of the men is looking to win the favor of the overseers and will call out to them about any rescue attempts.
- n. Three dwarves tied back to back in the center of the cell.
- o. Eight halflings, three are female.
- p. Four men all middle-aged.
- q. Ten children, mostly teenaged girls.
- r. Six elves, two are children.
- s. Three men and a woman. The woman is desperate to survive and return home and is prepared to do whatever is necessary to reach that goal.
- t. One man sitting bound in the center of the cell. He appears lithe and limber and is a first level monk.
- u. One man and three women; all look very barbaric.

28v. Overseers' Office:

Stairs lead up to this platform and there are seven overseers. Five are hobgoblins (AC 5; MV 9"; HD 1+1; hp 9, 7, 6, 6, 5; #AT 1; D 1-8) and two are gnolls (AC 5; MV 9"; HD 2; hp 15, 12; #AT 1; D 2-8). The overseers are responsible for the care and feeding of the slaves until sold, but they will rough up troublemakers and take precautions to prevent escape.

This office contains two tables and benches, four cots and a half dozen stools. The sets of keys to the rows of cells are hung on three different pegs on the west wall. The overseers have been drinking wine from a cask have been and swapping tales. They will investigate any trouble on the floor. Each carries 2-12 gp and there is a 25% chance for each that they have a gem worth 100 gp.

29. Witchdoctor's Quarters:

This room is filled with a blue haze and the pungent odor of incense. The walls are covered with black drapes and a brazier with hot coals stands in the center of the room. There is an ornate chair before the brazier. A cot with furs thrown across it and two low tables covered with herbs and paraphernalia are all else that is in this room. The room has no occupants.

This is the room of Guliyet, a female goblin witchdoctor and Markessa's assistant. If the witchdoctor has already been encountered as a wandering monster and slain, the room will remain empty. Otherwise, Guliyet will return to her quarters in 3 turns.

Beside the ornate chair is a box of white powdered incense. The witchdoctor often sits in this chair, burning incense and meditat-

ing. In the seat of the chair is a false compartment. This compartment may only be opened by sitting in the chair and bending over and pressing a stud on each chair leg. Within the compartment is a velvet pouch. It holds 3 pieces of jade worth 60 gp each and a necklace of garnet and electrum worth 1300 gp. The tables contain various items for scrying and fortune telling.

30. Markessa's Chambers:

The entrance to this corridor is guarded by two gnolls (AC 2; MV 9"; HD 2; hp 16 each; #AT 1; D halberd 1-10). They are fiercely loyal to Markessa and will fight as 4 hit dice monsters. If attacked they will sound the alarm by striking a brass tube hanging on the north wall and then fight till help arrives.

30a. Markessa's Double's Chamber:

The party sees a female elf with ivory skin, golden hair and amber colored eyes. She is wearing studded leather armor and carrying a shortsword and throwing darts. She is seated at a work table writing on a length of parchment.

If Markessa has escaped an encountered with the party they will believe that this elf is Markessa, since the elf looks exactly like her. Actually she is one of Markessa's more successful experiments, a double who has been surgically and magically altered to look like Markessa, then brainwashed to obey Markessa's commands. The elf is a 2nd level fighter/2nd level magic user (AC 7, MV 9", LVL 2/2, hp 8, #AT 1, D 1-6). She usually assists Markessa in her dealings with the slave merchants. Her spells are **magic missile** and **shield**.

The experiment was not a complete success. The elf has not been completely brainwashed. A spark of rebellion still flickers. When the party confronts the elf, there is an 80% she will, pretend to be Markessa, and act against the party trying to lead them into a trap; and a 20% chance she will tell the party the story of her ordeal and beg them to help her escape.

This room contains well crafted furniture of walnut. There are two chairs, table, a wardrobe and blanket chest. The bed is low to the floor and curtained by green velvet drapes. On the floor are two rugs made of polar bear fur worth 180 gp each. A full length mirror stands against the western wall and a painting of Markessa hangs on the eastern wall.

Behind the mirror is a secret door opened by knocking twice on the wall to the right of the door. The wall is worn at this spot. The picture on the wall has the powers of a **wizard eye** spell so that Markessa can view what is going on in the chamber if she is in her room. Characters may get an uneasy feeling of being watched.

The wardrobe on the south wall also conceals a secret door which is opened by pulling down a peg in the back of the wardrobe. However, this door is **wizard locked** and only Markessa or a magic-user of 9th or higher level may open it. The wardrobe contains silk dresses and slippers worth a total of 600 gp. In the pocket of a riding robe are two gold coins.

31. Bodyguard's Exercise Room:

This room appears to be a fighter's practice room, with weapons hung on the wall, a quintain and practice dummies of straw. There is a tall, slender, muscular elf in padded leather armor and shield working out on the quintain. He is making lightning quick blows and then ducking under the swinging arm as it comes around.

This elf (AC 5; MV 9"; hp 21; #AT 2; D 1-8 +3, +2 to hit; S 18, I 10, W 9, D 16, C 12, Ch 17) is another experiment of Markessa's.

He used to be ugly and weak, but she designed him to be her personal bodyguard and lover. He still bears scars from the operation on the back of his neck. He was supposed to be brainwashed to fall in love with Markessa, but instead he has fallen in love with her double. The bodyguard is the only one who can distinguish between the double and Markessa. If the party is harming the double he will attack in fury, but if she tells him they are helping her to escape, there is a 50% chance that the bodyguard will help the party. The elf fights as a 6th level fighter and if he has advance warning of the party's arrival, he will don his platemail armor and shield and will be AC 0.

On the wall of this room are a rack of six throwing knives, two wooden shields, two polearms with wooden heads and a goose down mattress for exercise sessions with Markessa. The quintain is a revolving crosspiece on a post. On one end of the crosspiece is fastened a shield and a sandbag is attached to the other end. Striking the shield will cause the sandbag to swing around.

32. Bodyguard's Quarters:

This room is simple and austere. There is a cot, a table with food on it and a flask of wine and a stool. There is no one here.

This is the bodyguard's quarters, there is nothing of value here. Beneath his pillow is a lock of golden hair, and on the table is a pewter eating dagger.

33. Minotaur's Room:

This room is musty and foul smelling. The floor is littered with old bones and a plank of wood lies just in front of the door. In one corner of the room is a pile of leaves. The room appears to be empty. There is a door on the opposite side.

This is the lair of a minotaur (AC 5; MV 12"; HD 6+3; hp 30 #AT 1 or 2; D 2-8/1-4 or morning star 2-8 +2). He has propped a plank of wood at each door which will fall if anyone tries to force the doors. This warns him and he will step behind the door to await the party's entrance, then he will attack with surprise.

The minotaur is Markess's special guard and he will attack on sight anyone not accompanied by Markessa or her double. He guards a secret door in the east wall which leads to Markessa's spell room. Markessa rewards him with a steady supply of slaves to eat. The secret door is described in section C. below.

C. Secret Doors:

These three secret doors are protected by **glyphs of warding** and **wizard locks**. They will open only to Markessa or a 9th level or higher magic-user if they speak aloud the name of glyph. The glyph on the Spell Room #34 is DEATH, and the first character to open this door without speaking its name must save vs. Death Ray or die. The glyph on the north door to room #35 is TERROR, and the first character to open this door without speaking its name must save vs. Spells, or scream and flee in terror, beating past his or her comrades to escape. The character will be totally unwilling to go through the door. The glyph on the west door to room #35 is FROST, and the first character to open the door without speaking its name will be blasted by cold for 20 points of damage. If a save vs. Spells is made the character will only take half damage.

34. Markessa's Spell Room:

This room contains shelves filled with alchemical and surgical equipment and dozens of closed bins. A pentagram is painted on the floor of the room in red. White candles stand in candleholders at each of its five points; they are unlit. In the center of the pentagram is a gold amulet.

This is Markessa's Spell Room and most of the bins and shelves are filled with materials necessary to spell research and magical experimentation. Some of the items in the bins are parchment, pens carved from exotic materials, and rare inks, paints, powdered metals, string, brass hammers and plates and other magical equipment. Most of the baskets are filled with straw to protect their contents.

If anyone steps inside the pentagram the candles will burst aflame and the person will fall into a slumber from which he or she may only be roused if he or she is taken from the pentagram. The amulet is electrum, and contains a **protection from good** spell which may be activated for 3 turns once a day by speaking the command word. The amulet will remain stuck to the floor until someone enters the pentagram.

There is a slithering tracker in the bottom of one bin that is locked. If the party opens the bin they will find it filled with a semi-transparent gel. There is a 10% chance that the slithering tracker will attack right away (AC 5; MV 12"; HD 5; hp 32; #AT 1; D save vs. Paralyzation). Otherwise the tracker will act inert and when the party sleeping it will follow. If it can catch the party leaves it will flow over one of the characters and attempt to paralyze him or her. If it is successful, it will drain all of the blood out of the character in 6 turns and then will leave.

Beneath a false bottom in the third bin is Markessa's third level spell book. The first page is trapped with **explosive runes**. The book has the spell **lightning bolt** in it. All of the items in this room are worth a total of 1,300 gp, though it would require several mules to carry the stuff.

35. Markessa's Private Chambers:

This room is a luxurious bed chamber, richly outfitted with costly furniture, expensive tapestries, and brightly colored carpets. There is a curtained alcove in the southwestern corner of this room, draped with white velvet. There is a canopied bed, a blanket chest at the foot of the bed, a wardrobe, two ornate chairs and three small tables, one holding a basin and pitcher for washing. There is also a small fireplace.

This is Markessa's private quarters. If she has escaped from room #22 and is still alive she will be sitting in the curtained alcove in front of a dresser with a mirror, combing her hair or bandaging her wounds. She will be armed and armored as given in area 19. Note that she will not have available any thrown darts, and will not have re-memorized any spells used. Markessa has a wand of **magic missiles** with 12 charges left in it on the dresser and there is a pinch of **dust of disappearance** on her powder puff. If the party attacks her she will use the **dust of disappearance** to turn invisible and attack with her wand. Attacking while invisible due to **dust of disappearance** will *not* cancel her invisibility. She will then move to the fireplace and flee out the secret entrance. If Markessa has been killed already, the room will be empty.

The mirror or the dresser will, upon command, show what is occurring in room #30 as seen by the painting there. The furniture in this room is worth a total of 3,000 gp if sold at market. The rugs are worth 250 gp each and the tapestries depicting a hunt and a ladies' court scene are worth an additional 400 gp each. The blanket chest holds two down-filled pillows and a fur cover worth 300 gp.

Embedded into the south wall behind the bed curtains is a wall safe. The safe has a poison needle trap in the lock. Inside the safe is a metal box containing a gold and ruby necklace worth 1,400 gp, a matching pair of earrings worth 600 gp, and a stickpin with the leering face of a gargoyle with two ruby eyes worth 75 gp.

When the head of the stickpin is pressed a drop of very toxic poison will form at its tip, save vs. Poison at -4, if pricked, or die. There is also a velvet purse holding 50 gp and three sapphires worth 150 gp each.

Hidden behind a secret panel (treat as a secret door) in the back of the safe are Markessa's first and second level spell books. The first contains the spells **magic missile**, **protection from good**, and **shocking grasp**. The second contains **scare**, **wizard lock** and **darkness 15' radius**.

Behind the fireplace on the east wall is a secret door opened by adjusting the flue with a poker. When the secret door is opened the wooden chandelier on the ceiling will come crashing to the floor to distract attention. The fireplace will then swing out into the room revealing the secret passage beyond it. This is Markessa's escape tunnel if she is pursued to her chambers.

36. Escape Tunnel:

The door opens to reveal a 5' wide tunnel running to the south and out of sight.

This escape tunnel is trapped with a covered pit. The trapdoor is 20' long and will fall open once someone runs across it. The cover however, has a safety catch on it and is normally safe to walk across. If Markessa is pursued down this corridor, she will step on a stone trigger on the south side of the pit, activating the trap once she has crossed it. Any character stepping on the trap should roll a d6. On a roll of 1-3 the character will fall; on a roll of 4-5 the character will manage to catch hold of the edge and hang on. Hanging individuals must be rescued in 1-3 rounds or they too will fall. On a roll of 6 the character will have managed to leap to safety.

Those characters who fall will take 2-12 points of damage, and will fall 40' into an underground river (the river cushions their fall. Victims will be carried out of sight in less than one round by the swift flowing current. Characters may swim, but party members in metallic armor (chain, plate, banded, etc.) have a 25% chance of drowning; characters in leather armor have a 10% chance of drowning, while characters in no armor or magical armor have a 5% chance of drowning. Any one who survives will be carried out of the dungeon with the river, emerging in a lake within sight of a cave which is the tunnel exit from the dungeon.

37. Exit Tunnel:

This tunnel is 15' wide and 15' high. It is very long, almost 400 yards, and runs out into the hills nearly a quarter of a mile away from the fort. At varying intervals along the way, lit torches have been stuck in the wall to provide a dim light.

Part way down the tunnel, Markessa's escape tunnel exits through a secret door in the west wall into this passage. The secret door looks like part of the stone wall and is opened by pushing up on a nearby rock outcropping.

38. Underground Cavern:

The tunnel opens into a large natural cavern. In the southeast corner of the cavern are a number of black-skinned elves leading slaves who are carrying packs.

This cavern serves as a trading station for drow (black elf) caravans that trade with the hill fort. The drow caravans come from deeper inside the earth and the tunnel that the drow caravan is entering leads to a series of caves which run ever deeper under the hill (and are thus suitable for further adventures should the DM wish). The caravan consists of a merchant and seven guards

The merchant (AC 1, MV 12", F4/CI 4, hp 18, #AT 1 or spells, D 2-7+2) is armed with **chain mail +3**, and a **mace +2**. He has the following spells: **cure light wounds (x2)**, **detect magic**, **hold person**, and **speak with animals**. The guard leader (AC 1, MV 12", F 4, hp 21, #AT 1, D 1-6+2) is armed with **chain mail +2**, small **shield +1**, **dagger +1** and short **sword +2**. The guards (AC 3, MV 12", F 2, hp 10 each, #AT 1, D by weapon) are each armed with **chain mail +1**, short **sword +1**, and two poisoned javelins (save vs. Poison or die). All of these drow have the power to cast **dancing lights**, **darkness**, and **faerie fire**, natural abilities of Drow of their levels.

All the weapons and armor carried by the Drow are of special manufacture and do not radiate magic. If exposed to sunlight they lose their magical properties immediately and corrode within two weeks.

39. Exit:

Here is a large cavern with an exit on the far side, through which a cool breeze blows. The room is occupied by several hobgoblins standing about a small campfire by the entrance to the cave.

These seven hobgoblins guard the cave against discovery, even though it is well camouflaged outside and is in a hidden dell. The hobgoblins (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1; D 1-8) are armed with polearms and are bored. If Markessa has fled this way, they are just pretending boredom to draw the party out, at which time they will leap behind boulders and grab their bows hidden there. Each hobgoblin has 2-12 gp each.

In the dell beyond the cave entrance is a lake which connects to the underground river at #36. Any who survive the trap there will be able to rejoin the party, if they exit here.



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Special thanks to Tom Moldvay, without whom this module would not have been finished.

PHANTOM

FREQUENCY: *Very Rare*
NO. APPEARING: 1
ARMOR CLASS: *Nil*
MOVE: 9"
HIT DICE: *Nil*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACK: *Fear*
SPECIAL DEFENSE: *Nil*
MAGIC RESISTANCE: *See Below*
INTELLIGENCE: *Nil*
ALIGNMENT: *Any*
SIZE: *M*
PSIONIC ABILITY: *Nil*



Attack/Defense Modes: *Nil*

Phantoms are soulless shells left behind by a particularly stong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Because of superstitious awe, however, anyone who gazes on the translucent form of a phantom must save versus Spells at -2 or immediately panic and run away as if under the effects of a **fear** spell.

Phantoms are like a three dimensional motion picture filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death trial of the character or images of what was foremost in the character's mind when he or she died.

Phantoms are often mistaken to be ghosts, haunts or groaning spirits, but may not be turned as undead. The clerical spell **exorcism** will dispel a phantom.

BOGGLE

FREQUENCY: *Very Rare*
NO. APPEARING: 2-8
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 4+3
% IN LAIR: 25%
TREASURE TYPE: C
NO. OF ATTACKS: 3 (+2)
DAMAGE/ATTACK: 1-4/1-4/1-4
SPECIAL ATTACK: *See Below*
SPECIAL DEFENSE:
Rear claws for 1-4/1-4
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic Neutral*
SIZE: S
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Boggles are 3' tall, vaguely humanoid creatures whose coloration varies from blackish-blue to dark gray. They all have large bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual (large noses, arms of different lengths, spindly legs, and so forth).

The social organization of boggles is loosely tribal. They tend to whine and gibber a lot when dealing with other creatures. Outside their lair, boggles are somewhat cowardly, and they all tend to be thieves. However, when found in their lair, boggles are aggressive and voracious.

Boggles secrete a viscous, non-flammable, black oil from pores in their bodies. Anyone treading on the oil (except creatures

specially adapted, like boggles, for climbing on slick surfaces) must roll their dexterity or lower on 1d20 or fall down. Characters who fall must spend an entire round standing back up. Boggles will try to steal articles from a character who has fallen. They must make a successful roll versus AC 5 to steal any one item from a fallen or stunned character.

Boggles have a rubbery hide and their bodies are partially elastic. They may stretch to twice their length or contract to one-half their size. Due to their slippery and resilient hide, all weapon attacks on a boggle will cause -1 point per die of damage. Boggles are naturally resistant to fire (as the ring) and can **spider climb** at will. They like to cling to ceilings, in order to drop upon unwary characters, getting an additional two claw attacks like cats.

Boggles have the special ability to **dimension door** up to 3" at will through any complete frame, such as a hole, a door frame, grillwork, between a character's legs, and so forth. They use this ability to reach through a hole and have their hand come out elsewhere to grab or strike at a character from another side. Boggle lairs are often pocked with holes, or appear as a grillwork with their main nest being accessible only by **dimension door** or other magical means.

Finally, boggles have an exceptionally keen sense of smell and can even detect invisible creatures by smell. Other races are known to utilize boggles as guards and watchers because of this ability. When boggles sense intruders they set up a high-pitched keening wail to warn their masters.

CLOAKER

FREQUENCY: *Very Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 3 (1)
MOVE: 1"/15"
HIT DICE: 6
% IN LAIR: 15%
TREASURE TYPE: C
NO. OF ATTACKS: 2 + *special*
DAMAGE/ATTACK: 1-6/1-6/+ *special*
SPECIAL ATTACK: *See Below*
SPECIAL DEFENSE: *See Below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High (Alien)*
ALIGNMENT: *Chaotic Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



A cloaker is a shadow-dwelling, unearthly creature. They are normally only encountered in deep, dark caverns, far beneath the earth. Though they are highly intelligent, their thought processes are alien to most races and usually only magic-users are able to communicate with them.

A cloaker resembles a large semi-circular cloak or blanket with two claw-like appendages at the tips and a long, mace-like tail. Black eyespots cover its back like buttons on a cloak and when the tail is hidden, it is almost impossible to distinguish a cloaker from a cloak. In the middle of its front is a large gaping mouth and two glowing red eyespots. Due to all of its eyes a cloaker does not have a rear side which can be attacked with surprise. Cloakers are very lightweight and can fly at a rate of 15" or creep along walls at 1" with their claws.

Cloakers attack by flying at a character and wrapping its victim in its folds, pinning his or her arms and preventing the victim from

attacking the cloaker. Once a character is wrapped a cloaker may then bite at the creature's belly or back doing 1-4+ the unadjusted AC of the victim points of damage. The cloaker may normally strike with its tail twice per round for 1-6 points of damage. It often uses its tail to fend off attackers while slaying its enveloped victim. The tail is AC 1 and can take 16 points of damage before being cut off.

Any attacks on the cloaker while it is wrapped around a victim, will cause ½ damage to the victim and ½ to the cloaker. Area effect attacks such as a fire-based spell will cause full damage to both victim and cloaker.

Cloakers regularly emit a subsonic moaning. The effects of this moaning are blocked by stone. Cloakers may not bite and moan at the same time. This moaning can cause several effects at the monster's desire. The lowest level of moaning causes nervousness and unease to all who are within range. It will numb the minds of those who listen to it for more than six consecutive turns making them zombie-like. Anyone within hearing range of this moaning will fight at -2 to hit and damage. This effect has a range of 80'.

The second level of intensity evokes fear, as the **fear** spell in a 30' range. Characters must save vs. Spells or run in terror. The duration of this fear will only last 2 rounds.

The third level of intensity causes nausea and weakness very similar to that caused by a **stinking cloud** spell. The area of effect is a cone 30' long and 20' wide at its open end. The effect will last for 2-5 rounds. Anyone caught within the area of effect must save vs. Poison or be helpless due to nausea.

The last intensity acts as a **hold person** spell. This effect can only be used on one target at a time, up to a 30' range. The effect lasts 5 rounds. The effects of a cloaker's moaning can be neutralized by use of a **neutralize poison** spell.

A cloaker also has the power to manipulate shadows. It may use shadows to hide in or obscure its opponents' sight increasing its AC to 1. The shadow manipulation is precise enough to allow the cloaker to produce shadowy images. When shrouded in shadows the cloaker can even produce shadow doubles of itself real enough to fool attackers (treat as a **mirror image** spell). A **light** spell will blind a cloaker, and prevent shadow shifting.

HAUNT

FREQUENCY: *Very Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0/ *Victim's AC*
 MOVE: 6"/*As possessed victim*
 HIT DICE: 5/*Victim's hp*
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1/1, *as 5 HD monster*
 DAMAGE/ATTACK: *See Below/By weapon*
 SPECIAL ATTACK: *Possession*
 SPECIAL DEFENSE: *See Below/None*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Any*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



Note: Where statistics are separated by a slash, those to the left refer to the haunt in its natural state, those to the right are for the haunt when within a possessed victim.

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 6" of the site

where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release from its existence.

Haunts can assume either of two forms, at will: a hovering, luminescent ball of light (identical in appearance to a will o' wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a groaning spirit, spectre, or ghost, for which they are often mistaken.

A haunt's attack will drain 2 points of dexterity per hit. As a character's dexterity is drained, he or she will suffer the penalties of lower dexterity. The character will feel an increasing numbness and cold creeping over his or her body. When a character's dexterity reaches zero, the haunt will step into the body and possess. Once a body is possessed the dexterity will return to normal.

The haunt will use the possessed body to complete its unfulfilled task, which need not necessarily be dangerous. Once the task is completed, the haunt will pass on to its final rest, and the victim will regain control of its body. When the haunt leaves a victim the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest.

If a haunt's possessed body is slain, it will haunt the place where the body was killed.

If the possessed victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the character. It will fasten its ghostly hands around the victim neck on a successful "to hit" roll. The victim will then take 1 point of damage the first round, 2 the second, 4 the third and so on until dead or the haunt is driven off.

Haunts may not be turned, because they are linked to the sight of their death. When in their own forms, haunts can only be struck by silver and magical weapons and by fire. Weapons only cause 1 point of damage per attack plus any magical bonuses. Fire will inflict 1 point of damage per round, magical fire will do full damage. When a haunt is reduced to zero hit points it will lose control of its ectoplasm and fade away. The haunt will reform in one week to haunt its location again until its task is completed. **Exorcism** will destroy a haunt forever.

Any attacks on a possessed character will do full damage to the character. The only safe ways to free a possessed person are to use an **exorcism** or a **hold person** spell. When a **hold person** spell is used, the haunt must save vs. Paralyzation or it will be expelled from the body.

A haunt must remain within 6" of the place where it died until it possesses a body. The best defense against a haunt is to leave the area it inhabits.

Use of Tournament Characters

The values given here for the armor class, movement rates, saving throws and combat adjustments of the tournament characters have the standard character class and racial bonuses already included. However, DM's should keep in mind the following:

1. Combat adjustments due to magical weapon bonuses have not been included.
2. Surprise/Reaction adjustments have not been listed for the characters.
3. Special racial abilities and immunities to attack forms have not been listed.
4. Unadjusted armor class is not listed for these characters.

TOURNAMENT CHARACTERS

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

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

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	shield +1 war hammer +2	Pouch belt, (lg), 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	long sword Short bow (comp) Throwing knife	Long sword +1 splint mail +2	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight arrows +2 chainmail +3 Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50' rope	

	Weapons	Magic Items	Other Items	Spells
Karraway	Footman's mace Hammer	Potion of Clair-audience , Scroll of Raise dead	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	Bless, Command, Cure lt. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	Ring of protection +1, Boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 20 bullets, 20' rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	Bracers of Defense AC 6, Wand of fire (4 charges)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Potion of Extra healing , Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	spear +1 Potion of Speed	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure lt. wounds (x2), Light, Chant, Hold person, Silence 15'R
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Two Javelins of Piercing , Scroll of Hold portal and Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	Charm person, Shocking grasp, Sleep, Invisibility, Knock

TOURNAMENT SCORING

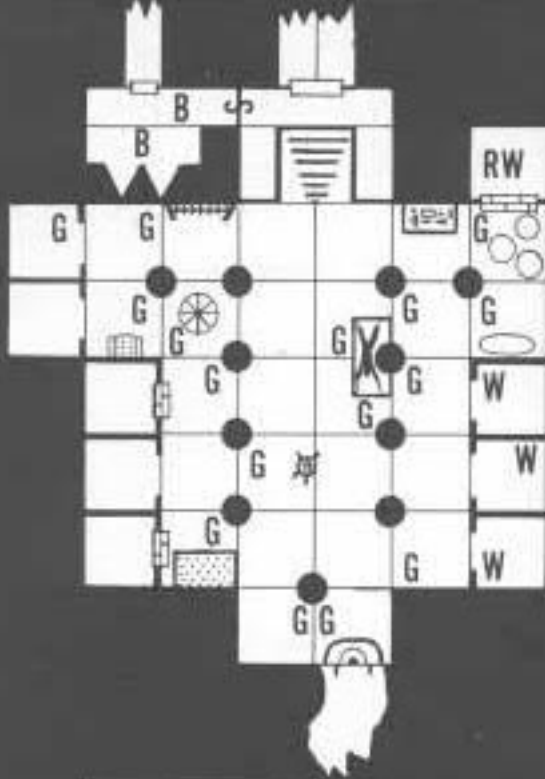
In the "Slave Lords" Tournament, points are given to parties based on how far into the dungeons they penetrate and how many characters are alive at the end of the three hour time limit. Use the matrix below to arrive at each party's base score; use the encounter area number of the **last encounter completed** to determine the penetration score. For example: if a party was engaged in melee in room **A9** when time ran out, they would be scored as completing area 8 and receive 360 points (assuming all nine characters were still alive).

AREAS ENCOUNTERED

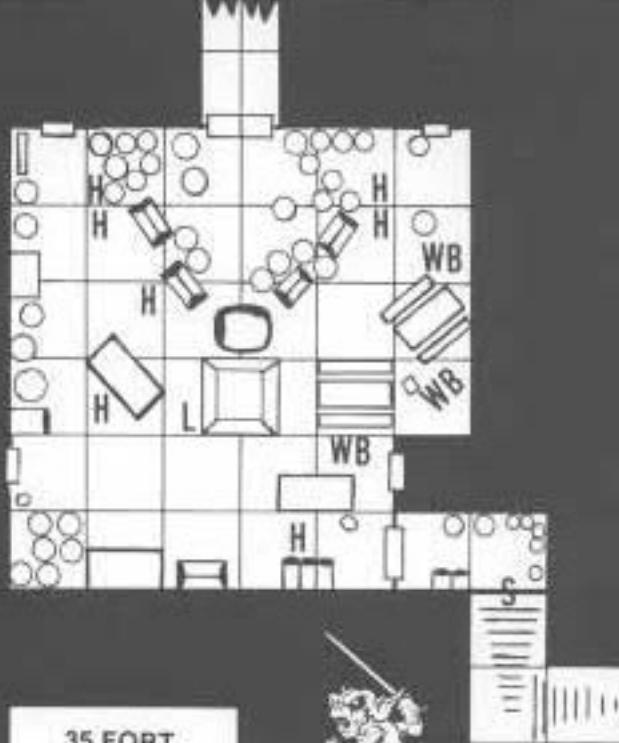
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2.	10	55	100	145	190	235	280	325	370
3.	15	60	105	150	195	240	285	330	375
4.	20	65	110	155	200	245	290	335	380
5.	25	70	115	160	205	250	295	340	385
6.	30	75	120	165	210	255	300	345	390
7.	35	80	125	170	215	260	305	350	395
8.	40	85	130	175	220	265	310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

SCORING ADJUSTMENTS

In a large tournament it is likely that at least some teams will be tied using the base scores. To prevent this, the **DM's Discretionary Bonus** system can be used. In each of the 9 encounter areas, the DM awards from +3 to -3 points depending on whether the party resolved the encounter intelligently, quickly, etc. +3 points are added for superior play, +2 for excellent play, +1 for good play, 0 for average play, etc. down to -3 for extremely poor play. This is not exactly the system used the first time this tournament was run, but should prevent ties.



12 DUNGEON



35 FORT

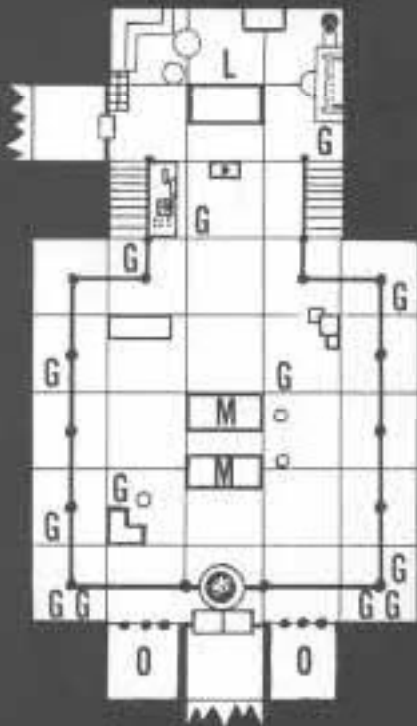


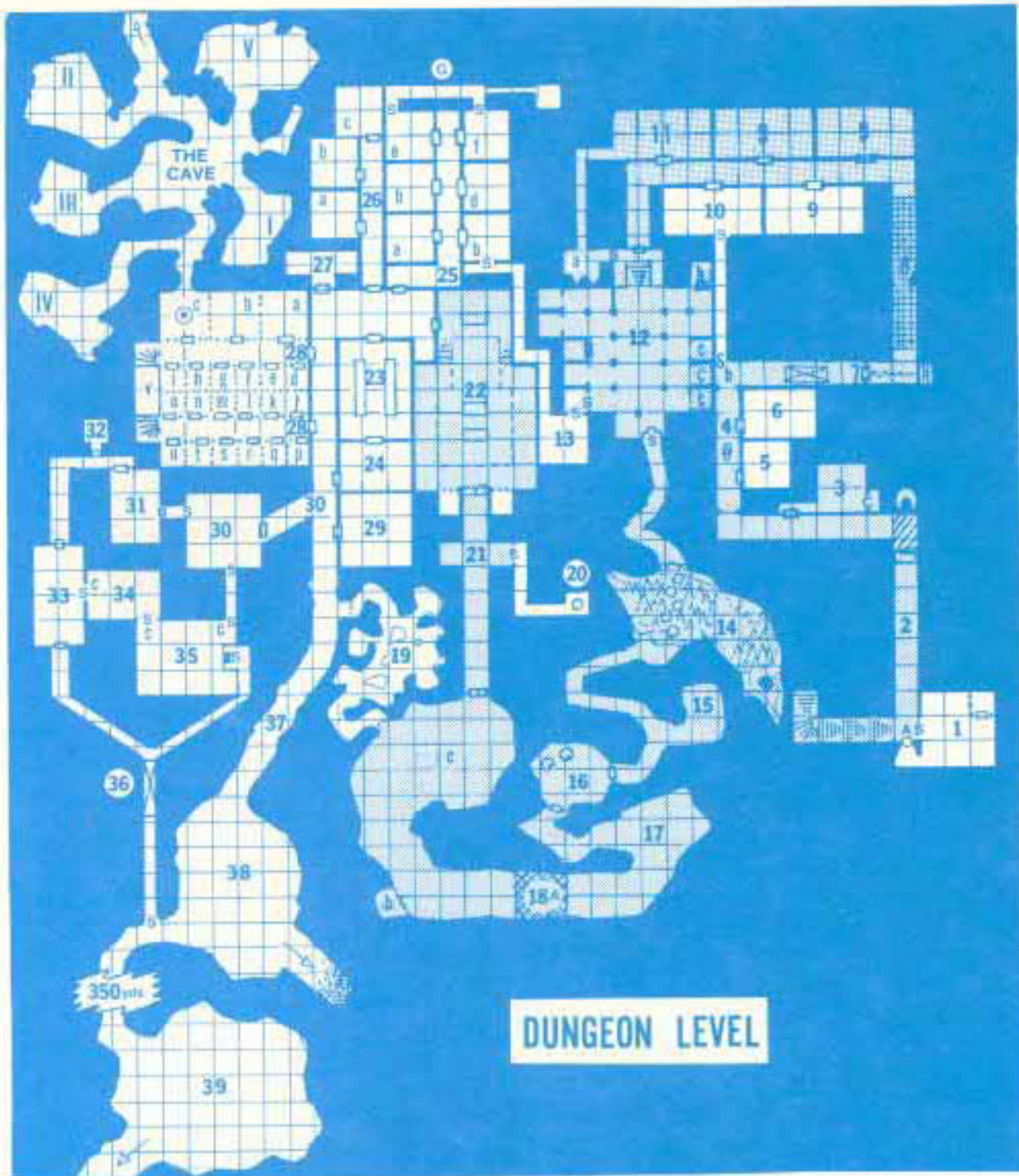
22 DUNGEON



TACTICAL MAPS

- B BUGBEAR
- G GOBLIN
- L LEADER
- M MAN
- O OWL BEAR
- RW RABID WOLF
- W WORG (WOLF)
- H HOBGOBLIN
- WB WEREBOAR
-  FIREPIT





	DOOR		STAIRS UP		TOURNAMENT AREA
	SECRET DOOR		STAIRS DOWN		FIREPLACE
	CONCEALED DOOR		PIT		CURTAIN
	MAGNET		BARS		PILLAR



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A3**FOR ADVANCED
D&D™ GAME**

Dungeon Module A3

Assault on the Aerie of the Slave Lords

by Allen Hammack

AN ADVENTURE FOR CHARACTERS LEVELS 4-7

Into the Drachengrab Mountains! Hot on the trail of the marauding slavers, you and your fellow adventurers plunge deep into hostile Hills. Spurred on by your past success, you now seek the heart of the slaver conspiracy. But hurry! You must move quickly before the slavers recover from your previous forays and attack!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at the Gen Con® XIII convention and is the third in a series of four related tournament modules from TSR.

This module contains a challenging scenario, a tournament scoring system, plus nine pre-rolled playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A3 is a complete adventure in itself, but is also a companion to A1 (Slave Pits of the Undercity), A2 (Secret of the Slavers Stockade), and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards at TSR.

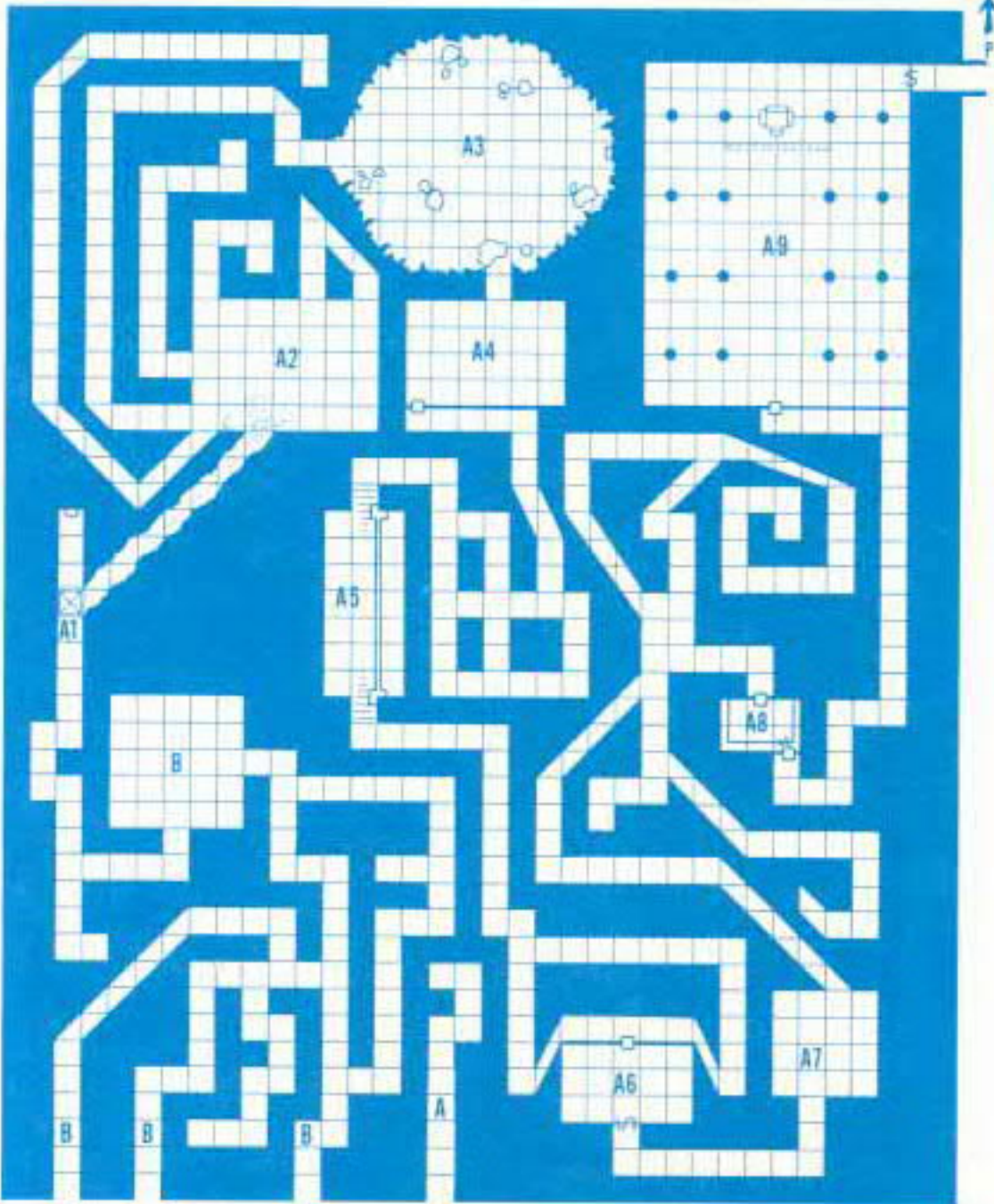
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CAVE MAP
1 square = 10'



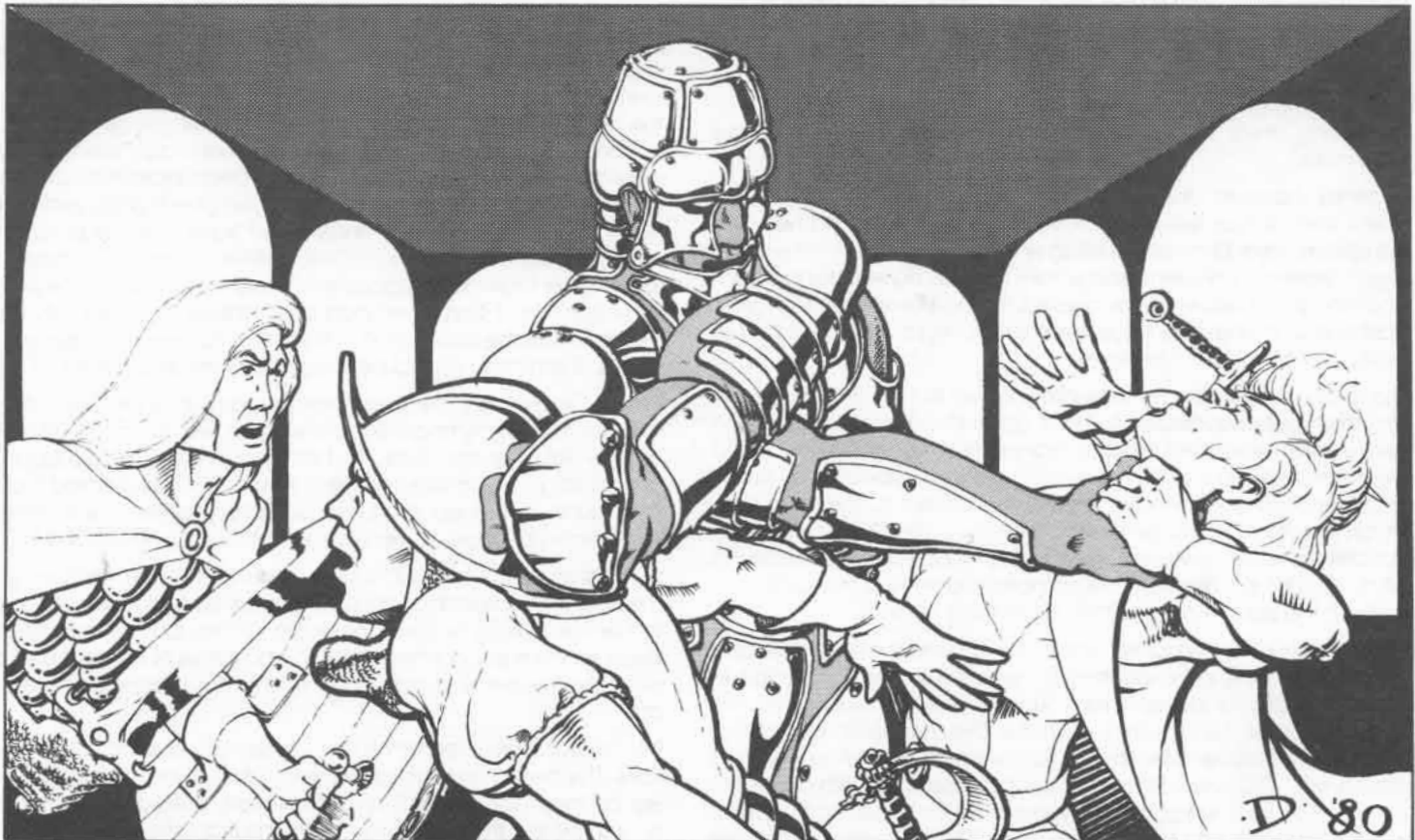
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Advanced Dungeons & Dragons™ DUNGEON MODULE #A3 Assault on the Aerie of the Slave Lords

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

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

The lords have finally become determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. Through information gained from escaped slaves and those fortunate enough to have been found and bought by family and friends, the lords have traced the slavers to the land from which they launch their swift attacks on the coast. A plan of stealth has been chosen — several small bands of adventurers to attempt what couldn't be done by the combined armies of the lords — to infiltrate the slavers and destroy them from within.

You are one of these parties who have entered the no-man's land that is the Pomarj in the attempt to track the slavers to their lair. In the course of your adventures, you received information that the next bastion of the slavers was in the Drachensgrab Mountains. After many fruitless attempts at following parties of slaves and slavers, you discovered that they disappeared beneath one great peak in the Drachensgrab Hills. The search has taken many days of winding through cave and tunnel, seeking the pathway that the slavers use. At last, the choice has been narrowed down to four tunnels. One of these must lead to the Aerie of the Slave Lords!

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



START (TOURNAMENT AND NON-TOURNAMENT):

Play begins with the adventurers standing on the rocky slope of a steep hill. The horses have been tied under some nearby trees, and the party is deciding which of the four entrances to go into. No clear tracks at any of the entrances can be made out. No slaves or slavers will be observed in the time that the characters are in the area, and the party will need light sources as soon as they enter the caves.

Notes For The Dungeon Master

Assault on the Aerie of the Slave Lords was designed for six to nine characters of intermediate levels (4 to 7). A party wishing to attempt this adventure should contain several fighters, one or more clerics and magic-users, and at least one thief. Every member of the party should have at least some small magic item (such as a potion or a scroll), and several should have magic weapons and/or armor. The characters which have been provided for tournament use (found at the end of the module) give a good example of how a party should be balanced and equipped, as parts of the module were designed with their abilities in mind. Characters of levels lower than those suggested for use here may also be played if the number of party members is increased, or if the party members can exit the caves and catacombs to recover spells and hit points. This matter should be weighed carefully by the DM.

Before beginning play, it is recommended that the DM read the module *thoroughly* and become familiar with the information given. The DM must also decide whether to use this module as part of a campaign, or as a tournament. If the latter, it is advised that the final round contained in A4 also be obtained. Particular attention should also be paid to the section entitled TOURNAMENT NOTES.

A random encounter table is provided for each section of the module. It will contain appropriate chances and types of encounters for the area specified. These are for non-tournament use only, since random encounters affect the balance of tournaments and will critically delay a party in a limited time tournament like this one.

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

TOURNAMENT NOTES

Originally run at the GenCon® XIII convention, this module contains only two parts of the seven part ADVANCED DUNGEONS & DRAGONS™ Open Tournament, in which over nine hundred gamers participated. To replay the entire tournament, it is necessary to have the following modules in addition to this one: **A1 (Slave Pits of the Undercity)**, **A2 (The Secret of the Slavers' Stockade)**, and **A4 (In the Dungeons of the Slave Lords)**. In the original tournament, modules A1 and A2 each provided two first-round scenarios, and Part A of module A3 provided the fifth first-round scenario. Winners advanced into Parts B and C of module A3, which together formed the semi-final round. Finally, a lucky few advanced into module A4, the final round of the tournament.

Each first round (A1, A2, A3-A) is scheduled to last for three hours, as are the semi-final (A3-B/C) and final (A4) rounds. Teams are scored based on how far they penetrate in three hours (with members surviving being a factor as well). DMs in an informal or small tournament might wish to score the team at that point, then (if there is time) continue through the rest of the module just for the enjoyment of the players and the DM.

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

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be known and understood by the owner completely.
2. There are **no** wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight to the best of their ability and will show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
4. Note that between these modules, the tournament characters do not advance in level. Although tournament characters may accumulate experience points for their adventures, they will not be able to advance in level until the requisite amount of time is spent in training. The pacing of the modules is such that characters are not allowed sufficient time to do this between adventures.
5. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the GenCon Open but may be used as a method of determining top players from session to session.

Cave Encounter Table

Encounters will *never* occur during tournament play. Otherwise encounters will occur on a 1 in 8 chance (d8); check each turn. If an encounter occurs, roll percentage dice to determine the type of monster encountered.

d% Roll	Encounter
01-25	2-8 Bugbears
26-50	2-8 Gnolls
51-60	1 Leprechaun
61-70	1-2 Leucrottas
71-80	1-4 Ogres
81-90	1-2 Giant Spiders
91-00	1-4 Wights

KEY TO PART A: THE CAVES OF DRACHENSGRAB

A. BLIND CAVE

After 100' this cave ends. Piles of gnawed, yellow bones and other refuse litter the cave floor near the far wall. This is exactly the type of cavern the party has been searching through time and time again over the past few days.

This cave is empty and inconsequential. There is nothing of value and no exit other than the cave mouth.

B. ENTRY TUNNELS

The caves are all winding and natural, twisting deeper and deeper into the cliffs. They eventually come together in a large square room, 50' on a side and 10' high. The room is dusty and dirty, and in the northwest corner are two 10' long by 2' wide strips of bark or hide-like material which give off an odor resembling that of spoiled meat. There is a 10' wide passageway of cut stone leading out the center of the south wall.

If the two pieces of hide are examined closely, they will appear to be strong and flexible. Also, the undersides of the strips are scored deeply, and crystals of a salt-like substance will be found in the grooves. This material is perfectly normal salt from the slide (area 1).

A1. THE SALT SLIDE

The rough-hewn north passage ends in a dimly seen door. As the party approaches within 40' of the door, the floor suddenly drops out from under the lead characters! They land on a great pile of salt and begin to slide rapidly down into the darkness.

Up to the first two ranks of the party will fall through the floor. The floor section will snap shut after 1 round unless it is held or spiked open. All those who fall will drop 15' and take 1-6 points of damage. This trap can be found by searching for traps or by magical means, and can be sprung safely if discovered. The door at the end of the hallway is false.

There is a 20% chance that a character falling through the trap will drop one or more items (1-2) that are in hand. Any object dropped into the salt mountain has a 75% chance of being lost forever. In addition, fragile items (like flasks of oil or potions) may break. Use the appropriate save vs Fall, with the penalties for height cancelled by the soft impact surface. For example, a ceramic oil flask will save on a roll of 11 or better.



Those sliding down the mountain of salt pass through a large natural chute, which has strange luminous fungus growing upon the walls.

The cavern and the salt remain from thousands of years ago when the subterranean river Lethe wended its way through here. The combination of the fungal radiation and the salt acts as a **slow** spell lasting 5 turns. **Neutralize poison** or **dispel magic** will counter its effects. Salt taken from the slide area immediately becomes normal salt with no special properties.

Any character who does not contact the salt will not be slowed; for example, those using a **fly** spell or one of the bark toboggans found in room **B**. Armor or clothing will not negate the salt's effects. However, if a character attempts to slide down on a large shield he or she will have only a 40% (minus his or her dexterity) chance of being slowed. Descent will take 1 round if tumbling, sliding, flying or levitating; it will take 2 rounds for a controlled descent using ropes.

A2. GUARDROOM

Tumbling quickly out of the salt slide, you find yourself in a 70' x 50' x 20' high room with many exits. Standing in a semicircle around the slide are 10 gnolls, aiming crossbows and armed with longswords. They fire their crossbows and reload very quickly.

The 10 gnolls (AC 5, leader 4, MV 9", HD 2, hp 14, leader 16, #AT 1, D crossbow 1-4, sword 1-8, leader 1-8+1) will all fire their crossbows for 1 round (remember that the party is probably **slowed** at this point). They will concentrate their fire on spellcasters. Then, three of the gnolls and the leader will draw swords and defend the remaining 6, who will continue to fire crossbows. When two or more gnolls are killed, the remainder will all melee with swords, concentrating on one or two characters at a time.

Retreat up the slide is not possible unless a **fly** or **levitation** spell is used.

Each gnoll has 6 gp and 2 ep. One gnoll (the leader) has a gold amulet worth 50 gp and a scroll case. In the scroll case is what appears to be a very thick piece of blank paper. It is actually two pieces of paper glued together with a third piece in between. The inner piece of paper can be discovered simply by peeling the other two pieces apart, or by cutting them. It cannot be found by gazing through the paper at a light source. The concealed paper is a map of this room (or one identical to it) with the southernmost hallway on the west wall marked with an "x". The ranger will be able to tell that this exit is the most heavily travelled if she spends at least one turn looking for tracks.

A3. THE PIERCER CAVERN

The corridor widens into a rough hewn, natural cavern area of approximately octagonal shape. This area is also lit by luminous fungus. The exact size of the room is difficult to determine because of the large number of stalagmites and stalactites present. Directly opposite the entry, 110' away, is a door of iron banded wood.

The door is false; the real exit is behind a boulder against the south wall. This exit will be easily seen from the false door. This cavern is inhabited by piercers of the largest size (AC 3, MV 1", HD 4, hp 30 each, #AT 1, D 4-24). There are a total of 30 piercers, and they cannot be detected by infravision. (Should the party specifically state they are looking for piercers, there is a 5% chance per character per round that the slight movement in the ceiling will be noticed.)

The piercers will not react to torches or noise alone, but if a **pyrotechnics** or **burning hands** is cast 1-4 of the creatures will drop. A **fireball** or **wall of fire** will cause 3-12 to drop. This will clear a safe path across the room. However, piercers do move, so a safe path cannot be cleared for longer than one round. Shields should be taken into account for armor class if held overhead, but will not give immunity to attack.

Each round that someone is in the indicated area 2 piercers will fall from the ceiling. If more than one person is in the area, determine randomly who is struck. If offensive measures are taken against the piercers, the piercers will launch a mass attack of at least one piercer per person in the area.

If the piercers do any damage to the party, then it will be impossible for the characters to surprise the gnolls in the next area (the gnolls will hear the noise from this cavern).



A4. HYENADON FEEDING TIME

In this room are 3 large, dog-like creatures and 5 gnolls with buckets of bloody meat.

As soon as the gnolls see the adventurers, they will throw pieces of meat among them and the hyenadons will immediately charge the party and attack (AC 7, MV 12", HD 5, hp 33 each, #AT 1, D 3-12). They are +2 to hit the first melee round because of their charge.

The 5 gnolls (AC 5, MV 9", HD 2, hp 10 each, #AT 1, D bow 1-6, sword 1-8) will use their bows as long as possible, concentrating on the spell casters if possible. When the party begins to break through the hyenadons, one or two gnolls will advance with swords. When all the hyenadons are dead, the rest of the bowmen will draw their swords and melee.

Each gnoll has 10 gp and 5 ep. The fourth gnoll is wearing a **ring of free action**.

A5. THE CURTAIN OF BLUE FIRE

The passageway enters a 30' wide, 70' long, 20' high room. Stone steps descend into a pool of white, bubbling, translucent goo and emerge from the muck at the other end. A 1' wide stone bridge arches some 5' above the pool crossing all the way to the other end of the room. Bisecting the room exactly halfway across the bridge is a 30' wide, 20' high, 5' thick wall of transparent, crackling blue fire that leaps from wall to wall and from the ceiling to the surface of the goo. The air smells as if a lightning bolt has struck nearby.

The blue fire is actually a field of magic force that will strike any character who tries to walk through it for 16 points of electrical damage (save vs. Breath Weapons for 8 points).

A character who walks across the bridge after first coating himself or herself with the thick white goo will suffer only half damage (8 points or save for 4 points). **Whenever the electricity strikes a character for damage (including a thief climbing the walls), a dexterity check must be made to see if the character falls into the goo.** The character must roll his or her Dexterity or less on a d20 to avoid falling in; no damage will be sustained from the fall.

A character crossing through the fire without touching the bridge, walls, or ceiling (by flying, for example) will suffer no damage, but all metal on his or her body will be strongly "magnetized" for 5 turns — a drawn sword will attach itself to metal armor or shield, and so on. This is not true magnetism, so even non-ferrous metals will be affected.

The white goo is 10' deep; the bubbles are caused by air being forced through the thick liquid. An unencumbered character can swim through the goo with great effort. (Swimming is so difficult that a character who swims the entire length of the room will take 1-4 points of damage from severe overexertion.) However, the curtain of fire does not affect characters below the surface of the goo. A character who walks across the bottom of the room will discover that the goo can be breathed without difficulty, and that any taken into the body is harmlessly absorbed. The goo will, of course, hide any character in it from the rest of the party.

The first person walking across the floor of the room will bump into the sheathed **Sword of Lyons** suspended in the goop. This legendary invisible short sword is +1. While it is sheathed, its wearer is invisible (as the spell **invisibility**) until he or she attacks. When the sword is drawn the invisibility ends, but the sword itself is always invisible.

A character who wears the **ring of free action** may move through the white goo with no difficulty. Party members will discover as they leave the pool that the sticky white goo has coated their bodies and will begin to harden as it dries. For the next 5 turns the drying goo will impair fighting capability. Those so covered will attack and defend at -2. At the end of the five turns the rubbery material will be solid enough to peel off easily. The drying process cannot be speeded up by any means, nor can the goo be removed with water, oil, or any other solvent.

A6. THE HANGING ROPE

Hanging from the center of the ceiling of this bare 50' x 30' x 20' high room is a thick (6") rope. There are no visible exits from this room.

There is a secret door directly opposite the door the party enters by. It may be detected in the normal way (all but elves/half-elves 1/6 chance if searching the area, elves/half-elves a 3 in 6 chance if searching and a 1/6 chance of "noticing" the door if they are looking anywhere in the room). The only way to open the secret door is to pull firmly on the rope. This always opens the secret door. Opening the secret door triggers the floor to fold back against the walls, dropping anyone in the room (except someone holding on to the rope) 10' down into a pool of clear liquid. The pool is filled to the depth of 1' with acid, causing 1-8 points of damage per round. The fall does 1-6 points of damage (so the initial damage will be d6 plus d8 points). Characters who escape the pool will continue to take 1 point of damage each round until they remove the acid from their skin and clothing with water, wine, or some similar material. This will take only one round.

Any character who pulled the rope (or who was holding the rope when the floor fell) may hang onto the rope by rolling his or her strength or less on a d20. A player who succeeds may swing back and forth and reach the door on either side of the room. A player who fails drops into the acid, leaving the rope hanging in the center of the room. (If this happens, the players may **fly** or **levitate** to the rope, try to snag it with several long items tied together, or attempt to leap to it.) Leaping has a chance of success equal to the character's strength plus dexterity plus 40%. Success means that the character has caught the rope and can swing back and forth to either door. Failure means the character has fallen into the acid and is stunned for 2 rounds. The acid cannot be gathered or transported unless the characters have special containers (tournament characters will not).

A7. THE STOROPER

The passage enters a 40' x 40' x 10' high room with no visible doors. Near the northeast corner is a man-sized statue of a cigar-shaped beast with 6 tentacles and a gaping maw in the center of its body. The statue is about 5' high and 2' in diameter. The texture of the stone suggests a mass of rotting plant matter. The base of the statue partially covers a 3' diameter circular opening in the floor.

As soon as the party enters, the "statue" (actually a **storoper**: AC 0, HD 6, hp 35, #AT 6 plus 1, D strength drain, 1-10 bite) will suddenly shoot its tentacles out at the lead party members. The first two characters hit will **appear** to turn to stone—no saving throw. The next round this effect wears off, but the victims will fight **the party** to the best of their ability as long as the storoper is alive. If the storoper is killed, the victims will wander about aimlessly until the effect wears off (10 turns). Normal missile fire will not harm the storoper.

Otherwise, the storoper fights as a normal roper—each tentacle hit causes **weakness** (50% strength loss in 1-3 rounds). Characters hit by the tentacles will be drawn to the creature's maw at 10' per round. Characters may break the tentacles by rolling double their **Bend Bars/Lift Gates** percentage or less. Lightning, cold and fire attacks do normal damage to the storoper. The storoper will not attack characters under its control.

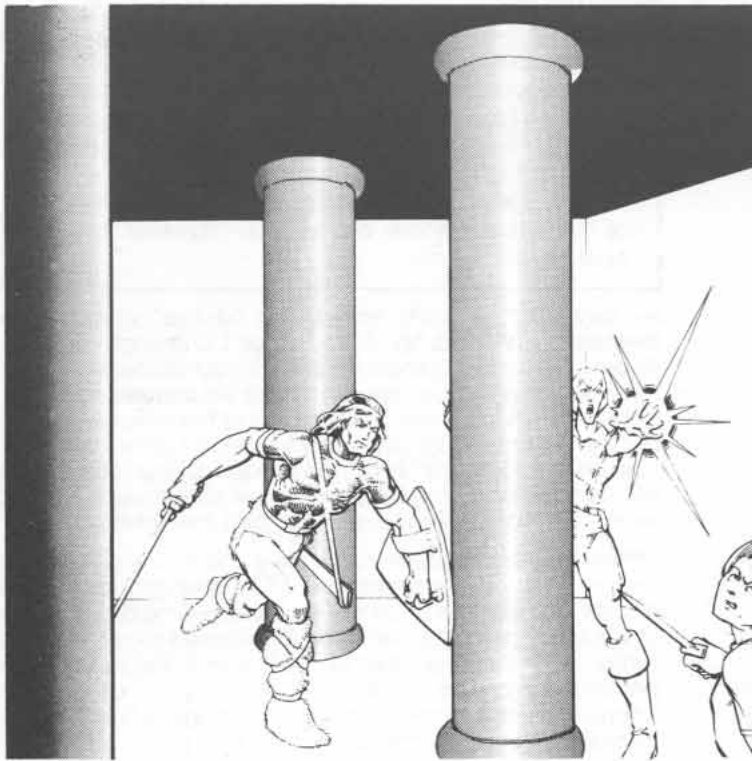
Once the storoper is slain, it may be cut open to reveal 2 wooden bludgeons, 15 pp, and 5 polished red gemstones worth 100 gp each. One of the gemstones is actually a **gem of seeing**, but this will be noted only if a character looks through it or casts a **detect magic** spell upon it. The hole beneath the storoper, when uncovered, leads to a passageway 10' below that leads northwest.



A8. THE SPIKED DOOR

This empty room is 25' wide and 20' deep, with wooden walls. There is a wooden door on the opposite wall, near the southeast corner. All the wood in this room is similar to knotty pine—it is old, heavy and full of knots.

This room is actually a wooden room inside a stone one. There are two doors in the position indicated—the wooden one with knotholes described to the players, and a second door behind it with spring loaded spikes. Should the characters knock out knotholes and peer through the first door, there is a chance to detect the spikes (as detect traps). The first door can only be opened by slamming a heavy weight against it (as in "bashing" a door). When this is done, the door slides two feet back on a track and slams up against the second door. The spikes in the second door then pierce the first door through the knotholes, inflicting 18 points of damage on anyone bashing the door (save vs. Poison for 9). Once the trap is sprung, the doors may be safely opened. (The trap may be sprung harmlessly; for example, by throwing a dead body against the door.)



A9. THE THRONE ROOM

This room is locked. The lock must be picked or shattered (1 turn smashing with weapons) before entering. The room is 130' long, 100' wide, and 30' to 40' tall. There are four rows of pillars, two on each side of the room, with a long space between them that is occupied by a large reptilian creature with a heavy shell and a tail that looks like a giant mace. At the far end of the room is a throne. Sitting there is a tall, emaciated gnoll-like figure whose evil eyes glow amber. The creature bears a 7' long flail with three massive heads. To the right of the great marble throne are 6 tall gnolls with halberds, and to the left are 6 leering ghouls. A loud bellow breaks from the reptile as it charges.

The occupants of this room will not be surprised, as there is a small peephole in the wall looking out into the corridor. All of the figures described to the players are illusions. The illusion of the ankylosaurus hides a rust monster (AC 2, MV 18", HD 5, hp 27, #AT 2, D rust only). The illusion of gnoll-god Yeenoghu on the throne hides **Wimpell Frump**, a lackluster illusionist of the 8th level. (AC 0, MV 12", hp 33, #AT 1, D 1-4+2) He has been hired by the Slave Lords to guard this entrance to their city. The throne upon which Wimpell sits has special magical enchantments to maintain these illusions. The ghouls and gnolls are illusions. The real guards — 5 gnolls (AC 4, MV 9", HD 3, hp 20, #AT 1, D arrow 1-6, sword 1-8+1) are hiding among the pillars and will pepper the party with arrows when they enter. When the gnolls are discovered, they will protect the illusionist.

All of the illusions in this room are actually **spectral forces** and cannot be dispelled simply by disbelieving in them. If the **gem of seeing** is used, the actual nature of the illusions will be revealed. Otherwise each illusion will be maintained until a character successfully strikes at it, at which time that illusion will disappear.

There is a glass wall in front of the throne so that Wimpell may cast his spells (see below) without fear of being struck by missiles. This wall is impervious to physical missiles, though certain spells (like **lightning bolt**) may shatter it, subject to saving throws, of course. The wall will not provide protection

from missile attacks from the sides of the hall if the firer is beyond the third set of pillars. While the "ankylosaurus" delays the party, the illusory ghouls and gnolls will advance (if a cleric attempts to turn the ghouls they will turn away and cower and not attack). The illusions will strike for real damage until they themselves are hit, at which point they will disappear. The rust monster will fight until slain or distracted (by a large amount of iron spikes — at least 7-10). Note that any weapon striking the rust monster will probably be subject to rust (unless the weapon is made of wood, like the clubs found with the storoper). The real gnolls who are protecting Wimpell will fight to the death. Wimpell, on the other hand, will cast the following spells and then flee (note that the powerful throne *doubles* spell ranges, but not areas of effect):

- 1) as soon as possible (when most of the characters are fighting the rust monster) Wimpell will use **fear**, following this immediately with **paralyzation**.
- 2) **blur** on himself.
- 3) **emotion** (hopelessness)
- 4) **blindness** on a party spellcaster
- 5) repeat 4
- 6) **color spray**
- 7) **color spray**
- 8) **darkness**, in which he will try to escape.

If at any time, Wimpell is seriously threatened, he will cast the **darkness** spell and try to escape. He will use the secret door in the northeastern corner of the room.

As Wimpell leaves the room he will revert to his true form — a wizened old man in tattered clothing. After passing through the secret door he will activate a special lock that prevents the door from being opened for ten turns and make his escape. He has **bracers of defense AC 4**, and a **dagger +2**. The throne has a hidden panel in the rear which can be detected by tapping or by a similar method. After searching for one turn the party will discover how to open the panel, which conceals a duplicate key to the secret door and a map to **Part B** — the hidden city of Suderham!

PART B: THE HIDDEN CITY OF SUDERHAM (SEMI-FINAL ROUND)

Notes for the Dungeon Master

The secret mountain pass in the Drachensgrabs (from area **A9**) leads to a large hidden volcanic crater. Most of the crater is occupied by a lake. There, in the middle of the lake, is the Isle of the Slave Lords. Called the Aerie, it is accessible only by the boats and ferry-rafts visible at the docks of the island. On the isle there rises another "extinct" volcanic peak, Mt. Flamenblut, and a small city, Suderham, surrounded by impregnable walls (see accompanying illustration). The area between the city and the docks is mostly low-class slum dwellings, and the only other visible areas are farmland worked by slaves. The DM must discourage exploration of the island other than Suderham, for the rest of the mysterious isle is detailed in module A4 (**In the Dungeons of the Slave Lords**).

The party will be permitted to enter the city by displaying their passes but will not be allowed access to the Slave Lords' citadel or such key areas as the **Slave Cells (B43)** or the **Treasury (B32)**.

The secret passageway from room **A9** leads under the lake and comes out in a hill near the slums of Suderham. This passageway and everything in **Part A** except for the piercer cavern and the salt cave are man-made. They were constructed many years ago by the mad King Olarek, grandfather of the king the Slave Lords and deposed when they decided that Suderham would be their secret base of operations. Olarek, used the maze to dispose of political prisoners; the unfortunates were not told that even if they made it through the maze they would be slain in the **Hall of Pillars** (room **A9**).

The Slave Lords knew of this labyrinth when they took over the city, and then discovered that the groll caves in the Drachensgrab Hills (at the beginning of **Part A**) connected with the king's maze through the salt cavern. Fearing that random explorations or organized expeditions might someday penetrate this secret entrance to their city, the Slave Lords hired Wimpell Frump the illusionist and disguised him as Yeenoghu. The worshipful gnolls faithfully guard their "demon lord", who has instructed them to slay all comers; the Slave Lords only maintain this passage as an emergency exit should a catastrophe occur. Shifts of gnolls rotate from rooms **A5**, **A7**, and **A9**, drawing replacements from the wild lands outside when needed. To pass the piercers, the gnolls simply run to the concealed door (although one occasionally gets nailed). The gnolls avoid the rooms with the **Hanging Rope (A6)** and the **Storoper (A7)** by using a secret tunnel that is not shown on the map. Food is "magically created by Yeenoghu", i.e., brought through the secret door by servants of the Slave Lords when the gnolls aren't around. Small tricks like these convince the gnolls of "Yeenoghu's" divinity and assure their loyalty.

TOURNAMENT NOTES

The "B" portion of this module marks the beginning of the semi-final round of play if the "A" series of modules is being used for a tournament. The TOURNAMENT START section will inform the players of what has happened between the earlier adventures and the present.

The major sections of this round occur in the **Catacombs** under the city (**Part C**). Therefore, in tournament play encounters in the city should be resolved as quickly as possible. For non-tournament play, other buildings can be opened, wandering encounter tables can be used, and the characters might spend several days adventuring in Suderham before venturing below.

If this module is being used with the tournament time restrictions, the players should be told that they *must* accomplish their mission before daybreak (three hours playing time). A successful party spend as little time as possible in the city and thus have more time available for the dangerous encounters in **Part C**.

City Encounter Table

Encounters will **never** occur during tournament play. Otherwise, they will occur on a 1 in 6 chance (d6); check each turn. If an encounter occurs, roll percentage dice to determine who or what is encountered.

d% Roll	Encounter (night)
01-05	Assassin
06-10	Bandits
11-25	Beggar
26-30	Cleric
31-45	Drunk
46-50	Ghoul/Ghast
51-70	Guard Patrol*
71-80	Harlot
81-82	Rakshasa
83-88	Slaver**
89-97	Thief
98-00	Wight

*Standard Suderham guard patrol; described fully elsewhere.

**1-10 Slavers will be encountered. These will frequently be wealthy, decadent boors with no inclination for combat. They will be interested in any "business" talk: new sources of slaves, etc.

All other encounters listed above may be determined using the CITY/TOWN ENCOUNTERS EXPLANATIONS section in the **DUNGEON MASTERS GUIDE (pp.191-194)**.

THE CITY OF SUDERHAM

All the buildings in the city of Suderham are one story tall unless otherwise noted. There are no wandering monsters in the city for tournament play, but there are patrols of guards (described later). Lighting is by oil lamps, suspended from posts 12' to 14' high. The posts are positioned on every street corner and in the middle of each block, thus providing overlapping areas of illumination. Those businesses that are open have two oil lamps in front of them. Thus, the business district is well-lit, while other areas of the city are somewhat darker.

Shops: Shops and places of business, unless otherwise noted, are now **closed**. They are securely locked up and the proprietors have retired into their private quarters in the shops' back rooms. The streets are largely deserted. Shopkeepers are treated as normal humans and will often live with families and/or apprentice laborers. They can offer no aid to the party, and will not answer knocks or calls for assistance by persons in the streets. If molested in any way, they will first seek to avoid combat or injury, and will notify the police patrols if they, their dependants, or their property is abused. None of the townspeople can be threatened into any action, and even those who have clues to relate know nothing more than that which they tell. The only people who will accept bribes are those especially noted. Others will refuse the money, with fearful glances over their shoulders.

Most people in the city, whether encountered on the street or in a tavern, will be able to give directions to shops, other inns, and important buildings like the **Arena (B3)**, but not to residences. If questioned concerning the **Treasury (B32)** or storage warehouses, there is a 75% likelihood that they will report the party to a guard patrol after they leave. Directions will be general, locating the quarter of the city the building is in, but nothing more specific. For example: "A map shop? There's one over in the Official Quarter, that's southwest, but I'm not sure where." Other quarters are **the Military (northwest)**, **the Wealthy (northeast)**, and **the Thieves' Quarter (southeast)**.

Taverns: It should be noted that taverns are, more often than not, frequented more by one type of person (or class of character) than others. In these taverns (and the guilds as well, of course), the minority classes are seen as inferior and will not receive a convivial welcome. At the Fighting Man's Haven, for example, a cleric or magic-user that enters will probably sit alone or be held up for ridicule by the fighters there. Violence will probably be limited to brawling or throwing the "intruder" out.

Moneychanger: Like most city-states, Suderham mints its own money and insists that it be used within the city. Anyone attempting to purchase items with non-Suderham money will be directed to the **Moneychanger (B6)**. The city charges a 10% tax on exchanged money, and the moneychanger adds a tidy 5% profit for himself. If anyone insists on using non-Suderham money or tries to pass anything other than the official money after their first warning, guards will be called. Penalty for possession of unofficial money after being warned is confiscation of *all* money and possessions!



Guard Patrols: Guard patrols on the city walls will consist of 6 soldiers each (AC 5, LVL 1, hp 8 each, #AT 1, D broadsword 2-8, short composite bow 1-6). They ceaselessly pace the great square formed by the city walls. The positions of the patrols are noted on the map, as is their direction of movement. If a party or character attempts to scale a section on wall, the DM should note the relative position of the nearest patrol moving toward that area. Patrols will move 60' per turn, and will see up to 40' with the torches they carry. All soldiers on patrol carry whistles with which to sound the alarm if necessary. The nearest guard tower will respond to such an alarm, and each tower contains 20 guardsmen (AC5, LVL 1, hp 8 each, #AT 1, D 2-8, bow 1-6), and a 3rd level sergeant (hp 18).

Guard patrols in the streets will consist of 10 militia police (AC 4, LVL 1, hp 6 each, #AT 1, D broadswords 2-8), one of whom will act as a spokesman for the group. Their movement should be checked (as the wall patrols previously described) whenever the party enters a street currently under patrol.

Patrols will always ask to see the passes of a large band of characters (more than 4) after dark. If not satisfied with the papers or if the conduct of the characters is suspicious, the patrol will seek to disarm them and take them under arrest to the **Slave Cells (B43)**. Patrol leaders can each be bribed *once* to release a party for 200 gp, but will on no account do anything further to aid the party. If attacked, patrols will blow their whistles, alerting nearby patrols and allowing warning to be given to the Slave Lords' citadel. A

company of 60 footsoldiers (AC 4, LVL 1, hp 8, #AT 1, D broadswords 2-8) will be dispatched in 2 turns to investigate and quell any disturbance. The company will be led by a 5th level magic user and a 5th level cleric.

TOURNAMENT START: SEMI-FINAL ROUND

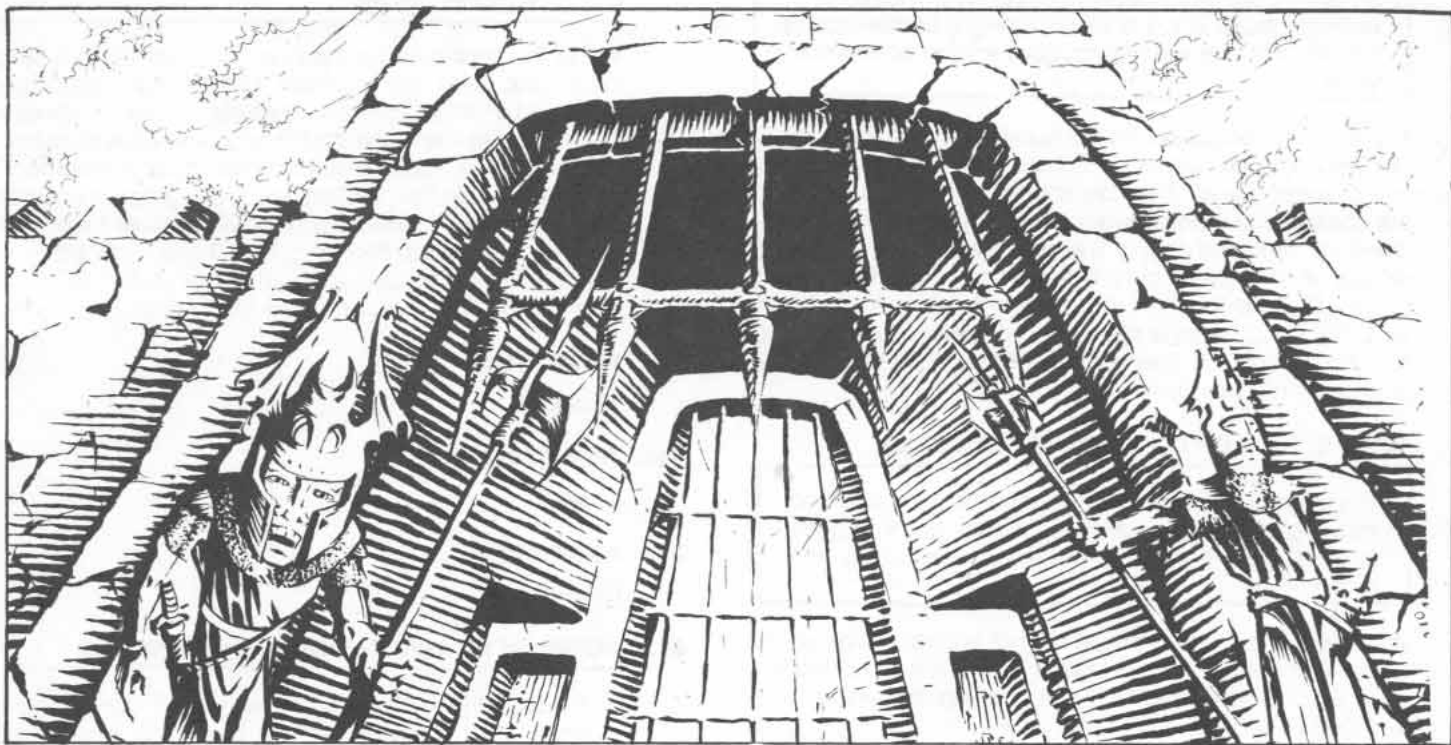
Your party has done well. You have made your way through a secret underground passage to a gate hidden by bushes and shrubs. The passage must have run far underground, for the hill is on an island in the center of a large crater lake. The group comes out on the rocky slopes of a hill in the shadow of an extinct volcano, Mt. Flamenblut. Below you lies the island — *the Aerie of the Slave Lords!* It is now clear why no military force could ever make a successful assault — the one pass that leads from the known Drachensgrab trails to the Slave Lords' stronghold is narrow and winding; a small force could effectively guard it and destroy all enemies. Even if an army could force its way through the pass, it would have no way to cross the crater lake.

You have emerged high above your goal: the hidden city of Suderham. Its mighty walls make it impregnable, so a more subtle method of entry is called for. You observe Suderham from afar for the rest of the afternoon. Patrols on the wall and in the streets are frequent, more so in the western section than the lower-class southeastern section. Public disturbances appear to be punished quickly and harshly. It is time to review your situation. The kings, dukes, and lords who hired you have made good on their part of the bargain, healing and resurrecting your comrades who were wounded or slain. In your previous adventures you lost some magic items but obtained others, and you now find yourself equipped as indicated. Ready for action, you descend toward the ramshackle buildings and dock area outside the city walls.

In the slum sections outside the city, you encounter a dozen or so richly-attired people in fine silken robes disdainfully making their way toward the city gate. Guessing them to be buyers of slaves, your party ambushes and subdues the frightened aristocrats without difficulty. You learn from them that Suderham is known as the City of the Nine — the nine dreaded Slave Lords. It is an imposing stronghold, guarded by elite troops culled from the races of the dozen or more lands where the slavers hold sway. You learn that within the city is a well-guarded stronghold — impossible for so small a party as yours to penetrate. However, there are rumors of subterranean passageways beneath the city, used only by the Slave Lords and their agents. Certain contacts in the city will have clues which can lead you to this passageway.

A search of your prisoners reveals papers that will grant entry into the city, and their fine robes will effectively cover your armor if no one looks too closely. You have chosen to enter the city at sunset to improve your disguise and to avoid unnecessary encounters and challenges. Tying up the prisoners, you also realize you must act quickly. Guards might find your prisoners, or escaped enemies from previous adventures might arrive to give warning of your coming. One of your prisoners laughs before you gag him: "You fools! The Slave Lords know everything their enemies do! You haven't a chance!"

As the players approach Suderham from the north, they notice the city wall, the gate, and the corner towers are well maintained. The stone wall is nearly 30' high, with 50' towers, and the heads and shoulders of armored soldiers can be seen above the battlements. The roadway ends at the main city gate. The outer doors are open, but the far end of the gateway is barred by a massive portcullis and flanked by two sentry posts. Darkness is beginning to settle upon the city as the party nears the gateway.



KEY TO PART B: THE HIDDEN CITY

B1. MAIN GATE

The entrance to this arched gateway is guarded by a massive iron double door (now open) and a raised portcullis. At the far end of the gateway is a lowered portcullis, with two armed men on sentry duty standing before it. Beside each sentry is a single iron door, one set in each side of the gateway.

Each sentry post is maintained by a guard soldier. One of the two will stop the party and ask for their warrants and permits. If these are shown to him in a polite manner he will signal for the portcullis to be raised. If threatened, he will blow his whistle. This will summon 10 more soldiers from each of the two guard rooms (AC 4, LVL 1, hp 8 each, #AT 1, D 2-8) who will answer such a call.

As you pass through the main gate and take your first steps into the city, a wizened, limping beggar hobbles up and asks for alms.

The beggar, upon closing with the party, whispers that he is an agent of those who hired the players. He says, "Seek out the ivory paladin," and then disappears into the passersby.

This cryptic phrase refers to a tavern, the **Sign of the White Knight (B14)**.

B2. GUARD TOWERS

These imposing stone structures, built into the city walls, stand about 50' high. There are entrances at ground level and on the walls.

Each tower has three rooms (ground level, wall level, and a roofed fighting platform) connected by winding stairways. Distributed throughout each tower will be 20 1st level soldiers (AC 5, LVL 1, hp 8 each, #AT 1, D 2-8, bow 1-6) and one 3rd level sergeant at arms (AC 5, LVL 3, hp 18, #AT 1, D 2-8, bow 1-6) armed with broadswords and short composite bows and wearing chainmail.

B3. SLAVE AUCTION ARENA

This is a massive, circular, coliseum-like building nearly 100' in diameter and slightly over 50' tall. There are doors leading to the interior of the structure every 20'. These doors are closed, and signs reading "Closed: Keep Out" are posted upon each.

Breaking open one of the locked and barred doors will reveal vast open spaces underneath rows of stone and wooden seating. It resembles conventional stadium construction. Numerous passageways lead out to the seats which are arranged in ascending tiers around a central circular auction block, now deserted.

There are 10 guards (AC 4, LVL 1, hp 8, #AT 1, D 2-8) individually patrolling through the arena complex. If the party remains inside the arena for 4 turns, a guard will surprise them on the 5th turn unless precautions are taken.

THIEVES' QUARTER

B4. TAVERN: THE FIGHTING MAN'S HAVEN

This large, slightly run-down looking tavern has a painted sign above each door depicting a fighter-type in full armor. It is open, and raucous singing comes from within.

The tavern is occupied by 28 human fighters, including 4 soldiers of the city garrison. Half are of 1st level experience, half of second level. They are feeling happy with drink and will cheerfully hail any newcomers with a demand that they stay for a drink and a song. The crowd will be annoyed by a refusal, and the tavern bully, **Davis**, a burly, red-faced fighter (AC 7, LVL 2, hp 16, #AT 1, D dagger 1-4, SA H+H combat, S 16, D 13), will challenge the player with the lowest charisma to a fight. Davis will attempt to overbear, then pummel the character into submission.

B5. TAVERN: SIGN OF THE WALTZING WEREBEAR

This large tavern has a painted sign above each door showing a dancing werewolf cavorting with a bottle in each paw. It is open, but little noise comes from within.

The tavern is occupied by 34 normal human townspeople who sit at tables and eat or drink with very little conversation. They are not interested in chit-chatting too much with strangers.

B6. MONEYCHANGER'S SHOP

The sign over this establishment shows two pairs of hands, exchanging old jewelry and gold nuggets for clean, shining gold pieces with the arms of Suderham stamped on both sides: a series of three forearms grasping each other to form a triangular frame for a human figure in chains.

The money changer within is a small man with beady, darting eyes. He will exchange gems, jewelry, gold, silver, copper, electrum, or platinum for the coin of the realm, subtracting 15% (10% for the official city moneychanging tax and 5% profit). If anyone threatens him or tries to enter his barred cage, two secret doors behind him will open and 4 second level fighters (AC 3, LVL 2, hp 16 each #AT 1, D longsword 1-8, crossbow 1-4) will emerge. If these fighters are attacked, a fifth fighter (who remains hidden in a secret passageway) will escape outside and call the watch for assistance. There will never be more than 1000 gp (in various denominations and forms) here at any one time, as armed guards come by every two hours to transfer any excess to the city treasury.

B7. TAVERN: SIGN OF THE GRIMACING GARGOYLE

This rectangular-shaped tavern has a painted sign above each door showing a bound gargoyle having its tail pulled by a swashbuckler. It is open, but quiet.

Only 12 customers, all normal human townspeople, are drinking here. They are friendly to strangers, but have nothing of importance to relate.

B8. FLOPHOUSE

This building is made of cheap wood and plaster. It appears to be very dilapidated and dirty. From within come muffled snores.

Inside the flophouse on the bare dirt floor sleep 6 derelict drunkards who are clothed in ragged cast-offs and wrapped in filthy, tattered blankets. A pile of stones and cloth bundles lies in the southeast corner. The derelicts are very drunk and will not awaken unless roughly disturbed. The bundles contain the derelicts' few belongings, various bits of worthless rubbish. Disturbing them will uncover the hole in the ground the pile was blocking, and 3 giant rats will emerge and attack the nearest party member (AC 7, HD ½, hp 4 each, #AT 1, D 1-3 plus chance of disease).

B9. FOOD STORE

Closed.

B10. TRINKET SHOP

Closed.

B11. FOOD STORE

Closed.

B12. HOUSE OF ILL REPUTE: SIGN OF THE MERMAID

This building is made of whitewashed stone. Above each door is a painted sign depicting a mermaid chased by a merman. Noise of merriment from within can be heard.

This bawdy house is in the midst of a boisterous party. Nine men, normal human townsfolk, and 12 women in scant attire are drinking and singing in the main room. They will be delighted to see newcomers and will ask the party to stay for the fun, but will not be offended if refused.

B13. HOUSE OF ILL REPUTE: SIGN OF THE ROSE

This building is constructed of wood and is badly in need of paint. Above the door is a painted cluster of red roses. All is quiet within.

Inside the doorway is a small room with a corridor visible beyond. The madam reclines upon a couch and sips from a small goblet. Other comfortable furniture is arranged along the walls, and upon a polished wooden table near the couch sit several full decanters containing various colors of liquids.

The madam will languidly welcome the party and make praising remarks upon the robustness of the fighters or the handsomeness of the clerics. She will wave towards the hallway and announce that they may go and choose what room they will — all her girls are presently unoccupied. When the party checks, they will discover most of the rooms to be normal bawdyhouse rooms, each containing a large bed, other furniture, and a young, pretty, half-dressed woman. One room, however, is empty of women, and under the bed is a trap door entrance to a secret passage leading to the catacombs (see map C). The passage resembles a section of the city's sewer system.



B14. INN: SIGN OF THE WHITE KNIGHT

This large 2-story building is constructed of wood and stonework. Above the door is a painted chesspiece — a White Knight. The inn is open for business, and the sounds of people eating and drinking come from within.

The door opens onto the dining room of the inn. A stairway on the north side appears to lead to the private rooms on the upper story. There are many sets of tables and benches, half of which are occupied by normal human travellers and merchants, busily engaged in having their dinners. On the east side of the dining area is the bar counter, behind which works an overweight, sweating bartender. If the bartender is given 10gp (or more) he will say, "Not all who lie may be resting;" for 50gp (or more) more he will add "learn from the knowledge that never dies." The first refers to the bawdy house at **B13**, in the **Thieves' Quarter**, the second to the sage and his books at **B29** in the **Official Quarter**. He will actively encourage bribes if possible.

B15. ARMOR SHOP

Closed.

For non-tournament play, this is a noisy place, with a huge forge in the background and many workers hammering and polishing as they create fine weapons and armor. Most armor types listed in the **Players Handbook** are available at the listed cost plus 10%.

B16. GAMBLING HALL: SIGN OF THE BOUNCING BUGBEAR

This seedy-looking whitewashed building is open and much noise can be heard from within. Above the doors are painted signs showing a bugbear tumbling head over heels down a hill.

There are 24 human townsmen inside, obviously members of the lower class, who are divided into 4 groups; each busily playing cards or throwing dice. They are sitting around worn tables on crude wooden benches, and almost all are at least half drunk. Newcomers will be invited to join a game and try their luck.

Any player wishing to gamble can do so. The DM may use the gambling rules set forth in the **Dungeon Masters Guide** for specific games, or simply use an abstract, dice-rolling system. The games will pay twice the amount wagered by the player, but the player will only win 25% of the time (d% roll: 01-25, the player wins; 26-00, the house or other players win).

B17. THIEVES' GUILD

This squat, dirty-looking building seems to be deserted.

The Guildhall has been closed down recently by the city constables, though the local thieves are preparing to establish a new secret guildhall soon at another location.

B18. THE ASSASSINS' GUILD

This small stone building has no windows in its walls. Its walls and doors are marked with coded words and signs.

An assassin or thief will recognize the signs identifying this building as the Assassins' Guild. The doors are locked and double-barred (will not open except on 1-2 d6 if an attempt is made by characters whose combined strength is 72 or more). **For tournament purposes, there will be no one in the building and nothing of interest to be found.**

In non-tournament play, characters may, by searching, discover the secret panel in the floor; they must successfully avoid a deadly reloading poison needle trap to get the panel open. The secret passageway leads below to the functioning offices of the guild, where poisons are concocted and sold, contracts and records are kept, etc. For a fee assassins can find out where potential victims live, how they are guarded, what kind of treasure they are known to have, and so forth; the information will never be 100% accurate, but the greater the fee the higher the likelihood of accuracy.

The guild will not provide any information concerning the **catacombs** ("impassable sewers filled with rats"), and will report anyone questioning them on these matters to Nerelas the Assassin, who functions as the local guildmaster — and as one of the Slave Lords. A more complete description of the Slave Lords can be found near the end of Part C of this module.

Membership in the Guild is required in Suderham; anyone doing "freelance" assassinations is soon visited by two messengers in black cloaks, who explain the two options available: join the Guild or die. Dues are based on the level of the member: at 1st level, the assassin pays 50% of any fees (or treasure won while adventuring) to the Guild; at 2nd level, 40%; at 3rd level, 30%; at 4th level, 20%; at 5th or greater level, 10%. This compensates for the greater fees and treasure received at higher levels (from the Guild's point of view!). Woe be to the assassin who welves or doesn't pay the full amount, for the Guild is notorious for somehow knowing the loot players return with — it is said their eyes and ears are everywhere! Being a guild member does have its benefits, though: aside from being able to purchase poisons and have special weapons and tools constructed, the Guild offers a safe haven where a "wanted" assassin can stay until things cool off somewhat. The Guild also offers (for a fee) plans to many of the buildings in town, which can help members carefully plan their next jobs.



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B19. TAVERN: DENHOW'S PUB 'N' GRUB

This building has been rather shabbily constructed and maintained. Its roof is made of thatch, not tiles. Most of the wood appears worm-eaten and decaying. Its name has been painted in scrawled letters over each door. It is extremely noisy within.

There are 36 lower-class human townsmen and women inside, all drinking prodigious amounts of ale and wine. The room is very crowded and the party members will be subjected to a great deal of pushing and shoving should they seek to move about inside. There is a human cutpurse loitering near the east doorway (**Ayares the Cutpurse**: AC 7, LVL 3, hp 14, #AT 1, D shortsword 1-6, AL NE). He will make his way over to the party if they appear at either door. Ayares will attempt to pick the pockets of one of the party but fail, and the attempt will be noticed by the would-be victim. If menaced by a party member Ayares will worm his way through the crowd to a table in the northwest corner where 4 brigand friends (AC 7, LVL 1, hp 6 each, #AT 1, D shortsword 1-6) will help him fight. If a melee breaks out, some revelers will clear out of the bar so that there is space to fight, while the others will watch and cheer for the winning side.

B20. BLACKSMITH SHOP

Closed.

B21. ALCHEMIST'S SHOP

Closed.

B22. SCRIBE'S SHOP

Closed.

B23. CARTWRIGHT'S SHOP

Closed.

B24. TAVERN: SIGN OF THE MAGIC MISSILE

This small building is notably clean and neat for this lower-class section of Suderham. It is constructed of natural red stone, and above each door is a painted sign showing a sparkling arrow surrounded by cabalistic symbols. There is light coming under the door but very little noise.

Inside the tavern are six magic-users, one 3rd, 2 2nd, and 3 1st level. They are all seated at the same long table and enjoying a light meal and conversation. They will extend a friendly greeting to others of their profession but will disdainfully ignore, as much as possible, all other character classes.

OFFICIAL QUARTER

B25. LUMBER WAREHOUSE

Closed.

B26. FARMING TOOLS AND EQUIPMENT STORAGE

Closed.

B27. NAIL WAREHOUSE

Closed.

B28. LUMBER WAREHOUSE

Closed.

B29. MAPS AND CHARTS LIBRARY

This small building is rather dull and nondescript. Though it appears at first to be as deserted as the other buildings on this block, a light is shining under the door from within.

If the players knock and request audience, a tall, bearded sage will open the door and invite the party in. Inside are row after row of bookshelves covered with books, maps, and scrolls. A desk and chair are near the doorway, near which burns a lantern. The desk is covered with inkstains, half-finished maps, and piles of loose papers. The sage will assist the party by giving directions and/or maps to any place in the city. He has **no** maps for the underground! For 100 gp he will say "Where those that bear us reside" and give the party an art book entitled *The Illumination of the Rose*. The message refers to the stables (B44), in the **Military Quarter**, the book to the red-light district and the **Sign of the Rose** bawdy house (B13) in the **Thieves' Quarter**.

B30. GRAIN WAREHOUSE

Closed.

B31. GRAIN PROCESSING MILL

Closed.

B32. TREASURY

This enormous square building is made of solid stone, and entry is restricted to a single, closed iron-bound door behind an iron portcullis. There are two sentry posts flanking the doorway, in which are stationed 2 soldiers (AC 4, LVL 1, hp 8, #AT 1, D broadsword 2-8).

The soldiers will sternly command any loiterers to move on. If menaced, they will sound their whistles or shout to alert the nearby patrols and the guards within. Through the protected doorway, a 10' corridor leads to another iron bound door, securely barred and locked. Beyond this is the actual treasury complex, a warehouse of small 10' x 10' x 10' iron vaults arranged in clusters of four, forming narrow aisles around them. A double strength guard detachment (20 soldiers plus one sergeant) is always posted here; they have a small room in the southeast corner in which they spend their time gambling, but they will be alerted if any trouble breaks out. The iron treasure vaults are protected by magic mouth alarms and sealed by intricate trap and lock mechanisms built into their doors. Each vault is double trapped; first by a needle coated with a paralytic agent, second by sleep gas, 20' radius (both require saving throws vs Paralyzation). There is **no chance** the second trap will be detected by a thief unless the thief again tries to "find traps" after dealing with the first trap. Further, due to the complexity of the lock, a thief will have only half the normal chance to open a vault after the traps have been passed. They contain coins, gems, and other precious objects belonging to the city.

B33. CLOTH WAREHOUSE

Closed.

B34. FIGHTERS' GUILD

The building is closed and deserted at this time.

B35. TEMPLE OF THE EARTH DRAGON

This tall and ornate building is fashioned from colored marble and highly polished woodwork. It appears to be deserted at this time.

The temple complex is unoccupied except for a 1st level cleric who is moving about the inside dusting and cleansing the holy objects in the various chambers.

B36. CLOTH WAREHOUSE

Closed.

B37. FRUITS AND PRESERVED MEATS STORAGE

Closed.

B38. OILS WAREHOUSE

Closed.

B39. LUMBER WAREHOUSE

Closed.

B40. STONE AND BRICK WAREHOUSE

Closed.

B41. LEATHER WAREHOUSE

Closed.

B42. FURS WAREHOUSE

Closed.

MILITARY QUARTER

B43. SLAVE CELLS

This stone building is long and sprawling, without windows or adornment.

Inside the building are many rows of 10' x 10' x 10' high cells, most containing one or more slaves. Altogether, there are 80 cells, imprisoning a total of 90 female and 125 male human slaves. This is where characters arrested by the guards are brought. Slavery is the usual punishment for all but the most trivial misdemeanors. The Cellkeeper, a fat merchant named **Samovar**, is in his office near the entrance, filling out reports. The other laborers have gone for the day, but Samovar knows there are always patrols in the outside streets should the need for assistance arise.

B44. STABLES

The long rows of the city stabling are easily identifiable, for there is no mistaking their distinctive shape and construction. The doors are open, but there seem to be no customers in the immediate area.

There is one stableboy inside, sweeping out old straw from the main walk. If given 50 gp he will whisper, "There is a secret passage! It is in the rows of rouge!" He will not elaborate. This refers to the red-light district in the **Thieves' Quarter**.

B45, B46, B47. OFFICERS QUARTERS

These are a series of interconnected buildings with guards posted at each outside entrance, one at each doorway. These three buildings are the living quarters of the garrison officers. Access is limited to officers and those with official business bearing the appropriate passes. The buildings are occupied at the moment by 20 sergeants (3rd level), 5 lieutenants (6th level), and one Captain (8th level), all of whom are chiefly engaged in eating dinner in the various dining rooms.

B48. GARRISON ARMORY

This large stone building has a guard posted at each entrance.

Most of the garrison's spare weapons are stored here. There are vast quantities of arrows, bows, swords, spears, suits of armor, and other tools of war.

B49, B50. BARRACKS

These 2-story complexes are made of stone and individual soldiers may be frequently seen entering or departing.

These interconnected buildings house the bulk of the city garrison, though there are many other warriors also on permanent assignment inside the Slave Lords' citadel. At the moment, there are 600 soldiers inside the barracks, of whom 100 are experienced fighters (2nd level). Trespassers who are not members of the garrison or on official business will be roughly shown to the exit.



WEALTHY QUARTER

B51. WIZARDS' GUILD

This building is built from the finest stone available, and is roofed with fine red and blue tile. There are strange mystic symbols inscribed on the door.

Magic-users in the party will be able to identify the building as the guildhall of their profession. Naturally, the door is **wizard locked** and a hidden doorkeeper has a **guards and wards** spell in a ring should non-members attempt to force their way in. **For tournament purposes the doorkeeper will not allow anyone to enter the building.**

Members of the guild are allowed to use the research library and facilities here, as well as the dormitory facilities. Membership is 100 gp/month plus any material expenses incurred, plus repairs to areas that are damaged by less-than-successful experiments. Non-member magic-users will be allowed in the guildhall, and will be allowed to sleep there at 20 gp/night, but will not be permitted to use any of the research facilities. Non-magic-users will not be allowed to enter under any circumstances.

B52. RESIDENCE

This is the home of a prosperous merchant.

B53. WAINWRIGHT'S SHOP

Closed.

B54. RESIDENCE

This is the comfortable home of a wealthy cleric.

B55. JEWELLER'S SHOP

Closed. Inside the shop, in a backroom, is a hired security guard (AC 7, LVL 3, hp 25, #AT 1, D longsword 1-8). He will attack a single intruder, but in the face of a large party, will slip out a back door to alert a patrol. Hidden behind a secret door in a back room is a solid iron strongbox that is four feet square and weighs 500 pounds. Locked in it are ten pieces of fine jewelry, 28 rough gems of various types, and five pounds each of unworked bars of silver and gold.

B56. MONEYLENDER'S SHOP

Closed. There is no loose cash on the premises, the moneylender having all his accounts transferred to the city treasury each day for safekeeping.

B57. RESIDENCE

This is the home of a retired and wealthy sea merchant.

B58. BLACKSMITH'S SHOP

Closed.

B59. SLAVE LORDS' STRONGHOLD

Behind a 10' tall stone wall can be seen the topmost stories and battlements of the citadel of the Nine Slave Lords. The wall is patrolled by stern-faced guards. The only way into the stronghold is through the double-portcullised gate on the northern wall. Four guards stand beside this gateway.

The four guards at the entrance to the Slave Lords' compound are all 2nd level fighters, HD 2, hp 16 each, AC 4, chainmail and shield, #AT 1, D 2-8 broadsword. They sharply order away all who approach too closely. There are a further 10 1st level guards (AC 5, hp 8) on each side of the compound wall, armed with chainmail, short composite bows, and broadswords.

Between the wall and the actual fortified headquarters of the Slave Lords stretches an open courtyard. It is covered with close-cut grass but contains no cover or concealment. There are four Minotaur Lizards in the courtyard, one on each side (AC 5, HD 8, hp 48 each, #AT 3, D 2-12/2-12 claws, 3-18 bite). They have been specially bred and trained to guard the courtyard, and possess a dim intelligence that allows them to be ordered and controlled by the soldiers on the wall. Upon command they will attack any living thing within the courtyard, and will fight to the death when in combat, being deterred by neither food nor fire.

In addition, there is a further detachment of 160 1st level and 40 2nd level soldiers which can be called upon if needed from inside the Slave Lords' citadel itself. These will be commanded by a 7th level magic-user and an 8th level cleric, and will respond to any attack within one turn. The rest of the city garrison can be summoned within two turns by means of a flickering light signal flashed from the rooftop battlements of the citadel.

B60. RESIDENCE

This is the home of a wealthy mercenary captain.

B61. RESIDENCE

This is the home of a retired alchemist.

B62. TAILORS SHOP

Closed.

B63. COBBLERS SHOP

Closed.

B64. HOUSE OF ILL REPUTE: THE WILD CAT

This large, ornately-constructed building has only one entrance, above which is a painted sign showing an arched cat. Noise of revelry comes from within. Leaning nonchalantly against the building near the doorway are five young men. They are wearing bulky cloth tunics and short cloaks of rich fabric, and longsword scabbards hang at their sides.

The five men are rakes (AC 7, LVL 8, hp 40 each, #AT 1, D 1-8, longswords) wearing concealed leather doublets. When the party nears them, they will call out in sarcastic and insolent terms, hurling the vilest of insults upon the party members.

They will try to goad one or two characters into fighting with them. If they are ignored, one will seek to start a brawl by jumping the first party member to turn his back on them. If attacked by the entire party, or severely pressed in any other way, 2 of the rakes will flee but the others will fight until down to 8 hit points, at which time they will try to surrender and save their lives. All five rakes have purses of 20 gp and 20 sp concealed within their doublets.

Inside the bawdy house are 14 women and nine townsmen in the main parlour, gambling, drinking, singing, and otherwise making merry. They will not hear a fight outside over their own din.



B65. TAVERN: THE CLEVER CUDGEL

This building presents a rich and well-kept exterior. It is obviously a successful establishment. Above each door is a painted sign depicting an animated quarter-staff beating a halfling. There is the sound of singing and the rhythmic thumping of mugs coming from the interior.

Inside the tavern are 26 townsmen and 6 off-duty soldiers. Only the soldiers are armed with weapons (broadswords) other than daggers. The townsmen are obviously men of some means, for they are well-dressed and inclined to stoutness. All are singing a local ballad and beating time with their mugs. The men will happily converse with strangers if they buy the drinks (a round costs 2 gp).

B66. RESIDENCE

This is the city home of a country squire. He is staying here while conducting financial business.

B67. RESIDENCE

This is the home of a prosperous trader.

B68. ABANDONED RESIDENCE

This dwelling appears to be an inhabited home, but it is actually deserted, although still fully furnished inside. Under a rug in the master bedroom is a door covering the entrance to a secret passage leading to the underground (see map C). The passage appears to have been built to resemble a section of the city's sewer system.

Although all the clues in this module point toward the other secret entrance at the **Sign of the Rose (B13)**, it is remotely possible that the party might stumble onto this passageway. If this happens, it is quite alright to let them proceed to **Part C** of this module; after all, luck is a part of the game, too! This second passageway exists because the Slave Lords never allow themselves to be backed into a corner — they always want more than one way into (and out of!) wherever they go.

PART C: THE CATACOMBS

At this point, the party has either found the passageway intended (from the bawdy house, **B13**) or accidentally found the other passage (from the "abandoned" residence, **B68**). Whichever passage is found, the party will follow a 10' wide corridor of worked stone. A dwarf will be

able to tell that it was constructed less than fifteen years ago and is definitely *not* part of the sewage system. Torches or other light sources will be required unless otherwise specified. The corridor leads the party into encounter area **C1**.



KEY TO AREA C: THE CATACOMBS

C1. GUARDIAN AREA

This roughly hexagonal room was obviously once part of the city's sewer system. The carved ceiling, 20' high, is coated with a smooth deposit of limestone, and moisture clings to every surface in the area. In the center of the room stands a giant humanoid figure. The room's dim light, supplied by a feebly burning torch, gleams off the creature's metallic hide.

The chamber's guardian is actually a poorly made flesh golem with hundreds of polished iron plates attached to its flesh, giving the creature an improved AC and more fearsome aspect (AC 4, MV 8", HD 9, hp 35, #AT 2, D 1-10, immune to all spells except fire or cold, which **slow** the golem to half-speed for 2-12 rounds). Non-magical weapons may strike the golem for ½ damage, due to its poor construction.

When the party enters the area the golem will raise its arms in a warning gesture and shout in a garbled voice, "Flee now, or I shall breathe poison death upon you all!" If the party remains in the area longer than 1 turn (or attacks the unmoving golem) the golem will engage the party in melee, selecting his targets randomly. Once the golem has begun to attack it will pursue the party to the death. The door on the west wall is concealed behind a thin layer of limestone but can be found by any party member searching for a door.

C2. PIT TRAP

As the party moves down this corridor, a 10' x 10' pit (7' deep) suddenly opens under the first rank of characters.

Immediately, a large section of stone on the north wall of the corridor slides down, revealing a 1' long brass nozzle from which whooshing sounds emerge.

The characters who fell will land on soft sand and take no damage. The DM should get immediate reactions from the players. Each character may take one action before a jet of flame shoots out from **point a**, covering the entire corridor up to the pit. There is enough time between the nozzle's appearance and the jet of flame for any character to jump into the pit if desired. Characters in the pit will take no damage from the flames; characters in the corridor above or north of the pit will take 12 points of damage (save versus Breath Weapon for half damage). A character in the **south** section of corridor (one who has jumped over the pit, for example) will suffer **no** damage.

This trap is a precaution of the Slave Lords against one of them being captured and forced to show the way in. Should the golem have failed to slay the enemy, the Slave Lord would walk ahead, fall into the pit, and the captor would be roasted. Meanwhile, the Slave Lord would open a secret door in one wall of the pit (which can be opened only with a special ring that only the Slave Lords have) and would escape to the **Council Chamber (Room C9)**.

For tournament purposes, this secret door does not exist.

C3. THE KILLER MIMIC'S LAIR

The entrance to this 40' x 40' x 20' high room is on the north wall. There are two doors across the room on the south wall, one to the west, the other to the east. Also near the south wall is a bulging wooden chest.

The door on the east side of the south wall is false. The chest is really part of a killer mimic (AC 7, MV 3", HD 9, hp 43, #AT 1, D 3-12, SA Glue) that is lying on the floor awaiting prey. The first character to step 10' into the marked area will be stuck fast, unable to move his or her feet. The mimic will then attack the trapped victim by extending blobs of its own form and using them as sticky bludgeons. The creature will not reveal how much of the floor is actually part of itself. Therefore any character moving over the marked area to help the first victim will also become stuck to the floor. If the mimic rolls 4 over the number it needs "to hit", the monster has successfully disabled its victim's weapon arm, preventing attacks by that character. The only way to free the glued party members is to slay the mimic. Beneath the creature are 300 gp, 4 topaz gems (500 gp each), and a **ring of warmth**.



C4. THE HELL HOUNDS' HIDEOUT

This long corridor is illuminated by blazing torches set in wall sconces at intervals of 10' along the passage walls. Hot drafts of air blow down the corridor and the floor grows warmer and warmer as you advance.

As the party nears the dual secret doors, the temperature of the walls, ceiling, and floor will become blistering hot. Although no damage will be sustained, the entire group of characters will be -1 to hit and become one Armor Class worse due to their intense discomfort. As the party passes the hidden compartments, the secret doors will silently slide open and a hell hound will emerge from each alcove (AC 4, MV 12", HD 5, hp 30,25, #AT 1, D 1-10, breath 5, SA Breathe fire). They will attack spellcasters exclusively until all are dead (breathing 50% of the time). Both of the hell hounds wear thick leather collars studded with gems and long, wicked spikes. The spikes are poisoned. Unless great care is taken removing the collars (this *must* be stated by the player doing so) there is a 50% chance the character will accidentally prick himself on one of the poisoned spikes (save vs. Poison or take 20 points of damage). Each collar contains 3 fire opals worth 750 gp each. A character who tries to use the poisoned spikes as weapons, must check each round he or she handles them.

C5. MINOTAUR MENACE

a. Bolt from the Dark

As you round the corner into another corridor, a huge crossbow bolt flies out of the darkness up ahead.

The bolt (shot by the minotaur described in C5c) will be aimed at one of the party members in the first two ranks (determined randomly), and causes 1-12 points of damage if it hits. The bolt is roughly 3' long and 1" thick.

The heat from the torches and walls of the previous passage blur infravision, but heavy receding footfalls and the sound of a door slamming can be heard.

b. Ambush

Depending upon the choice of direction the party will arrive at one of these 3 points before reaching **5c**. When the characters reach one of these locations another large quarrel (as **5a**) zips out of the darkness at the lead member of the party. A character who has the chance to use infravision will see a larger than man-sized figure fleeing around the corner.

c. Minotaur's Lair

This room (15' ceiling) is lit by small pots of glowing coals set around the edge of the wall. Carved into the walls are vivid scenes of human suffering — battles, slavery, and so on — all rendered artistically and in fine detail. In one corner of the room there is a large pile of bones and meat scraps. Next to this pile is a minotaur in some kind of lacquered scalemail armor. He is holding a large crossbow.

In tournament play, the minotaur will retreat to this area and await the characters after firing upon the party at points **a** and **b**. The moment a character enters the room the minotaur (AC 2, MV 12", HD 6 + 3, hp 33, #AT 2, D crossbow 1-12, Axe 1-8 + 6, bite 1-4 or gore 2-8) will shoot another giant

crossbow bolt, then drop that weapon and pick up his **bat-tle axe + 2**. He will attack the strongest fighters first. The minotaur knows the labyrinth well, and may move through its corridors to circle behind pursuers or lure them into the crossbow traps (**5e**).

The minotaur carries 50pp in a sack at his belt. His axe is so heavy that only fighters with a strength of 16 or better can wield it. The armor is useless as is the mammoth crossbow; both are simply too large and too difficult for mere humans to use.



d. Minotaur Hoard

Scattered within this room are 400 ep, 3 aquamarine gems worth 250 gp each, a pouch (**dust of disappearance** — 1 use), and an especially well preserved human skull.

e. Crossbow Traps

Each of these locations is trapped. As soon as a character enters a trigger area (marked with a "T") a crossbow bolt will shoot out from a small hole in the wall (use the minotaur's to hit roll) at one of the party for 2-7 points damage. If the proper 10' section of floor (the trigger square) is searched, the pressure trigger of the trap will be discovered and can be easily avoided.

f. Perilous Portal

The floor, ceiling and walls of this area are made of some kind of dull, tarnished metal. Occasionally, large drops of water fall from the moisture covered ceiling, striking the party below. In the east wall at the corner is a tall metal door covered with a strange, angular script.

The script can only be deciphered by a thief, or by a magic-user with a **comprehend languages** spell. It reads, "DANGER. NO ENTRY." This door is a one-way door that can only be opened from the other side. If the door is checked for traps, an elf, half elf, or a thief may find the braided copper wire hidden under a dull flap of metal foil. (This chance is 2 in 6 for elves and half elves, 4 in 6 for thieves.) Otherwise, the first character who touches the door will take a massive jolt of electricity for 24 points of damage (save vs Breath Weapons for half damage).

The wire leads to a concealed compartment in the wall. This compartment contains a sealed glass bottle with a copper rod through its stopper. The jar is wrapped with metal foil and has another rod attached to the outside of it. The copper wire is attached to the outside rod, while another wire runs from the inside rod into the wall.

This is a primitive battery (**Leyden jar**). It has only one charge (24 points of damage). If the party has not already discharged it, the thief can discharge it safely by a successful attempt to "remove traps".

C6. CUNNING GELATINOUS CUBES

The air in this chamber is foul and clinging. A thick translucent slime covers the floor and trails out along the passage at the far end of the chamber.

As soon as the first rank of the party walks onto the 10' x 20' area (marked by the dotted lines) a 1' thick slab of stone tilts, spilling them into a pit on top of a gelatinous cube (AC 8, MV 6", HD 4, hp 25, #AT 1, D 2-8, SA paralysis). Characters in the second rank must save vs Paralyzation to avoid falling into the pit. Every round, a character who is in contact with the cube will take 2-8 points of damage and must save vs. Paralyzation or become paralyzed for 5-20 rounds. In addition, once per round the cube will extend a pseudopod and strike an opponent up to 15' away. The pit is 10' wide, 20' long, and 5' deep. The cube has altered its shape to fit this area.

If the party looks carefully through the cube they will notice several shiny objects under it. The remnants of the cube may be burned away in 1 turn (using 3 flasks of oil). The treasure includes 70 gp, a **longsword +3**, **chainmail +1**, and a dusty rose-colored crystal prism (an **loun stone** — this will orbit around the first character to toss it into the air, giving +1 to both Armor Class and saves).

If the party searches for treasure before looking around the corner, they will not see the second gelatinous cube that is advancing to attack. This cube (AC 8, MV 6", HD 4, hp 30, #AT 1, D 2-8, SA paralysis) will move quickly in through the far opening and into the pit, altering its shape to land on any characters there (all those searching for treasure). All such characters will automatically take damage and must save against paralysis. Characters who are not paralyzed are -4 to hit and do only half damage. This cube attacks as the first cube in all respects.

C7. GROTTO OF TERROR

a. The Black Lake

The passageway opens into a huge natural cavern at least 150' across. The stalactite-filled ceiling varies from 50' to 75' high, and the floor is covered with a spongy turf. The grotto is lit by the eerie luminescence of a forest of tall fungi (6'-7' tall, with caps 4' across). The turf at the entrance rapidly gives way to a dense marsh from which these man-sized mushrooms sprout.

However, most of the grotto is filled by a large lake, with clammy-looking black water and a few patches of green surface scum. Floating in the water are the bodies of several blind, whitefish covered with leeches. Across the lake, nearly 100' away, another shore can be dimly seen. It may be reached by taking a narrow path (5' wide) along the east wall of the

grotto. Strange clumps of vegetation litter the path, but beyond the marshy beach of the far shore an opening can be seen in the grotto wall.

If a character attempts to swim across the lake, dozens of leeches (normal size) will attach themselves to the character's body the moment he or she enters the water. The leeches will inflict a total of 2-12 points of damage before they can be removed.

The caps of the giant fungi are easy to cut off and are quite buoyant. They can serve as rafts; each cap can carry 2 characters across the lake. If the players spend more than two minutes of actual time deciding what they are going to do, then the shambling mound (see below) will attack them at once. **Tournament only:** If the players try to cross the lake by water, the shambling mound will come out and attack one of the rafts. The players **must** fight the shambling mound, or abandon several characters to it.

If the party takes the path:

b. Shambling Mound

The path grows increasingly soft and wet. As you approach the halfway point, a huge heap of rotting vegetation rises from the muck. It is alive, and attacks.

The creature is a shambling mound (AC 0, MV 6" HD 8, hp 37, #AT 2, D 2-16/2-16, SA If both attacks hit the same target suffocation will occur in 2-8 rounds unless the monster is slain; SD weapons do half damage, fire does no damage, cold does half damage, lightning causes it to grow 1 HD in size). The shambling mound will continue to attack until either all the adventurers are dead or escaped. It will not leave the grotto or enter area **8**, but will return to its original location. If the shambling mound is killed and area **8b** is searched, treasure can be found amidst the rotting vegetation: a portion of **extra-healing**; **gauntlets of dexterity**; and a **sword +2**.

C8. THE SINISTER SNAKES

As you reach the far shore, two giant snakes appear from holes in the ground and attack!

These are giant constrictor snakes (AC 5, MV 9", HD 6+1, hp 37, 35, #AT 2, D 1-4/2-8, SA Constriction). The snakes will pursue escaping characters, but will not fight the shambling mound.

STOP! READ THIS BEFORE CONTINUING!

If the DM is using this module in a tournament the party will be defeated in the **Council Chamber of the Slave Lords (C9** — the next area). This is necessary because in module A4 (**In the Dungeons of the Slave Lords**) the party will begin as prisoners of the Slave Lords. Use the TOURNAMENT VERSION outcome for room **C9**.

If this module is not being used as part of a tournament, then a climactic final battle can ensue! Use the NON-TOURNAMENT VERSION outcome for room **C9**. Instructions will be given at the end of that section to enable continued adventuring into module A4.



C9. COUNCIL CHAMBER OF THE SLAVE LORDS

This long corridor is well-lit by many small oil lamps set into the wall. After about 100' the corridor dead-ends.

The concealed door at the end of the corridor will be found after one round of searching. It can be opened easily by any member of the party.

The door opens into a great room (70' x 70' x 40' high) lit by large torches set in wall sconces. There are nine large throne-like chairs in a semi-circle facing the concealed door. A large iron staircase spirals upward in the southwest part of the room. Every odd numbered chair is occupied (five in all). Seated there are five large, dangerous-looking men wearing many jewels and fine robes — and for some the glint of concealed armor can be seen.

TOURNAMENT VERSION (Outcome for Room C9)

Although the men are clearly laughing, no sound can be heard coming from the room. As the party observes this scene, the man sitting in the central throne (a fighter-type with a black eyepatch) gestures to an unseen henchman. Suddenly a wall of stone drops 20' down the corridor, blocking any hope of retreat!

The stone wall is impenetrable. If the characters try to move forward into the room they will discover an invisible **wall of force** in a 10' radius hemisphere from the door.

As you struggle to win free of this trap, a small panel in the ceiling opens and a vial of fluid is hurled against the floor. The vial shatters, releasing a thick green gas as the opening in the ceiling is hastily closed. Slowly, one by one, you fall to the ground unconscious — prisoners of the Slave Lords.

NON-TOURNAMENT VERSION (Outcome for Room C9)

The five Slave Lords present have observed the party's progress by means of a **crystal ball with clairaudience**. They have spells and weapons ready and cannot be surprised. The Slave Lords are impressed with this party's tenacity and skill and view the coming battle with some amusement. This will change, however, as soon as one of the Slave Lords take damage. It will then become a fight to the death. The cleric Mordrammo will prepare to use his **word of recall** (in his **ring of spell storing**) to escape. The DM must allow Mordrammo to escape, for he appears again in module A4.

The thrones are numbered 1-9 on the DM's map. The magic-user **Ajakstu** sits in #1; **Nerelas** the assassin is in #3; **Feetla** the fighter/buccaneer sits in throne #5; **Brother Milerjoi** the monk is in seat #7; and **Mordrammo** the Evil High Priest is in seat #9. The DM should study the brief personality sketches of these Slave Lords, as these will influence their actions during battle.

Ajakstu, the magic-user, has been quite useful to the Slave Lords with his **staff of power**, **crystal ball** and **ring of spell storing**. The **crystal ball** in particular has enabled them to escape traps set for them and eliminate any dissent. Ajakstu is worried now, because his precious staff only has 3 charges remaining; he will not use the final charge.

Nerelas the assassin is a silent, cunning fighter. As soon as the party appears, Nerelas will sip a small amount of his potion of **invisibility**. Then he will sneak around until he gets a chance to **backstab** someone (after the area-effect spells are finished, of course). If not immediately engaged in melee, Nerelas will sip more of his potion and repeat the process.

Feetla is a master buccaneer and current leader of the Slave Lords. His daring raids and naval strength have helped the Slave Lords dominate the region. Feetla will enter melee with his cutlass as soon as the area-effect spells have been thrown.

Brother Milerjoi is a high-ranking monk from the Scarlet Brotherhood (see the WORLD OF GREYHAWK™ fantasy world setting). He and his disciple **Brother Kerin** mysteriously appeared at the first Council of the Slave Lords. It is an indication of the growing strength of the Scarlet Brotherhood that Brother Milerjoi was immediately accepted into the Council.

Mordrammo is the chief priest of the Temple of the Earth Dragon. He is a strong enemy, but his self-preservation instinct is strong. He realizes that the attacking party could very well get lucky, so he has a **protection from good 10' radius** set up before the party enters the room. As soon as he throws his **flame strike**, Mordrammo will escape using his **word of recall**.

Mordrammo, Brother Kerin, and the other Slave Lords will reappear near the end of module A4 (**In the Dungeons of the Slave Lords**).

The men are laughing loudly. As the party observes this scene, a fighter-type with a black eyepatch (sitting in the central throne) gestures to an unseen henchman. Suddenly a wall of stone drops 20' down the corridor, blocking any hope of retreat!

In this version Ajakstu has already expended his **wall of force**, thus the Slave Lords are forced into combat. Their recommended actions for each round are given below; however, the DM should use his or her good judgement. Remember, these are high-level, intelligent characters and they will fight to their best advantage.

IF THE PARTY LOSES . . .

If the players lose this battle and the DM wishes to have them participate in module A4, it can be assumed that Mordrammo has returned and, over several days, has cast **raise dead** on all slain party members in order to torture and interrogate them. They will be carefully guarded as described in A4 and the DM may then proceed with that module.

IF THE PARTY WINS . . .

Congratulations are due. That's quite a group of players, there!

The iron staircase leads up into building **B59**, the **Slave Lords' Stronghold** in the hidden city (map **B**). If the party tries to go this way, they will almost certainly be killed or captured. If they do not, they must still escape the catacombs, the town, and the vengeance of the surviving slavers.

If the players are to participate in module A4, the DM should arrange to have them captured at some point (and raised if necessary). The prisoners are interrogated and guarded as described in module A4. The DM may then proceed with the new adventure.

RECOMMENDED SLAVE LORD ACTIONS

ROUND 1:

Ajakstu throws **slow** spell (the first 6 characters are affected) as soon as they appear.

Mordrammo has already cast **protection from good 10' radius** by the time the party appears. He now casts a **flame strike** on one of the spellcasters of the party (determine randomly).

Nerelas sips his potion of **invisibility**.

Feetla hurls a throwing axe at one of the lead party members.

Brother Milerjoi throws two of his daggers at the closest target.

ROUND 2:

Ajakstu throws a **fireball** targeted on the door behind the party. Previous experience has shown him that the burst from this point won't quite reach his seat, but will envelop the nine squares in front of the door.

Mordrammo uses his **word of recall** from behind the safety of his throne. If a character is charging him, he will cast a **blade barrier** first and then exit.

Nerelas maneuvers invisibly into position (but *not* into the nine squares — these tactics have been previously discussed among the Slave Lords).

Feetla fires a cocked heavy crossbow at a lead enemy.

Brother Milerjoi hurls two more daggers.

ROUND 3:

Ajakstu uses his staff to fire **magic missiles** (4) at the closest enemy.

Nerelas backstabs a random target.

Feetla engages in melee with strongest fighter using his **cutlass + 2**.

Brother Milerjoi uses open-hand attacks upon some target.

ROUND 4:

Ajakstu fires **magic missiles** (4) from staff.

Nerelas attempts to sip potion or will melee if engaged.

Feetla continues to melee.

Brother Milerjoi continues to use open-hand attacks.

SUBSEQUENT ROUNDS:

DM's discretion using the above as guidelines.

THIEVING ABILITIES:

	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Nerelas	75%	72%	60%	75%	61%	30%	98%	45%
Brother Milerjoi	70%	62%	60%	70%	56%	30%	98%	45%

OPEN HAND ATTACKS

(Brother Milerjoi):	ATT/RND	Damage	Kill %
	2	3-12	2% + victim's AC, if stunned

THE SLAVE LORDS

Character	Feetla	Nerelas	Mordrammo	Ajakstu	Brother Milerjoi
LVL/CLS	10th/Ftr	11th/As	11th/Clr	9th/M-U	9th/Monk
ALIGNMENT	NE	NE	NE	LE	LE
AC	-1	2	0	5	3
HP	90	58	52	32	35
MV	12"	12"	12"	12"	23"
STR	18/25	16	15	13	15
INT	15	14	14	18	14
WIS	12	17	17	10	15
DEX	15	17	17	17	15
CON	16	13	13	11	13
CHR	18	15	11	14	11
SAVING THROWS					
PARALYSIS	8	9	4	11	11*
PETRIFY	9	8	7	9	10*
RODS	10	8	8	6	10*
BREATH SPELLS	9	12	10	11	14*
	11	9	9	8	11*

*Brother Milerjoi is 9th level, which means he takes *no damage* with successful saves, and only $\frac{1}{2}$ damage (where applicable) when a saving throw is failed.

ARMOR	Chain & shield	Leather	Chain	None	None
ATTACK ADJ	+3	+1	+2	+1	0
DAMAGE ADJ	+5	+1	+3	+1	+4½*
MISSILE ADJ	+1	+3	+3	0	+1**

*Brother Milerjoi will stun opponents up to 7'10" and 700# with his open hand attack.

**Brother Milerjoi can *dodge* any non-magical missile attack by making his saving throw vs. petrification.

	Weapons	Magic Items	SPELLS & NOTES
Feetla	Cutlass, Crossbow, hvy. Throwing axe	Cutlass +2 Chain +2 Shield +2	(Treat cutlass +2 as a Scimitar : Damage = 1-8/1-8 plus bonus)
Nerelas	Longsword Dagger	Longsword +1 Dagger +1 Leather +1	(Dagger +1 has blade venom type C: 35 h.p. if save is not made, no damage if save is made)
Mordrammo	Mace	Mace +2 Ring of protection +2 Ring of spell storing (word of recall)	protection from good 10' rad. flame strike blade barrier (plus DM choice)
Ajakstu	Dagger	Dagger +1 Cloak of protection +2 Staff of power (3 charges) Crystal ball with clairaudience Ring of spell storing	(DM choice) Ring: (dispel magic, fireball, shocking grasp, slow, wall of force at L9)
Brother Milerjoi	Dagger (8)		

STOROPER

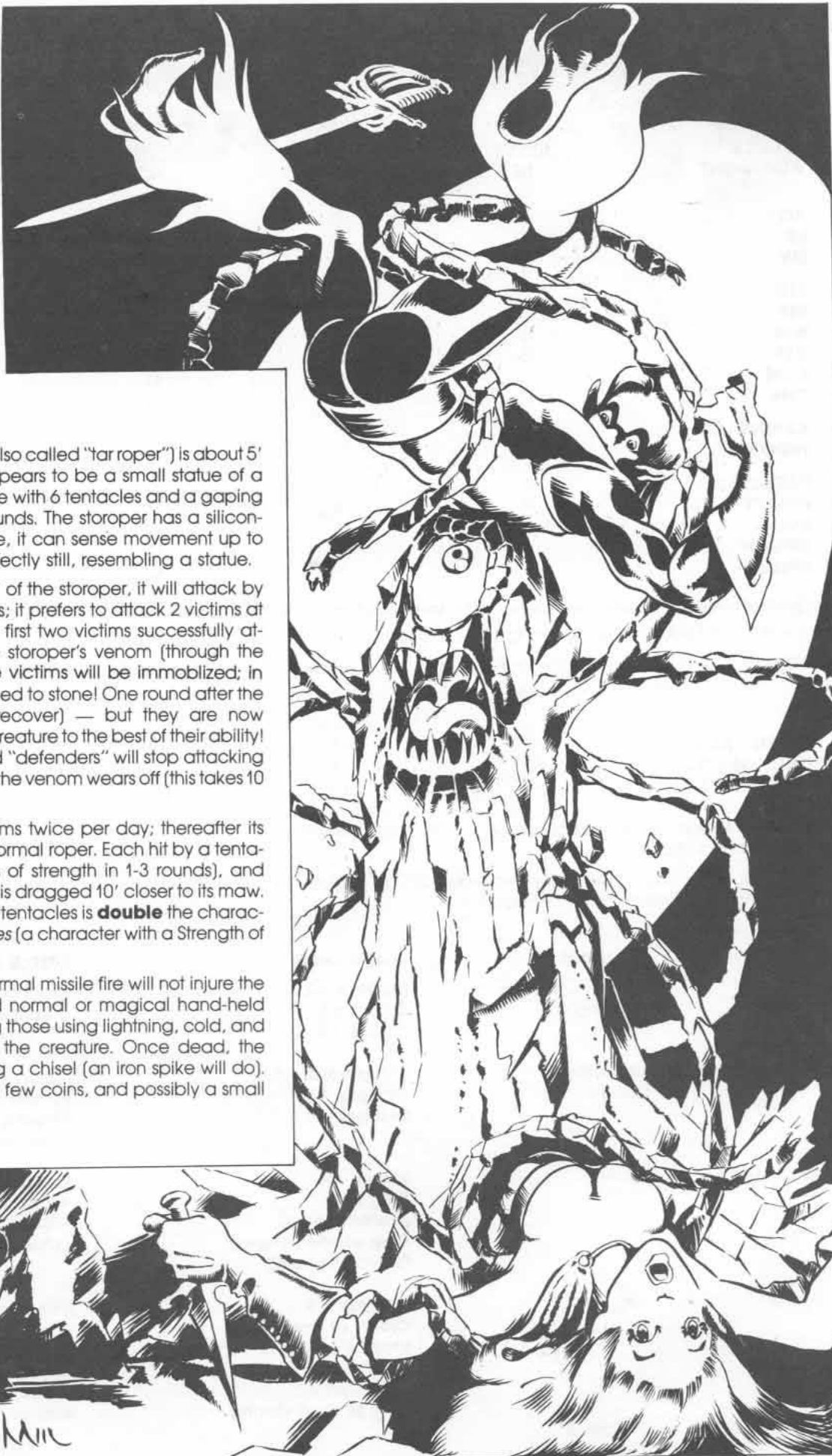
FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 1"
HIT DICE: 6
% IN LAIR: 90%
TREASURE TYPE: M, N, Q x 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: 6; **See below**
SPECIAL DEFENSES: **See below**
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic Evil*
SIZE: M
PSIONIC ABILITY: *Nil*
ATTACK/DEFENSE MODES: *Nil*
LEVEL/X.P. VALUE: VI/500 + 6/hp

The storoper (from "stone roper", also called "tar roper") is about 5' high and 2' in diameter, and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and weighs about 500 pounds. The storoper has a silicon-based, rocklike body; furthermore, it can sense movement up to 200' away and will become perfectly still, resembling a statue.

If anything approaches within 50' of the storoper, it will attack by suddenly shooting out its tentacles; it prefers to attack 2 victims at once, each with 3 tentacles. The first two victims successfully attacked will be injected with the storoper's venom (through the tentacles—**no saving throw**. The victims will be immobilized; in fact, they will *appear* to have turned to stone! One round after the "petrification", the victims will recover) — but they are now drugged and will fight *to aid* the creature to the best of their ability! If the storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off (this takes 10 turns).

The storoper can only inject victims twice per day; thereafter its attacks are similar to those of a normal roper. Each hit by a tentacle causes **weakness** (50% loss of strength in 1-3 rounds), and each round the victim (or victims) is dragged 10' closer to its maw. The chance to break these strong tentacles is **double** the character's chance to *Bend Bars/Lift Gates* (a character with a Strength of 15 has a 14% chance).

Because of their stony exterior, normal missile fire will not injure the storoper (but magic missiles and normal or magical hand-held weapons will). All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel (an iron spike will do). Inside its gizzard may be found a few coins, and possibly a small number of gems as well.



TOURNAMENT SCORING

In the "Slave Lords" Tournament, points are given to parties based on how far into the dungeons they penetrate and how many characters are alive at the end of the three hour time limit. Use the matrix below to arrive at each party's base score; use the encounter area number of the **last encounter completed** to determine the penetration score. For example: if a party was engaged in melee in room A9 when time ran out, they would be scored as completing area 8 and receive 360 points (assuming all nine characters were still alive).

AREAS ENCOUNTERED

	1	2	3	4	5	6	7	8	9	
0.	0	45	90	135	180	225	270	315	360	
1.	5	50	95	140	185	230	275	320	365	
2.	10	55	100	145	190	235	280	325	370	
3.	15	60	105	150	195	240	285	330	375	
Number of	4.	20	65	110	155	200	245	290	335	380
Characters	5.	25	70	115	160	205	250	295	340	385
Surviving	6.	30	75	120	165	210	255	300	345	390
	7.	35	80	125	170	215	260	305	350	395
	8.	40	85	130	175	220	265	310	355	400
	9.	45	90	135	180	225	270	315	360	405

Tournament Missile Fire into Melee

If characters wish to fire missiles into melee, the following simpler system shall be used in place of normal AD&D procedures (described in the DUNGEON MASTERS GUIDE):

1. A specific target is declared by the player.
2. The DM secretly determines the real target, as follows:
 - a. Find the total "man-sized units" present in the **melee pairing** (as opposed to the entire melee); small creature = 1/2, man-sized = 1, larger = 1 1/2, huge (e.g. anhkheg, dragon) = 2.
 - b. Roll randomly to determine which man-sized unit becomes the target of the missile: determine by half-units if necessary.
3. The player rolls a "to hit" roll, announcing the adjusted total to the DM.
4. The DM compares the number to the armor class of the actual target (not necessarily the intended one) to determine hits.
5. ANY miss will miss the entire melee, and NEVER hits an alternate target.

EXAMPLE: Blodgett (halfling thief, AC 3, rear AC 7) tries to slip around behind a melee with gnolls, but is spotted and attacked by 2 of them. Freda the Forester decides to help with arrow fire. The total number of man-sized units is 3 1/2 (1 1/2 per gnoll, 1/2 for the halfling). The DM rolls a d8: 1-3 = 1st gnoll, 4-6 = 2nd gnoll, 7 = Blodgett, 8 = reroll. Unfortunately, a 7 is rolled, and Freda's "to hit" roll is compared to Blodgett's REAR AC (7) to determine the results of the shot.

In these cases, a character target's AC must be carefully determined: rear AC is the most commonly encountered, but occasionally only shieldless AC is used. If a character expects missile fire, include dexterity adjustments to AC.

SCORING ADJUSTMENTS

In a large tournament it is likely that at least some teams will be tied using the base scores. To prevent this, the **DM's Discretionary Bonus** system can be used. In each of the 9 encounter areas, the DM awards from +3 to -3 points depending on whether the party resolved the encounter intelligently, quickly, etc. +3 points are added for superior play, +2 for excellent play, +1 for good play, 0 for average play, etc. down to -3 for extremely poor play. This is not exactly the system used the first time this tournament was run, but should prevent ties.



CREDITS

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Development: Allen Hammack, Kevin Hendryx, Paul Reiche III, Evan Robinson

Able Assistance: Dave Cook, Harold Johnson, Lawrence Schick

Editing: Allen Hammack, Jon Pickens

Art: Jeff Dee, David S. LaForce, Erol Otus, Jim Roslof, Bill Willingham

Playtesting: Mike Carr, Helen Cook, Jeff Dee, David S. LaForce, Jo LaForce, Erol Otus, Bob Waldbauer

Tournament Coordinator: Bob Blake

Special Thanks to the many great DMs who worked so hard to make this adventure and the entire tournament a success!

TOURNAMENT CHARACTERS (PART A)

CHARACTER NUMBER	Elwifa 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3'10"	6'	5'3"	6'	3'	6'1"	5'8"	5'4"	5'6"
WEIGHT	131 lbs.	183 lbs.	129 lbs.	175 lbs.	60 lbs.	162 lbs.	204 lbs.	123 lbs.	98 lbs.
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	9"	12"	12"	6"	12"	12"	12"	9"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH SPELLS	13	13	16	15	14	15	15	16	15
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)**
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)**
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%
THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language	
	65%	62%	50%	60%	56%	25%	75%	20%	

* Blodgett's Thieving Abilities.

** Racial Bonus with bow or sword

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	Shield +1 War hammer +2	Pouch belt, (lg) 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	Long sword +1 Splint mail +2	Backpack, waterskin flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight arrows +2 Chainmail +3 Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50' rope	
Karraway	Footman's mace Hammer	Potion of Clair-audience , Scroll of Raise dead	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	Bless, Command, Cure It. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	Ring of protection +1, Boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 20 bullets, 20' of rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	Bracers of Defense AC6, Wand of fire (4 charges)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Potion of Extra healing , Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	Spear +1 Potion of Speed	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure It. wounds (x2), Light, Chant, Hold person, Silence 15' R
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Two Javelins of piercing , Scroll of Hold portal and Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	Charm person, Shocking grasp, Sleep, Invisibility, Knock

TOURNAMENT CHARACTERS: SEMI-FINAL ROUND (PARTS B & C)

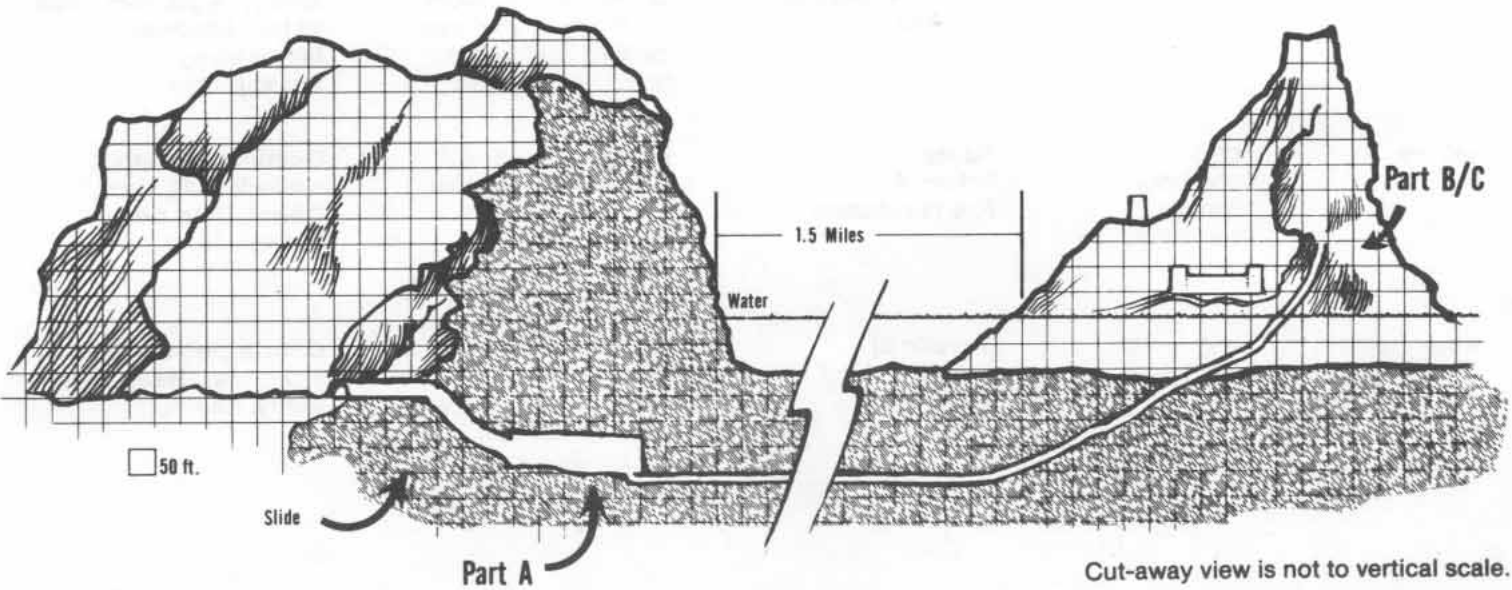
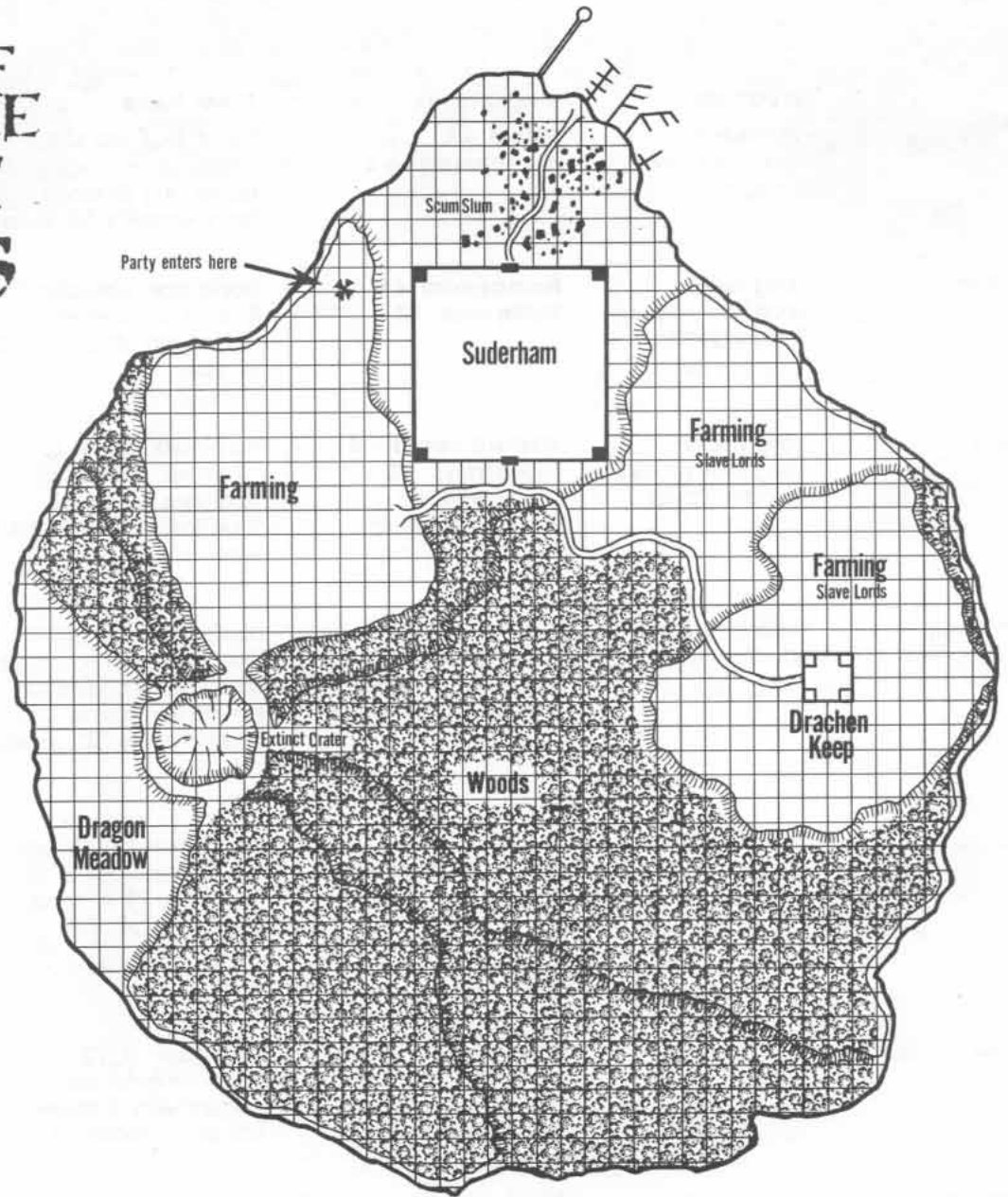
CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
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WEIGHT	131 lbs.	183 lbs.	129 lbs.	175 lbs.	60 lbs.	162 lbs.	204 lbs.	123 lbs.	98 lbs.
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	9"	12"	12"	6"	12"	12"	12"	9"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH SPELLS	13	13	16	15	14	15	15	16	15
	9	14	16	14	8	12	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)**
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)**
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%
THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language	
	65%	62%	50%	60%	56%	25%	75%	20%	

* Blodgett's Thieving Abilities.

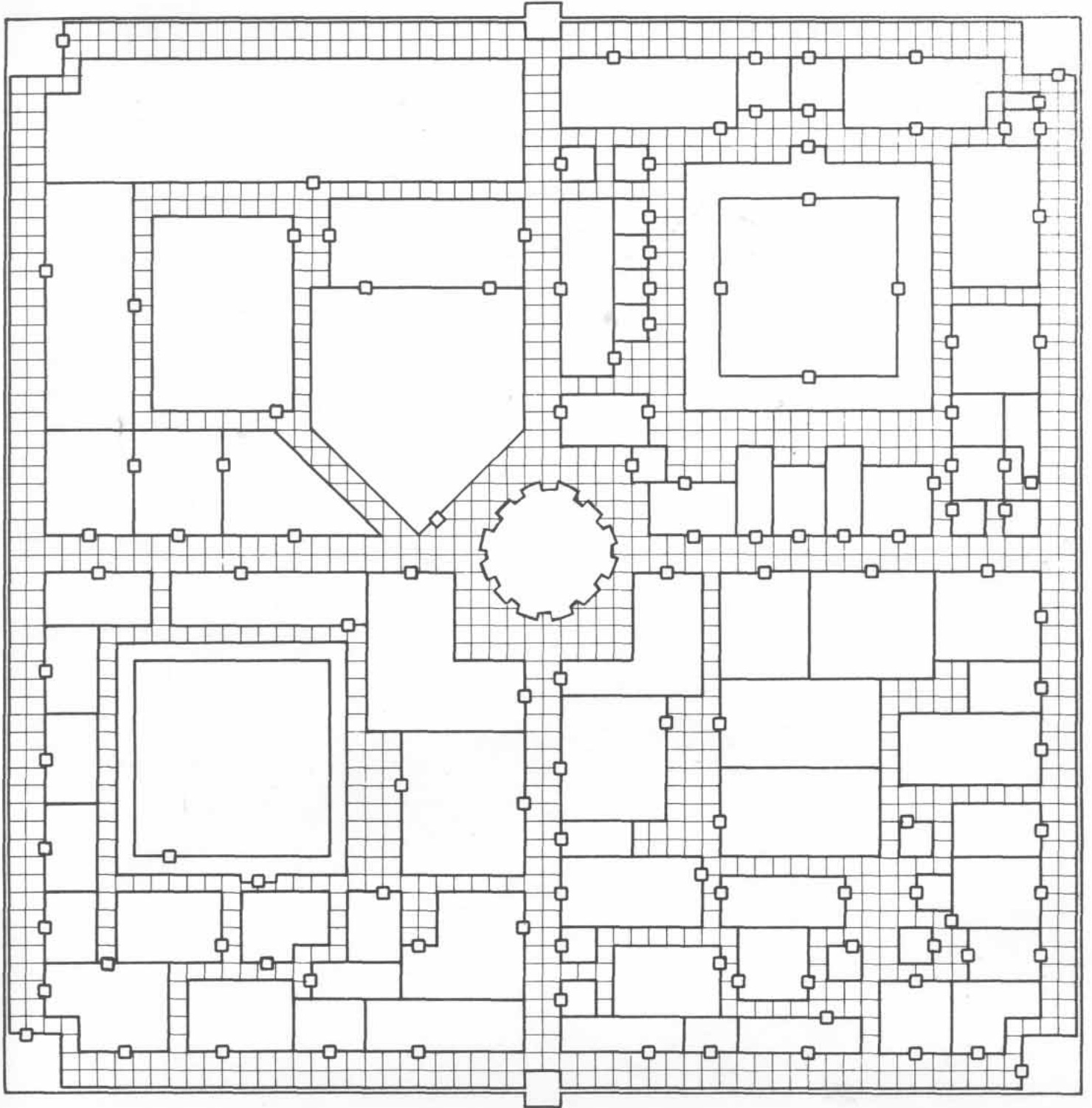
** Racial bonus with bow or sword

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	Shield +1 War hammer +2	Pouch belt, (lg) 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	Broadsword +1 Splint mail +2	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Bastard sword +1 Four arrows +2 Chainmail +3 Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 4 torches, 50' rope, 2 oil flasks, 2 pearls (100 gp each)	
Karraway	Footman's mace Hammer	Hammer +2 Potion of Clair-audience , Scroll of Cure serious wounds	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes, 2 moonstones (50 gp each)	Bless, Command, Cure lt. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	Sword of speed +1 Ring of protection +1, Boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 12 bullets, 20' of rope, 4 spikes, waterskin, thieves tools	(Note: The sword of speed gives a free blow at the beginning of each combat round. Initiative for the normal blow is determined normally.)
Dread Delgath	Dagger Staff	Bracers of Defense AC 6, Ring of spell storing (fly, cold cone, magic missile, at L9)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Cloak of protection +2 Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	Spear +1 Potion of Fire resistance	Quiver & arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure lt. wounds (x2), Light, Chant, Hold person, Silence 15' R
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Javelin of piercing , Scroll of Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle, amethyst (100 gp)	Charm person, Shocking grasp, Sleep, Invisibility, Knock

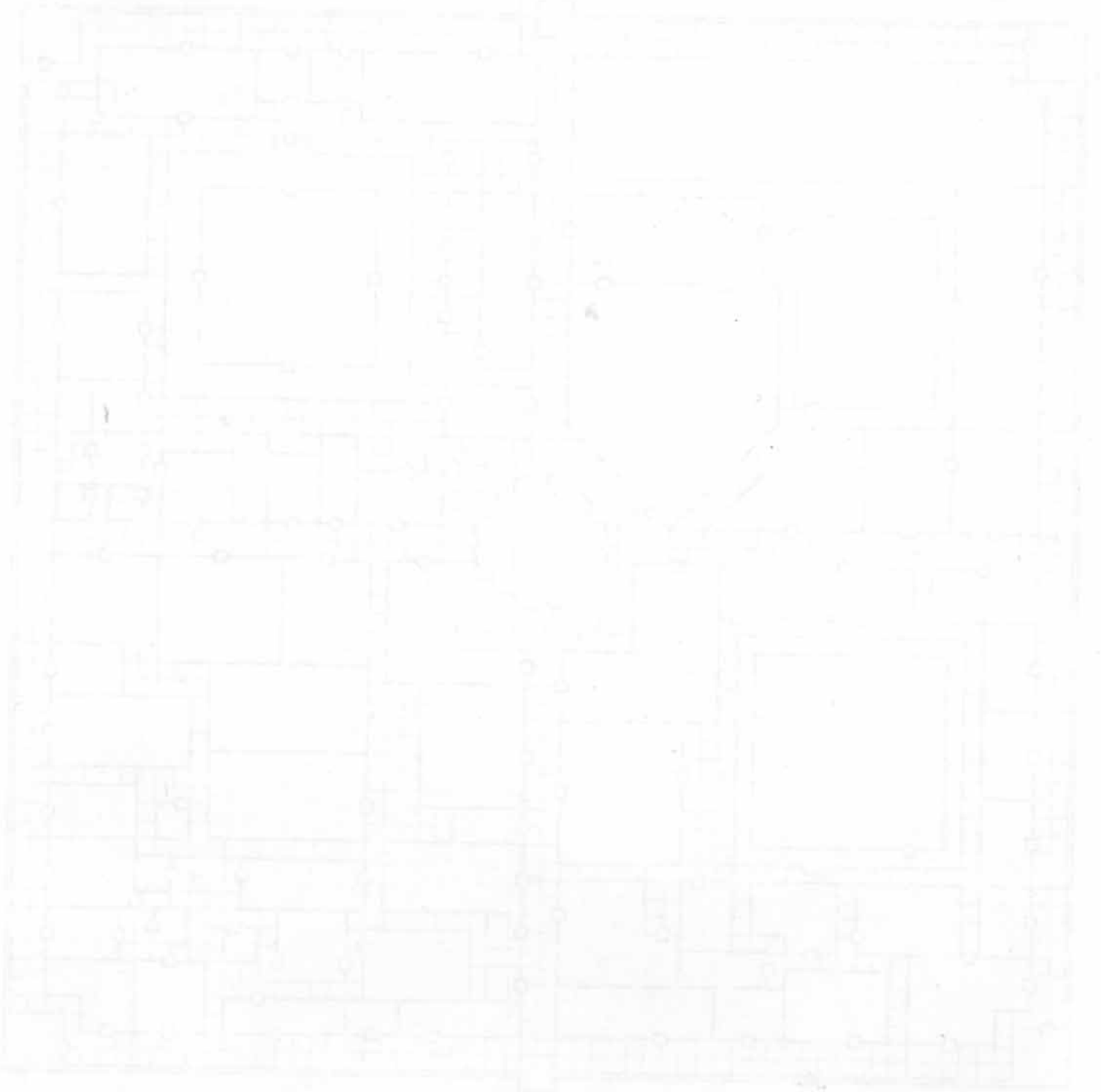
ISLE OF THE SLAVE LORDS



PLAYERS' MAP: CITY OF SUDERHAM

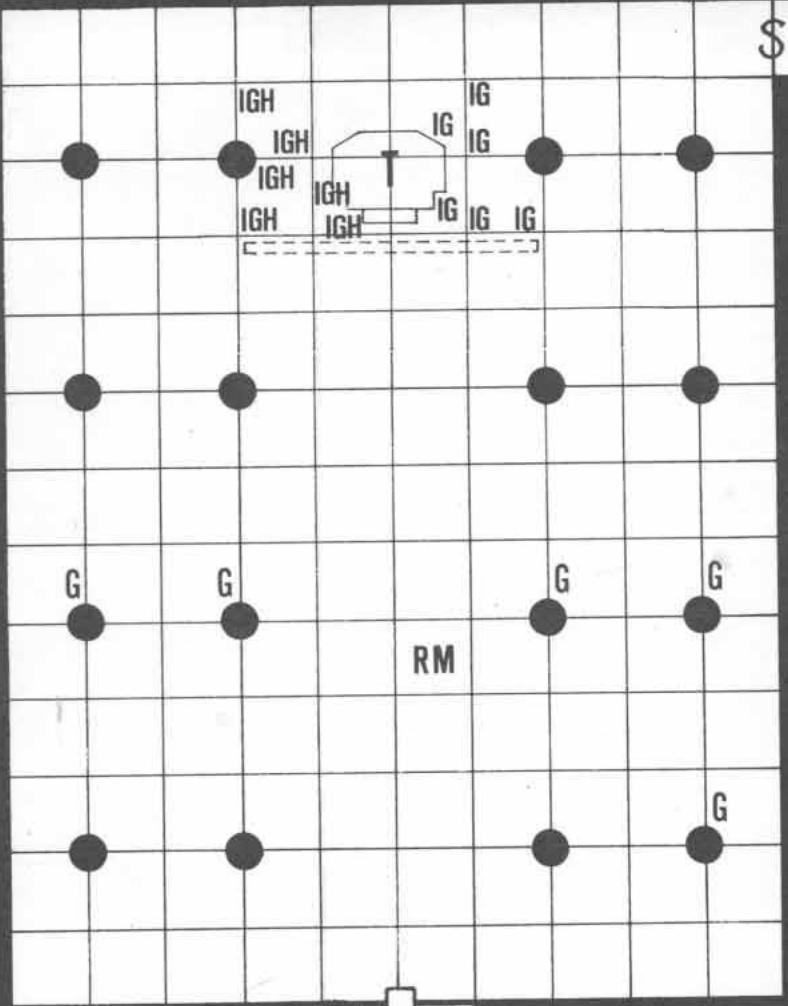


PLAYER NOTES



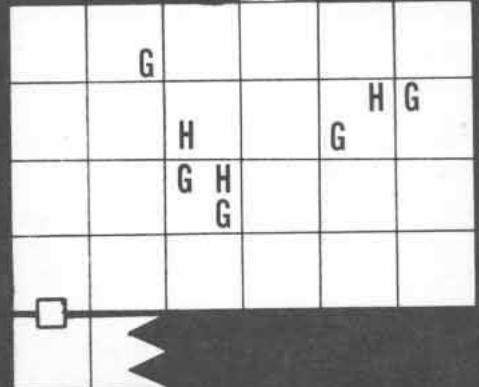
TACTICAL SITUATIONS A3-A

- PILLAR
- G GNOLL
- RM RUST MONSTER/
ANKYLOSAURUS
- IGH ILLUSIONARY GHOUL
- IG ILLUSIONARY GNOLL
- WALL OF GLASS
- T THRONE
(AND ILLUSIONIST)
- H HYENADON
- HOLE
- 👤 STOROPER

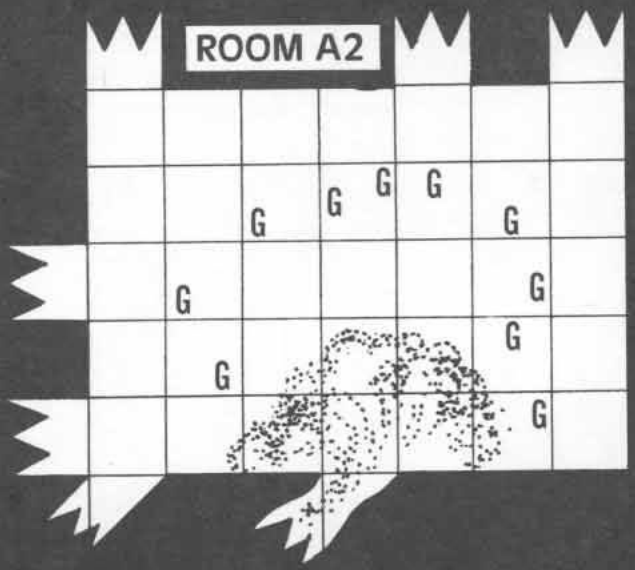


ROOM A9

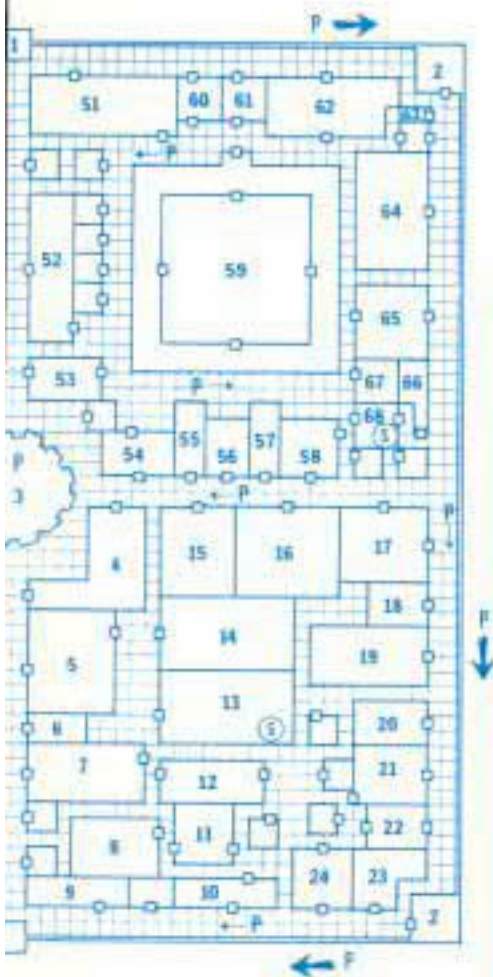
ROOM A4



ROOM A2



ROOM A7



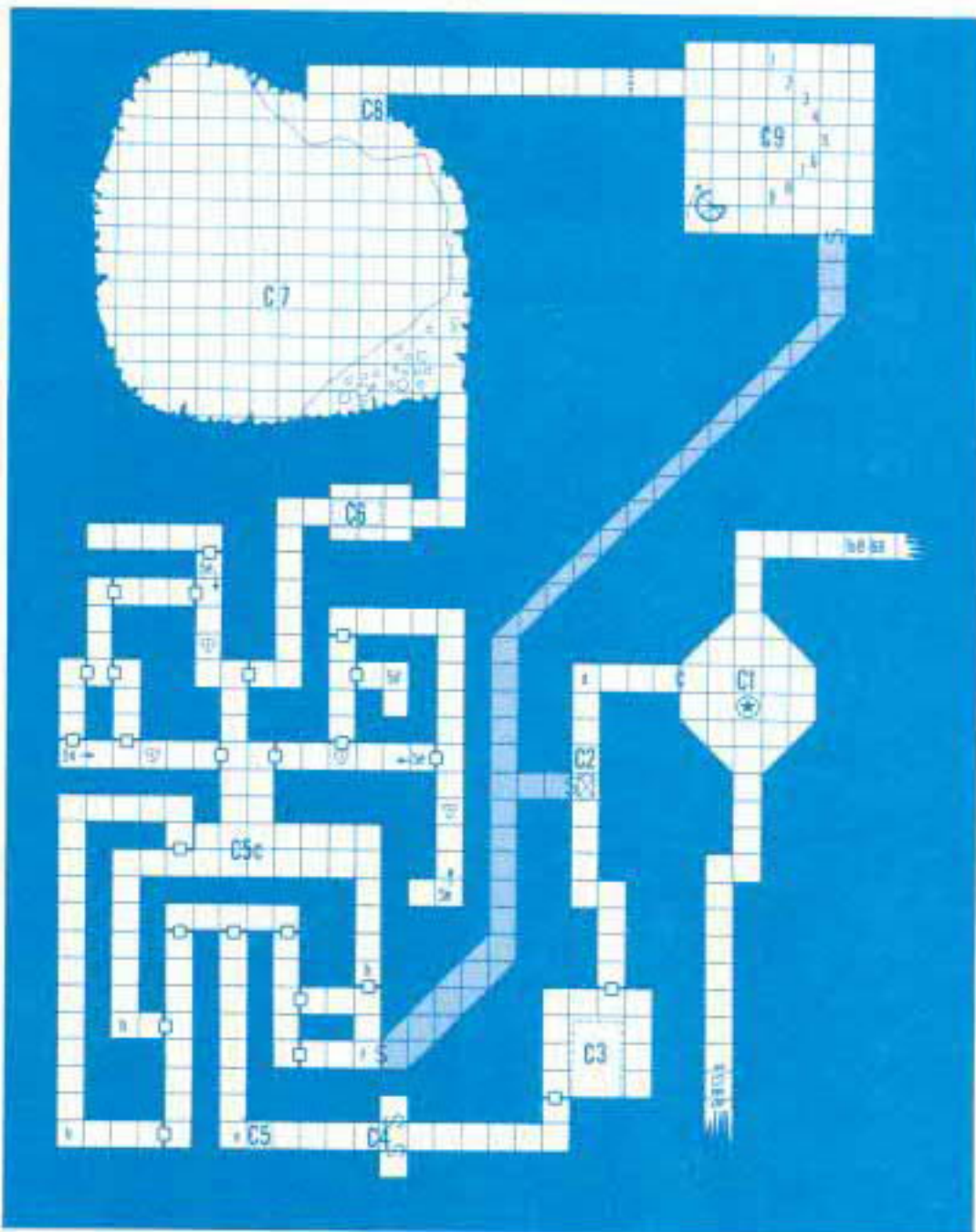
FLOOR MAP

1 square = 50'

- BRIDGE
- DOOR
- SECRET DOOR
- FALSE DOOR
- CONCEALED DOOR
- STAIRS DOWN
- SPIRAL STAIRCASE
- SEE TEXT
- COVERED PIT
- SECRET TRAP DOOR
- CROSSBOW TRIGGER
- STATUE
- PATROL MOVEMENT
- BOULDERS
- SALT SLIDE
- DROPPING WALL

SEWER MAP

1 square = 10'



SHADED AREA FOR NON-TOURNAMENT USE ONLY



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A4**FOR ADVANCED
D&D™ GAME**

Dungeon Module A4

In the Dungeons of the Slave Lords

by Lawrence Schick
AN ADVENTURE FOR CHARACTER LEVELS 4-7



Trapped in the dungeons of the Slave Lords! The hardy adventurers must find a way out, with only their wits and courage to help them. But can they do it before everything is destroyed by the dreaded Earth Dragon?

This module was originally used for the final round of the official ADVANCED DUNGEONS & DRAGONS® Open Tournament at the GEN CON® XIII Game Convention, and is the culmination of a series of four related tournament modules from TSR.

This module contains a challenging scenario for experienced players, the tournament scoring system, and nine fully-equipped, playtested tournament characters. Also included are large-scale referee's maps, playing aids, notes, and background information. A4 is a complete adventure in itself, but can also be used in conjunction with A1 (SLAVE PITS OF THE UNDERCITY), A2 (SECRET OF THE SLAVERS' STOCKADE), and A3 (ASSAULT ON THE AERIE OF THE SLAVE LORDS). Be sure to look for other exciting adventure modules from the Game Wizards at TSR.

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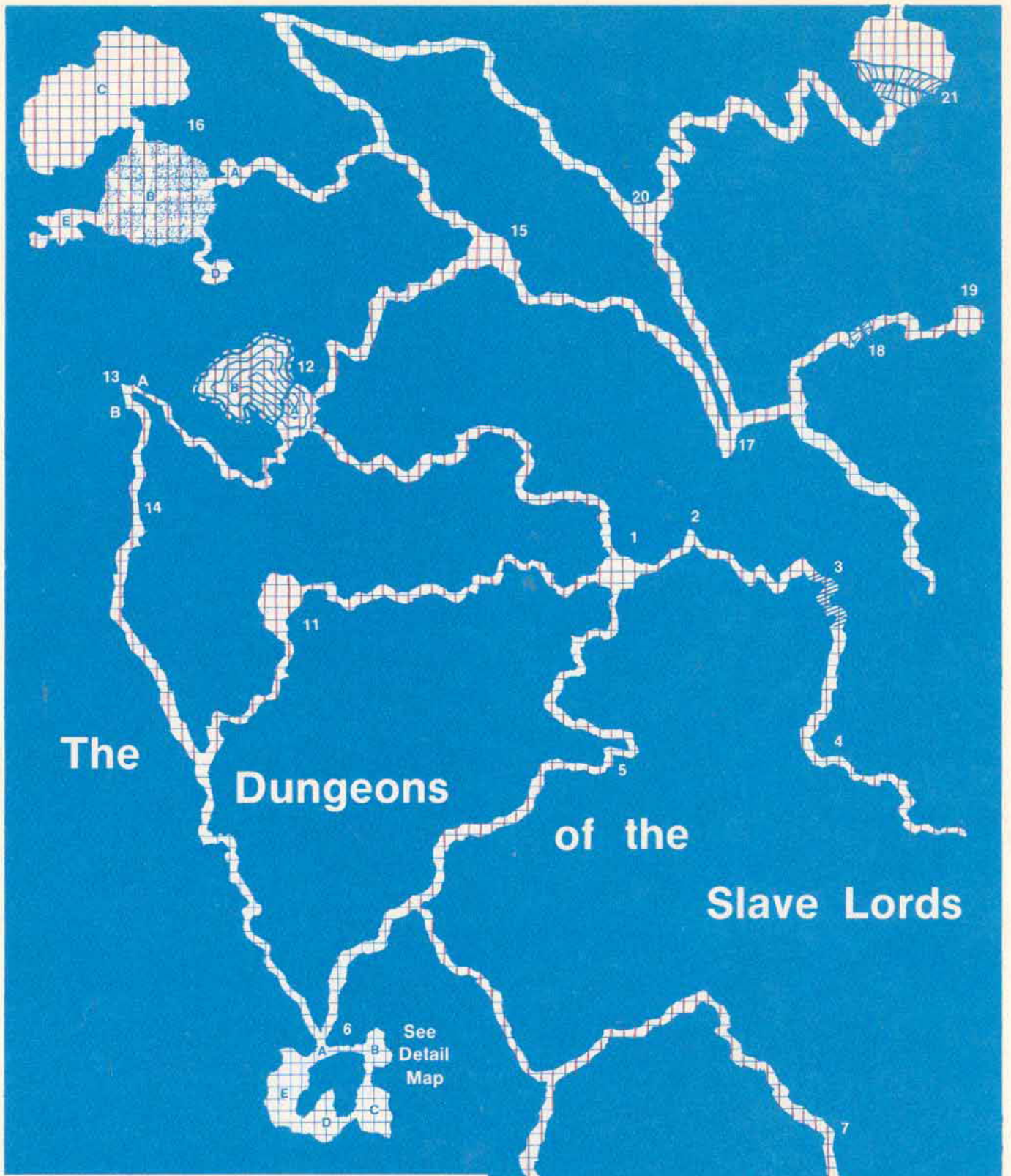
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9042



The Dungeons of the Slave Lords

KEY

-  Ant Bridge
-  Chasm
-  Lair of the Sandling
-  Myconid Village
-  Pool
-  Underground Pool

□ 10'

Tournament play - IIII



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9042

IN THE DUNGEONS OF THE SLAVE LORDS

by Lawrence Schick

Background:

For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns on the Sea of Gearnat. Although these marauders were certainly not welcomed by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding among the lords and lack of funds prevented all but the gradual fortification of towns and an occasional naval skirmish with the villains. Recently, however, the slaver's attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns, enslaving everyone they capture.

The lords of the afflicted states finally determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. The lords traced the slavers to one of the ports from which they launch their swift attacks on the coast — the despoiled city of Highport in the wasted Pomarj. Rather than send troops, the lords first cautiously dispatched bands of adventurers. Their mission: find the ultimate stronghold of the slavers and destroy the Slave Lords, thus ending their power.

With cleverness and courage, the adventurers followed the route of the Pomarj. After penetrating the outer defenses, they came through to the slavers' mountain fastness in the heart of the Drachensgrab, the rocky spine of the mountain wall to see a town on an island in the middle of a vast crater lake. This was Suderham — the Aerie of the Slave Lords.

The adventurers attacked the Slave Lords in their lair beneath Suderham, but on the verge of victory, the party was defeated by an impassable sleeping-gas trap. The sleeping adventurers were ignominiously stripped of their belongings and dragged to the *dungeon cells* beneath Drachen Keep, the forbidding tower on a plateau above the town.

MODULE BACKGROUND:

The dungeon portion of this module was used as the final round of the ADVANCED DUNGEONS & DRAGONS® Open Tournament at the GEN CON® XIII gaming convention, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct this tournament. For this purpose, the scoring system and the characters used in the AD&D™ Open are included. Occasionally, information presented in the dungeon portion will not apply to tournament use, and these instances are clearly marked. The DM should take special note of such instances to prevent confusion.

Notes for the Dungeon Master

In the Dungeons of the Slave Lords has been designed for six to eight characters of moderate levels (4 to 7). However, the unusual nature of the dungeon makes it uniquely suited to adaptation for play by characters of almost any level by simply increasing or decreasing the number of hit dice of the monsters.

In this module the player's skill, not the character's level, will determine success. However, a party attempting to complete this module should contain several fighters and at least one cleric, one magic-user, and one thief. The characters provided at the end of the module are ideally suited for the scenario, as certain aspects of the module were designed with their capabilities in mind.

Before commencing play, the DM must read the module *thoroughly* and become familiar with the scenario. Otherwise the DM may give information away accidentally, and may have to spend a lot of time during play carefully reading the encounter areas. This disrupts the flow of play, and can cause serious time problems if the tournament scenario is in use. After reading, the DM should decide whether to use this module as part of a regular campaign, or as if in the tournament it was designed for. If the latter course is chosen, special attention should be paid to the **TOURNAMENT NOTES** section.

As in the other A-series modules, the information in the key is usually divided into two sections. The boxed material includes the information that will be obvious to the characters upon casual inspection of the encounter area. Unlike the other modules of this series, in this module the boxed text is NOT to be read to the players word-for-word. The DM should convey the information to the players in the standard style of description and question-and-answer. The unboxed text is DM information which players may or may not uncover, depending on how things go in the encounter area.

This is an unusual scenario in that the characters start almost totally bereft of equipment and spells. Many players think of their characters in terms of their powers and possessions, rather than as people. Such players will probably be totally at a loss for the first few minutes of play. It is likely that they will be angry at the DM for putting them in such an "unfair" situation. They will demand or beg concessions. DO NOT GIVE THEM ANY HELP, even if they make you feel sorry for them. Inform the players that they must rely on what they have, not what they used to have, and that this includes their brains and their five senses. Good players will actually welcome the challenge of this scenario. All players will ultimately enjoy the module much more if they get out on their own resources, rather than with what hints and clues the DM gives them.

The dungeon labyrinth is far from a normal AD&D dungeon. To escape, the player characters will have to make the best of the **opportunities** offered by the contents of the various encounter areas. These opportunities may seem meager to the players at first, but this dungeon contains more than enough material for the players to escape from any of the exits if they have the wits and resourcefulness to recognize and utilize it. However, this module is also a test of the ability of the Dungeon Master! It is a virtual certainty that good players, forced to rely on their own initiative, will attempt to use what they find to do things not covered by the rules. In these situations, it is entirely up to the DM to handle these requests with fairness, objectivity, and imagination. Some things the DM can think about ahead of time; for example, how will the party make light, or ropes, or mark their way? Consider such things, but be prepared also, for the players will probably think of things that never occurred to you.

An essential mechanism of this scenario is the impending earthquake and volcanic eruption which will destroy the dungeon and Suderham. The earthquake (and its attendant foreshocks) serves two purposes: it prods the players on to act quickly in the dungeon, and it sets the stage for the island scenario at the end of the module. A number of tremors precede the earthquake, each of which should be slightly greater than the last. The first comes as the DM reads the **START** section to the players. The second should come shortly after the players wake up in area 1. (Describe the walls trembling, sand shifting underfoot, dust and grit falling from the ceiling, and a deep growling from within the surrounding rock.) After that, the tremors should be brought back at regular intervals, with a slight increase in magnitude each time. The following schedule is suggested: stage a tremor after 40 minutes of play, the next one after 35 more minutes, the next after 30, then 25, 20, 15, etc., until the tremors are rocking every couple of minutes, if the players haven't escaped yet. (Be discreet; clever players will notice obvious clock-watching.) This is a chance for

the DM to inject some drama and suspense into the game. Above all, never let the players suspect that the ceiling *won't* really fall on their heads, and that the whole dungeon will collapse behind them as soon as they escape! Make them think that they will all be killed if they don't get out in time (which is exactly what happens in the tournament scenario).

There is another purpose which the final earthquake can serve. If the players are totally unable to escape the dungeon, because of damage, inadequacy, or some fatal error, the earthquake can a) kill them all and put them out of their misery, or b) open an escape route to the outer world. The DM may choose to award fewer or no experience points for the labyrinth if the latter expedient proves necessary.

Starting fires: Certain materials have been placed in the labyrinth to enable quick-witted players to gather the wherewithal from which to construct a fire. It is likely that every group of adventurers will at one time attempt to use these or other materials in a manner not intended or foreseen by the author. In all such cases, the carefully considered judgement of the DM must be the final authority. It would be quite impossible to anticipate every given action a party might take and give instructions here on how to handle the situation. However, a few tips are listed below covering the starting of fires, which is one of the most crucial and clear-cut problems facing the adventurers.

— Sharp blows of flint against ferrous metal (iron or steel) will produce a spark. For example: the rusty dagger (area 4) and flint spearheads (area 6). Flint striking flint, bone, or other rock will *not* produce sparks.

— The wood found in area 5 is too crumbly to be rubbed together to produce a flame. If this is attempted, the wood will merely break into smaller fragments.

— The glow-fungi (area 11) and fire beetles (area 15) give off *light* but not *heat*, in the manner of fire flies. It is a total waste of time for a party to try to set a fire with these.

The above notes are intended as a supplement to the information provided under the encounters themselves.

Climbing: all of the walls in the dungeon caves can be climbed by thieves at normal percentages except where indicated otherwise.

Fighting in the dark is at -4 "to hit" for characters without infravision.

Infravision will enable characters to note the general outlines of cave walls and the presence of creatures, but that's about it. Everything non-living in the dungeon is about the same temperature as everything else. Characters with infravision will be able to see fish and other creatures in the water at area 10 and 12. Infravision does *not* enable a character to read a scroll! Reading parchment requires visible light.

Footprints and other marks on the floor will be wiped out by the shaking of the sand with each earth tremor, and thus will not be reliable "road marks".

Resting: Characters may decide at some point to rest and/or sleep, particularly in order to regain clerical spells. There are several ways to dissuade them from this. One way is to tell the players, "You rest for 40 minutes but then there is an earth tremor, slightly larger than the last. Your rest is spoiled." The best way to deal with this in a time-important situation such as a tournament is to have the characters' rest time equal real time. To do this, the DM simply leans back and does nothing, responding to hurry-up exhortations with, "You're still resting." Most parties will catch on within a minute or two and give up on this particular ploy.

Mapping: No mapping is possible by players until characters acquire something to map with! Mapping requires light and a reliable writing instrument. (Note: a pricked finger is too messy and the blood will keep coagulating.) Characters do not know which way north is (unless they have a Stoutish halfling with them who thinks to check for direction); all directions should be given to them in terms of right and left. This will make it difficult for the players to keep track of where they are and where they've been, but not impossible. If they think they've been some place before, do not confirm or deny it; describe the place and let them decide.

Travelling: This may be difficult without light. Characters without infravision will have to feel their way through the dark, and the party will be able to move no faster than 1/2 the speed of its slowest member with normal vision. Ultravision is of no use here. If the group travels without linking hands or using some other method to keep together, each unlinked character with normal vision has a 20% chance of making a wrong turn at an intersection. If the party is accidentally split in this way, it will take 1-2 turns to notice the split and reform the party (possibly longer, if the group is attempting to remain silent).

Standard Monster Statistics: For the convenience of the Dungeon Master, monster statistics are given in the following abbreviated format: Armor Class (AC), Movement (MV), Hit Dice (HD) or Level and Class (LVL), hit points (hp), No. of Attacks (#AT), Damage (D), Special Attacks (SA), and Special Defenses (SD). For example: "1 pseudo-dragon (AC 2, MV 6"/24", HD 2, hp 12, #AT 1, D 1-3, SA poison, SD chameleon power, 35% magic resistance) is riding on the magistrate's shoulder."

TOURNAMENT NOTES

Originally run at GEN CON® XIII convention, this module contains only part of the seven-part **ADVANCED DUNGEONS & DRAGONS®** Open tournament. The first six parts of the tournament are contained in modules **A1 (Slave Pits of the Undercity)**, **A2 (Secret of the Slavers' Stockade)**, and **A3 (Assault on the Aerie of the Slave Lords)**. In the original tournament, modules A1, A2, and part of A3 were used for the first rounds, the second part of A3 was the semi-final, and the **labyrinth** part of this module was the final round. A1 and A2 each contain two interlinked scenarios. Therefore there are 5 first rounds, each requiring nine players, for a total of 45 players in the tournament (minimum). Since this number of players is beyond most groups wishing to try tournament play, it is suggested that each of the first 3 modules be handled as one entire round instead of two.

Certain conventions are followed in tournament play of this module to insure that many situations are handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items (if any). **Players may not add to or alter this list**, except through play. This will guarantee that all players start with the same chances. Players should be allowed the use of the **Players Handbook**, but not of the **Monster Manual** nor the **Dungeon Masters Guide**, although all magic items they possess will be completely known and understood by the owner.
2. Except where noted, monsters will fight to the best of their ability, and show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
3. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions.

4. To standardize time spent in the labyrinth from team to team, the DM should describe the turns and distances of each tunnel section traversed by the party. This should be done in a measured, steady voice. Description should be something like the following: "You leave the chamber and go roughly straight for about 30 feet, turn left approximately 90 degrees and go 20 feet, turn right about 75 degrees and go 25 feet, go left around a 30-foot curve and then go straight for 30 feet, turn left about 90 degrees and go 40 feet, and now characters with infravision can see another chamber ahead of you." Doing this for all of the tunnels the party passes through can become tedious for both DM and players, but it is necessary to ensure that all parties spend about the same amount of time when covering the same amount of ground. If several DMs are running this tournament round, they should practice together a little bit beforehand to ensure that they are all describing at the same speed.

START

The characters have been kept in separate cells in a dungeon for an unknown period of time. The only clue as to the duration of their imprisonment is the fact that all of their wounds have healed. Spell-casters' spells are all long gone from their memories, cast in desperate and clever attempts to escape from the dungeon. Unfortunately, all attempts were failures, though they succeeded in giving the jailers a very hard time.

Clerics have received special treatment: the jailers, knowing that clerics can regain their spells by prayer after sufficient rest, have not allowed the clerics to sleep more than three hours in succession, and have given them even smaller rations of food and water than the other characters have received. Despite this treatment, the clerics' faith has enabled them to persevere, and the jailers have occasionally slipped up in their routine abuse. This has allowed the clerics to quickly pray for (and receive) spells useful to their current condition: **cure light wounds, purify food and drink, resist cold, create water.**

Something finally occurs to break the monotony of imprisonment: the stone shudders and the earth growls as a large tremor rocks the island. Dust filters down from the ceilings of the cells, and the adventurers can hear much shouting and commotion among their captors. After a short period, the doors to the dungeon clang open, and in walks the stronghold's evil High Priest, surrounded by guardsmen. "The Earth Dragon has spoken!" he announces. "He is hungry, and the time has come to feed you to him, as is our sacred custom. O miscreants, now you shall pay for the havoc you have wrought. Guards, subdue them with the Smoke of the Little Death."

He turns and leaves, and the guards go with him. Shortly, however, there is a click as a small aperture is opened in the dungeon door. Through it comes the end of a tube, which spews out the green sleep smoke the characters remember so well....

Standard Dungeon Features

The ceilings of all dungeon tunnels and chambers are approximately 10 feet high, except where otherwise noted. The tunnels vary from 6 to 12 feet in width, averaging about 9 feet wide. All tunnels and chambers are of fine sandstone, except in wet and drippy areas, where the walls are limestone. (This is strange geology for a volcanic island. Perhaps it can be explained by the legend that the Earth Dragon wanted a pleasant isle for his crater lake, so he carried away an entire tropical island and dropped it here. But perhaps not.) Except where noted, it is not possible to chip rock pieces out of the wall to get weapons or slingstones. The limestone is too hard, and the sandstone is too crumbly. The floors of the tunnels and chambers are covered with fine sand to a depth of one foot. The floors in the limestone areas are generally smooth. Stalactites and stalagmites are too thick to break off except as noted.

1. ENTRANCE TO FEAR

The party awakens in a place where there is no light and no sounds but their own. Characters with infravision can ascertain that all party members are present. The place they are in looks and feels like a natural cave, about 30 feet in diameter. There are four 10' high exit tunnels somewhat evenly spaced around the perimeter. Characters with infravision cannot see a ceiling; apparently it is too high. The floor is covered with sand.

None of the party have any possessions save a dirty cotton loincloth. They have no weapons, no food, nothing; only their wits, and a small closed cloth tube which rests on the floor in the center of the room. It is a foot-and-a-half long, about the size of a wand or scroll tube.

If the players look down the exit tunnels, they will see nothing down three of them, but they will see a distant, dim light down the fourth (northernmost) tunnel. This light occasionally flickers and moves slightly.

It is 110 feet to the ceiling of this room, where a heavy stone block plugs the hole the characters were lowered through. The walls are crumbly and will not support a climber's weight above a height of 15' even if the climber is using a **spider climb** spell to adhere to the walls.

The scroll tube is made of cloth, with a light wooden ring at each end to give it its shape. (It can be used to hold one breath of air, or two if covered with pitch — see area 10). The tube contains three scrolls, one with spells for illusionists and two for magic-users. There is also a short note. All of the spells listed are at the seventh level of ability. (Note: C means casting time, R = range, DR = duration, S = segments, r = rounds, t = turns.)

Scroll A:

Audible glamer (C 5s, R 13", DR 21r)

Dancing Lights (C 1s, R 11", DR 14r)

Wall of fog (C 1s, R 3", DR 2-8 + 7r)

Invisibility (C 2s, R touch, DR special)

Scroll B:

Spider climb (C 1s, R touch, DR 8r)

Feign death (C 1s, R touch, DR 13r)

Dig (C 4s, R 3", DR 7r, 5' cube can be dug each round)

Scroll C:

Affect normal fires (C 1s, R 3½", DR 7r)

Light (C 1s, R 6", DR 7t)

Jump (C 1s, R touch, DR special, 3 leaps possible, see *PHB*)

Read magic (C 1r, R 0, DR 14r) This spell is permanently written in a common magic-user's script (as in a spell book), and will not disappear once read, unlike the other spells on the scrolls.

Of course, it is impossible to read normally with infravision, so these scrolls must remain a mystery to the party until they can find a light source. The special **read magic** spell will enable magic-users to read the scrolls. (An illusionist does not need a **read magic** to read illusionist writings.)

The tube also includes a note, which reads: "This is the best I could do to help. May your gods be with you. If you escape, your equipment is being held on the Slave Lords' private boat, the Water Dragon, at the Suderham docks. Signed, your Friend from the Gate."

If the players think of it, they will find that it is possible to make crude blackjacks with their loincloths and sand, which they can wield at -2 "to hit". Wet sand is better, as it is heavier, and use of such will cause the attacks to be made at only -1. (All the sand in this room is dry.) Sand blackjacks will strike for 1-4 points of damage, but only half of this will be permanent damage.

If the party does a careful hand-search of the floor of the chamber, they will find 12 small sling-sized stones. (These have fallen from the crumbly walls, and have not yet been collected by the kobolds at area 6.) The characters may attempt to make crude slings from their loincloths. These will have only half the range of normal slings with stones, i.e. short range = 2", medium range = 4", and long range = 8". Of course, any character not proficient in the use of the sling will suffer the usual "to hit" penalties applicable to a non-proficient member of his or her class. Sling stones inflict 1-4 points of damage.

2. THE LURE OF LIGHT

The faint flickering light down this passageway seems to move away slightly as characters approach.

This is an ancient, feeble will-o-wisp (AC -8, MV 18", HD 6, hp 21, #AT 1, D 1-8, SD: the only spells that affect it are **protection from evil**, **magic missile**, and **maze**). The creatures of this labyrinth have learned to avoid it, and it has not fed for a long time. As characters approach its position, it will gradually recede, attempting to draw the players to area 3., the abode of the sandling. If it is successful in luring the party into a battle with the sandling, it will hover about during the fight, waiting to consume the life force of dying creatures. If 3 or more creatures are killed (including the sandling), it will feel strong enough to defend its lair at 4. Otherwise, it will flee to the dead end and become as dim as possible, hiding until the party is long gone.

3. REALM OF THE SANDLING

This shaded section of tunnel is the territory of a sandling. (See listing at the end of the module.) As the party enters this area, one member (chosen at random) will feel something rasp across his or her foot. Almost immediately thereafter, other characters will feel something touch *their* feet. Infant sandlings are scurrying all about this area, running into characters just by chance. They are invisible to infravision, and cannot be caught due to their speed and mutable forms. Though players may be somewhat alarmed by these creatures, they are harmless.

Their parent is not harmless at all. When the party reaches the center of the territory, the adult sandling (AC 3, MV 12" (6"), HD 4, hp 20, #AT 1, D 2-16, SD immune to **sleep**, **hold**, and **charm**-type spells) will attack the foremost character. If no light source is being used by the party, it will surprise on a 1-5 (d6); otherwise it will surprise only on a 1-3. The will-o-wisp will not be near enough to act as a light source until the second round, when it will come rushing to the battle.

4. WEALTH OF THE WISP

This is the lair of the will-o-wisp (at 2.). The aged creature's treasure consists of only two items: a human skull, and a rusty dagger. (Over the years, the sandling has corroded and destroyed the wisp's other possessions.) The skull can be thrown with the same range and damage as a club, but it is useless as a hand-to-hand melee weapon. The lower jaw of the skull is missing. The rusted dagger has a 35% chance per successful hit of snapping off at the hilt.

5. LOST TREASURE

Lying here on the floor of the tunnel are an intact human thigh bone and about 2 pounds of pine wood, smashed to flinders. The thigh bone can be wielded as a club, but the pieces of



wood are too small to be used as weapons, including "wood daggers". The wood is quite dry. The party will stumble over these things even if they can't see.

6. KINGDOM OF THE KOBOLDS

This is the lair of the remnants of a kobold tribe. They have been gradually dying out for decades, and now only 16 are left. They were driven down into the labyrinth when the Slave Lords came and took over the upper caves. They have been barely surviving ever since. Their weapons are all constructed of bone and flint, and only the leader has a shield (thus their armor classes are worse than the usual 7). They have forgotten the use of fire and live entirely on raw fish, which they catch in the pool at **6C**. They are dying out and they know it; they will attack any intruders with desperate fury, fighting to the death. If an alarm is raised, all of the kobolds will come to defend their lair except the female guarding the kobold cubs at **6C**. All of the caves and passageways are natural, except the 4' tall tunnel from **6A** to **6E**, which was carved out.

6A. ENTRANCEWAY

A party entering this area will notice that the floor is clean of sand here, and is quite smooth. There is a shrieker next to the wall where the corridor begins to turn. Beyond it a faint green light glows from a 4' high tunnel opening.

The tunnel floor has been swept clean of sand all the way up to chamber **6B**. The shrieker (AC 7, MV 1", HD 3, hp 6, #AT 0, D nil) will howl for 1-3 rounds if any non-kobold approaches within 10', or if any flaming light source comes within 30'. Shrieking will alert the kobolds, who will take up defensive positions in **6B** and **6E**. This shrieker was raised by the kobolds from a tiny fungus; they feed it, and it recognizes them as no threat.

6B. CHAMBER OF THE HUNTERS

There are four male adult kobolds in this chamber (AC 8, MV 6", HD ½, hp 3 each, #AT 1, D spear for 1-6 or sling stone for 1-4). The smooth passageway slants slightly upward towards this room, and if intruders approach, the kobolds will dump a six-gallon skin of fish oil down the tunnel. (This oil will spread 20' down the passageway in one round.) All characters are probably in their bare feet, and any character attempting to move across the slippery area will have to roll his or her dexterity score or below on a d20 to avoid falling. Fallen characters will lose a round as they regain their balance and footing, and the kobolds will be able to strike at any front-rank fallen characters at a +2 "to hit". Two fallen characters will block the passage until they regain their feet. (The fish oil, incidentally, is quite flammable, but the kobolds are not in it and will not burn if it should somehow be set alight.) The kobolds will then take up a defensive position at the mouth of the tunnel: two in front will wield spears set vs. charge (double damage on a hit if opponents charge into them), and the other two will stand behind them on a slab of rock, slinging over the heads of the spearmen as long as they can.

This chamber contains very little, all total: 4 sand mounds where the kobolds sleep, a pothole full of sling bullets (18 in all), and two half-finished spears. All of the kobolds' spears are constructed of bone, with flint spearheads. They are held together by animal sinew.

6C. KOBOLDS' KITCHEN

A waterfall-fed pool of water in the northeast corner dominates this chamber. The water rushes out of a hole in the ceiling and falls into the pool, where it drains out of another hole. (Neither is large enough for even a halfling to pass through.) Fish occasionally come in with the stream, and



the kobolds catch them in a much-repaired 2' diameter net which hangs beneath the falls. The pool is only 2 feet deep. The stream brings in food and water, and carries off refuse. The whole room has an extremely offensive dead-fish smell.

There is a 2' high niche or horizontal crack in the northwest wall of the chamber, and various things are stored there, including: two bone knives, a flint knife, some sharp seashell scraping tools, another skin of fish oil (3 gallons) a third skin with lumps of fish fat in the bottom, and 47 fish heads in various stages of decomposition.

There are also two kobolds in this room, a male (AC 8, MV 6", HD ½, hp 3, #AT 1, D spear for 1-6 or sling stone for 1-4) and a female (AC 8, MV 6", HD ½, hp 2, #AT 1, D club for 1-6). Both will run to aid the males in 6B.

6D. NURSERY

In this chamber are 1 female (AC 8, MV 6", HD ½, hp 2, #AT 1, D club for 1-6) and 4 young kobolds (AC 10, MV 6", HD ½, hp 1 each, #AT 0, D nil). If the lair is attacked, the female will hustle the children into the west end of the chamber and will take up a defensive position behind the stalactite columns that divide the room. She will defend the young to the death. The room is otherwise bare except for some raw fish and a few kobold-child toys (rat bones, etc.).

6E. CHIEFTAIN'S CHAMBER

This is the kobold chieftain's chamber, and it is considerably more elaborate than the others. The room is lit by a dim green glow from patches of phosphorescent mold on the walls. The walls themselves are covered with lurid murals done in black and red-brown (tar and blood), depicting savage scenes of kobolds triumphing over huge enemies, and the like. There is a crude raised seashell mosaic of Kurtulmak, god of the kobolds, on the south wall. The chieftain's throne is a pile of rocks and sand between three large stalagmites. Many raw fish are scattered around — some have obviously been here too long. There is a 2' high pile of stones across the mouth of the short passage to 6A. This serves as a barricade in case of assault, providing the kobolds with 50% cover (+4 armor class bonus vs. missile fire).

In this room are 4 females (AC 8, MV 6", HD ½, hp 2 each, #AT 1, D club for 1-6), 3 males (AC 8, MV 6", HD ½, hp 3 each, #AT 1, D spear for 1-6 or sling stone for 1-4), and the chieftain, Klobt-a-lozn (AC 7, MV 6", HD 1-1, hp 6, #AT 1, D short sword for 1-6). Klobt wields an ancient short sword, a sacred tribal relic which his fathers had for generations. He is also the only kobold with a shield, an elaborate affair made of hide and bone. Klobt will direct the defense intelligently, but he will not surrender.

Buried under the pile of sand and rocks that serves as the chieftain's throne is the kobold's great treasure. In a small pit, covered with a flat stone, are 4 cp, 6 sp, one-half of a gold piece, and 3 white pearls, each of which is a base 100 gp gem.

7. POOL OF PITCH

At this point in the tunnel there is a small pool of tar, or pitch, off to one side. A party seeing only by infravision will not notice the pool until one member steps in it. This black gooey substance will burn slowly if ignited, and it is useful for torch-making. A torch coated liberally with this pitch will give standard torch illumination (40' radius), and will burn for 6 turns. There are about two gallons of tar in this small pool. If it is all removed from the pit, the pool will gradually re-fill itself, but this will take days, as the pitch oozes rather than flows.



8. GIANT ANTS' LAIR

As characters near this area, they will detect a bitter smell which will become much stronger as they approach. They will also hear scuttling and clicking noises. As they round the final bend, their progress will be blocked by a chasm, 20' across and of greater depth than vision can determine. Beyond the chasm, the corridor widens into an oval cul-de-sac, the walls of which are pierced by 17 one-foot-wide openings. Giant ants are moving all about on the other side of the chasm, on the floors, walls, and even the ceiling, darting in and out of the holes. They are carrying food, larvae, or other nondescript organic material. At any given time, there are at least a dozen giant ants in view, all occupied with their own business. They will pay no attention to observers.

Two worker ants are working industriously at the wall on the lower right-hand side of the cul-de-sac, apparently carving a new tunnel. One holds a sharp stone in its mouth, and the other is using what looks like an iron spike.

The walls on either side of the chasm are of slick, porous rock. A continual film of water runs down their surfaces, feeding a slimy algae which lives on the rock.

There is a slim bridge across the center of the chasm, of astounding construction: it is made entirely of dried giant ant bodies, linked together by locked mandibles, clawed legs and some dried mortar-like substance.

Giant ants' mandibles are not strong enough to carve quickly through the soft rock, so two of the ants are employing tools. One is using a sharpened piece of flint and the other is holding an iron spike. This spike has been sharpened by long use, and can now function like a dagger, if taken from the ants. (The spike was stolen from humans on the surface.)

The wet side walls are extremely slippery, and are impassable to man or ant.

The bridge will support up to 300 pounds (3000 gp weight) before collapsing. It is about 2 feet in diameter, and very irregular, as ant heads, thoraxes and legs stick out in all directions. Any character attempting to walk across this bridge must roll his or her dexterity score or below on a d20 to avoid falling into the chasm (fallen characters are considered lost). Any who attempt to cross the bridge on all fours may do so safely.

The most unusual aspect of the bridge is that characters may find it to be easily portable. The entire bridge weighs only 300 pounds, as the ant bodies are but dried husks. There is a place near the center where several ant jaws can be easily unlocked (or locked), breaking the bridge down into two sections, one 9' long, one 11' long.

Any character who crosses the bridge to the giant ants' side will be attacked by 7 worker ants (AC 3, MV 18", HD 2, hp 9 each, #AT 1, D 1-6) and 2 soldier ants (AC 3, MV 18", HD 3, hp 14 each, #AT 1 D 2-8, SA: if mandibles hit, soldier ants will attempt to sting for 3-12 points of damage, save vs. poison to 1-4 points) attempting to repel the intruder(s). Additional giant ants will come to their aid, one per round; every fifth reinforcement will be a soldier. They will issue at random from the exit holes.

Characters killed by the ants will be dismembered by workers, and the pieces will be carried off into the nest to serve as food. Each round another limb or extremity will be severed and carried off, the whole process taking 8 rounds total.

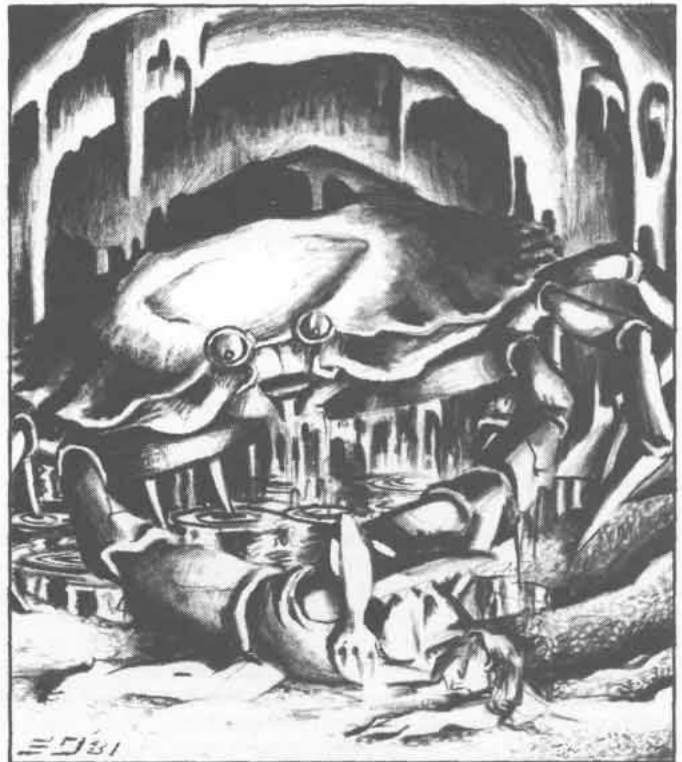
Though it is not likely that characters will be able to enter the nest through the one-foot-diameter ant-holes, the unlikely often happens in AD&D™ games, so some information about the nest will be given here.

The maze of the giant ant nest includes well over 300 miles of tunnels and several dozen chambers. Some of the tunnels lead to the surface, and ants forage both above ground and below ground. They also grow edible fungus in several chambers, fertilizing it with rotted organic material and excrement. At the very bottom chamber of the maze is the queen's chamber. The queen is huge, being 6 feet in diameter and 20 feet in length, and having 10 hit dice and 45 hit points. However, she does not move or attack, and cannot leave the chamber. She is surrounded by the pretty baubles and objects that her subjects have stolen for her from the surface. These include 3 gems of 10 gp size, 1 base 50 gp gem, 2 base 500 gp gems and 1 base 5000 gp piece of jewelry. There is also a **potion of extra-healing** and a **potion of delusion**.

9. HANGING ROOTS

The tunnel must near the surface at this point, for here long taproots from plants above pierce the ceiling. Three long, hairy roots dangle from the ceiling to the floor. Though these roots are harmless, the DM may wish to lead the players to think otherwise by describing how wiry and tough they appear. (If there has been a tremor recently, they may still be trembling!) Also, the corridor is narrow at this point, only 5' wide, and it is impossible for characters to pass without touching a root.

These roots are flexible, but very tough. A hard sharp object, such as a dagger, flint knife or sharpened seashell, is needed to saw through the tough fibers (they could also be "cut" by fire). Each root is ten feet long. More length cannot be pulled down through the ceiling. If used as improvised ropes, they are easily strong enough to support the weight of several characters.



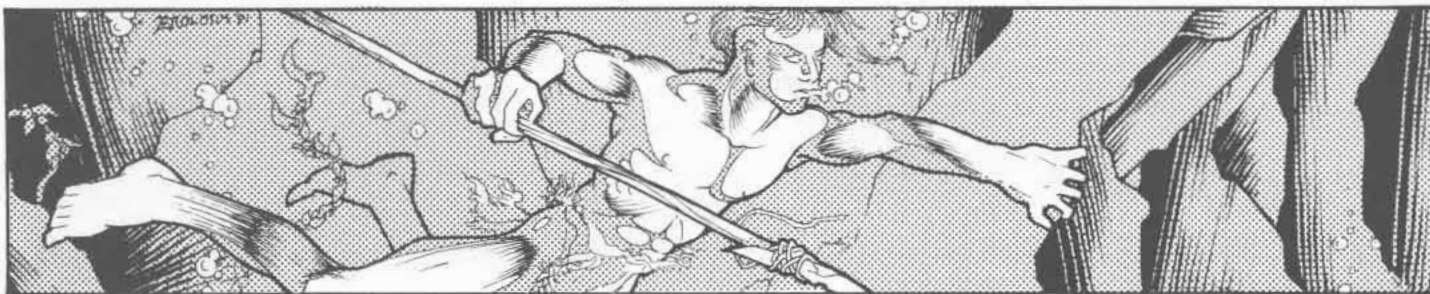
10. CRABS' TUNNELS (EXIT)

This chamber's far end is taken up by a deep pool. There are several fair-sized fish in the pool, but not blind, white cave fish: they appear to be normal fresh-water fish. Two pieces of wood are washed up on the sandy shore of the pool.

This room is the lair of a giant crab (AC 3, MV 9", HD 3, hp 18, #AT 2, D 2-8/2-8, SA surprise on 1-4). It will be hiding in the pool when a party approaches, watching with its tiny stalked eyes. If anyone comes within 10' of the pool, the crab will rush out and attack, surprising on a 1-4 (d6). The crab will chase prey as far as 50' down the corridor.

The fish in the pool are harmless, but they are wary and not easily caught without a net, spear, or hook and line. In fact, only a ranger can catch them by hand, scooping up a number of fish per hour equal to his or her level. The two pieces of wood are long and sturdy enough to be used as clubs.

There is an underwater exit from this room, one of the three ways by which resourceful characters can escape the labyrinth.



Swimming and Drowning:

Unencumbered characters can swim underwater 100' per round (or 10 ten-foot squares on the detail map); in other words, 10' a segment. Encumbered characters (for example, any person holding anything in one of his or her hands) cut movement by 1/3. A character may remain underwater without drowning ("hold his breath") for a number of segments equal to his or her constitution score. Thus, a character with a 16 constitution could remain underwater for 16 segments and could swim 160', or 16 squares. After 16 segments (in that character's case), the character would cease all activity and would begin to drown. Drowning takes 3-18 segments, and during this period the character can do nothing but writhe in panic, though it is possible he or she could be dragged to safety. Such a saved character will suffer hit points of damage equal to the number of segments spent drowning. If not brought to air before the segments of drowning are up, the character is dead. If any cure spell is cast on the character within 5 rounds of death, the character will revive to the 1 hit point level. One breath of air taken, for example, from a sealed scroll case or worm tube (see below), will enable a swimmer to remain underwater for another time period equal in segments to his or her constitution score.

Explanation of the Detail Map:

Area 10A is the entrance, the lair of the giant crab. Area 10B is a niche where strange giant underwater tube worms live. The worms feed on passing plankton and tiny water animals. The gray tubes are 2'-3' long, and are anchored to the rock. They are about 2" in diameter. The bright red worms live within these tubes, and protrude from the end, retreating if endangered. They protect themselves by issuing a mild electrical discharge if disturbed. Each time a worm or its tube is touched, it inflicts 1 hit point of electrical damage on the toucher. If a tube is struck a decent blow it will snap off at the base, killing the worm. (The attacker, of course, will be zapped for 1 point of damage unless using a non-conductive weapon such as a wood club.) Clever players may note that, if the worms are

removed, the tubes are watertight, and if sealed properly (with worm membranes, for example), they can be used by a swimmer to carry an extra two breaths of air. There are only 8 adult tube worms — the young ones growing here are quite tiny.

Area 10C is another cave with a sandy beach. The distance from the air in A to the air in C is 140', or 14 squares. Thus, a character of 14 or better constitution could swim the distance underwater. The separate cave to the rear of the beach is the lair of another giant crab (AC 3, MV 9", HD 2, hp 9, #AT 2, D 2-5/2-5, SA surprise on 1-4), a smaller specimen than the one at A. It will attack suddenly from this second cave.

Area 10D is a dead end, a death trap to any who swim this far without extra air.

Area 10E marks the place where the ceiling rises high enough to allow breathable air. This tunnel leads to freedom, a water cave on the lake in the volcanic crater. The distance from A to E is 180'; from C to E the distance is 150'. There is no light here, as it is still quite a way to the exit.

Area 10F is the exit onto the beach of the island.

The DM should be careful to keep swimming characters informed as to how far they have gone, and how well they're holding out. (For example: "You feel like your air's about half used-up.") Be sure that they have an opportunity to tell you they're turning back. If a character is exploring alone, separate from the party, tell only that player what he or she sees, in case the character doesn't make it back.

The dividing passageways may cause the players some concern. Any swimmer who attempts to look for currents to give him or her the right direction will notice a slight flow toward the exit. This will not cost the player any lost time.

11. FEARSOME FUNGUS

A party approaching this area will notice a dull green glow from ahead, starting at about 60' from the chamber (unless the party has a light source of their own, in which case they won't notice the glow until they enter the area).

This is a damp chamber, where the slow dripping has formed stalactites and stalagmites. There are about a dozen (piercer-sized) stalactites hanging from the ceiling. One has recently fallen, and shattered bits lie on the floor in the center of the chamber. The glow comes from 17 round phosphorescent fungi clustered in the center of the chamber. Each is about 6" in diameter. In the center of the fungus cluster stand two larger fungi. Both are man-sized, and both resemble shriekers, but one has four 4' long branches.



The branchless fungus is a shrieker (AC 7, MV 1", HD 3, hp 19, #AT 0, D nil), but the branched growth is a violet fungus (AC 7, MV 1", HD 3, hp 20, #AT 4, D flesh-rotting poison). The branches of the violet fungus form a protective canopy over the shrieker and the glow-fungi, for if any creature comes within 4' of the big fungus, it will lash out with its oozing branches (able to attack any given target with two of its branches). If characters attempt to harvest the glow-fungi with sticks or attack the violet fungus by staying just outside its range, they will find that the violet fungus can suddenly shamble forward several feet and attack them nonetheless! Any creature struck by a branch must save vs. poison for each successful strike — failure means death due to the powerful flesh-rotting poison that oozes from the branches.

The shrieker, of course, will shriek if anything comes within 10' of it. If the violet fungus moves, the shrieker will also move in order to keep up with it.

The glow-fungi are also mobile (MV 1"), and will get out of the way if the big fungi start moving, scuttling frantically to keep near but avoid being crushed, while making annoyed little squeaking noises. A single glow-fungus will shed decent (though green) light in a 10' radius, two will provide a 20' glow, and three or more will give a good light in a 30' radius. If set down, however, they will walk away.

The fallen stalactite shattered into six good-sized chunks with sharp edges, but these are also in the center of the room, around the bases of the fungi. (Other bits fell outside the range of the fungi, but scavengers have taken them, leaving the only chunks in the danger zone.) If used as weapons, these stones will inflict 1-4 points of damage if thrown (short range 10', medium range 20', long range 30') or used as hand-held bludgeons. If used as tools, they can be used to snap off further stalagmite and stalactite edges, thus arming the whole party. Thirteen more chunks can be removed in this manner.

12. POOL OF THE OLD ONE

All entrances lead here to the edge of an underground pool. The depth varies from 7 to 15 feet. If a light source is in use, it is possible to look right through the still, crystal-clear waters. The bottom of the pool is covered by clumps of white cave-shellfish. Occasionally, observers will see blind white fish and crayfish. A small stream trickles into the pool from the mouth of one of the tunnels (the passageway that leads to area 15, from whence the stream comes).

This is where the kobolds (at area 6.) obtain their shellfish. The shells of these creatures are long and oval, like mussels, and if sharpened, they will make serviceable daggers or tools: As daggers they can be used to strike at -2 to hit, and they will inflict 1-4 points of damage. However, they will have a 35% (non-cumulative) chance of breaking on each successful hit.

Section 12A on the map is the visible part of the pool, that occupies the northern portion of this cavern. Actually, the pool extends much further (Section 12B), under the rocks where there are no air pockets. Deep in 12B is its secret source and exit, both too small for a person to pass through. Characters may wish to investigate 12B. The DM is referred to area 10 for rules on swimming underwater.

Section 12B is also the home of a giant crayfish (AC 4, MV 6"/12", HD 4+4, hp 20, #AT 2, D 2-12/2-12) which will attack anyone who intrudes into that section, surprising on a 1-3 (d6). This 9' horror is truly the king of the pool, having eaten all of its competition. Unlike its tiny blind cousins, it has full vision. The ancient crustacean is used to creatures passing through 12A, but any who trespass into 12B will be savagely attacked. It will even pursue the intruder into the outer cavern (12A), halting only if its prey should somehow escape into the dry tunnels. It will then retire to its own section.

13. MINERAL CORNER

13A. An irregular-shaped outcropping here is the source of flint for the kobolds (at 6.). No large chunks of flint can be gotten out without tools, but there are many tiny flint chips about.

13B. There is a vein of soft coal in the wall at this point. It will be noticed only if a light source is being used — infravision will not differentiate it from the rest of the wall. If tools are used, about 6 pounds of coal can be dug from the wall; if no tools are used, only one pound may be obtained. If ignited, one pound of coal will burn for three hours, casting light in a 40' radius. Coal burns much hotter than most combustibles, and requires more than just a spark to light it (i.e. a full fire is necessary).

14. THE BEASTLY BADGER

This is the lair of a giant badger (AC 4, MV 9", HD 3, hp 12, #AT 3, D 1-3/1-3/1-6). It once had a tunnel connected to the surface, but the Slave Lords' hunters drove it permanently underground, and the escape tunnel has collapsed. It has learned to live on shellfish grubbed out of the pool (area 12.) and whatever else it can catch, including the occasional kobold. It is an ill-tempered beast, and will attack any creature that enters the section of tunnel it considers its territory.



15. MUSHROOM GARDEN

A small stream runs from this chamber down the tunnel to the pool (area 12.). The water drips steadily from the ceiling of this damp chamber, creating large (and unbreakable) stalagmites and stalactites and providing a humid environment for the scores of strange fungi and molds that grow here. These come in all colors, shapes, and sizes, including some mushrooms that are 9' tall, and have thick log-like trunks. The room is faintly lit by a reddish, flickering glow.

None of the growths in this chamber are harmful unless eaten (60% chance of being safe, 30% chance deadly poisonous, save vs. poison necessary, and 10% chance causes hallucinatory insanity for one week, no saving throw). The mushroom logs are light but fairly strong, and though they are easily portable, it will take crude tools at least to hack the giant mushrooms apart.

Also in this chamber, near the northwest wall, are three fire beetles (AC 4, MV 12", HD 1+2, hp 7 each, #AT 1, D 2-8), the source of the reddish glow. These giant insects live on the many types of fungus found here. They will ignore intruders unless they come within 5', in which case the beetles will consider them attackers and will fight. If removed, the three glowing glands from each beetle will radiate light for 1-6 days, illuminating a 10' radius.

16. ABODE OF THE MYCONIDS

In general, all of these chambers are quite damp, with water practically running from the ceiling in places. Excess water seeps away through cracks in the floor. Stalactites abound here, except where the myconids (see below) have cleared them away. All of the chambers are dimly lit by glow-fungi (see area 11). Some huge, one-foot-diameter specimens may even be encountered, ambling about slowly and grumbling to themselves. (These large ones each give light in a 20' radius.) Every nook and cranny of these chambers is occupied by fungi and all growing luxuriantly to sizes rarely seen elsewhere. Except where noted, these are harmless unless eaten (see area 15.).



16A. WELCOMING COMMITTEE

The entrance to this chamber is flanked by two 7' tall shriekers (AC 7, MV 1", HD 3, hp 23, 22, #AT 0, D nil). They will begin to howl as soon as they sense any non-fungus movement within 10' of them. On the second round after shrieking, a motley collection of gate guards will appear from among the stalagmites and giant mushrooms. They will attempt to prevent further progress into this area, fighting if they must. This group consists of the following creatures:

A rotting, zombie-like *kobold* (AC 9, MV 6", HD ½, hp 2, #AT 1, D flint dagger for 1-4). This creature looks as if it died two weeks ago. Its body is covered with slime and mold, and toadstools grow out of its eye sockets.

Two *giant worker ants* (AC 3, MV 12", HD 2, hp 7, 6, #AT 1, D 1-6). Their antennae droop and drag on the ground, they make no noise, and they move more slowly than normal giant ants.

A *fire beetle* (AC 4, MV 9", HD 1+2, hp 5, #AT 1, D 2-8). It does not glow, and it seems to move more slowly than normal.

A *human corpse* (AC 10, MV 9", HD 1, hp 4, #AT 2, D bony claws for 1-3/1-3). Very little flesh is left on this skeleton, but it still moves. In many places, a bulbous purple fungus seems to have taken the place of flesh and blood. Mixed in with the purple is a yellow fungus-like growth. (This is a yellow mold colony. There is a 40% chance each time the corpse is hit that the mold's spores will erupt in a 10' x 10' x 10' cloud. All within this cloud must save vs. poison or die.)

These dead creatures were all animated by special spores secreted by the myconid king (see listing at end of module for full details on myconids). They strike last in any melee round, but they are not undead and cannot be turned. The myconids rely on these guards to deter intruders, and they will not investigate a battle.

16B. FUNGUS FOREST

This is a huge domed chamber, 80' in diameter and 50' high at its apex. A phosphorescent mold on the ceiling casts a weird blue glow over the giant mushrooms and toadstools of the fungus forest which covers the floor. There is no breeze, but the fungi occasionally seem to rustle and sway, as if a wind were passing through. Trails wind through the towering mushroom forest, connecting the exits and often leading seemingly nowhere.

This chamber houses the myconid village, though this fact will not be immediately apparent to visitors. The myconid houses are actually huge hollow puffball-shaped fungi which dwell among the other growths — 32 in all are scattered randomly around the chamber. The myconids enter and leave their houses through 5-9' tall oval ooze-membranes. These membranes are self-sealing; the myconids merely step through them.

The myconids in this chamber are all at rest in their houses. Active myconids will usually only be found in areas **16C, D, and E**. Unless their homes are meddled with, there is only a 30% (non-cumulative) chance per turn spent in this chamber that visitors will encounter a myconid (AC 10, MV 9", HD 2-5, #AT 1, D variable, equal to d4 x HD, SA spore attacks, see information at the end of the module, SD poisonous skin, touch causes 1-4 hit points of damage). A 2 HD myconid will flee at the sight of strangers, running to a house to contact an elder. A 3 HD or greater myconid will approach the party and attempt to open communications by spraying the lead member with *rapport* spores. (This will enable the fungus man to communicate by *ESP* with the target on the next round.)

If the myconid is allowed to communicate with the enspored character, it will ask what the party is doing here. If the party asks for help, it will offer to lead them to its king (in **16E**). If the party is rude or arrogant and demanding, the fungus man will simply turn and leave, moving by the shortest possible route to inform the king about the intruders. If the myconid is attacked, before or after communication is attempted, it will defend itself while releasing a cloud of *distress* spores. These spores will alert every myconid in the huge chamber within 4 rounds, and one-quarter of them will join the fray each round. The reinforcements will also release *distress* spores, eventually alerting every myconid in the colony.

There is one "circle" of myconids at rest in the various houses of the village. This group consists of four of each of the following types:

HD	hp	Size	D	Spores
1	4 each	2'	1-4	<i>distress</i>
2	8 each	4'	2-8	+ <i>reproducer</i>
3	12 each	6'	3-12	+ <i>rapport</i>
4	16 each	8'	4-16	+ <i>pacifier</i>
5	20 each	10'	5-20	+ <i>hallucinator</i>

AC 10, MV 9", #AT 1, SD poisonous skin, touch causes 1-4 points of damage.

If the party attempts to escape when confronted by myconid reinforcements, they will be allowed to go, so long as they

leave by way of **16A**. If the party fights, the myconids will attempt to incapacitate party members with *pacifier* and *hallucinator* spores whenever possible. Those not ensored will be threatened by many myconids unless they surrender. Captured or surrendering characters will be taken before the king.

16C. FUNGUS FARM

This large but low cavern is lit by many glow-fungi. Edible fungus of all different types grows here in neat rows, circles, and other geometric designs, for this is the myconids' agricultural cave. A "circle" of fungus men equal in number and type to those in **16B** are working here amongst their strange unearthly crops. Among the other fungus crops is a row of tiny myconids.

16D. MYCONID MELD

This small chamber is the myconids' melding chamber, where a "circle" of beings the same as that described in **16B** sits in hallucinatory rapport. The rapport will be broken if *distress* spores are sensed.

16E. ROYAL CHAMBER

This is the chamber of the king (AC 10, MV 9", HD 6, hp 30, #AT 1, D 6-24, SA all myconid spore clouds, SD poisonous skin, touch causes 1-4 hit points of damage). It is a bare chamber, lit only by several glow-fungi.

The king coordinates all activities in the myconid city, resolves disputes, and deals with outsiders. It is always eager for news of the labyrinth, and will quiz the party by means of *rapport* spores about what they have seen and what they have done. If the party cooperates and answers the king's questions, and then requests aid of the king in escape from the labyrinth, the king will bargain with them: if the party will kill the giant crayfish (at **12**), and bring back proof that they have accomplished the deed, the king will tell them how to get to an escape route (the chimney at **19**). The king sees the giant crayfish as the greatest local threat to myconid foraging parties.

If the party doesn't agree to slay the giant crayfish, or if the party had to be subdued and taken to the king after attacking the myconids, the king will still ask them questions about doings in the dungeon. However, the party will then be totally divested of all belongings and escorted back out into the labyrinth. The party will not even be allowed a glow-fungus. A "circle" of myconids will make sure that the party leaves the area.

The small room behind the king's chamber is where the myconid leader keeps a supply of potions, used only in emergencies. All of these potions were made by the king using fungal alchemy, but they duplicate the effects of normal potions. They are in potion bottles made from the heads of giant ants. The potions are: **extra-healing, growth, healing, invisibility, speed, and water-breathing.**



17. ROPER'S LAIR

There is a steady drip, drip of water from the ceiling at this nexus of tunnels, and there are many stalactites and stalagmites on the floor and ceiling.

One of the stalagmites is actually a half-grown roper (AC 3, MV 3", HD 5, hp 25, #AT 1, D 2-12, SA 6 sticky strands that cause *weakness*, SD 45% magic resistance, immune to lightning, takes only half damage from cold). The roper's strands can extend to a 20' length, and the creature will attack as soon as any are within this radius, surprising on a 1-4. A hit from one of the roper's six strands causes *weakness*: the victim loses 50% of his or her strength in 1-3 rounds. Furthermore, the hit person will be dragged 10' per round toward the roper's toothed maw. The chance for breaking a strand is the same as for opening a door. Successive hits by strands do not cause cumulative weakness — only 50% of strength will be lost. Strength will return to weakened characters in 6 turns minus a number of turns equal to the character's constitution bonus to hit dice, if any.

If the roper is killed, it will immediately go completely limp, relaxing its strands to their full length of 20' each. If severed from the roper, these strands will make strong rope, each holding up to 400 lbs. (4000 gp) of weight. Within the roper's gizzard are three gems, 1 of base 100 gp, 1 of base 500 gp, and 1 of base 5000 gp value.



18. CHASM

At this point the floor of the tunnel disappears into a 20' wide chasm that blocks further progress. The sides of the chasm are sheer, and the pit itself is 200' deep. At the bottom there are no exits. The walls around the chasm are dry rock, and a thief can climb them at his or her normal percentage. Check every 10', i.e., twice if the thief is climbing to the other side of the pit.

19. CHIMNEY (EXIT)

The corridor ends here in a 20' wide chamber. The walls are covered in a slimy, greasy mold from the floor up to the ceiling, 20' above. The center of the ceiling is pierced by a 4' wide opening, a rock chimney. This chimney goes straight up to the limit of vision.

This is another possible exit-way for the characters. The walls of this chamber are slippery and unclimbable, and furthermore the slime mold which covers them has a high acid content, *burning exposed flesh* for 1-3 points on contact.

There are several ways by which players might reach the chimney 20' from the floor. The ant bridge from 8 or stacked giant fungus logs from 15 or 16 could suffice. A human pyramid could do it, provided it is constructed intelligently (strongest on the bottom, lightest on the top, etc.), and at least 6 people are used to form it. Resourceful players may come up with other feasible methods. Note that a **jump** spell only allows a 10' vertical leap.

The chimney is about 4' wide, and a series of ledges make it easy to climb, even for a non-thief. The chimney goes up 120' — to a dead end. However, when a character or characters have gone to the top and ascertained that the chimney is a dead end, the person(s) will be attacked half-way down on his or her way back by a huge trapdoor spider (AC 6, MV 18", HD 2+2, hp 14, #AT 1, D 1-6, SA poison, save at +1 on the die roll), which will leap out from behind its secret door, surprising on a 1-5 (d6). It will attack the lead person, if more than one are present. Characters will be -2 to hit while fighting in the chimney, due to the constricted quarters and the necessity of hanging on.

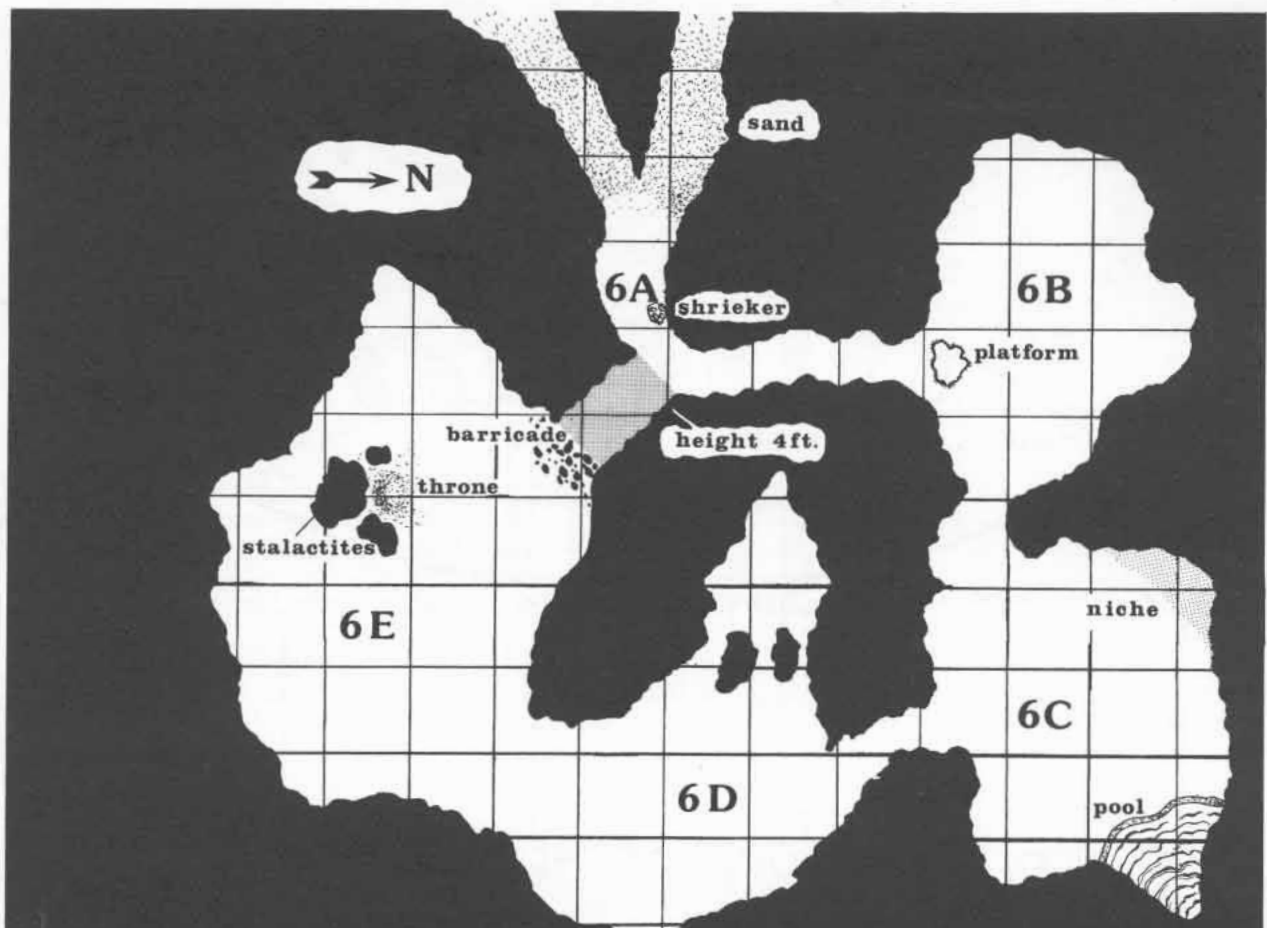
The spider's lair is a chamber about 5' in diameter, 60' up from the opening in the ceiling below. Amidst the brush and litter of the spider's nest is a small leather pouch, still attached to the belt the owner wore. In the pouch are 27 electrum pieces and two base 500 gp gems.

There is one small crawlway exit from the spider's lair, a tight, winding tunnel that leads up 40' to the spider's secret trapdoor exit to the surface. This is concealed behind a fallen tree in an overgrown beech grove.

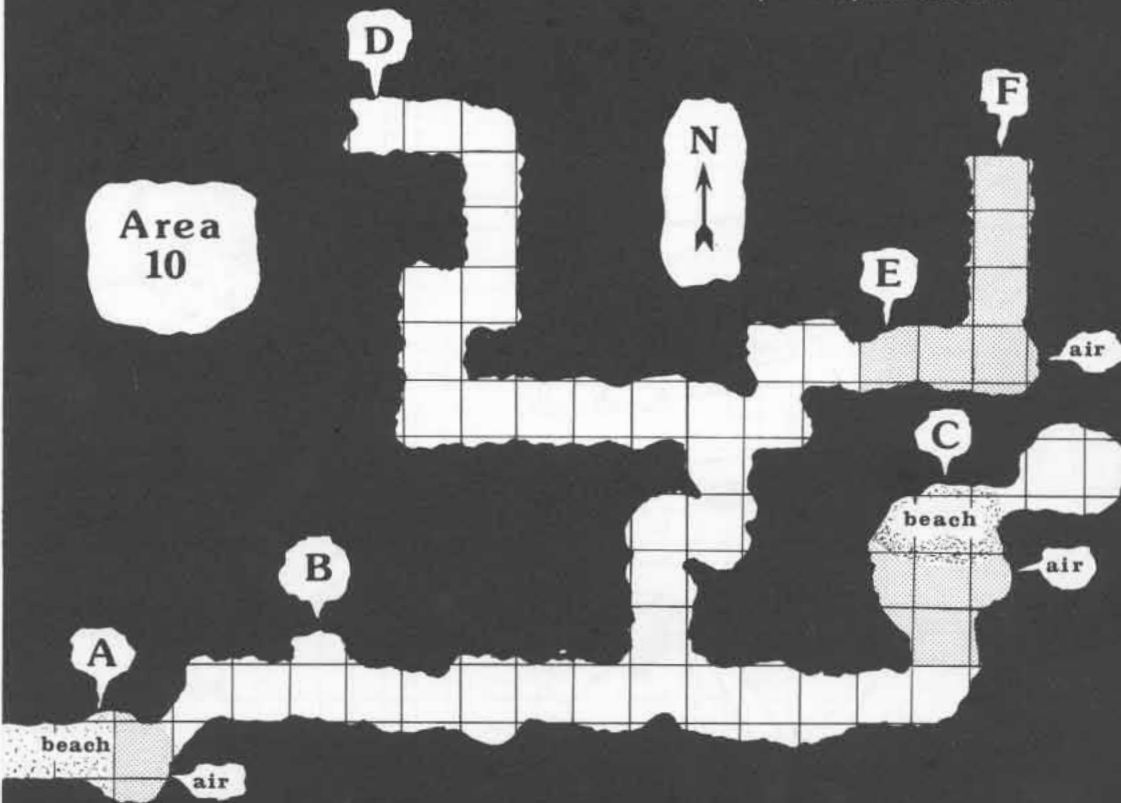
20. PIERCER PERIL

This another nexus of tunnels, a damp area of stalactites and stalagmites.

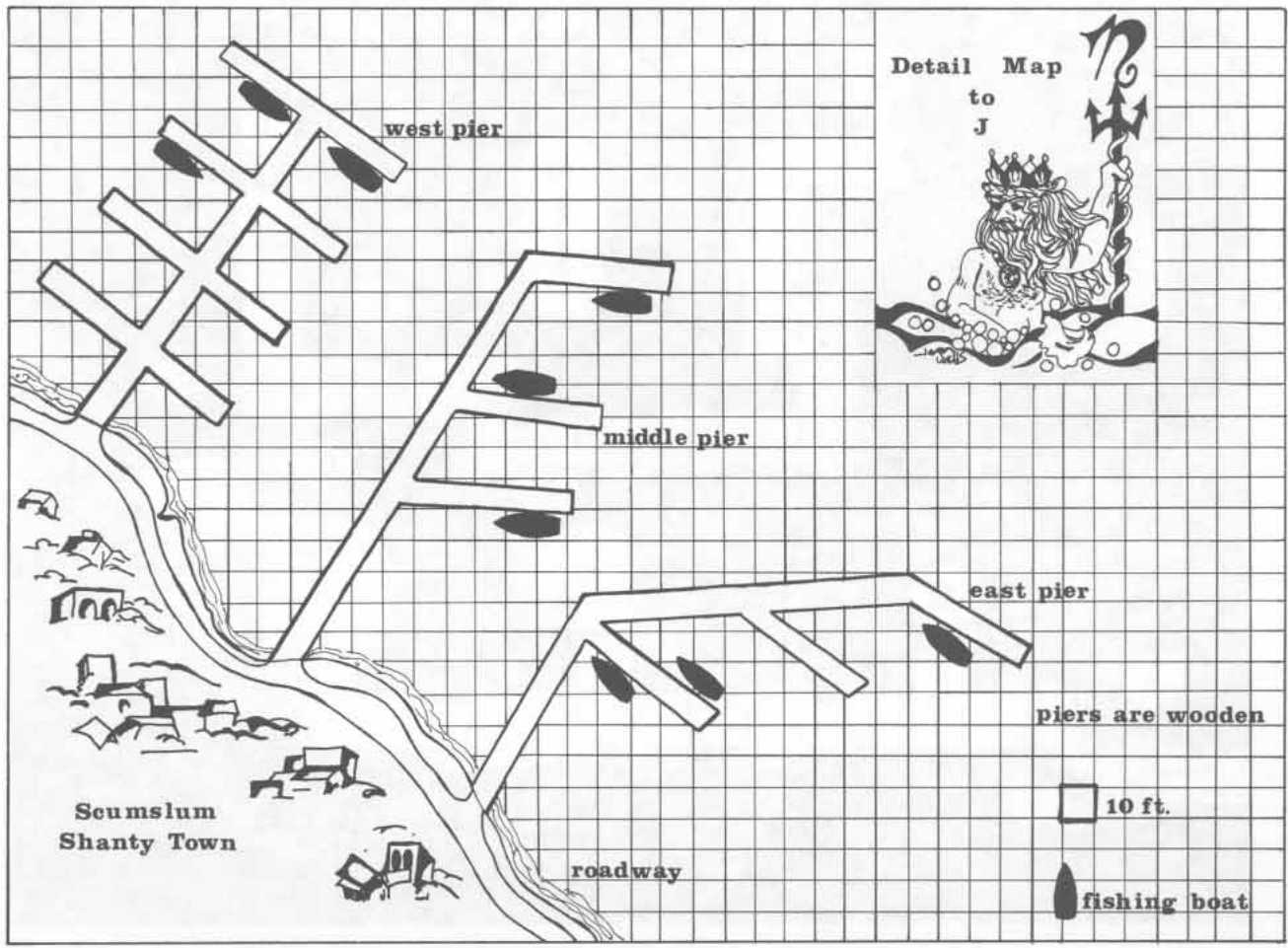
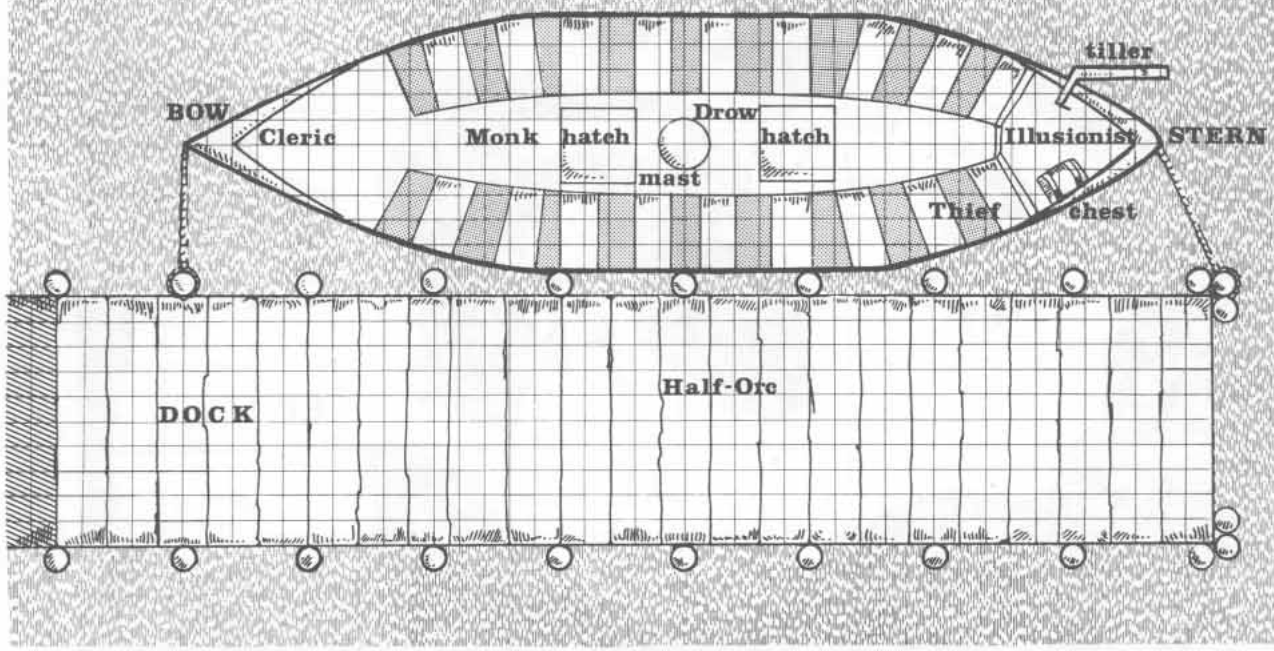
Six piercers (AC 3, MV 1", HD 3, hp 9 each, #AT 1, D 3-18) hide here among the stalactites. They cluster on the ceiling in the center of the chamber. If any people pass through the center of the room, the piercers will drop and attack. If characters move around the outside of the room, the piercers will be unable to attack and will ignore them.



Each square equals ten feet



The Water Dragon



TOURNAMENT CHARACTERS

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Class	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3' 10"	6'	5' 3"	6'	3'	6' 1"	5' 8"	5' 4"	5' 6"
WEIGHT (lbs.)	131	183	129	175	60	162	204	123	98
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	10	10	7	9	6	10	6	10	8
HP	54	45	40	42	25	25	25	25	25
MV	12"	12"	12"	12"	12"	12"	12"	12"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHA	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	8	14	14	10	13
PETRIFY	12	12	14	12	11	13	13	13	13
RODS	8	13	15	13	8	11	11	14	11
BREATH	13	13	16	15	15	15	15	16	15
SPELLS	9	14	16	14	9	12	12	15	12
ATTACK ADJ	+1	+2	0	0	0	0	0	0	0
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	+1

OTHER NOTES

Blodgett's thieving abilities are as follows:

Pick Pockets 65%	Open Locks 62%	Find/Remove Traps 50%	Move Silently 60%	Hide in Shadow 56%	Hear Noise 25%	Climb Walls 75%	Read Language 20%
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Karraway's spells are: **cure light wounds**, **resist cold** and **create water**.

Eljayess' spells are: **cure light wounds**, **purify food and drink**.

TOURNAMENT SCORING

For tournament purposes, only the *dungeon labyrinth* part of this module is used. The following method of handling the final round is suggested: read the **Start** section to the players, the "start the clock". The team now has 4 hours to escape from the labyrinth. Prepared character sheets are handed out to the players. They may take as long as they like to inspect them and get ready. When they tell the DM they are ready, he or she should start with the party waking up at area 1.

Scoring is simple, and is based upon group success in getting out safely.

SCORING

- | | |
|--|-------------------------------|
| 1. Each character who gets out alive: | +30 points (maximum 270 pts.) |
| 2. Each minute spent getting out: | -1 point (maximum -240 pts.) |
| 3. Each encounter area where risk is taken or benefit gained*: | +5 points (maximum 100 pts.) |

*One award per encounter area, #1 is not counted. Encounter areas that the party passes right through without stopping or noticing do not count.

If the party does not escape before the time is up, the final earthquake collapses the labyrinth and the party is killed. If all competing teams end up with negative points, the team with the least negative points is the winner.

Use the blank area below for recording notes and encounter areas passed through during play.

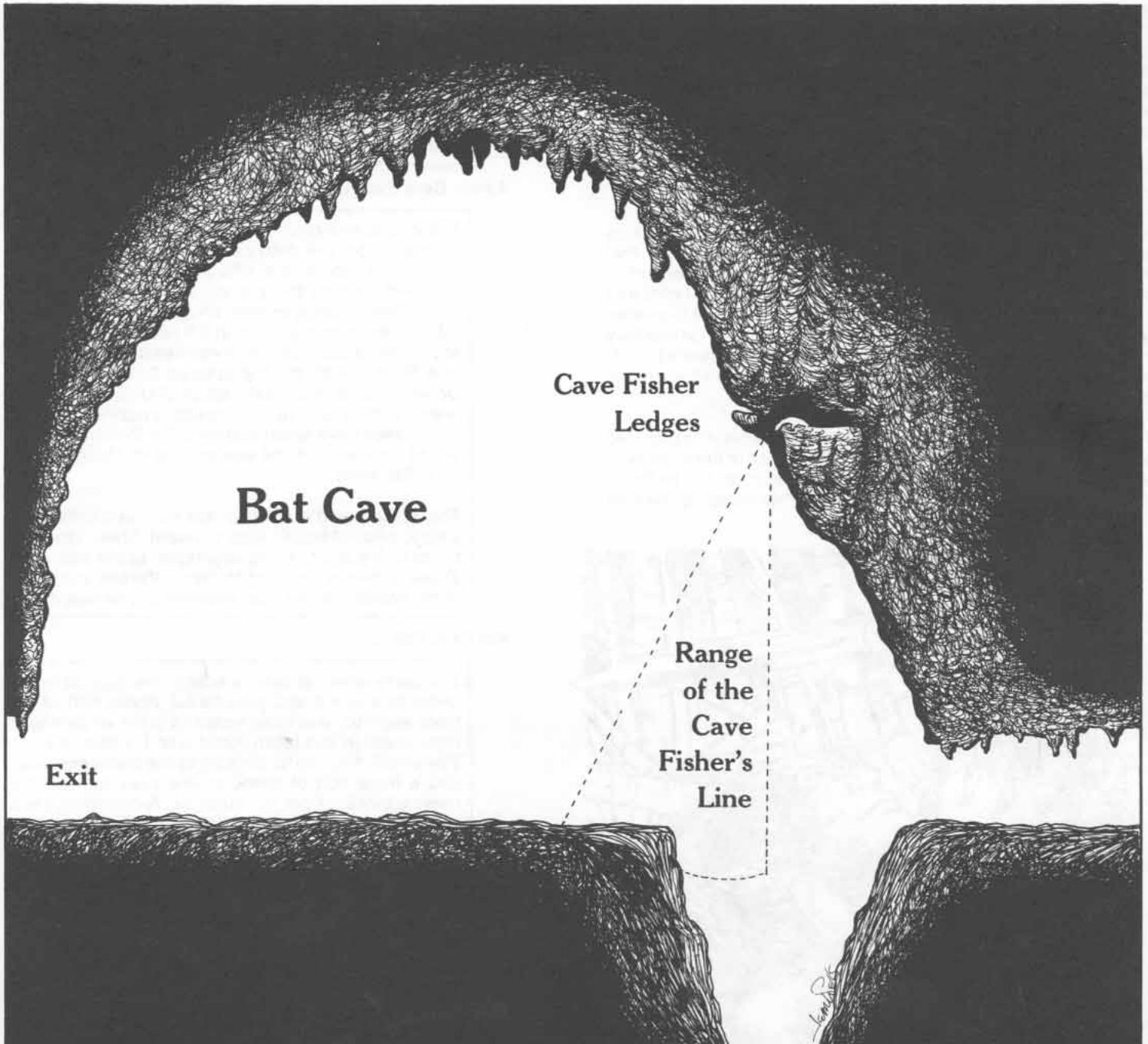
21. CAVE OF THE BATS (EXIT)

Here the corridor opens into a large chamber, at least 60' x 60', with a ceiling 60' above the floor. There is an exit on the far side of the chamber and a slight breeze definitely moves towards it. The ceiling is swarming with bats, and they can be seen leaving and entering the tunnel on the far side of the chamber. Unfortunately, a large pit separates the main floor of the chamber from the tunnel into the labyrinth. The pit is 25' across and appears bottomless, but the sound of distant running water can be heard rising from the depths.

The pit is 170' deep and ends, not in running water, but on a rock ledge. A short side passage leads to a place where an underground stream touches air at the only point along its entire length. There is no escape here.

On hidden ledges, 40' above the pit, 3 cave fishers lie in wait (AC 4, MV 0', HD 3, hp 15, 12, 12, #AT 2, D 2-8/2-8, SA adhesive trap filament, shot as if by 6 HD monster — see listing at end of module for complete information). Each fisher's filament is already strung from its hiding place to a point on the western edge of the pit, hoping to catch a stray bat. (If a magic-suer casts a **jump** spell to leap the pit, he or she has a 50% chance of colliding with and sticking to one of the trap lines.) If a party finds a means to cross the pit, or somebody starts climbing the walls to pass around it, the cave fishers will silently reel in their lines and start shooting at whatever targets are offered. Once one cave fisher snags a target, the others will ignore it, leaving that victim to their fellow. The fishers cannot shoot at any targets on the east side of the pit, but they *can* shoot up to 10' west of the west edge of the pit. (See the diagram of the chamber below.)

The tunnel on the west edge of the chamber twists and turns for 520' to an exit in the side of the cliff. Freedom!



ESCAPE FROM THE ISLAND

Explanation of the Island Map

The numbered points (10, 19, and 21) mark the exits from the dungeon labyrinth (and also correspond to the appropriate encounter area in the dungeon from which the players made their escape). The lettered areas (A through L, except I which has been deleted from this list) are outdoor encounters.

Notes for the Dungeon Master

Only the labyrinth part of this module should be used for tournament play. For tournament purposes, just getting out of the labyrinth in time is enough, but this leaves too many unanswered questions for campaign play. The following outdoor scenario gives the characters a chance to escape from the island, regain their equipment, and finally crush the Slave Lords for all time.

The general situation the characters encounter upon their escape from the dungeon is not good. The same earthquake that caused the labyrinth to collapse has devastated the rest of the island. Suderham and Drachen Keep are in ruins, and Scumslum is ablaze. The "extinct" volcano is now erupting steadily, oozing lava and poisonous gases, and sending up a huge cloud of smoke and ash that blots out the sun. Worst of all, the mischievous magmen (see the monsters at the end of the module) have come out with the lava flow and are leaping about the landscape, igniting every combustible they can find. It is a disaster rapidly reaching epic proportions.

As in the labyrinth, the general theme of the outdoor adventure is escape. It should become clear to even the slowest party that staying on the island would be fatal mistake. If characters move south or west, they will encounter burning forests or fields and the magmen. If they try to move through Suderham or the valley south of it, they will be deterred by poisonous gases. Unless they swim for it (see **Leaving the Island**), player characters will probably end up at the docks area. There they will find possible escape boats and the surviving Slave Lords.

To aid the DM in describing the situation, a paragraph is included herein on what the characters can see from each of the three exits from the labyrinth. Use the appropriate description, but be familiar with all three, in case the characters, after escaping, wander into one of the other areas.



Water Cave Exit (10.)

The cave behind the party has collapsed pushing water out in a big wave. The party has emerged on the shore of the crater lake. The lake froths as white-capped waves toss wildly back and forth, colliding and building on one another. Everywhere fish, lake eel and fresh-water squid leap from the surface of the lake, crazily trying to escape the unaccustomed vibrations. The far rim of the crater lake, a mile and a half away, seems to tremble slightly as the characters look at it.

On the island behind the characters is a 30' tall bluff. Parts of it seem to have just crumbled, and stones are dislodging themselves and tumbling down in the continuing tremors. A huge dark cloud rises from somewhere on the western part of the island beyond the bluff and fills half the sky. The island quivers and quakes continuously. Just to the north and south of this point begin beaches which run around the curve of the island. In both directions the bluff recedes from the beach and trees (many now fallen) grow in the space between hill and lake. A fishing boat making its way with great difficulty toward the outer shore, can be seen on the lake about half a mile to the north. Southwest, maybe a quarter of a mile away, crackling flames leap above the treetops.

Spider Cave Exit (19.)

The characters push their way out through the spider's trapdoor exit onto a slight slope in a thick grove of beech trees. About 40% of the trees have been knocked down by the quakes, and the grove is a tangle of fallen trunks, broken boughs and leafy debris. (Movement through this is at 1/3 normal rate.) To the southwest, south, east, and northeast the slope rises to a 30' tall bluff; the top appears to be unwooded. Downslope to the west, about 300' distant, there seems to be a road running roughly north-south, but many trees have fallen across it. To the northwest it would appear that the woods end in cleared land, 200'-300' away.

The whole island rumbles and shakes, and to the west a huge pillar of smoke rises skyward. There seems to be lot of fire and burning vegetation to the west also. There is distant shouting to the northwest, and to the north hoofbeats and loud bleating can be heard.

Bat Cave Exit (21.)

The party emerges from a hole in the ground in the midst of a beech and pine forest. About half of the trees seem to have been knocked down or damaged (movement in this fallen forest is at 1/3 normal rate). The woods seem to be burning to the south and west, and a huge pall of black smoke rises beyond the flames, blocking out the sunlight. A continuous low growl comes from the direction of the smoke, and the ground rocks beneath the characters' feet.

Northwest, a few hundred feet away, there is some sort of great commotion, with a loud, animal-like roaring and snapping of branches. The cause of the trouble cannot be seen from this point. About 300 feet north the forest ends, with a road running east to west at its edge. Far to the north there seems to be a great deal of shouting and screaming. Eastward the characters can only see more tangled forest, with the land beginning to slope upward.

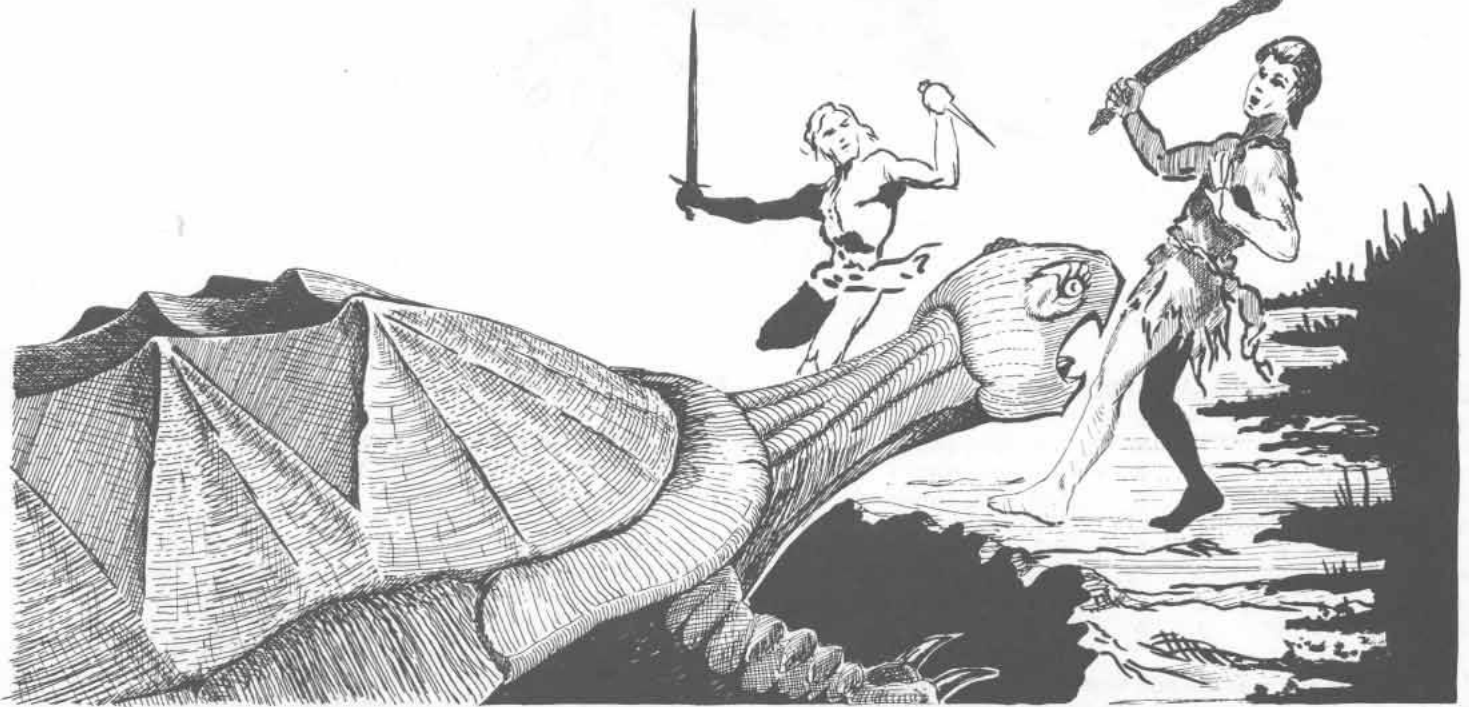
KEY TO THE ISLAND ENCOUNTERS

The letters on the map indicate the approximate locations of these encounters.

A. GREEN SLIME

This section of beach is covered with wrack and wreckage tossed up by the waves. Sticks, seaweed, thick algae, and flopping fish cover the sand in windrows of organic debris.

One of these globs of thick algae is actually a green slime (AC 9, MV 0", HD 2, hp 15, #AT 0, D nil, SA turns flesh into green slime, SD weapons and most spells cannot harm it). It lies across half of the beach, and if characters do not state that they are avoiding or inspecting the patches of algae, there is a 40% chance that a party member will step in it. Even if the slime is scraped off immediately, the character will take 2-16 points of damage. This slime normally dwells in the muck on the bottom of the lake, but it has been dislodged by the tremors and washed up by the waves.



B. ENRAGED SNAPPER

A giant snapping turtle has just swum up to the beach at this point. It is not yet full-grown (AC 0/5, MV 3"/2", HD 6, hp 25, #AT 1, D 3-18), but it is a formidable creature nonetheless. Normally bad-tempered, this reptile has been whipped into an absolute fury by the changes in its habitat. It is hiding in a pothole at the edge of the water, and will attack any creature that comes within 10', suddenly extending its long neck to bite with its powerful beak. Attacking this way, it will surprise on a 1-4 (d6). If creatures pass its position beyond 10 feet away, it will attack regardless, shambling out of its pothole in a short but surprising burst of speed (6").

The snapper's shell is AC 0, but its head, neck and limbs are armor class 5. If they are withdrawn into the shell, the extremities become armor class 2. The snapping turtle is too crazed and stupid to know when it is losing, and will fight to the death.

If anyone takes an hour to dismember the body, they will find some human or human-like bones, some rotting leather, and a silver bracelet worth 375 gp in its gullet.

C. FRENZIED GOATS

This is a large field of grain, now being trampled by a herd of four giant goats (AC 7, MV 18, HD 3+1, hp 15 each #AT 1, D 2-16, SA +4 damage when charging). These giant goats were kept in a pen at Drachen Keep, but sensing the imminent earthquake, they broke out and ran downhill to this field. The Slave Lords' men originally captured them in the nearby hills, and had hoped to domesticate them. Their methods consisted of cruelty and mistreatment, and this, combined with the quakes and fires, has driven the goats totally amok. They will charge any people that come within 200' of the center of the field, seeing in them their former persecutors. They will not pursue beyond the edges of the field.

D. SQUAD OF LOOTERS

A motley crew of degenerate mercenaries is here making its way up the road toward Drachen Keep. A watchful party, proceeding through the woods or farmland with caution and

alertness, will hear the ruffians shouting at each other when the characters reach a point within 120' of the section of road marked **D**. The looters will not be visible from this point and the party will be unable to clearly distinguish words or languages. A party that fails to behave cautiously or is blindly running will not hear the looters until closing to within 60' of them. In these circumstances, the looters themselves will hear the noise of the party's approach and will immediately cease their talking and draw their weapons. The party will thus be unable to **surprise** them. Because of the trees or crops, neither group will be visible to the other at this point. The looters will *not* leave the roadway to investigate the noise, but will warily continue on their way.

This band is a savage and unscrupulous lot: two town guardsmen, two hobgoblins, a groll, an orc archer, a half-orc fighter/assassin (all of the above in chain mail, the guardsmen with shields), a bandit from Scumslum, and a thief (the latter two in leather armor). Their statistics are given on the following table for easy reference:



Looter	AC	MV	HD/LVL	hp#AT	D	Weapon
Guard #1	4	6"	FTR 1	9 1	1-8	long sword
Guard #2	4	6"	FTR 1	6 1	1-8	long sword
Hobgoblin #1	5	9"	1+1	8 1	1-8	long sword
Hobgoblin #2	5	9"	1+1	7 1	2-8	long sword
Gnoll	5	9"	2	13 1	1-10	two-handed sword
Orc	5	6"	1	5 1	1-6	short sword or bow
Half-Orc	3	6"	FTR 3	15 1	1-8	long sword
Bandit	8	9"	0	4 1	1-6	short sword
Thief	6	9"	2	9 1	1-6	short sword

This unsavory lot was outside Suderham, drinking and gambling, when the earthquake hit. As the town tumbled down, the thief instantly realized that Drachen Keep must likewise have fallen, and he persuaded the others to go after the great riches they think are kept within. Each is trying to impress the others with his ferocity and toughness, and they will certainly attempt to slay anybody they encounter, just to show each other they can't be pushed around. However, if five of them are slain or otherwise knocked out of the fight, the others will have second thoughts and attempt to flee.

When they attack, the guards, hobgoblins and gnoll will wade right into the melee. The half-orc will try to attack the most powerful party member, while the bandit will be looking for the weakest or most-wounded opponent. The orc archer will try to pick a good spot from which to shoot, and the thief will attempt to slip around to the enemy's rear to try *backstabbing*.

The guards each have 5 gp; the first hobgoblin has 2 ep, 7 gp and a 10 gp gem; the second hobgoblin has 12 gp and 2 pp; the half-orc has 3sp and 15 gp; the bandit has 8 sp and 2 ep; and the thief has 10 sp, 12 ep, 25 gp, 3 pp, and a base 50 gp gem.

E. RAMPAGING FIRE LIZARD

Here, in a small glade, a fire lizard is thrashing about, rolling on its back and snapping at everything. The party will be able to hear the reptile's frenzied movement and outcries at a distance of 120' from the center of the glade. Because of the trees, however, they will be unable to clearly see the cause of the disturbance without venturing to at least the edge of the glade. Any loud noise or quick movement will attract the fire lizard's attention. The wounded creature (AC 4, MV 9", HD 10, hp 23 (45), #AT 3, D 1-8/1-8/2-16, SA breathe puff of flame 10' for 2-12 points, SD immune to fire-based attacks) is covered with patches of burned skin. Aware of its immunity to fire, this huge dragon-cousin became overconfident, and tried to take a bath in molten lava! Its fire-resistant nature kept it from being instantly cooked, but the resultant unaccustomed burns sent it rampaging across the island. Now it is attempting to scrape imagined tormentors from its skin. If it sees anyone, it will assume that they are its tormentors and attack immediately. It will fight until all its opponents are dead or have fled.

The fire lizard lived in a cave north of Dragon Meadow (see Island Map). The devotees of the Earth Dragon took it for a wingless red dragon and have given it offerings of livestock regularly. The Slave Lords allowed it to remain on the island, pretending to have control over the beast and occasionally invoking it as a threat.

F. SLAVES' REVENGE

Here several dozen nearly nude people (obviously ex-slaves) are in the process of impaling their former masters. A few of them are hurriedly making stakes from a stack of logs. Nearby,

several struggling overseers and guardsmen are being held, each pinned by several ex-slaves. As soon as a stake is finished, another slaver is brought forth and impaled, and a cheer goes up from the mob.

If the party approaches this group wearing few clothes (as they were in the labyrinth), they will be taken for more escaped slaves, and the mob will let them by as long as they cause no trouble. If the party tries to free the slavers and/or stop the impaling, or if any of the party are wearing clothes obtained from the squad of looters (area D), the most aggressive of the ex-slaves will attack, wielding a motley assortment of knives, daggers, and stone bludgeons.

The statistics of the attacking ex-slaves will vary slightly, but for convenience an average is given here. Nineteen ex-slaves: AC 10, MV 12", LVL 0, hp 4, #AT 1, D 1-4. They have no treasure. They are subject to normal morale as per the **Dungeon Masters Guide**, and will flee if things go against them too badly.

A character with high charisma in a non-hostile party may be able to sway this mob to do as he or she asks, as long as what the character wants will hurt the minions of the Slave Lords and not endanger the ex-slaves unduly. The DM will have to adjudicate such situations. The slaves will certainly want to finish impaling their captives before undertaking another task. They cannot be persuaded to attack the Slave Lords' boat (at H.), as they still fear the Slave Lords' power.

G. A FRIEND INDEED

This is the beginning of the docks area. To the west, the rattletrap houses of Scumslum are going up in flames, the fire leaping from one to the next. North-east remove is the first dock. Only one boat is tied there, a small galley emblazoned with a finned dragon. Without warning, a man dressed as a Slave Lord lieutenant runs toward the party from behind a nearby house, shouting loudly.

This person is a secret agent of the pirate-troubled Lords who hired the party; he was the beggar who met them at the gates of Suderham (Module A3, **Assault on the Aerie of the Slave Lords**), and the mysterious benefactor who dropped the scrollcase into the labyrinth for the party to find when they awakened. It was while performing the latter deed that he assumed the role of a lieutenant of the Slave Lords. If the party allows him to get within 20' without killing him, somebody will recognize him from the encounter at the gate.

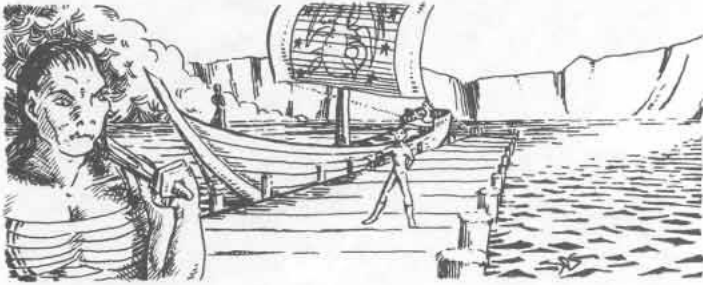
The agent's real name is Selzen Murtano, (AC 4, MV 9", LVL 6 thief, hp 30, #AT 1, D 1-8 from long sword, S 7, I 16, W 6, D 18, C 15, ch 14, AL neutral good). He is wearing leather armor with the characteristic Slave Lords' insignia. He'll tell the party that he was hiding out from the ex-slaves, trying to figure out how to get on board the *Water Dragon* before he was either burned, impaled, or eaten by monsters. The *Water Dragon* is the Slave Lords' private galley, the boat at the end of the first dock. On that boat is all of the player characters' equipment, and a portion of the Slave Lords' treasure, as well as the Slave Lords themselves. If they are allowed to escape, they will be able to continue their operations from another headquarters. Unfortunately, the boat is heavily guarded and the bandit chiefs are getting ready to leave right now.

Murtano will give the party two scrolls he managed to filch from Drachen Keep: a clerical scroll of four spells (**cure serious wounds** and 3 **cure light wounds**), and a magic-user's scroll of five spells (**sleep**, **invisibility**, **strength**, **dispel magic**, and **hold**



person). All spells are at the 7th level of use. He will also give the characters a crystal monocle with a permanent **read magic** cast on it, to enable the spellcasters of the party to make immediate use of the scrolls.

Murtano will stay near the back of the party in any combat, preferring to "guard the rear". He will fight if he must.



H. THE WATER DRAGON

Tied up to the northwest side of the far end of the pier is the *Water Dragon*, the Slave Lords' private galley. It is being readied for immediate departure. A score of bedraggled islanders cluster halfway out on the pier, too frightened of the Slave Lords and their minions to advance any further. Near the end of the pier three guards warily eye the mob. One is an ogre in a suit of banded mail (AC 2, MV 9", HD 4+1, hp 20, #AT 1, D 3-12 from two-handed sword), the other two are serjeants of the Slave Lords' troops (AC 4, MV 6", LVL 2 fighters, hp 12, 9, #AT 1, D 1-8 from long swords).

Beyond these guards 14 men are loading and preparing the boat. Eight of these are men-at-arms (AC 7, MV 9", LVL 0, hp 5 each, #AT 1, D 1-8 from long swords); the other six are the surviving Slave Lords (see below). The detail map of this area shows the starting positions of the guards and the Slave Lords.

If the party approaches the end of the pier (including by swimming — the guards are watching the water very closely for lacedons), the Slave Lords will order their men-at-arms to back up the guards at the first sign of trouble. At the first indication that the characters are more than just an ill-assorted crowd of mercenaries, the Slave Lords will recognize them and immediately spring into coordinated action:

The **evil High Priest**, Stalman Klim, will cast offensive spells from the bow of the boat for as long as possible, and then he will leap to the attack. He will start by trying to **silence** any spell-casters among his opponents. He may **command** enemies near the edge of the pier or boat to "Dive!" The cleric is AC 3, MV 12", LVL 11 cleric, hp 31 (52), #AT 1, D 4-9 (d6+3), S 15, I 14, W 17, D 17, C 13, Ch 11, AL neutral evil. Klim wields a **footman's mace +2** and is wearing **bracers of AC 6**. His spells are: **command** (x2), **light**, **silence 15' radius**, **continual light**, **cure blindness**, **dispel magic**, **divination**, **neutralize poison**, and **true seeing**. (His other spells have been previously used, as explained later on in this section.) In a pouch at his belt, carefully wrapped up, is a jeweled idol of the Earth Dragon worth 4000 gp.

Stalman Klim is the high priest of the Earth Dragon cult, and he blames the adventurers for stirring up the wrath of the Sacred Scaly One.

The **half-orc fighter/assassin**, Theg Narlot, will wade right into the heart of the battle, trusting to his combat ability to carry him through. He will shout and charge, trying to attract attention away from the Slave Lord spell-casters and the thief. Theg is AC 7, MV 12", LVL 7 fighter/7 assassin, hp 35 (53), #AT 3/2, D 2-9 (d8+1) SA poison (see below), S 17 (+1 to hit, +1 to damage), I 16, W 12, D 10, C 17, Ch 7, AL lawful evil. Theg's

sword is envenomed with insinuating poison, type A (see **ADVANCED DUNGEONS & DRAGONS™ Dungeon Masters Guide**). On a successful hit, the victim must save vs. poison at +4 or take 15 additional hit points of damage in 2-5 rounds. This blade venom wears off with use: it will do full damage on the first hit, half damage on the second hit, and by the third hit it will be gone. An opponent has a 80% chance of noticing the venom on the blade before the attack phase.

Theg is wearing leather armor and a shield. In a pouch at his belt are 50 pp and a diamond worth 1,000 gp (this is his "emergency escape fund" pouch). Also in his belt is a scroll listing all of the Slave Lords' agents among the Lords of the Gearnat area, and an order for the assassination of all the relatives of the adventurers that can be found. Theg Narlot is in charge of all espionage activities for the Slave lords.

The **Drow fighter/cleric**, Edralve, will try to **silence** opponent spell-casters. She will then try to cast **levitate** on the enemy's best fighter and raise him or her 20' into the air. She will then join the melee. Edralve is AC 5, MV 12", LVL 5 fighter/4 cleric, hp 20, #AT 1, D 3-10 (d8+2), SD 60% magic resistance, and save vs. spells at +2, S 9, I 17, W 11, D 16, C 10, Ch 15, AL chaotic evil. She wields a +2 long sword and wears black leather armor, a black shield, and a **ring of warmth**. Her natural Drowic spells are **dancing lights**, **faerie fire**, **darkness**, **detect magic**, **know alignment**, **levitate**, **clairvoyance**, **detect lie**, **suggestion**, and **dispel magic**. Her remaining clerical spell is **silence, 15' radius**.

Edralve is an exile from Erelhei Cinlu, from which she barely escaped after an abortive coup. The other Slave Lords both respect her abilities and fear her devious cruelty. She devised the morale-breaking fear tactics employed by the slavers in their raids. In a pocket she has 5 Drow brooches, each worth 500 gp.

The **illusionist**, Lamonsten, will cast **hypnotic pattern** at the party. He will save his **fear** spell until he has a clear shot at the party without hitting his allies. Lamonsten is AC 8, MV 12", LVL 8 illusionist, hp 21, #AT 1, D 2-5, SD **cloak of displacement**, first attacks will miss, S 7, I 16, W 10, D 17, C 15, Ch 12, AL lawful evil. If he must fight, he will use his **dagger +1**. His spells are: **wall of fog**, **hypnotic pattern**, **invisibility**, and **fear**.

In a water proof case on Lamonsten's back is a deed to mining rights in the hills near Hardby, worth 1200 gp, and his spell book, which contains the following spells:

FIRST LEVEL:

Change self
Detect illusion
Detect invisibility
Hypnotism
Phantasmal force
Wall of fog

SECOND LEVEL:

Detect magic
Hypnotic pattern
Invisibility

THIRD LEVEL:

Dispel illusion
Fear

FOURTH LEVEL:

Improved invisibility
Phantasmal killer

Lamonsten specializes in using **phantasmal killer** on the enemies of the Slave Lords.



The **thief**, Slippery Ketta, will immediately dive overboard and swim under the dock, planning to climb up behind the party at the right moment and *backstab* somebody. Her normal chance to move silently is 88%, but when wet, this will decrease to 68%. She is AC 2, MV 12"/15"-18", LVL 10 thief, hp 30, #AT 1, D 1-8, S 10, I 15, W 13, D 18, C 12, Ch 16, AL neutral evil. She is armed with a long sword, wears **leather armor +2** and **gauntlets of swimming and climbing**, and backstabs at +4 "to hit" for quadruple damage. She wears a pair of earrings worth 700 gp each and a jeweled dagger worth 900 gp.

Ketta's corps of thief infiltrators are present in all the towns along the Sea of Gearnat, and it is through these informants that the slavers always know exactly when to strike.

The **monk**, Brother Kerin, will leap to the dock and into the fray, supporting Theg Narlot. He is AC 6, MV 20", LVL 6 monk, hp 21, #AT 3/2 (open hand), D 2-8, SD **feign death**, immune to **slow**, S 15, I 12, W 16, D 17, C 16, Ch 10, AL lawful evil. Brother Kerin is unarmed.

Brother Kerin was second-in-command to Brother Milerjoi, and took his place when his superior died (in either the earthquake or in the fight at the end of *AD&D™ Module A3*, depending on how the DM has handled this). Brother Kerin is the representative of the Scarlet Brotherhood, who helped finance and set up the Slave Lords.

All of the Slave Lords will fight to the death, as they are in desperate straits and they know it. Only these six survived the earthquake and the resultant chaos. Most of them were wounded in their flight to the docks, and the group's cure spells were all expended in healing some of their wounds. (The half-orc and the cleric are still slightly wounded.) Several of the illusionists' spells were also used in fighting their way to the Water Dragon.

Most of the Slave Lords' riches and equipment are buried under tons of rock, but they did manage to grab some of the more valuable items and bring them along. In a locked wooden chest at the stern of the galley is the following treasures:

a gold brooch with gems worth 3,000 gp.

a platinum ring set with a fire opal worth 5,000 gp.

a gem-studded ceremonial silver dagger of the Earth Dragon cult worth 1,100 gp.

a scroll of drawings of the demons of the Abyss by the great Drow artist Ool Eurts, worth 900 gp.

a box of gems, containing 21 moonstones (base 50 gp), 10 pieces of jade (bases 100 gp), 5 white pearls (base 100 gp), one black pearl (base 500 gp), a tourmaline (base 100 gp), an amethyst (base 100 gp), a topaz (base 500 gp), and an emerald (base 1,000 gp).

In addition, all of the equipment taken from the characters when they were captured is stored below in the tiny hold. It was to be sent to the coast to be **identified**, and eventually sold. The equipment is stored securely among other trade goods (these goods are worth a total of 350 gp).

NOTE: If the players are using the characters provided with the module, the stored equipment will include the following magical possessions (some of which, such as magic arrows, may have been lost):

Elwita's **shield +1** and **war hammer +2**

"Ogre's" **battle axe +1**, **splint mail +2**, and 5 **arrows +1**

Freda's 4 **arrows +2**, **chain mail +3**, and **bastard sword +1**

Karraway's **sling of seeking**

Blodgett's **+1 sword of speed**, **ring of protection +1**, and **boots of elvenkind**

Elgath's **bracers of AC 6** and book of spells

Phanstern's **cloak of protection +2** and book of spells

Eljayess' **spear +1** and book of spells

Kayen Telva's **javelin of piercing**

Their other normal possessions are also stored here. If the above characters are not being used, the listed equipment will NOT be there! Instead, the equipment the characters were carrying when they were captured will be there in its place.



J. PANIC AT THE DOCKS

There seems to be a huge melee under way on and around these three docks, but it's not always clear who is on whose side, if there are any sides. There are three fishing boats at each of the three long piers. Several more out on the lake are moving toward the far shore and one appears to be capsized. Townsfolk, slum-dwellers, guardsmen, ex-slaves, and assorted humanoids are all fighting over possession of these boats. To add to the confusion, a number of grotesque gray-green humanoids are climbing out of the water and falling indiscriminately on the other combatants, biting and clawing them to death. There are at least 200 figures battling it out in this area.

The easternmost pier is a terrible scene of carnage. (See detail map J.) The boat at the end of the long dock had been taken over by 13 hobgoblins, who were just figuring out how to use the oars when 8 lacedons (marine ghouls: AC 6, Mv 9"/9", HD 2, hp 9 each, #AT 3, D 1-3/1-3/1-6, SA paralyzation) clambered out of the water and attacked. The battle is still in progress: 2 lacedons and 5 hobgoblins are down, and the rest are fighting back and forth in the boat. On the pier, 30' away, stands a mixed group of 9 humans, watching the battle. If the lacedons win, the humans will flee, but if the hobgoblins win, the humans will attack the weakened squad and attempt to take the boat from them.

A band of Slave Lords' mercenaries (16 in all) are contending with 13 city guardsmen over possession of the other two boats. The city guards have been pushed to the end of the dock and are gradually being cut down by the mercenaries. Both groups are 0 level fighters in leather armor (AC 8). Neither group has noticed that the westernmost of the two boats is slowly sinking — a hole was stove through the side when the guardsmen wrested the boat from its original owner.

The middle pier is one huge swirling melee, strictly every man for himself. Involved are 32 townspeople (0 level), 19 ex-slaves (0 level), 9 men-at-arms (0 level), a thief (level 3), a fighter (level 2), a cleric (level 2), 4 orcs, and 3 lacedons who are picking off stragglers and wounded. The northernmost boat has caught fire somehow. An organized, coordinated group could push its way through this mob, but it would have to fight some of them for possession of a boat.

The westernmost pier is a bizarre scene of greed over fear. At the second cross-pier six huge gnolls (AC 5, MV 9", HD 2, hp 16, 15, 13, 13, 12, 11, #AT 1, D 1-10) armed with halberds are holding at bay a mob of nearly a hundred screaming townspeople (0 level). With the gnolls is their leader, a man in black leather armor and shield (AC 7, MV 9" LVL 5 assassin, hp 20, #AT 1, D 1-8, from long sword), who is only allowing people to pass to the boats if they will give him 50 gp or more. Naturally, few of the townspeople are carrying this much wealth. Some of the people are trying to organize a rush on the heavily-armed gnolls, without much success, while others are fighting and robbing each other to get the 50 gold pieces. At the end of one of the docks, seven people are ripping up the flooring to make a raft. Beneath the pier, 4 cunning lacedons wait patiently for the rafters to come down to the water.

The lacedon colony normally lives off shore, where they devour the dead bodies (mostly slaves), garbage, and unusable fish parts the town dumps in the lake. Occasionally one or two would sneak into Scumslum and grab a derelict, who as likely as not would never be missed. They are taking advantage of the chaos to slay as many of the hated nondead as possible.

K. RUINED SUDERHAM

The guard towers of Suderham have fallen, but the outer walls are mostly intact, except for the south wall. Ugly yellow vapors from the volcano are flowing down the shallow gorge, over the tumbled south wall, and into the town. Wisps of the ground-hugging gas occasionally pass around the corners of the walled town. Wherever people encounter the vapors, they cough and choke, and flee if they can.

Less than an hour after the beginning of the eruption, Suderham is already a town of the dead. The poisonous gases flowing into the town have asphyxiated all those who could not or would not leave. The vapors are heavier than air, but they are gradually rising as more gas flows down the shallow gorge and is trapped within the walls of the town. Eventually it will reach the top of the walls and spill over, sending toxic gases out over Scumslum and the docks area.

If any characters are foolish enough to enter into or permit themselves to be enveloped by these vapors, they will suffer the same fate as befell many Suderham unfortunates. The first round of breathing will produce uncontrollable coughing and choking in the victim. For each round thereafter spent in the gases, the character must save vs. poison at +2 or die. (The DM can use this threat to spur on the players, if the approaching magmen aren't enough. If the players pass close to the town, they may see enough to make them aware of the danger. If not, they will hear of it from Selzen Murtano or a fleeing citizen. It will be dramatic if, just as the party is escaping the island, the vapors start to pour out of Suderham and cover the north end.)



L. MAGMEN ON THE MARCH

There are three magmen (AC 6, MV 9" (6"), HD 2, hp 9 each, #AT 1, D 3-24, SA **combustion touch**, SD +1 or better weapon to hit, immune to fire-based attacks; see information at the end of the module) at each of these locations. In general, they are having a grand time setting everything they contact on fire. The woods on almost the entire south end of the island are ablaze. Two groups of magmen are igniting the corn and wheat fields west of Suderham. One group has reached the ruins of Drachen Keep, and is gleefully setting the whole place ablaze.

If any creature comes within 30' of a magman, the para-elemental will move up to it and "attack" with its **combustion touch**. Its purpose is just to have the poor cold creature join the fun of the flaming ones. A magman will pursue for 2-5 rounds, and then become distracted and set something else on fire.

The magmen groups are converging on the northeast part of the island at a rate of 200' a turn. Unless something stops them, they will burn the whole island clean and then return to the volcano, before they stiffen from the cold.



Leaving the Island

The only way to leave the island of the Slave Lords is by crossing the lake. The rim of the crater lake is 1½ miles in any direction from the island. The lake surface is choppy, with whitecaps. Due to the eruption, the waves are irregular and unpredictable.

If characters try to swim for it, they will find it difficult but not impossible. To swim the distance successfully, an unencumbered character must roll his or her constitution score or below on 3d6. (Unencumbered in this context means basically naked. Light, tight clothes and a belt with a dagger are about the limits of this class.) Encumbered characters must roll one-half their constitution or below (round up) on 3d6. Encumbered characters will notice the excessive weight and drag of their possessions, and should be given a chance to dump them.

If characters decide to make a raft (assuming reasonable materials are available), the DM should take into account the approach of fire and gas and decide if they have time to do it. If they succeed in time, it will take them at least two hours to paddle to shore.

If characters commandeer an intact fishing boat, they should have no trouble reaching shore. If they succeed in capturing the *Water Dragon*, they will have a harder time of it. The galley sports a small sail, but only characters with sailing experience will be able to handle it properly. If the sail can be used, no more than eight additional people are needed to man the oars, plus one on the rudder. If no one can handle the sail, at least twelve oarsmen will be needed.

It is conceivable that the characters could beat the Slave Lords across the lake without actually tangling with them first; for example, by successfully making a raft or commandeering a fishing boat. Should this occur, the DM may wish to arrange a meeting of the party and the Slave Lords on the other side of the lake on a road or trail leading to the nearest place of refuge. The DM should take care that if such an encounter does occur, the characters have a reasonable chance of winning (either through Murtano's help or from some other anti-Slave Lord source).

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CAVE FISHER

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 0 (1")
HIT DICE: 3
% IN LAIR: 100%
TRASURE TYPE: *E*
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 2-8/2-8
SPECIAL ATTACKS: *Adhesive trap line*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/85 +3 per hp*

Cave fishers are hard-shelled, many-legged creatures that live by trapping animals in the subterranean world. To trap its prey, a cave fisher employs a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60' long, and tipped with a powerful adhesive sucker. A cave fisher can shoot this filament from its proboscis with great speed and accuracy, striking as a 6 hit dice monster. It will then "reel in" its prey at a rate of 15' per round, using a complex organic winch housed in an armored protuberance behind the creature's head. A cave fisher can pull in prey weighing up to 400 lbs. (4000 gp weight). The adhesive on the sucker-head also coats the filament, and it can be dissolved by liquids with a high alcohol content or a cave fisher's blood (which also contains a lot of alcohol). The filaments are so strong that they can only be cut by a +1 or better edged weapon, and so thin that there is only a 20% chance of noticing them within 10', and no chance beyond that distance.

When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's eight legs end in powerful claws. The other six the creature uses to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive its filament is coated with.

Cave fishers prefer to hide on ledges over much-traveled areas, with their filaments already strung across a likely spot for catching small flying creatures. If something enters the cave fisher's range but does not blunder into its filament, the creature will silently reel its filament in (taking one round to do so) and then fire at the potential victim. If it misses, it will try again, as long as the prey is in range.

A cave fisher's ledge or niche is usually covered in the bones and belongings of its victims. If the local animals learn to avoid a cave fisher's abode, it will dissolve its bindings and crawl on to a new area where the prey is less wary.



MAGMAN

FREQUENCY: *Very rare*
NO. APPEARING: 2-24
ARMOR CLASS: 6
MOVE: 9" (6")
HIT DICE: 2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 3-24
SPECIAL DEFENCES: +1 or better weapon to hit; immune to fire-based attacks.
SPECIAL ATTACKS: *Combustion touch*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: S (3')
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: III/ 97 +2 per hp

The magmen are creatures of the *para-elemental plane of Heat* (see *ADVANCED DUNGEONS & DRAGONS DEITIES & DEMIGODS™* Cyclopedica). Occasionally they pass into the *Prime Material Plane* through gaps created by the great pressure and heat of subterranean lava. The molten rock of the *Prime Material Plane* has a different "taste" from that on the *plane of Heat*, and the magmen like to visit it to absorb its essences.

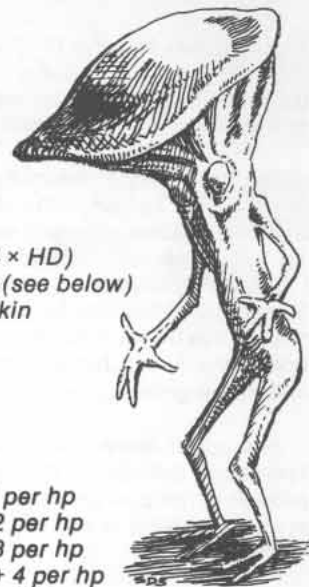
Magmen especially like to swim around in active volcanoes, for when they erupt, the magmen are released to engage in their favorite sport of igniting all the combustibles they can reach. They are not very smart, but they are mischievous, and love to watch creatures of the *Prime Material Plane* scurrying away from the (to them) harmless flames.

Magmen are not really interested in fighting, but whenever they encounter a creature they will try to set it afire, just for fun. Their **combustion touch** ignites all the inflammable items of any creature they hit, burning for 1-8 points of damage each round for 3-6 (d4+2) rounds (plus incidental damage from inflammables like carried flasks of oil). Combustible magic items, such as scrolls, gain a save vs. normal fire. If attacked and actually hurt, a magman will run away, but if cornered, it will defend itself, striking with a molten fist for 3-24 points of damage (fire-resistant creatures, including those protected by magical means, take only half damage.) However, magmen are not easy to hurt: a +1 or better weapon is required to hit them, but any weapon of less than a +2 bonus that contacts a magman will melt! In addition, they are immune to all fire-based attacks.

Magmen are small (3' tall) glowing human-shaped creatures. Small puffs of flame burst constantly from their skin, and each magman radiates heat like a small bonfire, making the area near them quite uncomfortable. Magmen are simple beings who just love to set things on fire; it never occurs to them that other creatures might be actually hurt. Magmen can only stay out of lava for 6 hours before they stiffen and become immobile. They rarely stay out more than 2 or 3 hours, as they consider anything under 1000 degrees to be cold. Magmen speak no *Prime Material Plane* languages.

MYCONID (Fungus Man)

FREQUENCY: *Rare*
NO. APPEARING: 1-12 (20-200)
ARMOR CLASS: 10
MOVE: 9"
HIT DICE: 1 to 6
% IN LAIR: 70%
TREASURE TYPE: S (x2)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 to 6-24 (d4 x HD)
SPECIAL ATTACKS: *Spore clouds (see below)*
SPECIAL DEFENSES: *Poisonous skin*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful neutral*
SIZE: S to L (2' per hit die)
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: 1 HD: I/14 + 1 per hp
 2 HD: II/28 + 2 per hp
 3 HD: III/50 + 3 per hp
 4 HD: IIII/150 + 4 per hp
 5 HD: IV/205 + 5 per hp
 6 HD: V/425 + 6 per hp



The myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy, and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. Personal contact with a myconid in most places will result in 1-4 points of damage to the toucher. Each of their pudgy hands has two stubby fingers, with a thumb on either side. The myconids live deep underground, in conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a myconid are unknown, but they must be detrimental, or the fungus men wouldn't fear it so.)

Myconid society is based on "circles", extremely tight social groups linked by group work and melding sessions. Each circle's "day" is rigidly structured: eight hours of rest, followed by eight hours farming the fungus crops or doing other necessary work, followed by eight hours of *melding*. For the myconids, melding is entertainment, worship, and social interaction combined. The fungoids gather in a tight circle, and the elder members release *rapport* and *hallucinator* spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for existence. Only *distress* spores will bring a circle out of meld early.

A myconid circle usually consists of twenty members, four of each hit dice size from 1 to 5, i.e. four 1 hit dice mycos, four 2 hit dice mycos, etc. As myconids age, they continue to grow in height and weight, gaining 2' of height with each hit die. A 1 hit die myconid is only 2' tall, but the 6 HD king stands 12' tall. The damage they do in melee combat also increases with their size. Fungus men fight by clubbing with their clasped hands, doing 1d4 points of damage per hit die of size, i.e., 1 HD mycos do 1-4 points of damage, 2 HD mycos do 2-8 points, etc., up to the 6 HD king who inflicts 6-24 points of damage on a hit.

The myconids also have the ability to spew forth clouds of specialized spores. The number and kind of spores they can emit increases as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day each type of spore can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its hit dice. For example, at three hit dice, a myconid will be able to spray 3 different types of spores, and each may be sprayed 3 times a day. The spore types are listed and explained below, in the order in which the abilities are gained:



Distress: This spore type is used to alert other myconids to danger or a need for aid. The quickly-expanding cloud will gain the immediate attention of all myconids around the emitter, expanding at the rate of 40' per round. It will expand to 120' maximum. This ability is gained at the 1 hit die level.

Reproducer: These spores are emitted only at the proper time for growing new myconids, so that the population may be properly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2 hit dice level.

Rapport: These spores are used primarily in the melding process. However, they can also be used by the myconids to communicate with other species (since the fungus men do not talk). A small cloud of spores may be puffed at one creature; if the being fails to save vs. poison, it will be able to go into telepathic rapport with myconids, speaking mind-to-mind in a normal manner. Willing recipients of the spores may deliberately fail their save. The duration of the effect is equal in turns to the HD of the myconid originator. This spore-ability is gained at the 3 hit dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails to save vs. poison, it will be unable to do anything, becoming totally passive. The affected creature may only observe; it may take no action, even if under attack. This effect lasts for a number of rounds equal to the HD of the myconid spore-spewer. The *pacifier* spore ability is gained at the 4 HD level.

Hallucinator: These spores are also primarily used in the melding ritual. However, they will affect other creatures as well. The spore cloud may be shot at one creature, and if that creature fails its save vs. poison, it will suffer violent hallucinations for a number of turns equal to the HD of the myconid responsible. Hallucinating creatures will react as follows (d20):

Die roll	Effect
1-10	cower whimpering
11-15	stare into nothingness
16-18	flee shrieking in a random direction
19-20	attack closest creature to kill

The ability to emit *hallucinator* spores is gained at the 5 HD level.

Animator: This spore ability is gained at the 6 HD level, the level which only the king may achieve. The king can use these spores to infect a dead person or animal body. A purple fungus will cover the corpse, taking over the dead body systems and putting them back to work, animating the corpse so that it resembles a zombie. It is not undead, however, and cannot be turned by a cleric. The animated bodies are slower than they were in life, and they always strike last in a melee round (another resemblance to zombies). The body continues to rot and the fungus gradually replaces missing parts, specializing to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, at rest at last. Animation takes place 1-4 days after infection, and the corpse will be animated for 2-5 weeks before it decays. Animated creatures will follow simple orders (given by the animator with *rapport* spores) to the best of their ability. Orders take priority over self-preservation.

The myconid king is always the largest member of the fungoid colony, the only member at the 6 HD level. It is also the only myconid who is not a member of a circle. The other myconids regard separation from their circle with horror, and pity the lonely king. The leadership role is thought of as a very unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5 HD myconid always assumes the role of the new king. The king must remain outside circle affairs to ensure that it will remain objective and pay close attention to the duties of leadership. The king animates guardians for the colony so that the myconids need not commit violence. It coordinates the work schedule, and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions which may be useful in a time of trouble.

In general, the myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence adversely affects their meld hallucinations. However, accord has never been reached between fungoid and humanoid: each views the other as a disgusting threat, and population pressures in the limited underworld inevitably cause conflicts.



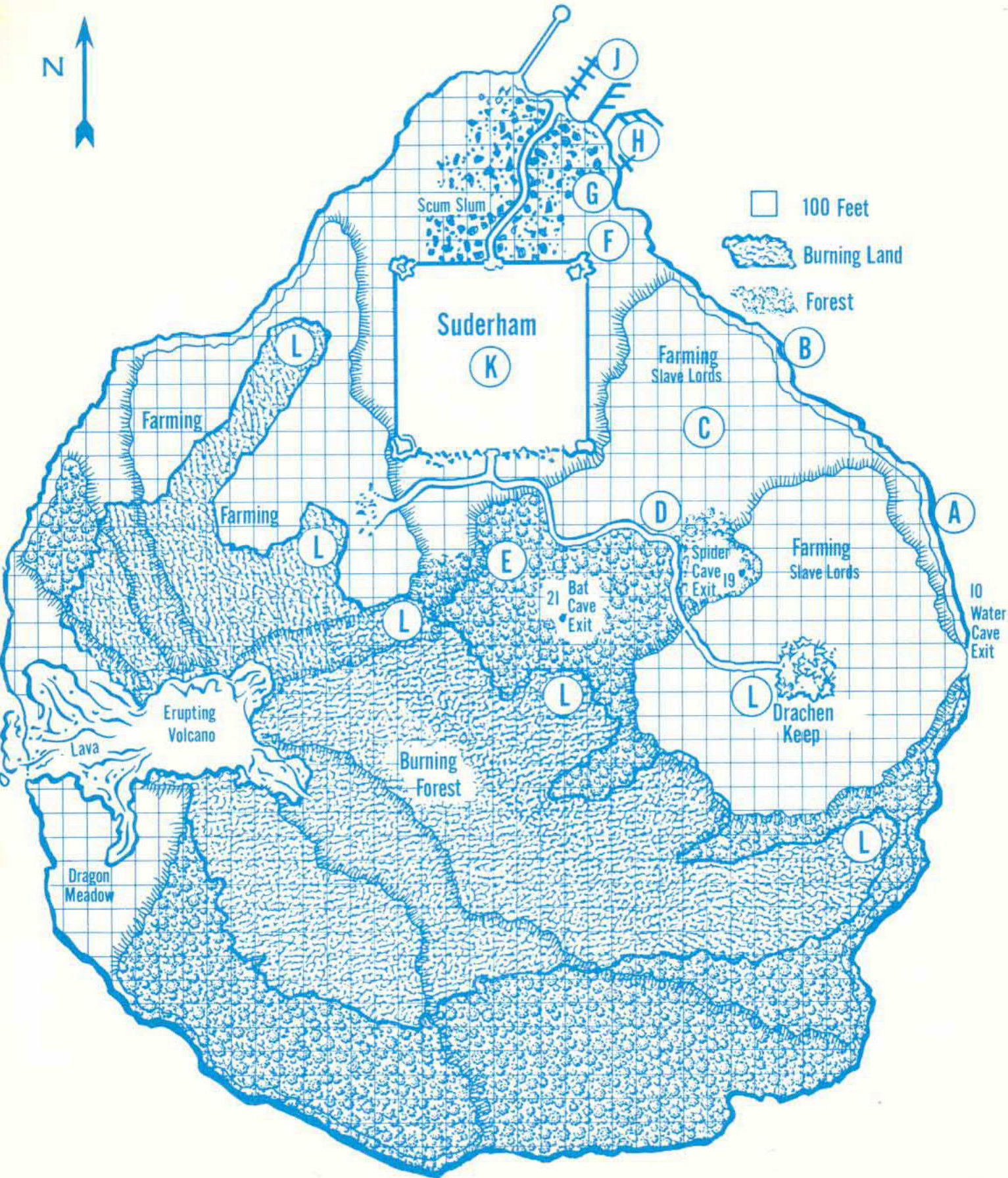
SANDLING

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12" (6")
 HIT DICE: 4
 % IN LAIR: 65%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACKS: 2-16
 SPECIAL DEFENSES: *Immune to sleep, hold, charm and other mind influencing spells*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *None*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X. P. VALUE: *III/85 + 4 per hp*

A sandling appears to be an amorphous mass of moving, sliding sand. An adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial, and will attack any creatures that trespass upon their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault (thus the armor class of 3). If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a **slow** spell, and will cause the sandling to strike for only one-half damage (1-8).

Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the *Elemental Plane of Earth*. A sandling grows until it reaches full size (10' diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2" in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than ½' in diameter. When one grows above this size, the parent sandling perceives it as a threat, and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can).

Sandlings sense heat, sound and moisture. They dislike wetness, and will burrow underground to avoid rain or water (unless already defending their territories). There have been reports of huge sandlings three times as large as normal adults, but these have not been substantiated. Sandlings are always the same color as the sand of their territories. They are also the same temperature as their surroundings, and thus are invisible to infravision.





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