

T1

FOR  
ADVANCED  
D & D™ GAME

# Dungeon Module T1 The Village of Hommlet

by Gary Gygax  
INTRODUCTORY TO NOVICE LEVEL



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# Dungeon Module T1

## The Village of Hommlet

by Gary Gygax

### INTRODUCTORY TO NOVICE LEVEL



*The Village of Hommlet has grown up around a crossroads in a woodland. Once far from any important activity, it became embroiled in the struggle between gods and demons when the Temple of Elemental Evil arose but a few leagues away. Luckily for its inhabitants, the Temple and its evil hordes were destroyed a decade ago, but Hommlet still suffers from incursions of bandits and strange monsters . . .*

*This module contains a map of the village and lands around, a large scale map of the inn, church, trading post, and guard tower (main floor, upper rooms and cellars), an informational key regarding the inhabitants, and a map and exploration key for a destroyed moat house, a former outpost of the Temple of Elemental Evil. The whole provides a complete, ready-to-play scenario, and is a lead-in to DUNGEON MODULE T2, THE TEMPLE OF ELEMENTAL EVIL.*

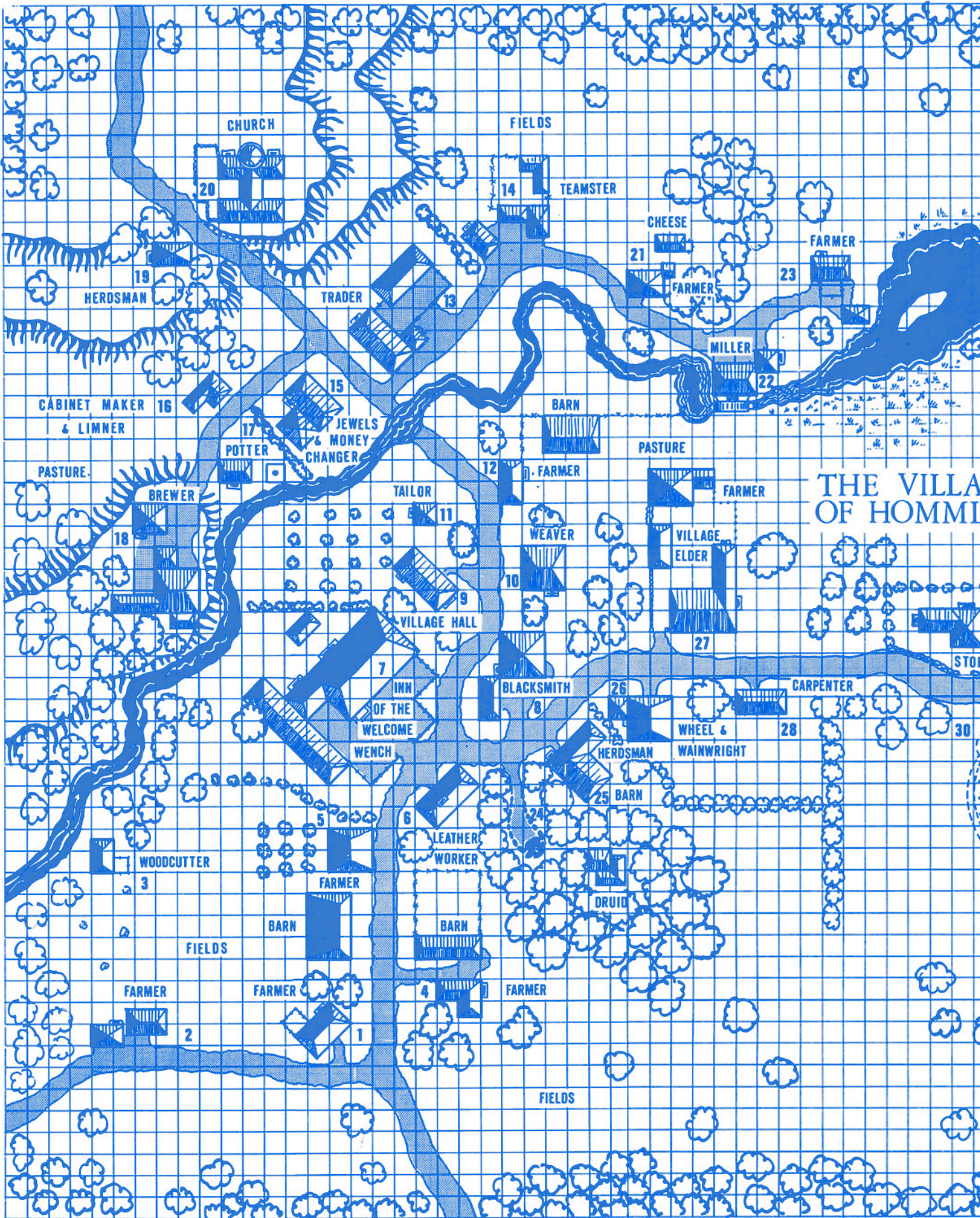


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PRINTED IN U.S.A.

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# THE VILLA OF HOMMI

CHURCH

FIELDS



HERDSMAN

TRADER

CHEESE

FARMER

19

14

TEAMSTER

21

FARMER

23

MILLER

CABINET MAKER  
& LIMNER

POTTER

JEWELS  
& MONEY  
CHANGER

BARN

PASTURE

PASTURE

BREWER

TAILOR

12

FARMER

FARMER

18

11

WEAVER

VILLAGE  
ELDER

VILLAGE HALL

INN  
OF THE  
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26

CARPENTER

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30

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FARMER

LEATHER  
WORKER

24

BARN

DRUID

FIELDS

BARN

BARN

FARMER

FARMER

4

FARMER

FIELDS

2

1

**T1**  
**FIRST OF 2 MODULES**

# ADVANCED DUNGEONS & DRAGONS™



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Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.  
Distributed to the toy and hobby trade by regional distributors.



ISBN 0-935696-11-3

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Dungeon Module #T1

The Village of Hommlet

**Background:** The Village of Hommlet—Hommlet as it is commonly called—is situated in the central part of the Flanaess, that portion of eastern Oerik Continent which is known and “civilized”. The village (actually hamlet-sized, though local parlance distinguishes it with the term “village”) is located some 10 or so leagues southeast of the town of Verbobonc, on the fringe of the territory controlled by its noble Lord, the Viscount of Verbobonc. It is at a crossroads. To the north is the mighty Volverdyva River, along whose south bank runs the Lowroad. Many days’ travel to the east, on the shores of the Lake of Unknown Depths (Nyr Dyv) is the great walled city of Dyvers, the village of Sobanwych about halfway along the route. Below that to the southeast and east are miles and miles of forest, the Gnarley, beyond which is the Wild Coast, Woolly Bay, and the Sea of Gearnat. The road south forks a league or so beyond the little community, one meandering off towards the Wild Coast, the other rolling through the lower Kron Hills to the village of Ostverk and then eventually turning southwards again into the elven Kingdom of Celene. The western route leads into the very heart of the gnomish highlands, passing through Greenway Valley about a day’s travel distant and going onwards to the Lortmil Mountains far beyond.

Hommlet grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travellers and merchant wagons to attract tradesmen and artisans to serve those passing through. The rest house became a thriving inn, a wheel and wainwright settled in the thorp, and more farmers and herdsmen followed, for grain was needed for the passing animals, and meat was in demand for the innfolk. Prosperity was great, for the lord of the district was mild and taxed but little. Trade was good, and the land was untroubled by war or outlaws or ravaging beasts. The area was too free, too beautiful, too bountiful, at least in the eyes of some. Whether the evil came west from Dyvers as is claimed by one faction, or crept up out of the forestlands bordering the Wild Coast as others assert, come it did. At first it was only a few thieves and an odd group of bandits molesting the merchant caravans. Then came small bands of humanoids—kobolds or goblins—raiding the flocks and herds. Local militia and foresters of the Waldgraf of Ostverk apparently checked, but not stopped, the spread of outlawry and evil.

A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles which were to increase. A wicked cleric established a small chapel at this point. The folk of Hommlet tended to ignore Nulb, even though it was but six miles distant. The out-of-the-way position was ideal for the fell purposes planned for this settlement, as was its position on a small river flowing into the Volverdyva. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, or worse. In but three years a grim and foreboding fortress surrounded the evil place, and swarms of creatures worshipped and worked their wickedness there. The servants of the Temple of Elemental Evil made Hommlet and the lands for leagues around a mockery of freedom and beauty. Commerce ceased, crops withered, pestilence was abroad. But the leaders of this cancer were full of hubris, and in their overweening pride sought to overthrow the good realms to the north who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought to the east, and when villagers saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing, for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout.

So great was the slaughter, so complete the victory of good, that the walled stronghold of the Temple of Elemental Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations

by powerful blessings and magic. Life quickly returned to a semblance of what it had been before the rise of the temple, and in the decade since, the village and surrounding countryside have in fact become more rich and prosperous than ever before. A monstrous troll which plagued the place for a time was hunted down by a body of passing adventurers. With its ashes, these fellows returned a goodly fortune as well, leaving a portion with the villagers to repay them for their losses before going elsewhere to seek their fortunes. Other adventurers, knowing of the evil that had once resided in the area, came to seek out similar caches, and not a few did locate remote lairs and find wealth—just as some never returned at all. After some five years, adventurers stopped coming to the area, as it seemed that no monsters were left to slay, no evil existed here to be stamped out. For four years thereafter, this seemed true, but then bandits began to ride the roads again—not frequently, but to some effect. This seemed all too familiar somehow to the good folk of Hommlet, so they sent word to the Viscount that wicked forces might still lurk thereabouts. This information has been spread throughout the countryside, and the news has attracted outsiders to the village once again. Who and what these men are, no one can be quite sure, although all claim to be bent on slaying monsters and bringing peace and security to Hommlet, for deeds speak more loudly than words, and lies cloak true purposes of the malevolent.

**Start:** Your party is now approaching the Village of Hommlet, having ridden up from lands of the Wild Coast. You are poorly mounted, badly equipped, and have no large sums of cash. In fact, all you have is what you wear and what you ride, plus the few coins that are hidden in purses and pockets. What you do possess in quantity, though, is daring and a desire to become wealthy and famous. Thus your group comes to Hommlet to learn if this is indeed a place for adventurers to seek their fortunes. You all hope, of course, to gain riches and make names for yourselves. What the outcome of this will be is uncertain, but your skill and daring, along with a good measure of luck, will be the main ingredients of what follows, be it for weal or woe.

The small community at the crossroads is a completely unknown quantity. What is there, who will be encountered, where to go? These are your first explorations and encounters, so chance may dictate as much as intelligence does. Will outsiders be shunned? Are reports of the whole community engaging in evil practices true? Are the folk here bumpkins, easily duped? Does a curse lay upon those who dare to venture into the lands which were once the Temple’s? All of these questions will soon be answered.

The dusty, rutted road is lined with closely-grown hedges of brambles and shrubs. Here and there it cuts through a copse or crosses a rivulet. To either hand forest and meadow have given way to field and orchard. A small herd of kine graze nearby, and a distant hill is dotted with the white of a flock of sheep. Ahead are thatched roofs and stone chimneys with thin plumes of blue smoke rising from them. A road angles west into the hill country there, and to either side of the road ahead are barns and buildings—Hommlet at last! The adventure begins . . .

**Notes for the Dungeon Master only**

This module is designed for beginning play. This is not to say that experienced players can not play and enjoy the scenario, but they should start **new**, 1st level, characters to do so. If you happen to have a group which is quite new to the game, there is no sense in requiring that they begin the whole thing over once more. Experienced 1st, 2nd, and even 3rd level characters can begin in Hommlet. You must modify the material in the START portion, of course, and it is a good idea to sharply limit the amount of material they can bring to the village, as you will understand when you read the KEY to the place. If your group of players has had exceptional luck, simply engineer a minor encounter or two along the way—leprechauns, a thief, or perhaps some brigands.

Each numbered building area has its general information first. Immediately following this is material which you should **not** reveal to the players. As a matter of course throughout this module, all insertional material which is for your information is in **bold face** or enclosed by parentheses. As you read aloud, skip those sections. Of course, if you are so thoroughly familiar with the module that you can simply glance at the number key and then put

everything in your own words, so much the better. You should be conversant with the whole before beginning play, and your players will reflect the degree of skill you have in presenting the material herein dramatically, as if it were your own.

In fact, the whole is only general, and while some characteristics of the non-player characters (hereafter referred to as NPCs) are given, there is sufficient latitude for you to completely personalize the module to fit your style of play and satisfy your players. Follow the guidelines given, but round them out so as to make each encounter unique. The persons met at the inn, along the road, and so forth, are **you**; for the Dungeon Master is all—monsters, NPCs, the gods, everything. Play it to the hilt. Do it with flair and wit. Be fair both to the characters and to yourself. Be deceitful, clever, and thoroughly dishonest when acting the part of a thief. Be cunning but just when in the role of a warding ranger. Actually think of it as if the part you are taking is that of a character you are playing, and act accordingly, but temper actions with disinterest in the eventual outcome and only from the viewpoint of that particular role. Wearing two, three, or a half dozen or more different hats is challenging, but that is part of being an outstanding DM.

The area here, as well as that of the Temple (contained in a separate module), was developed in order to smoothly integrate players with and without experience in the Greyhawk Campaign into a scenario related to the "old timers" only by relative proximity. All had new characters, although the experienced players were assigned characters with levels above 1st or 2nd. The whole attempt turned out quite well, and many of the NPCs in the module are the characters and henchmen developed through play. The situation and the surroundings have been altered because of the actual experiences of these participants, although the "clock" has been turned back to give you and your group of players an opportunity to make "history" on your own. While I am strongly tempted to relate the events of the campaign we played, I believe that it is inappropriate to the module—perhaps sometime in an article in THE DRAGON . . .

Only certain of the villagers are named. Please name the others to suit your campaign. Similarly, most of the buildings do not have floor plans, so you should do them for any of these where you plan action. Change the map of Hommlet as the game progresses. Note any places which are destroyed, add new ones for any persons you have moved into the place. If a general battle seems likely, you can list the village militia and fight it out on the tabletop. In short, the scenario has been left as open as possible for individualization. Have fun!

As a final note, remember that the NPCs who are given as agents of various powers will send a continual stream of information to their superiors. They will be cautious in all that they do and unlikely to be duped or maneuvered. If they participate in any adventures, or if they are imprisoned or badly treated, their "masters" will be very unhappy upon hearing the bad news, and each concerned party will absolutely seek to redress matters according to their alignment, personality, and ultimate goals. There are wheels within wheels in Hommlet and the lands around, and behind each character there is another, the circles growing wider and the figures shadowy but very powerful.

## KEY TO THE VILLAGE OF HOMMLET

1. PROSPEROUS FARM COTTAGE AND LARGE BARN: The wood and plaster house is well-kept, and the barn beyond is bulging with hay, grain, etc. Several fat animals are about. A large goodwife, rosy-cheeked and friendly, greets all who call, while four children look on. Inside a young girl and an old granny do various chores. Two large farmdogs (AC 7; HD 1+1, HP; 7, 5; 1 attack for 1-4 h.p. damage) bark loudly at the approach of strangers. The head of the house and two full-grown sons work in the fields. There is nothing to interest adventurers here, and outside of feed grain or hay, the farmer does not have anything to sell or trade. **The three men are militia, 0 level; the elder has a bill-guisarme and a ring mail jack, while his sons have leather armor and shield and wield a flail and a battle axe respectively. Each has a dagger at all times. HP: 6, 5, 4. They take arms only in self-defense or when called up by the village elder. The farmer has 57 p.p. hidden in his mattress and a 500 g.p. gem secured in his pouch against hard times. The lintel over the front door is carved with acorns and oak leaves, and if politely asked, they will state that they are of druidical persuasion.**
2. MODEST FARMHOUSE AND BARN: Clean but slightly rundown buildings indicate that this farm is not too prosperous. However, the stock around looks quite healthy and plump. An elderly couple are master and mistress, while an active lad of 12 or so, a servant, does chores. There is nothing of particular interest to be seen, and these folks have nothing to trade. They say that their son Elmo would be interested in talking with strangers — he's at the inn having a jack of ale. Their other son, Otis, they go on sadly shaking their heads, took service with some gentlemen and is away seeking his fortune. Elmo is strong, but not too quick, and he is overfond of brew. . . **The elderly farmer is a retired fighter (S15, I12, W16, D12, C16, Ch11) still equal to 4th level; HP: 16. He has a suit of scale mail and shield, sword and crossbow in a chest in the front room. He is captain of the militia, but he will say nothing of it. Underneath some rusty nails in a keg in the back shed are 20 p.p., 51 g.p., and 172 e.p. A cupboard in the house holds a silver service worth 1,300 g.p.**

Elmo is a 4th level ranger (S 18/43, I 15, W 16, D 16, C 17, Ch 11); 5HD, 41 hit points. He has the following items hidden in a lead-lined oaken chest buried in the dirt floor of the barn: +1 chain mail, +2 shield, +1 battleaxe, 6 100 g.p. gems, 10 p.p., 50 g.p. and 100 s.p. He carries a +2 dagger at all times. ("My brudder Otis gave it to me!" he will proclaim proudly if asked.) Elmo's speech is slow and halting. He often appears tipsy and jovial, but he is not. Elmo is an agent of the Viscount of Verbobonc, and he frequents the Welcome Wench Inn in order to observe all newcomers and insinuate himself in their expeditions; thus Elmo will be interested in getting MONEY!? (to be used for later ale purchases obviously) for being a man-at-arms, and he will gladly go with any who ask providing they will furnish him with armor and a "BIG axe". If so employed, he will wear his own mail in



place of, or under, that purchased and use his magic axe as well. If anything untoward befalls Elmo, his brother Otis will eventually hear of it and seek redress. Otis is a 10th level ranger away on a quest with Y'dey, the Canoness of the local church, and an elven accomplice named Murfles, a fighter/thief of 1st/2nd level. (For further information see THE TEMPLE OF ELEMENTAL EVIL.)

3. COTTAGE: This rustic abode houses the local woodcutter (0 level militiaman, leather armor, battleaxe, crossbow; 6 hit points), his wife, and 3 young children. He has nothing of interest to adventurers and is not interested in adventuring. He is of druidical religion, and he reports anything unusual to the Druid of the Grove (24., below). In a pouch under the floorboards of his cottage are 9 g.p., 13 e.p., 17 s.p., and 38 c.p.

4. WELL-KEPT FARM: The house and barn show that this farmer is doing well, and the stock in the fenced-in yard are very fine-looking. A widow and her two grown sons (0 level militiamen, leather armor, spears, hand axe, club; 4 hit points each), their wives, and 8 children dwell here. They are interested in neither trade nor adventuring.

**As are most folks in the village, these people are followers of druidism. The two sons have a large iron pot buried beneath the tree in the back yard; it holds 97 g.p. and 421 s.p.**

5. PROSPEROUS FARMHOUSE: This farmer is a widower (0 level militiaman, leather armor, shield, sword; 3 hit points) of middle age, with 5 children, the eldest being two daughters, and a manservant laborer (0 level militiaman, no armor, voulge, club; 6 hit points). He is the brother of the farmer to the south (1., above), and quite distant and taciturn. He turns folks away unless they have farm business. **Inside a crock in the manure pile are hidden 350 g.p. gems, 37 p.p., and 55 g.p. He carries 8 p.p., 15 g.p., 22 s.p. and 8 coppers in his purse.**

6. HOUSE WITH LEATHER HIDE TACKED TO THE FRONT DOOR: This is the home and business of the village leatherworker (0 level militiaman, leather armor, shield, sling, hand axe; 4 hit points). With him live his wife, her brother (a simpleton who does not bear arms), and 3 children of whom the eldest is a 12 year old boy (0 level militiaman, leather jack, buckler, sling, dagger; 2 hit points). The leather-worker is a jack-of-all-trades, being shoe and bootmaker, cobbler, saddler, harnessmaker, and even fashioning leather garments and armor, the latter requiring some time and a number of fittings and boiling. He is not interested in any sort of adventuring. **Sewn into an old horse collar are 27 g.p. and 40 e.p. as well as a silver necklace worth 400 g.p.**

7. LARGE WALLED BUILDING WITH A SQUARE WOODEN SIGN SHOWING A BUXOM AND SMILING GIRL HOLDING A FLAGON OF BEER: This is the Inn of the Welcome Wench, a place renowned for its good food and excellent drink. Passing merchants make a point of stopping, as do many other sorts of wayfarers, and the place is always filled with patrons. (The three levels of this place are shown on a separate map done in 1 square = 10' scale.) A young stableboy and a groom (0 level militiaman, shield, spear, club; 3 hit points) handle the draft and riding animals, and themselves live in the stables. There will be the innkeeper, Ostler Gundigoot (2nd level fighter—S 16, I 10, W 13, D 10, C 18, Ch 17—the sergeant of the militia; HP: 17; ring mail, shield, sword), his goodwife, their two daughters, a serving wench or two, and a pair of potboy apprentices bustling about. Several customers (4-16) will be in the main room. **The host talks freely but says little. He has a sharp eye and a good sense for judging character. He serves all comers, and will rent a room to anyone who is not causing trouble. The first potboy is an aspiring druid, and he serves as the courier to the Druid of the Grove, bearing messages of interesting data to him. See the appended map and key of the inn for more details.**

8. OPEN SHED AND HOUSE BEYOND: There is a post with a horseshoe nailed to three of its faces, and a forge and

bellows in the shed show that this is the local smithy. The smith is short but brawny (3rd level druid—S 17, I 9, W 13, D 10, C 15, Ch 15—HP: 19; leather armor, quarter staff, hammer) and is obviously hardworking, forthright, and likable. He is able to do all sorts of metalwork—even fashion iron and steel weapon heads, caps, and shield work, although he will readily admit he is not capable of fine armoring. **"Brother Smyth" is the assistant to the Druid of the Grove, although he will never work up very high because of his occupation, and he is a devoted cleric. In the absence of the druidical head, he will assume the role of religious advisor to the faithful. He has a small chest filled with 28 s.p. and 82 c.p. The rest of his wealth he gives to the good work for the needy. In no event will he leave his fireside to go adventuring.**

9. NEW BUILDING: There is no one within. The doors are unlocked, and a few benches and stools are against the bare walls; a large, plain table is at the far end. A tapestry on the back wall shows a green field with two acorns above a sheaf of grain (the banner of Hommlet). **This is the village hall recently constructed for feasts and councils by Burne and Rufus (see 31., below).**

10. WELL-KEPT DWELLING WITH A WOODEN SIGN SHOWING A BAG OF WOOL AND A LOOM: Here dwells the elderly weaver and his wife, their daughter and her husband (0 level militiaman, padded armor, shield, spear, dagger; 3 hit points). There are also four young apprentice weavers, as business is very good. There are bolts of woolen and flaxen cloth here, but nothing else of possible interest. **These folk are lawful neutral followers of St. Cuthbert (see 19., below). They have moved to the area only two years ago. The weaver has a cache of 7 small gold ingots (24 g.p. each) and a gold pin with an amethyst valued at 300 g.p. behind a loose stone in the fireplace.**

11. COTTAGE: Inside lives a small and mild tailor, a bachelor of thirty years or so. He is an expert at making or repairing garments. **This individual is not in the village militia, but he is expert at throwing a knife and shooting a crossbow, both of which he has, using them at 7th fighter level and causing +2 damage when a hit is scored. He has 2 hit points only, and although he just moved to the village also, he has not been asked to join the Hommlet Company due to his puniness. He has only 19 s.p. in a false bottom of his thread box. The tailor is a follower of St. Cuthbert.**

12. AVERAGE FARM BUILDING: This place is the home of a strapping farmer (0 level militiaman—16 strength—with leather armor, shield, and flail; 7 hit points), and equally large son (same as above, but carries a morning star), the farmer's wife, and six daughters—one of whom has a small child. They are friendly but have nothing of interest to adventurers. **These folk are druidical and have lived here all of their lives. A clay pot filled with dried flowers hides 36 g.p. and a gold ring worth 150 g.p.**

13. WOODEN BUILDING WITH SHUTTERS AND MANY WINDOWS: Outside the door a shield and lantern are suspended from chains; the shield is painted to show a sword and a cheese. This is the local trader, a merchant providing the needs of villagers, travellers, and adventurers alike. It is run by Rannos Davl (10th level thief—S 8, I 14, W 9, D 18, C 15, Ch 7—+1 magic leather armor, +1 dagger, +1 ring of protection, +2 short sword under the counter, medallion vs crystall balls and ESP under his jerkin, 48 hit points); who is best described as slow, fat, clumsy, and placid. His partner is Gremag (7th level assassin—S 15, I 12, W 7, D 16, C 16, Ch 14—+2 chain shirt, dagger of venom, disappearance dust sufficient for 3 uses in pouch; 39 hit points), a tall and thin individual, with sharp features and protruding eyes. Gremag tends to dither and fuss at Rannos Davl and customers alike. The whole front building is filled with various goods, and the barn has animals, saddles, and the like available to any willing to pay the price. (The place is covered on a separate map as is the inn). **Both traders claim disinterest in all alignments, proclaiming that they happily deal with anyone who is a paying customer. Rannos Davl is chaotic evil and highly suspi-**

cious. Gremag is as evil and even more chaotic. Both are servants of the Temple of Elemental Evil, report activity in Hommler to a brigand courier, and aid any and all other evil creatures who come in Temple service.

In the rear barn there are various animals for sale—mules, draft horses, riding horses (light), ponies, and 1 medium war horse. (There are 2-5 of each type; these can be restocked in 7-12 days from passing dealers. If war horses are desired, it will take from 7-30 days to obtain 1-2 heavy or 1-3 medium or light steeds, with a maximum of 4 such animals obtainable in any 30 day period.) A groom (0 level militiaman, leather armor and shield, spear, sword; 4 hit points—chaotic evil bandit who will serve with the villagers to keep track of their activity) and a man-at-arms with longbow and sword (1st level fighter—S 14, I 10, W 8, D 10, C 12, Ch 6) will hire out on orders from the traders, but they will require that they be paid 2 g.p. per day and that the adventurers purchase a chain mail suit of armor for them. **Naturally, they are desirous of having their agent accompany the party. If the group does not hire their agent, the traders will keep close track of their activities by any means possible, including following them personally if the situation warrants it, i.e. if they know that the party has been particularly successful. For such missions the stock of magical devices hidden away will be brought out.**

The traders will gladly buy any items which the adventurers happen upon, they say, and pay a fair price for such too! **The sum paid for any item in good condition is 40% to 70% of selling price stated in the book, just as they sell at 110% of book value, minimum price, asking more first.**

14. WEATHERBEATEN BUILDING AND BARN: A wooden sign shows a cart and horse, indicating that this is the domicile and quarters of the local carter. This teamster (0 level militiaman, scale mail, fauchard fork, sword; 5 hit points), his wife, a grown son (0 level militiaman, ring mail, shield, spear, club; 6 hit points), and five other children live in the house. The attached barn has two wagons and two carts below, and two drivers (0 level militiamen, leather jacks, crossbows, clubs; 4 and 3 hit points respectively) live in the loft. The smallish barn to the rear houses a dozen mules. This fellow and his associates are dour, but will gladly accept hire. **Another newcomer and advocate of St. Cuthbert, the teamster is very honest. He dislikes the traders, but isn't sure why, and will take time to speak of it if the questioner is careful and a customer. Having lost a wagon and team lately, the fellow has only 19 s.p. hidden under a loose floor board.**

15. STURDY NEW BUILDING WITH A SIGN SHOWING THREE YELLOW BALLS: This is the moneychanger's shop. There is a guard near the door (3rd level fighter—S 13, I 9, W 10, D 15, C 15, Ch 8—17 hit points) wearing chainmail and carrying a crossbow and sword. Two large (war) dogs (2+2 HD, HP: 16, 13; 1 attack for 2-8 hit points damage each) are always nearby. The proprietor is Nira Melubb (3rd level thief, non-active, 12 hit points—S 9, I 16, W 13, D 15, C 9, Ch 10). He will happily exchange coins or metal for other exchange media, charging only 10% of the value. Nira also deals in gems and jewelry (paying from 50% to 80% of actual value), buying, selling (102% to 120% above actual value), and even making it (cost is materials' value doubled, which is the new value of the jewelry also). He asks no questions and is always obliging and polite. **Melubb is truly neutral. He has no interest in what happens, although the rise of evil is not desired by him, for it would hurt business. He has a +1 dagger in his boot, and a +1 sword under the counter. His cash box holds 200 each c.p., s.p., e.p., and g.p. A small iron box nearby contains 50 p.p., 12 5 g.p. gems, and 6 50 g.p. gems. In the living quarters of the establishment there is an oaken chest with a poisoned needle trap in the lock, and if the top is opened, acid sprays out in front to a 10' distance, inflicting 5-20 hit points of damage on all there. The back has a trick catch which allows entry, and inside are 1,000 each of c.p., s.p., and e.p., 500 g.p., 200 p.p., 9 100 g.p. gems, 2 500 g.p. gems, 1 1,000 g.p. gem, and 7 pieces of jewelry (valued at 900, 1,100, 1,600, 2,000, 2,500, 4,000, and 6,000 respectively). The bottom of the chest lifts, revealing 50 gold ingots worth**

100 g.p. each. **BE SURE TO KEEP TRACK OF TRANSACTIONS MADE SO THE STOCK IN TRADE IS CORRECT—for example, gems cannot be obtained when Nira has exhausted his supply, although he can purchase more every 7-12 days from passing merchants at market value.**

16. SMALL HOUSE WITH NICELY PAINTED SIGN SHOWING A PAINTED SHIELD AND A CHEST OF DRAWERS: The building is the shop and home of the local cabinet maker (0 level militiaman, ring mail and shield, spear, morning star; 6 hit points), his wife, and two young children. He has an apprentice (0 level militiaman, padded armor, shield, spear, club; 3 hit points) who does most of the rough work, while the proprietor does the fine work and the limning. He is quite adept at shield designs and sign work and can fashion almost any sort of furniture. The cabinet maker will happily do commissioned work of any sort, but he is not interested in adventuring, of course, nor is his assistant. **The folk here are druidical. A small cache of 18 p.p., 21 g.p., and 30 e.p. is kept under a rock near the back door.**

17. MODEST COTTAGE: A potter is busily engaged in the manufacture of various sorts of dishes and vessels, although most of his work goes to passing merchants or the trader. He has a variety of earthenware bottles and flasks available for sale. The potter (0 level militiaman, padded armor, shield, glaive; 3 hit points), his wife, and four children (two boys are 0 level militiamen, padded armor, crossbow, spear; 4 and 2 hit points respectively) all work in the business. **A crock in the well holds 27 g.p., 40 s.p., and 6 10 g.p. gems. They are of the faithful of St. Cuthbert.**

18. TYPICAL COTTAGE AND IMPOSING STONE BUILDING WITH A BARREL HANGING FROM CHAINS: The house is the home of the local braumeister (0 level militiaman, scale mail, shield, spear, mace; 6 hit points) and his wife and young child. A nephew (0 level militiaman, ring mail, shield, spear, sword; 5 hit points) and his wife have recently come to help run the affair, as it is very successful. **These people are druidical. They have sterling silver dinner service pieces worth 6,000 g.p. and a gold decanter worth 1,250 g.p. A small iron coffer hidden in an upper closet contains 73 p.p., 3 500 g.p. gems and 3 pieces of jewelry (500 g.p., 1,000 g.p., and 1,800 g.p.). A large dog runs free in the house at night—AC 6, HD 2 +2, 12 hit points, 1 attack for 2-8 hit points.**

The brew house has an aging cellar, several vats are on the main floor, the side sheds hold ingredients, and above dwell three apprentice brewers (0 level militiamen, no armor, spear, morningstar, club; 4, 3, and 3 hit points). **These three are basically good folk, two being druidical, one a follower of St. Cuthbert. They have only a few coppers between them. They brew the various ales and beers under the direction of the braumeister, and they can drink almost anyone except the master or his nephew under the table.**

19. MODEST COTTAGE: Three dogs (AC 7, HD 1 +1, 7, 5, and 4 hit points, 1 attack for 1-4 hit points damage) guard the home and flock of Black Jay, a grizzled herdsman (2nd level fighter—S 17, I 13, W 12, D 15, C 11, Ch 10—HP: 11; chainmail and shield, longbow and 10 +1 arrows, sword and dagger, **elven cloak and boots**) who does not like company or strangers and says so to any who come onto his property. **This retired warrior is friendly with the elves to the northwest, but he will not become engaged in any adventuring, for his wife and children were slain when he was away in the wars. Other than his gear noted, Black Jay has only a few coins in his purse—4 p.p., 11 g.p., 8 e.p., 19 s.p., and 20 c.p.—and an old jar in his cupboard.**

20. CHURCH OF ST. CUTHBERT: This newly built edifice was raised by the Viscount in honor of the aid rendered to him by the Archcleric of Veluna in the war against the Temple of Elemental Evil. A somewhat distant cleric and his assistant officiate during services and otherwise serve their flock. In general, anyone coming to the church in other times will have to deal with the lesser cleric, the Priest, Calmert (3rd level—S 8, I 10, W 16, D 15, C 9, Ch 11—HP: 14; plate mail and shield, +1 mace; all spells typical are listed hereafter), for holy water can be



obtained only at this location or from the trader (who purveys plain water as holy water . . .). Calmert is known for his zeal in obtaining contributions. (This honest man is anxious to give a sum to the builders of the fortress under construction, and although it should seem otherwise, most of the miscellaneous money he collects for "the church" from characters will go towards building the castle!)

The Canon Terjon (6th level cleric—S 11, I 10, W 16, D 12, C 16, Ch 8—chain mail, shield +1, mace; 41 hit points; **invisibility** and **mammal control rings**; typical spells noted hereafter) recently became the chief cleric of the church, taking over from the Canoness Y'dey who left unexpectedly and has not returned. The villagers say that Terjon is not particularly friendly and his sternness is a cause of some speculation. **Actually, this cleric is not a bad fellow at all, but he is rather displeased at being called to care for the church while Y'dey is on a quest, for Terjon is desirous of being off adventuring himself, and ONLY the request of the Archcleric of Veluna keeps him on station.**

Detailed information of the 6th level cleric, Y'dey, is given in **ADVANCED DUNGEONS & DRAGONS MODULE T2, THE TEMPLE OF ELEMENTAL EVIL**. For more information on the church, see the appended key and floorplan. The spells usual to these two clerics when doing everyday affairs are:

	Calmert	Terjon
<b>First Level:</b>	<b>Bless</b> <b>Command</b> <b>Detect Evil</b> <b>Detect Magic</b>	<b>Bless</b> <b>Command (x2)</b> <b>Cure Lt. Wounds</b> <b>Detect Magic</b> <b>Sanctuary</b>
<b>Second Level:</b>	<b>Chant</b> <b>Know Alignment</b> <b>Silence 15' R.</b>	<b>Hold Person (x2)</b> <b>Know Alignment</b> <b>Silence 15' R.</b> <b>Slow Poison</b>
<b>Third Level:</b>		<b>Cure Disease</b> <b>Dispel Magic</b>

21. **COTTAGE AND LARGE BARN:** These well-kept buildings are obviously those of a cowherd, and a particular odor is quite noticeable in the area. The farmer (0 level militiaman, leather armor, military fork, hand axe; 5 hit points), his aged mother, wife, and seven children (three sons are militiamen of 0 level—leather armor, two bear shields, guisarme, morning star, club, sling; 6, 4, and 3 hit points) have a dairy and make cheese, the trader and the inn taking what does not sell to passing merchants, so very little is available to individual purchasers. **This family is part of the congregation of St. Cuthbert. They have a sack with 42 s.p. and 189 c.p. under the floor of the cheese storage shed.**
22. **MILL AND ATTACHED HOME:** Here dwell Mytch (0 level militiaman, scale mail, shield, spear, sword; 4 hit points), his wife, 3 children, and 2 servants (one of whom is a 0 level militiaman, leather armor, longbow, battleaxe; 5 hit points). They grind grain into flour, of course, and goodwife miller also does some bread baking for the village. **These folk are druidical, pillars of the community, and tend to be cool toward strangers—suspicious with good cause. A large dog (AC 7; HD 2, hit points 10; 1 attack for 2-5 hit points) is inside the millhouse. Mytch has a store of 10 gems of 100 g.p. value each hidden inside an old mill stone.**
23. **COTTAGE AND SMALL BARN:** A somewhat reclusive farmer (0 level militiaman, padded armor, fauchard-fork; 3 hit points), his spinster daughter (1st level fighter equivalent, no armor, sling, dagger; 8 hit points) and son (0 level militiaman, padded armor, sling, staff; 5 hit points) dwell here. They are not particularly successful at farming, but they are excellent fishers, trappers, and hunters. The villagers are not particularly fond of these folks. **The spinster daughter is only in her twenties, and is handsome but bossy. These people do not follow any religious persuasion, so they are excluded from most village functions. They have saved 73 s.p. in a hollow of the tree to the north.**

24. **THE GROVE:** This is obviously a place of worship. The trees are neatly pruned, and the grass is well-tended. A carefully placed line of bluish stones sets off the path leading to a rock cairn where flowers, nuts, berries, and garlands of leaves are placed. A small path leads beyond the shrine to a low-roofed wooden building placed under the great boughs of the central oaks of the copse. A call will bring forth the druid Jaroo Ashstaff (7th level druid—S 11, I 11, W 18, D 9, C 15, Ch 15—HP: 44; padded armor, **cloak of protection +2**, **staff of the snake**, +1 scimitar, **ring of invisibility**; spells given below). All comers to the Grove are expected to make offering—then and there, and the druid will so state. If the visitors are not druidical, they are expected to give several gold pieces to Jaroo as donations towards the needy of Hommlet. The druid will listen to requests for assistance from those who contribute. **Jaroo is an agent of the Druids of Gnarley Wood, sent to Hommlet to see if the Temple of Elemental Evil is totally destroyed, and to help repress any rise of evil of this sort. He will give aid by spells but not accompany a party. If the group is a suspicious one, Jaroo will follow at a distance to see what goes on. He has a huge black bear (AC 7; HD 3 +3, HP: 25; 3 attacks for 1-3/1-3/1-6 plus hug for 2-8 on a paw hit of 18) which is always nearby but out of sight 95% of the time. Hidden in his cottage are: a scroll with a weather summoning spell, a potion of invulnerability, and a decanter of endless water; also there are 14 1,000, 3 500, 3 100, 9 50, and 13 10 g.p. gems—all stored in a stone box beneath the floor of the root cellar and all FIRETRAPPED! Refer to PLAYERS HANDBOOK for druidical abilities. His spells are:**

**First Level:** **Detect Magic, Entangle, Faerie Fire, Invisibility to Animals, Pass without Trace, Speak with Animals**

**Second Level:** **Barkskin, Charm Person or Mammal, Cure Light Wounds, Heat Metal, Trip, Warp Wood**

**Third Level:** **Cure Disease, Neutralize Poison, Summon Insects, Tree**

**Fourth Level:** **Cure Serious Wounds, Plant Door**

25. **LARGE BARN AND CONNECTED HOME:** The place is obviously that of a herdsman (0 level militiaman, leather armor, fauchard, hand axe; 4 hit points). His wife is dead, but a full-grown son (0 level militiaman, leather armor, short bow, club; 4 hit points) and his wife care for the five children. A cousin (0 level militiaman, no armor, shield, spear; 2 hit points) helps to tend their flocks, and he has brought his two dogs along (AC 7; HD 1 +1; HP: 5, 4, 1 attack for 1-4 hit points of damage). These folk are friendly, but they are not interested in adventure and have little interest in the way of goods. **The herdsman has managed to save only 9 g.p. and 33 c.p. which he stored away in a small wooden box hidden in the rafters of the upper main room. He and the Druid of the Grove are good friends.**
26. **BARN-LIKE HOUSE WITH A WHEEL NAILED TO A POST:** This is the residence and shop of the local wheel and wainwright. The main part of the structure is a barn where he builds and repairs carts and wagons. The artisan (0 level militiaman, leather armor and shield, battleaxe; 6 hit points), two helpers (0 level militiamen, padded armor, spear, spear; 3 and 2 hit points respectively) and a small child live in the side apartment. His wife is dead, and his helpers are nephews. **These folk are followers of St. Cuthbert. The elder tends to drink too much, but is good-hearted. He has 140 s.p. set aside for his little daughter's dowry, the sum being kept in a pouch hanging in a back closet.**
27. **WALLED MANOR HOUSE:** This place has an 8' high stone wall and a heavy gate. It is the residence of the village elder, his wife, and four grown sons (0 level militiamen, scale mail and shield, spears, swords; 5, 4, 4, and 3 hit points respectively). Two of these sons are married and their wives and three children live here also. The elder is a retired farmer, and his

sons now care for the fields and livestock. All of his sons have horses, and are very proud of their status. There are two servant girls and a hired farmhand (0 level militiaman, padded armor, crossbow, hand axe; 2 hit points) quartered in the loft of the stable. **The elder and his family and servitors are all druidical. In time of attack, villagers nearby seek safety in his compound. He is greatly respected and quite wise. He has a council composed of the Druid of the Grove, the chief cleric of the church, the captain of the militia, the innkeeper, the miller, and recently the magic-user Burne and his associate Rufus (31., hereafter). Once each new moon he holds a village meeting to hear ideas and complaints, as he is also the justice of the peace. A secret compartment in his bedroom contains an iron box with 4 pieces of jewelry (400, 900, 2,000, and 5,000 g.p. value), 100 p.p., and 428 g.p. He has silver dinnerware valued at 3,750 g.p. and several gold dishes worth 2,300. He personally carries the equivalent of 10 g.p. in his purse, as do his sons.**

28. **LARGE BUILDING WITH A SIGN SHOWING A SAW AND HAMMER:** This newly constructed building is the shop and home of the local carpenter (0 level militiaman, studded leather armor, shield, battleaxe; 4 hit points), his wife, and a younger brother (0 level militiaman, padded armor, spetum, hand axe; 3 hit points). He also does work for some of the other tradesmen in town and is currently at work on barrel staves. As typical, he is too busy to think of adventuring. **Having come to the village about two years ago, this family is considered as "outside" folk, and will be until their beards grow gray.... They are followers of St. Cuthbert. His wife owns a silver chain with 12 silver coins—25 g.p. total value.**

29. **NEW HOUSE SET OFF FROM ROAD BY LOW STONE WALL:** Another of the newcomers to Hommllet recently built this stone home. The stonemason (0 level militiaman, chain mail, shield, military pick; 6 hit points), his wife, two children and three apprentices (0 level militiamen, no armor, hammer, club, club; 5, 3, and 2 hit points respectively) are at work on the new castle being constructed on the low hillocks to the southeast (31. area). He is well-regarded in the village. **These folks are druidical, and the master mason has offered to help with the working of several large monoliths for the Grove after the castle is finished. He has 20 gold ingots (50 g.p. value each) hidden away in a secret hollow under the stone wall in front. He has become quite friendly with the magic-user, Burne.**

30. **DOUBLE FIELDSTONE WALLS FILLED WITH EARTH:** Here are the beginnings of a smallish castle, being built around a new tower atop the low mound. Workers have dug deep trench lines about 10' wide and as deep, down to a hard clay, and it can be seen that they are in the process of mortaring the foundations of the wall which they will build above. Work has barely begun, but the outlines of bastions, towers, a gatehouse and a keep can be noted. The keep is atop the second hillock, and considerable excavation has taken place, the earth from this digging going to use in the walls around the whole. Some dressed stone blocks are visible, evidently having been carted in from elsewhere, as they are not similar to local stone. **The whole is being financed by the Viscount and the Archcleric of Veluna, for favors done by the owners of the tower, (31.), which they built as well. The magic-user and fighter will, in return, serve the Viscount by holding the area safe for him and reporting on any untoward happenings.**

31. **TWO-STORIED TOWER:** This structure is some 55' high, a smaller tower rising inside the greater at about 35' above the ground. Its entrance is accessible only by going up a curving flight of stone stairs which terminate in a landing about 10' above the ground. The outer door of the tower lowers to form a bridge to the stone landing. There are numbers of arrow slits around the tower, and it has a splay around the base to about 6' height. The lower and upper battlements are machicolated, the merlons being pierced for archery as well. Two men-at-arms watch from its roof. Inside dwell Rufus the fighter, and Burne the magic-user. Both came to Hommllet some three years ago, had some considerable success in adventuring,

including the defeat of a large bandit force which had plagued Verbobonc, and it is rumored that they gained considerable treasure in killing a green dragon which preyed in the Kron Hills to the west. It is well known that these two men are tough and very cautious but willing to give some aid to adventurers for a price. Rufus leads a squad of men-at-arms and has been appointed as the overall commander of the village troops as well. These men are friends of all of the important folk in the village.

Details of the tower are given in the appended maps and keys.

**Burne: "His Most Worshipful Mage of Hommllet":** 8th level magic-user; HP: 30; S 15, I 17, W 11, D 10, C 15, Ch 12; +2 ring of protection, chime of opening, magic missile wand (49 charges), +1 dagger. This NPC is clever and a trifle on the greedy side. All services rendered will be paid for handsomely! He is a follower of St. Cuthbert, and very conscious of his duty to protect the village and to watch for evil, so any adventuring will be calculated to accomplish those ends and pay him a third of the treasure gained as well. He is not likely to risk his life or be duped. Burne is on the young side for a magic-user, average in appearance and dress, and will often frequent the Welcome Wench.

Burne's spells are:

**First Level:** Burning Hands, Detect Magic, Feather Fall, Jump (Comprehend Languages, Light, Read Magic)

**Second Level:** Levitate, Mirror Image, Scare (Darkness 15' r., Detect Invisibility, Strength)

**Third Level:** Dispel Magic, Fireball, Tongues (Gust of Wind, Infravision)

**Fourth Level:** Fumble, Wall of Fire, (Dimension Door, Plant Growth)

Spells in parentheses are others known and available for his use if need be.

**Rufus:** 6th level fighter; HP: 32; S 15, I 10, W 10, D 12; C 12; Ch 14; +1 chain and shield; +1 axe (battle); carnelian scarab which confers +2 on all saves versus poison, 12 pinches of dust of appearance. Rufus is also lawful good, and when he reaches 8th level he has been instructed to return to Verbobonc for special service in the Viscount's behalf. He will not risk his life nor become involved in foolish adventures. If he renders service to a party, he will require not less than 20% of the total treasure gained.

Virtually all sorts of standard equipment are stored in the keep, and both Burne and Rufus have odd potions and scrolls as well, as indicated on the tower key.



32. **TENTS AND WATTLE HUTS:** Some dozen temporary shelters are along the edge of the copse of trees here. They house 10 peasant laborers and associated train—women, children, stray dogs, etc. They are the workers constructing the new castle. Whenever a load of materials is sent from Verbobonc, there will be a half-dozen new laborers with it, and a like number will return to the town with the empty wagons. **A few villagers also work on the project from time to time, and all put in half a day's labor once per week. One of the laborers is an evil 2nd level fighter—S 17, I 12, W 7, D 12, C 16, Ch 11—HP: 14; club, +1 dagger who has been assigned to spy out this activity and then report to service with the traders when it is completed, meanwhile secretly meeting with them and informing of anything of note.**
33. **OVERGROWN TRACK:** This leads off into the rugged hills and tangled scrub above the town. About two or three miles away there is a ruined moat house, a warning post of the destroyed Temple. (See appended maps and keys.)

#### APPENDED MAPS FOR VILLAGE LOCATIONS

7. INN OF THE WELCOME WENCH  
13. TRADERS' ESTABLISHMENT  
20. CHURCH OF ST. CUTHBERT IN HOMMLET  
31. GUARD TOWER

#### MAP AND ENCOUNTER KEY FOR ADVENTURING IN THE RUINED MOATHOUSE

33. **OVERGROWN TRACK**—leads through thickets and bogs for 1 league to this location.

### INN OF THE WELCOME WENCH

Food and drink at the Welcome Wench are higher than usual because it is the only inn for many miles, the place is renowned and its food better than average, and the area is prosperous. Choice venison, mutton, poached salmon, trout stuffed with specially prepared mixtures, goose roasted to a golden brown, pork, steaming sausages, steak and kidney pie with mushrooms or truffles, squab stuffed pheasant, and boiled crayfish in drawn butter are just a few of the epicurian delights which are expected and served here. The locally brewed ale and beer is supplemented by brews from other places, and wine, mead and brandy from all over the Flanaess make their way to the boards of the Welcome Wench. Prices are:

Breakfast, plain	5 c.p.
Breakfast, elaborate	2 s.p.
Dinner, plain	5 s.p.
Dinner, elaborate	1 e.p.
Dinner, 7 course	2 g.p.
Supper, plain	3 s.p.
Supper, elaborate	7 s.p.
Beer, small, pint	5 c.p.
Beer, heavy, pint	1 s.p.
Ale, pint	2 s.p.
Ale, special, pint	1 e.p.
Mead, pint	1 e.p.
Mead, special brew, pint	15 s.p.
Wine, table, pint	1 e.p.
Wine, Keoish golden, pint	15 s.p.
Wine, Umst white, pint	1 g.p.
Wine, Celene ruby, pint	2 g.p.
Wine, Sundish lilac, pint	5 e.p.
Wine, Furyondian emerald pale, pint	4 g.p.
Wine, Velunan fireamber, pint	1 p.p.
Brandy, local, gill	1 e.p.
Brandy, Keoish, gill	1 g.p.
Brandy, Umst, aged special, gill	3 g.p.
Ulek Elixir liqueur, half gill	5 g.p.

Meals are served on pottery or pewter or copper services according to the order. Various leather jacks, pottery mugs, wooden tankards, pewter steins, glass flagons, crystal goblets, or silver chalices are used for potables.

The upper rooms are very clean, and all except the common dormitory are heated. Each has a fine bed, many covers, wash stand, chamber pot, towel, pegs for garments, and several chairs and stools. The larger rooms have arm chairs, tables, footstools, bed warmers, curtained beds, and good rugs on the floor and wall hangings as well. The cost of each is shown in the key to the second floor.

#### First Floor:

- COMMON ROOM:** This large place is bright and cheerful. It contains many rough-hewn tables and chairs, boards and benches. Natural tree trunk pillars support the ceiling overhead, all dark with smoke and age. From 4-16 customers will be in the place, and these will be travellers of various sorts—merchants, tinkers, and peddlers—and local folk in an even mix. In the evening, there will always be more people, so double the number rolled. In addition to the normal patrons, there will be a 50% chance that the NPCs who have chambers above (**Upper Floor:** 1., 5., 8., and 9., hereafter) will be in the common room. Roll for each, once per hour. Several barmaids and potboys will circulate, bringing viands and drink, taking away the empty platters and flagons, stoking the fires if the day is chill, etc.
- PRIVATE ROOM:** This chamber is for visiting noblemen, rich merchants, and so forth. It has a long table and comfortable side chairs. Those wishing to have a private meal use this place. It is nicely furnished and has tapestries and paintings on the walls.
- PRIVATE ROOM:** This place is generally kept aside by Ostler Gundigoot for those of his patrons who wish privacy—to game or confer or whatever, as it is in a dark and inconspicuous corner. A secret door, a press and slide upwards panel, gives to a narrow stone staircase which leads to a secret room in the cellar. This place was used extensively during the time of trouble with the Temple of Elemental Evil, but it is disused now, and most of the village folk know nothing about it.
- BAR:** This is the proprietor's usual station. He sees to the filling of jacks of ale, tankards of beer, and flagons of wine. Boiled eggs, cheeses, and hard biscuits or crackers are often atop the trestle. Serving girls carry the food from here to the common room. There are great barrels of ale and beer, tuns of wine, and a cask of brandy with spigots ready for the host's hand. A box under the bar holds 11 p.p., 47 g.p., 17 e.p., 33 s.p., and 61 c.p. in separate compartments. This ready money is taken upstairs each night. Gundigoot keeps about 100 g.p. equivalent in his apron pockets.
- KITCHEN:** The huge fireplace usually has various pots and kettles within, a roast turning, and several fowl kept warm in its side places. Goodwife Gundigoot is in charge here, keeping cook and scullions hopping. At the west end are the steps leading down to the cellar and up to the private apartment of the owner.

#### Upper Floor:

- PRIVATE ROOM:** This chamber is rented by Zert, a chaotic evil fighter—S 16, I 13, W 9, D 15, C 11, Ch 10: 2nd level, 12 hit points. He is ostensibly waiting for the return of a caravan from the south, but he is actually a spy for the Temple. He can drink great quantities without becoming drunk (200% normal capacity). He has a suit of scale mail, shield, sword, and dagger. He carries 20 g.p. in his purse, and he has 10 100 g.p. gems, 100 p.p., and 265 g.p. hidden in a locked coffer under some of his clothing. Saddlebags on a small table hold other garments, and a small leather pouch in plain view contains 40 g.p., 12 e.p., and 27 s.p. His medium warhorse and lance are in the stable. He will happily go with adventurers for an equal share of treasure, and he will as readily betray them, help to slay them, and then take their goods. He is not aware that the traders are also evil minions of the Temple, although they know who and what Zert is.
- PRIVATE SUITE:** The noble or wealthy rent this suite at 5 g.p. per night, breakfast furnished. The outer room is a sitting room

- with table and chairs, while the inner has a huge feather bed, chairs, and a closet.
3. PRIVATE ROOM: 2 g.p. per night.
  4. PRIVATE ROOM: With extra table and chairs, 2½ g.p.
  5. PRIVATE ROOM: This place is currently the lodgings of one Spugnoir, a 2nd level magic-user—S 11, I 15, W 11, D 15, C 14, Ch 7; 4 hit points. This chap came into the village with a merchant wagon, and he is staying in hopes of gathering spells, for he knows only **detect magic**, **read magic**, and **sleep**. He wears a dagger, and a large trunk holds his magical paraphernalia, clothing, and a fair assortment of dungeon exploration materials (you decide what), for he plans to quietly search the ruined moat house, having learned that a warlock was housed there. His dress is nondescript as he does not wish to attract attention or be recognized as a magic-user. Spugnoir is a chaotic neutral. His funds currently amount to 11 p.p., 9 g.p., and 7 s.p. in his wallet, and 350 g.p. gems he has secreted in the hem of his cloak. If approached and offered all scrolls found, he will go with a party. Otherwise, he will attempt to shadow the group and get what he can.
  6. PRIVATE ROOM: With extra table and chairs, 2½ g.p.
  7. PRIVATE ROOM: 1 g.p. per night.
  8. PRIVATE ROOM: The comfortable room is the quarters of one Furnok of Ferd, a 4th level thief—S 8, I 14, W 10, D 18, C 15, Ch 13; 18 hit points. This fellow loves to gamble, and he has loaded knucklebones and knows how to nick cards (this gives him a 75% probability of winning at dice, 60% of winning at cards. Furnok has leather armor, a **ring of invisibility**, a scroll of **protection from magic**, and a short sword. His funds consist of a small hoard of gems (3750 g.p. each) and 12 each of s.p. and g.p. for gambling. He is careful to play so as to not be caught cheating, and he makes a modest living thus, mostly skinning passing merchants. If offered a chance to adventure, Furnok will be willing to go along for an equal share—plus all he can surreptitiously lift (particularly magic items which he covets). To show his good faith, however, he will put up his scroll, hoping to partay it into far more. If the worst should come, he has a +1 dagger hidden in his boot.
  9. PRIVATE ROOM: This place houses a strange pair, a hulking fighter of 2nd level—S 18/10, I 6, W 8, D 17, C 16, Ch 11; 20 hit points; splint mail and shield, sword, dagger (lance flail, axe, and heavy warhorse in stables)—Kobort by name; and his associate, a small and thin monk of 3rd level—S 15, I 9, W 15, D 15, C 11, Ch 5; 11 hit points; two daggers, quarter staff—called Turuko, a Bakluni from unknown parts. Kobort was passing through and fell in with the monk, and Turuko convinced the huge fellow that he could make them wealthy and famous. The fighter is neutral (for he isn't bright enough to be any alignment), while Turuko is lawful evil. The monk believes himself to be highly clever, and his plan is to waylay and rob adventurers returning from a successful expedition to the ruined moat house, for he knows that there are monsters and treasure there. The pair will accompany a small party, hang back in fights, and then slay the expedition when it is weak. Otherwise, they will spy on a large group, and attack only if it is reduced by death and wounds. They currently have only 12 g.p., 5 s.p., and 40 c.p. between them, and something must be done soon, says Turuko. . . .
  10. DORMITORY SLEEPING ROOM: Here most of the lesser travellers can spend a warm and safe night for a mere silver noble (1 s.p.). There are a dozen or so pallets, and in the morning the table in the center is loaded with hot tea and fresh loaves at no extra cost. Even these folks receive warm water and clean towels for morning ablutions, such is the quality of the Welcome Wench Inn! There are always 2-12 (or more!) sleeping here.
  11. SPARE ROOM: If the inn is exceptionally crowded, this place will be rented, but it normally quarters the potboys and scullions, for Ostler Gundigoot is a very kind master, and on cold nights he will have a fire in the room, too!
  12. SERVING WENCHES ROOM: Two wenches currently share this chamber, although there are cots for four, and when the season arrives, there will be one or two likely lasses hired on.
  13. GUNDIGOOT'S CHILDRENS' ROOM: The two young daughters are quartered here, under the watchful eye of Goodwife Gundigoot.
  14. GUNDIGOOT'S CHAMBER: In addition to bed, dresser, and armoire, Ostler Gundigoot and his wife have a small side room where accounts are kept and the riches stored. A small secret compartment in the north wall holds a locked iron box. Inside are 6 pieces of jewelry (1,000 x 2, 2,000, 3,000, 4,000 and 5,000), a sack of 100 p.p., and a sack of 400 g.p. A ladder leads to the loft over the small portion of the place, and a concealed door from there leads to the attic of the inn proper. If there is anyone of highly suspicious nature, Gundigoot will get the Druid of the Grove and spy upon the room concerned by means of small sliding ceiling panels.
  15. PARLOR: This is the living and dining area for the family of Ostler Gundigoot. It has heavy furniture, polished brass pieces (candlesticks, **et al.**), tapestries, and so forth, which show comfortable affluence.
- Cellar:**
1. STORAGE AREA: There are sacks of various stuffs for the kitchens, boxes, barrels of flour, etc. There are herbs and other items hung from the beams overhead. This section of the basement is kept warm and dry from the activity in area 2.
  2. SUMMER KITCHEN: In very hot weather cooking which can not be handled on a fire outside is done here, and in winter additional cooking is also done here, so the area is dry and warmer than the remainder of the cellar. Scullions and menials sometimes sleep here. Various foodstuffs are stored in cupboards, as are extra plates, platters, etc.
  3. LOCKED STORAGE: A well and heavy stone walls keep this room cool, and here perishable cheeses, butter, meats, and so on are kept. Smaller barrels of ale, beer, mead, and table wine are also in this room.
  4. LOCKED STORAGE: This is the wine cellar, and the rarest wines and brandies in butts and tuns are along the walls, while shelving in the center holds small casks and pottery jars of the same.
  5. MAIN CELLAR: Various old furniture and unused items are stored here and there, along with empty crates, hogsheads and barrels, rusty tools, an old wheelbarrow, and so forth. A large supply of cordwood is stacked to either hand just at the entry so as to assure plenty of dry fuel for the many fireplaces of the hostel.
  6. HUGE CASKS: In addition to a number of empty kegs, barrels, hogsheads, pipes, butts, and tuns, there are three great casks here. Two have some dregs of wine in them, but the third is empty. A portion of the side swings up to allow entry into the interior, and a hidden catch allows the far end to swing inward where yet another secret door in the wall can be pushed inwards if triggered by insertion of a dagger blade in the proper crack in the fieldstone wall.
  7. ASHPIT: The sweepings from the fireplace above are dumped down here from a chute above. They are gathered periodically for use in soap making or for fertilizer. Usually, ashes from the other fireplaces in the inn are stored here too, as there is a grinder and separator mechanism here—as well as no fire hazard since the place is entirely of stone or iron. (This area is included because curious player characters will have one hell of a time trying to find something worthwhile here).
  8. DISUSED SECRET ROOM: When evil held sway in the territory, this place served as the meeting room and headquarters of the folk opposed to the Temple. It still contains many bunks built along the walls, several tables and benches, stools, and carefully stored arms, with metal greased against rust—12 long swords, 12 short swords, 12 daggers, 3 maces, 7 battleaxes, 3 hand axes, 20 javelins, 8 spears, 130 crossbow bolts, 7 crossbows, 1 bardiche, 3 glaive-guisarmes, 2 bill-

guisarnes, 4 partisans, 2 morningstars—held against future bad times. Food and clothing and bedding are easily moved to the place from the inn. Some 10 bucklers and 17 shields are hung on the walls. Helmets and several (12 of each) leather jacks are kept in a great wooden chest. The ceiling of this room is very low compared with the overhead space elsewhere in the cellar, for a false basement crawl space exists between it and the inn floor above, the crawlspace being flagged with stones and a layer of earth. Thus, this room is nearly soundproof.

## TRADERS' ESTABLISHMENT

Virtually all sorts of saleable goods are offered here, and if it isn't listed below, include any item which seems likely to be in use by villagers or demanded commonly by dungeon explorers. Rare or unusual items can be obtained at a price and in time (and will often be spurious or faulty!). Magic items are NOT sold here EVER! Limit all quantities according to the stock normal for a small village.

1. CLOTHING AND PACKS—peasant equipment is about 90% of list price, rounded down; dungeoneering items are 110% rounded up.
2. FOOTWEAR, GLOVES, BELTS—prices to adventurers will be 125% of list, 80% to villagers.
3. HAND TOOLS—hammers, adzes, planes, nails, saws, etc. A file sells for 1 s.p. and up; saws cost about the same as a hand axe or hatchet.
4. LIGHTING EQUIPMENT: Tinderboxes, candles, oil, lamps, wicks, lanterns, etc. 110% of list, round up.
5. FOOD AND HERBS: Rations packed to go are 120% of list, and herbs are at 150% of cost.
6. ROPES, CHAINS, AND DUNGEONEERING GEAR INCLUDING WRITING MATERIALS AND RELIGIOUS ITEMS: 110% of list.
7. POLE ARMS AND SHIELDS: 110% of list.
8. OTHER WEAPONS, MISSILES, AND ASSOCIATED GEAR: 120% of list.
9. ARMOR AND HELMETS: Padded, leather, and studded leather are in stock. There will be a 70% chance that a ring mail jack is available, 50% for a suit of scale mail, 30% for chainmail, and 10% for a set of banded mail. These are at 150% of list. Orders will be 200% of list, half in advance, waiting time 13-30 days, fit not guaranteed (use d6, 1 too small, 6 too large, others fit).
10. TACK, HARNESS, WHEELBARROWS, DUNGEON CARTS: List price, dungeon carts at 75% of list, one to a customer!
11. TRADERS' QUARTERS: This room is adequately furnished with two comfortable bunks, table and chairs, wall shelves and pegs, a chest of drawers, and a pair of lockers for personal gear. A small, locked coffer holds 150 p.p., 300 g.p., 50 100 g.p. gems, 2 potions of **invisibility**, a **speed potion**, and a small black scarab with the glyphs "TZGY". The latter item is a pass in an area of the Temple of Elemental Evil, but there is only a 20% chance that even a sage would recognize it as such. A portion of the outer wall is triggered to swing out from the bottom if a small board is slipped sideways.
12. BARN AND STABLES: Various horses, ponies, and mules are stabled here (see the foregoing section on village location 13. for details). Various small animals are also available here—mice, doves, chickens, etc. All livestock prices are 110% of list, warhorses 120%.
13. BARNYARD: There will be 2-5 swaybacked, potbellied, spavined old plugs out in the yard, as well as a like number of vicious, cowardly mongrel dogs. These are for sale at 70% of list price (draff horse, hunting dog). The horses are 50% likely to stop every turn to rest, and if pushed by hard riding or heavy load 50% likely to die (check every turn). The dogs will bite and snap at handlers at every opportunity, and they will certainly run away (and return to the traders) as soon as they are not tied fast. (Naturally, the traders will claim that it is a

case of **caveat emptor** or that the dog is absolutely another which resembles the one purchased only superficially, perhaps adding a spot of dye to alter its appearance.)

## CHURCH OF ST. CUTHBERT IN HOMMLET

### Main Floor:

1. HALL: This is where the faithful come to hear the sermon given on Godsdays eve. The place is floored in well-polished wood, with wooden pillars and a ceiling extending all the way to the roof high overhead. The walls are painted in pastoral scenes, and tinted glass mosaic windows of many shades of color allow light into the hall. There are no benches, pews or stools.
2. PROCESSIONAL: Worshippers (as well as those to be confirmed, married, and so forth) are allowed to enter this way, led by the cleric or clerics concerned, the latter robed and with thurible and ceremonial billet of bronzed wood. The floor here is of lighter wood, and the walls are deep blue, sprinkled with starbursts in silver leaf.
3. ALTAR AND SANCTUARY: The circular chamber is screened by a drape of deep green velvet. Inside is a life-sized statue of St. Cuthbert, smiling, great cudgel held high with one hand, while the left hand beckons to the doubter and the faithful alike. Growing ferns and other plants are behind this statue, while to either side are tree stumps for the clerics to officiate from, while an altar is carved from a single piece of bronzed wood, carved with billets, star bursts, and the sacred sign of the crumpled hat. The walls are wainscoted with carved panels, and a band of holy sayings runs above this woodwork and the painted walls which show various marvels performed by St. Cuthbert. If one of the faithful needs guidance or advice, small sticks are tossed upon the altar, and their conformation enables the cleric to select which holy saying or combination thereof applies. Examples are:

SQUARE CORNERS CAN BE POUNDED SMOOTH  
 THICK HEADS ARE NOT MADE OF GLASS  
 SALVATION IS BETTER THAN SMART ANSWERS  
 SOME GOOD FOLK CAN UNDERSTAND ONLY ONE THING  
 ENLIGHTENMENT CAN PENETRATE EVEN THE HELM OF IRON  
 EVIL WHICH CANNOT BE REMOVED MUST BE ELIMINATED  
 FOOLISHNESS CAN BE BEATEN  
 LAWFUL CORRECTION LIES IN A STOUT BILLET  
 CAPRICIOUS BEHAVIOR BRINGS KNOTS TO THE HEADS  
 OF THOSE LACKING WISDOM  
 PREACH QUIETLY BUT HAVE A LARGE CUDGEL HANDY

4. STUDY AND AUDIENCE CHAMBER: On non-holidays, those entering the church must come through this room. The lesser cleric of the place will bid them to be seated (on hard benches near the door, not on the padded chairs near the fireplace) and peruse the religious tracts and scrolls on a nearby table, indicate the location of the poor box (emptied after each visitor), and step out for 2-12 minutes. Upon returning, he or she will inquire as to the business of the visitors, and if it is with the chief cleric, nothing further will be said until a contribution for the needy is given (about 1-10 g.p. per level of the strongest character in the party is right). Sometimes (50%) the person desired will be unavailable, and the petitioners must return at a later time (and go through the same routine). Injured or sick or needy folk are not subjected to this treatment, but all aid given is always for a return according to the recipient's ability.
5. VESTRY: This private chamber is for the rest and relaxation of the clerics, as well as for their use in dressing for services. The steps lead to the upper floor.

**Lower Floor:** This is a high basement area, but floored.

6. CHURCH KITCHEN: A serving woman and her husband prepare meals and care for the churchmen's needs here. All normal meals are taken here.
7. MEDITATION ROOM.
8. EXERCISE ROOM: Club practice is conducted here daily.

9. SACRED TROPHIES GALLERY: Here are displayed copies of dented helmets, maces, clubs, and knobbed cudgels of fame.
10. CELLS: Needy laity, acolytes, or criminals and offenders against the faith can be housed/confined in the small rooms (cells) here. Each has only a peg, pallet, and pail. The tiny window is barred, and the heavy, iron bound door of each cubicle can be bolted fast from the outside.

#### Upper Floor:

11. CHURCH LIBRARY: There are many religious and legal works here—tomes, librams, scrolls, volumes, etc. Hidden in a thick book entitled LEGAL AFFAIRS IN VELUNA 213 to 312 CY is a scroll of 7 clerical spells (one spell of each level) and an **amulet of life protection**.
12. UPPER HALL: Here visiting clerics can sit in large upholstered chairs and couches during sermons.
13. ASSISTANT CLERIC'S CHAMBERS: Here Calmert and any other underpriests find quarters. The room is large, and well enough furnished, but many cords and ropes with colored wooden beads of appropriate size attached to the ends hang from the center. Above, where the tower extends yet another 30' or so beyond the ceiling overhead, are a collection of bells, chimes, and gongs which must be sounded at certain times of the day (dawn, noon, dusk) and during Godsdays services in certain melodies and patterns, and Calmert must see to this. There are two cots in the room, a brazier, and various miscellaneous furnishings. One of the large black beads is actually a lump of platinum of 10 g.p. weight—Calmert's total cache.
14. CHIEF PRIEST'S CHAMBER: This is a comfortably furnished, well-appointed room. The mantle of the fireplace lifts up to reveal compartments which hold: a bronze neck chain set with 6 1,000 g.p. rubies and an amber cudgel worth 2,500 g.p. depending from the chain—total value, 10,000 g.p., a +1 mace, and a scroll of **protection from demons**. Only Y'dey knows this cache exists. Terjon keeps the church funds (16 p.p., 102 g.p., 88 e.p., 317 s.p., and 546 c.p.) in a locked iron coffer beneath his bed. All contributions received go here after taking out 20% for Terjon and 10% for Calmert (usual salary amounts, reduce in cases of large grants and gifts).
15. BALCONY: From this spot, about 15' above the floor below, the chief cleric of the church delivers his weekly and special addresses and sermons.

## GUARD TOWER

1. MAIN HALL: Entry to the tower is on this level. The drawbridge is 1' thick oak planking bound with iron and operated by windlass. The small entryway is closed off by a stone wall and an inner door of iron. A guard (2nd level fighter, HP: 12, AC 5, armed with long sword and shield) is on duty here. This door is flanked by shuttered arrow slits, and there are two murder holes in the ceiling. Two fireplaces flank the inner portal, and here most of the cooking is done by servants (two to three). The lords of the place sit in judgment or at table in the curved alcove. Trestle tables can be extended down and across to accommodate about 40 people when a feast or revel is held. Several comfortable chairs are placed along the walls, and these walls are hung with tapestries and decorated with shields and arms and hunting trophies—12 shields, 4 long swords, 2 broad swords, 4 spears, 2 battleaxes, various heads and horns. Ramps curving upwards and downwards lead to other levels.
2. LOWER LEVEL: This is the ground level (where the outer batter (splay) thickens the wall). Here are kept all sorts of supplies—food, ale, beer, wine, oil and so forth. The place is not pierced with slit or window. Ramps lead up and down to other levels of the tower.
3. DUNGEON OR CELLAR LEVEL: Horses are sometimes stabled here, and there are heaps of straw, hay, and oats to provide

for their needs. Normally, only the steeds of Burne and Rufus (light and heavy warhorses respectively) are kept here at night. There are four cells along the southeast wall for prisoner retention. Each is closed by an oaken door, barred, locked, and chained. There are also fetters and chains in each cell. The secret door leads to a small natural cave with a spring.

4. HALL AND LADDERWAY: The upper levels of the tower can be reached from this point by a steep set of retractable wooden stairs about 3' wide, very similar to a ladder. A guard (2nd level fighter, HP: 11, AC 5, armed with long sword and shield) is on duty at the foot of the ladderway.
5. RUFUS' CHAMBER: This is a well-furnished room with large bed, chest, chest of drawers, armoire, and wardrobe. A large chair, table, and stool complete the furniture. There are rugs and skins on the floor, tapestries on the wall, and a longbow and quiver of arrows hanging near the bed. The quiver contains 14 silver-tipped arrows and 6 +2 magic arrows. Under a loose stone in the fireplace is an iron box with 10 500 g.p. gems, 100 p.p., and 200 g.p.
6. BURNE'S CHAMBER: This room is quite similar to that of Rufus, although it is more spartan, and a workbench occupies so much space that a narrow pallet instead of a comfortable bed serves the magic-user. Various items of use to magical research—alembics, beakers, jars, flasks, and the like—filled with strange substances—line shelves. A clutter of parchment sheets, scrolls, and a few books are spread on a table/desk. Clumps of dried vegetable matter, bunches of herbs, bones, skulls, and bottles of fluids fill a wall case, hang from the ceiling, etc. Robes, cloaks, and capes of various sort and color are hanging from pegs near the entry, and a large black staff leans against the wall there (it is just a staff, not magical at all, except that a **Nystul's Magic Aura** was cast upon it). A box under the pallet holds three daggers and a score of darts plus various and sundry dungeoneering equipment items including six vials of holy water, a silver holy symbol, a wand with a **continual light** spell cast upon it (kept in a ivory tube lined with black velvet), and a silver knife. A flat chest fastened amidst the rafters to appear to be part of the flooring overhead holds the magic-user's wealth: 5 1,000 g.p. gems, 17 500 g.p. gems, and 100 10 g.p. gems. A locked iron coffer holds 200 g.p., a ring set with an emerald (3,000 g.p. value) and a scroll of seven spells which Burne is debating whether to use to expand his spell book or to save for an emergency. The scroll contains: **mirror image, pyrotechnics, web, read languages, suggestion, ice storm, and rock to mud**. His spell book is camouflaged to appear as the seat of the only armchair in the room.
7. HALL: The ladderway from below exits here, where an iron door leads to the parapet surmounting the lower tower. Another ladderway extends to the upper level of the turret. A barrel of 20 javelins is beside the door.  
PARAPET: As noted previously, the battlement is machicolated, the merlons pierced for archers, and at positions marked **A**, there are light catapults—one at each—with smooth boulders and small rocks stacked around the base of the turret and near the engines as well. Two guards are on duty here.
8. MERCENARY CAPTAIN'S ROOM: This chamber is sparsely furnished, with a score of arrows and 100 crossbow bolts stored near the door. A small coffer holds 173 p.p. and 2 1,000 g.p. gems. See below for statistics of the individual.
9. MERCENARY LIEUTENANT'S ROOM: This room is much the same as the captain's quarters, except that there are 8 quivers full of arrows here and no bolts. He has a purse with 15 100 g.p. gems, and 50 g.p. in it.
10. TOP LEVEL OF TURRET: The place is filled with racked pallets for the men-at-arms, who generally sleep here but are otherwise elsewhere.
11. TURRET ROOF: This position is reached by ladder from below. The battlement machicolated, with pierced merlons. There are two scorpions here, along with a long box which holds 30

heavy spears which they fire. Another chest contains rags and pots of oil for the fashioning of flaming missiles to discharge from the scorpions. There is usually a guard here also.

**Mercenary Troops:** These men are all neutral chaotic or pure neutrals in alignment. They were brigands for a time, but they decided that there was better pay and less risk serving Burne and Rufus, who took them prisoner and then spared them. Loyalty is good, and morale is high. They have had some action against other marauders, get top money, and spend an ample amount of off-duty time drinking and carousing at the inn. There are two leaders and 16 men-at-arms.

**CAPTAIN:** 5th level fighter: HP: 31; splint mail, +2 shield, +1 sword, crossbow, dagger—S 13, I 11, W 13, D 14, C 11, Ch 14.

**LIEUTENANT:** 4th level fighter: HP: 28; chain mail, +1 shield, flail, crossbow, dagger—S 16, I 9, W 10, D 12, C 15, Ch 10.

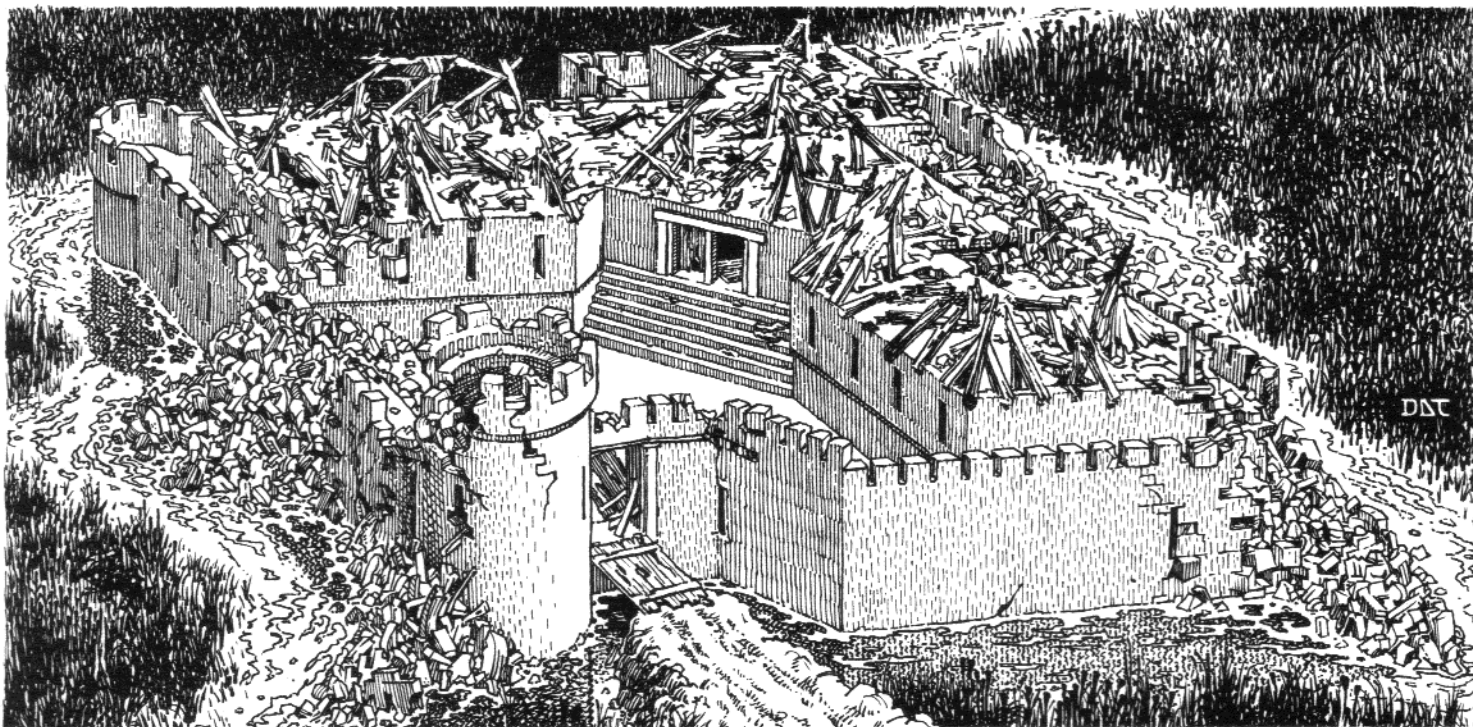
Both of these leaders like the village, and they have no desire to leave it or their current employment.

**MEN-AT-ARMS:**

No.	Armor Type	Shield	Armor Class	Missile or Main Weapon	Other Weapon	Hit Points
1	scale	no	6	fork	sword	6
2c	leather	yes	7	sword	hand axe	4
3s	ring	no	7	short bow	mace	3
4	leather	yes	7	spear	sword	3
5	leather	no	8	crossbow	sword	4
6c	leather	yes	7	spear	sword	6
7	leather	no	8	longbow	sword	5
8s	chain	no	5	crossbow	sword	3
9	leather	no	8	spetum	sword	4
10c	leather	yes	7	sword	mace	3
11	ring	yes	6	spear	sword	4
12	leather	no	8	shortbow	sword	5
13c	leather	yes	7	morningstar	sword	3
14	leather	no	8	crossbow	sword	6
15	ring	yes	6	spear	battleaxe	5
16	studded leather	no	7	crossbow	sword	4

Numbers followed by a **c** indicate the individual is adept at operation of a catapult, **s** indicates ability to operate a scorpion; and all of these men-at-arms are capable of winding and loading these devices.

**THE RUINS OF THE MOATHOUSE**



This place was once the outpost of the Temple of Elemental Evil, its watchtower and advance base for raids, looting, and destruction. From this area, servants of the Temple were to bring the Village of Hommlet and all the lands around it into subjection. The subjugated folk were then to be used as slaves to construct yet another fortress further west, as the evil power of the Temple spread in ever-growing rings to encompass all of the land round its base. In fact, this outpost was ignored in the destruction of the Temple, for the army of good which came against the wicked hordes was so strong as to be totally immune to any pinpricking from the garrison of the moathouse. Only after the battle which destroyed the main armies of the Temple of Elemental Evil had ended was attention turned to this place. Then, a detachment of horse and foot with a small siege train came to the marshlands to lay the castle low. The common folk for miles came to help, and the moathouse was surrounded, cut off, and battered into extinction. The place is now shunned by the people of Hommlet, who hate its former evil and the memory of the terror brought to them by the black lord of the fortress, a vile cleric of damnation, and his evil men and humanoid troops.

A scrub of thorns, thistles, weeds, and shrubs grows thickly along the edge of the track which leads to the ruins, and even the track is mostly overgrown and cluttered with fallen branches and trees.

Here and there it is washed out, in other places a mire. Evidently some game still follow the pathway, however, for after a mile or so faint pathways can be seen. Even considering this, going is slow, and it takes over an hour to reach the place on horseback, two to trudge along on foot, and considerable hacking and clearing is necessary to make the way passable the first time, so double the time is required. After two miles of distance, the land begins to sink and become boggy, as the track turns more northerly, and tall marsh plants grow thickly where cattails and tamaracks do not. Off to the left can be seen the jagged silhouette of the moathouse.

The track continues past the ruins for many miles—seven leagues, in fact—until the temple area is reached. A side path, banked high to cross over the wet land to either side, juts north to the entrance of the ruined place. The track here is only about 15' or so wide, with crumbling embankments making travel near the edge dangerous. The bogs here stink, and the vegetation appears dense and prolific, but somehow sickly and unhealthy, creepers and vines throwing their strangling loops over the skeletons of dead saplings and living bushes alike. The rushes and cattails rustle and bend even when only a slight zephyr blows over the marsh, and weird bird calls, croakings, and other unwholesome sounds come faintly across the fen.

## Encounter Key to the Upper Level:

### RANDOM ENCOUNTERS ON THE UPPER LEVEL:

#### Encounter occurs 1 in 12, check each turn:

1. 2-8 giant rats (see #13., below)
2. scraping noise (materials above shifting)
3. giant tick overhead (see #16. below)
4. squeaking and rustling (rats in the floor below)
5. 2-5 brigands (reinforcements for #7., below)
6. footsteps (trick of echoes—party's own)

Note that all monsters encountered are in addition to those indicated on the key hereafter. Reference is given to encounter areas only to aid handling of the type.

1. **6 GIANT FROGS** (H.P.: 13, 10, 7, 6, 4, 4); AC 7; HD 2 (x2), 1 (x4); Move 3"/9"; 1 attack for 1-6 (x2) or 1-3 (x4) hit points of damage. These nasty things will leap from their lurking places in the tall weeds near the edge of the pool, attacking madly, for they are voraciously hungry at all times. They will surprise the party 1 through 4 on d6. If mounted, check to see if the horses panic and throw their riders or plunge into the marsh and become mired. The two larger frogs weigh over 150 pounds each, and if their prey is over 5' from them, they will employ their tongues to wrap and draw the victim to their mouth. The others merely attempt to bite their prey to death. The largest frog has a 100 g.p. gem inside, while the others have nothing.
2. **ROTTING DRAWBRIDGE**: When the moathouse was taken, part of the drawbridge was battered through, and men crossed on planks to gain access to the inner gates. The chains of the drawbridge were broken, and it fell. It has remained thus since. It is strong enough to bear a man, but there is a 50% chance that any horse crossing it will break through and injure a leg (30% for mules and 20% for ponies).
3. **BROKEN GATES**: One door is hanging open on one great hinge, the other is splintered and holed but still in position, wedged and shored closed from inside. A careful examination of the ground here will reveal that there are boot prints in the ground heading for the building steps at location 5.
4. **TOWER WITH UPPER PORTION COLLAPSED**: The inside is too dark to determine what is there if an arrow slit is peered through, and even infravision will reveal nothing, for its occupant lurks above:  
**HUGE SPIDER** (H.P.: 14); AC 6; Move 18"; HD 2+2; 1 attack for 1-6 hit points of damage, plus save vs. poison at +1. Surprises on 1 through 5 in 6. This great wolf spider is crouched on the remains of an upper floor some 15' overhead, and as soon as anyone steps into the tower it will leap and bite! A scattering of husks and a few bones on the floor of the place might give the characters a warning, although the gleam of coins might tempt investigation, for there are 38 s.p. and 71 c.p. amidst the rubbish, as well as an ivory box about the size of a large book which is easily worth 50 g.p. or more to the right buyer.
5. **LITTERED STEPS TO THE HOUSE PORTION OF THE FORTRESS**: Again, a careful examination of these steps will show that some traffic (human, animal, and perhaps otherwise) comes this way. The doors at the head of the stairs are broken—one flat on the floor, the other sundered.
6. **GREAT HALL**: Destroyed furniture, tattered banners and tapestries on the walls, and heaps of rotting cloth thrown into corners show that this was once a great audience chamber, richly appointed, which has been thoroughly searched, sacked, and despoiled. Leaves and dirt cover the floor, and cobwebs hang from walls and the ceiling above. Looking up, the party will see that pieces of beams and chunks of stone poke through, indicating that the upper stories of the place are totally destroyed and likely to be impassable to any creature larger than a rat.
7. **BRIGANDS**: There are 8 normal men and a 2nd level fighter leader holed up in the "Black Chamber", the quarters of the

former lord of the castle. The heavy door has been repaired by these outlaws, and it can be barred as well as bolted as it usually is. The brigands are:

Number	Armor Type	Weapons	Armor Class	Hit Points
leader	chain & shield	sword, spear	4	17
2	ring mail & shield	flail, sword	6	6
3	leather	crossbow, club	8	4
4	leather & shield	spear, hand axe	7	5
5	leather	crossbow, mace	8	3
6	studded leather	halberd	7	6
7	leather	crossbow, sword	8	5
8	padded & shield	sword, 3 javelins	7	3
9	leather	voulge	8	4

A pair of brigands is 50% likely to have been at location 3., thus seeing the party approach and having given a warning to the group. Another watcher always peers out the escape route, the ruined wall and the stepping stones across the moat in the southeast corner of the chamber. If the party appears weak, the brigands will hide in the clutter of wrecked furniture in the room, and take the entrants by surprise 1 through 5 in 6. If the party looks reasonably capable, they will lock their door and leave if it is battered, taking their petty loot only and leaving the rest safely hidden. If the adventurers appear overwhelming, they will sneak out as soon as the party enters the moathouse, taking all of their loot with them and heading for greener pastures.

Each brigand has from 3-18 s.p. with him, and number 2 has 2-8 g.p. and 3-12 e.p. as well. The leader has 5-20 p.p., 1-2 50 g.p. gems, and a gold chain worth 200 g.p. They have a chest buried under the rubble where the wall collapsed. It holds 2,000 c.p., 2 bolts of fine cloth worth 60 g.p. each, a crystal flagon and four goblets worth 80 g.p., an inlaid wooden box with ivory handles and decorations worth 45 g.p., and 4 +1 magic arrows. Three turns of digging are required to uncover the chest of loot. The chamber is floored in black flagstones, has ebon-colored wall hangings—burnt and tattered now—and the jumbled wreckage noted. The brigands pitch bedrolls in odd corners, and the remains of fires can be noted in the northern fireplace. They are totally unaware of the secret door and staircase down to the dungeons.

8. **STAIRWAY UP**: After a few steps the risers are covered with dust, crushed stone, broken wood, and burnt heaps of cloth. At the landing half way up they are completely choked with rubble, and it is impossible to clear the loose stone and huge wall section so as to allow passage. (The entire upper floor is collapsed and ruined in any case.)
9. **LITTERED ROOM**: This place is empty, and its dirt and wreckage show no signs of any recent occupant, although a small rat or two will be seen scurrying away. It was once a conference chamber. There is nothing of any value within except a very fine broadsword wedged behind a splintered wall case, whose contents are long gone.
10. **EMPTY BED CHAMBER**: Once the quarters of a castle troop leader or some other petty official, the place is now a total wreck, the bed chopped to pieces, the furniture smashed or gone.
11. **SALON**: This room was once very opulent, obviously a place where many expensive furnishings were, for the bits and tatters that remain still look rich (although there is nothing of value left). If the party seeks to investigate the room, scores of bats will angrily flutter around, and in the confusion it is 75% likely that whatever is held for a light source will be dropped and be extinguished. If anyone is striking at these bats when the lights go out, it is 50% likely that he or she will strike a party member—the one nearest. If a hit is scored, normal damage from the weapon accrues to the unfortunate victim.
12. **GIANT SNAKE** (H.P.: 23); AC 5; HD 4+2; Move 15"; 1 attack for 1-3 hit points of damage, plus saving throw versus poison—save equals 1-3 additional hit points, failure equals 2-8 hit points damage. This huge adder is over 12' long. It crawled



up the rubble spilled into the moat, and it found a nice safe lair where it could hole up after hunting. (The brigands give this whole corridor a wide berth after one of their number was killed by the reptile some weeks ago.) In the litter of its nesting place is a jewelled dagger worth 850 g.p.

13. **STOREROOM AND STAIRWAY TO DUNGEON:** Some rustling and squeaking will betray the presence of a hungry horde of: 13 GIANT RATS (H.P.: 4x4, 2x3, 3x2, 4x1): AC 7; HD 1/2; Move 12"/6"; 1 attack for 1-3 hit points; 5% chance per bite of inflicting disease. These rodents lair on the shelves along the walls, and some lurk around the staircase. They are hungry and will attack without fear. Although they have no treasure, an upper shelf of the storage area has an overlooked jug of oil (equivalent of 10 flasks), and on the fifth stair down is a gold ring worth 40 g.p. (but unless the party is searching the area, there is only a 5% chance per person using the stairs that it will be seen—check for each).
14. **EMPTY TROPHY ROOM:** Only a few mangy pelts, stuffed heads, and shattered antlers indicate the former status of the chamber. All worthwhile items are looted. It is possible to spend considerable time searching the litter here, but nothing of value will be found.
15. **EMPTY ROOM:** The place was the domicile of the major-domo of the castle, but it is stripped of everything save broken and ruined furnishings now. One wall cresset remains near the outer wall, and its torch stub is actually a silver baton worth 30 g.p. in its present condition.
16. **DESERTED KITCHEN:** The remains of moldering foodstuffs and kitchen work tables are visible. A wooden cask near the fireplace on the north wall looks inviting, but if anyone approaches it he or she will be attacked by a GIANT TICK (H.P.: 19): AC 3; HD 3; Move 3"; 1 attack for 1-4 hit points plus 1-6 hit points of blood drain thereafter. This horror came in through the chimney. It has no treasure.
17. **PARTIALLY COLLAPSED CHAMBER:** Remains of cots and plain wooden chests indicate that this was once a barracks room for some of the castle guards—undoubtedly the human sort. If the overhead rubble is forcefully moved there is a 50% chance per round that it will fall further, causing 1-6 hit points of damage to each character in the place—check each round that anyone shoves or levers it. Near the south end of the room is an intact chest, and a monster as well: GIANT LIZARD (H.P.: 16): AC 5; HD 3 +1; Move 15'; 1 attack for 1-8 hit points of damage; double damage on a score of 20 (snapped both jaws on prey). Inside the creature is a +1 shield. The intact chest holds 33 c.p., a scale mail tunic, a light crossbow, and a case of 24 crossbow bolts.

#### Encounter Key to Dungeon Level:

#### RANDOM DUNGEON ENCOUNTERS:

#### Encounter occurs 1 in 6, check each turn.

1. ogre (small, 13 hit points; see 7., below)
2. 3-12 giant rats (see 13., above)
3. thumping (lizard above out hunting or passing critter)
4. 2-8 zombies (see 4., below)
5. 1-2 bugbears (patrol, see 10., below)
6. moaning (wind blowing through some cracks and crevasses)
7. distant rattling (could be anything)
8. 2-5 gnolls (patrol, see 12., below)

Note that all monsters encountered are in addition to those indicated on the key hereafter. Reference is given to encounter areas only to aid handling of the type.

1. **GREEN SLIME:** (H.P.: 10, 7): AC 7; HD 2; Move 0 (drops); contact with exposed flesh turns victim to green slime in 1-4 rounds. These two nauseous blobs of matter have been carefully placed and fed in a position over the central arch of the stairway. Any person coming down the stairs and stepping off into the dungeon floor is 75% likely to cause one of the two 'slimes to dislodge itself and fall squarely upon the victim. Any

cautious approach, either looking up or moving along the walls, will avoid this; but then anyone passing through the northern portion of the 10' square will run the same (75%) risk of being attacked. There is no treasure.

A few torn sacks, broken barrels, and shattered weapons racks show that this large area was once a storage place and armory for the fortress. There are great heaps of worthless rubble and broken containers and furniture at the western end of the room—all obviously junk (but hiding the two doors to rooms 2 and 3).

2. **LOCKED DOOR:** Obviously, the lock is new and well-oiled. The door will have to be chopped/smashed down by axe and/or hammer, taking 50 points to splinter and open. Inside are 30 shields, 12 suits of leather armor, and barrels of salted meat (behind which are two 5 gallon kegs of brandy worth 80 g.p. each).
3. **LOCKED DOOR:** Same as 2., above. Behind this portal are 50 spears, 10 glaives, 6 guisarmes, 3 battleaxes, 70 black capes with a yellow eye of fire sewed on them, more containers of provisions, and two crates holding 120 arrows and 200 crossbow bolts respectively.
4. **CORRIDOR LINED WITH CELLS:** Anyone entering this area will be attacked by the monsters lurking in pairs in these cubicles: 12 ZOMBIES (H.P.: 15, 14, 13, 12, 3x10, 9, 8, 6, 5, 4): AC 8; HD 2; Move 6"; 1 attack for 1-8 hit points of damage; always strike last, but piercing weapon hits cause only 1 hit point of damage.

The zombies will come shuffling forth immediately upon the entry of any character, so the engagement will be with but a pair initially, another pair coming into combat on each successive melee round. They will try to drive the intruders into area 5. Although there is no treasure with these monsters, a 500 g.p. gem was long ago hidden behind a loose stone in the last cell, and if the party searches this cell, it is 50% likely per searcher per round that the loose piece in the wall will be detected.

5. **TORTURE CHAMBER:** At first glance this place will seem long abandoned, for dust, dirt, and cobwebs abound. A careful perusal will show that several of the skeletons in the place are recently dead, and some of the instruments and mechanisms have been used very recently indeed. Some drops of blood can be noticed trailing south IF MINUTE CARE IS TAKEN IN INSPECTING THE FLOOR. Without such a lead it is 90% unlikely that the secret door in the pillar will be discovered (check only once for each individual looking, but roll dice as if normal checks were being made). If the blood trail (from a sloppy ghoul) is noted, the chances of locating the secret door mechanism are normal—in this case 1 in 6 for non-elven characters, 2 in 6 for elven. Inside the column is a shaft some 30' deep, with iron rungs set into the stonework for descent. They are obviously used.



6. **LITTERED STOREROOM:** The mess of filth and broken junk is completely unremarkable. If the party is cautious, however, they will be 50% likely to note grease on the door hinges if they examine the door once it is opened. (Note that it opens on a 1 - 4 for an average strength person, and it makes no noise when so doing).
7. **OGRE (H.P.: 21):** AC 5; HD 5 +1; Move 9"; 1 attack using bardiche for 2-8 +5 (7-13) hit points of damage. This creature has been lured into service by the promise of gauds and fresh meat—plenty of it being human flesh, of course. He has been instructed to guard the room against any creatures who do not wear the symbol of the new master (the yellow eye of fire) and/or know the proper secret sign (crossed arms before the face). Any party entering will not be instantly attacked, but if they do not make the secret sign, even if properly dressed, Lubash (the ogre) will attack. He will devour any killed at the first opportunity, and toss wounded and prisoners into room 8. He will pursue a fleeing party, but only as far as the stairs up (1., above). Lubash has a heap of old clothing and skins for a bed, and a large wooden chest with his treasures—worthless glass beads, brass candlesticks and other trash, 823 c.p., 46 s.p., and 3 g.p. However, by some trick of fate, a small-sized **elven cloak** is intermixed with the old carpeting and rags of his nest.
8. **HEAVILY BARRED OAK DOOR:** This is Lubash's pantry. The gristy larder currently contains a pair of humans who have undergone only mild torture, and a badly beaten gnome whom Lubash intended to dine upon soon—a mere snack, and tough, but a nice change nonetheless. The humans will admit to being merchants, and both will promise large rewards for their release, vowing to send the monies to Homlet as soon as they return to Dyvers. Four weeks after their release a passing caravan will deliver 100 s.p. per merchant to the rescuers . . . The gnome was caught spying by some gnolls, and he too will ask to be freed, giving a plain iron ring to whomever first so agrees. This ring is recognized 70% of the time by gnomes within 100 miles of the areas as a sign that the bearer is an ally, thus making it 25% more probable that they will be friendly and helpful.
9. **TRAP AND TRAP RELEASE AREAS:** The party will not notice that a huge iron grate falls from above at this point, for the underside is even with the tunnel ceiling 15' above, and painted a grayish brown to blend with the stone. The secret door leads to a winch which hauls the grate back up. The trap is triggered at locations 11., below.
10. **6 BUGBEARS (H.P.: 17, 14, 12, 2x11, 9):** AC 5; HD 3 + 1; Move 9"; 1 attack for 2-8 hit points damage each. These creatures have recently been recruited by the New Master (see 18., below), and each has 12 g.p. The leader (17 hit points) has a silver necklace set with 5 chrysoprase gems (4 x 50, 1 x 100 g.p. value) worth 450 g.p. which he wears as a bracelet. If any lights are shown in the chamber to the south, these creatures will pad down to investigate. . . They surprise opponents 50% of the time and will attack. They know only that the "Master" is quartered somewhere to the south.
11. **FALSE DOOR:** When this door is pulled open, a bare stone wall is revealed behind. At the same time a distant clangor will sound—the grate falling.
12. **9 GNOLLS (H.P.: 14, 12, 3x10, 3x9; 7):** AC 5; HD 2; Move 9"; 1 attack for 2-8 hit points damage, 2 gnolls are armed with great longbows in addition to battleaxes. Originally there were 14 of these humanoids recruited to raid and pillage, but activities to the east and south have taken their toll. Each gnoll has 3-18 s.p. and a like number of coppers as well. The leader has a 10 g.p. gem and 11 g.p. as well. These monsters are not pleased with their loot nor with the greater status accorded to the bugbears newly joined. They will fight fiercely, even to the death, but if a parley offer is made they will be 75% inclined to stop and listen; and if they are offered 6 or more gold pieces each, with three or more times that amount for the leader, they will desert. If double the above is initially offered and paid, they will lead the party to the north passage going to where "Master" is, and even tell the party that there are human guards. The gnolls will then proceed east to the exit and never come back. Remember that conversation with these creatures must be in gnoll, bugbear or ogre speech.
13. **GIANT CRAYFISH IN POOL (H.P.: 27):** AC 4; HD 4 +4; Move 6"//12"; 2 attacks for 2-12 hit points each. When the dungeons were dug a natural pool of water was found, and as it was considerably below floor level, the area was dug lower and the entrance to the pool enlarged. Evidently, some connection to an underground stream exists, for some time ago, this monster took the pool as its own, and it now disputes with any creatures entering, hoping to make a meal in the bargain. (It is held at bay by the men-at-arms from area 16., below, by pole arms and prodding; all others take their chances.) The monster has been fairly successful, and there are bones and litter around and in the pool, although the central section is very deep. If badly wounded, the crayfish retreats into the deep water of the pool and does not return for at least a day. There are 19 g.p., 30 s.p., and 17 c.p. and a sword near the back (southwest) pool edge. In the water on a ledge is a platinum pin set with a ruby (2,000 g.p. value) and a bone tube. The pin is under a skull (human) and the tube under some bones. Unless searchers use their hands, there is a 50% chance that either or both treasures will slip off the ledge and be lost below. The tube is water-tight and contains a scroll of magic-user spells (**push, stinking cloud, fly**).
14. **BURIAL CRYPTS:** The builders planned for a long tenancy, although expectations were not met. Most of the niches are empty, although a few contain splintered coffins, wrappings, and gnawed and split bones (a sure sign that all is not quite well. . .). Squatting in the south end of the room are:
- 4 **GHOULS (H.P.: 12, 10, 8, 7):** AC 6; HD 2; 3 attacks for 1-4/1-4/1-8 hit points per attack (claw/claw/bite). Any human or demi-human creature struck by a ghoul must save versus paralyzation or become immobile for 3-12 turns. These creatures get corpses to eat from the "Master"—sometimes even prey not dead so that these horrible creatures can have some "sport" (area 5., above) before dining. They will attack immediately upon seeing the party.
- A. The back of a crypt is broken out and there is an earth tunnel, foul and damp and only about 5' high. It leads to a noisome den (A) where a heap of bones and skulls is made where the ghouls nest. In this mess is the following treasure: 800 s.p., 7 vials of holy water, a potion of **undead control**, and a scroll of **protection from undead**. A trail of gold pieces (1-4 per 10' of tunnel) begins at area B.
- B. A **warren** of small (3' diameter and smaller) burrows starts here. Mapping is **not** possible. After about 30' the gold can no longer be found, and if the party continues past the portion shown on the map, simply allow them to proceed for another hundred or so feet, and then tell them they are hopelessly lost.
15. The passage here begins to slant gradually upwards, and a slight breeze can be felt after 100 feet beyond the edge of the map. At 400' beyond the edge the tunnel exits in a narrow opening amidst rocks and thick briars and brambles.
16. **6 GUARDSMEN AND 1 SERGEANT (H.P.: 7, 6, 2x5, 2x4, 15):** AC 6x5, 1x4; HD: 6x1 (d6+1), 1 x 2 (+4); Move 9"; 1 attack by weapon type (as shown below). These men are the alert and fearless guards of the "New Master", garbed all in black, with gold eyes of fire embroidered upon their tunics and cloaks. Each of these guards is in an "X" position, and the sergeant is at location 16. They are armed as follows:
- guardsmen: crossbow, 30 bolts, sword, dagger  
sergeant: shield, morningstar, hammer, dagger
- When attacked they send up a low hooting sound while engaging opponents. This brings the balance of their fellows, as well as reinforcements from 17. (3 rounds to ready, 1 round to reach chamber 16., and another to get 10' to 60' into the south passageway). If they are being defeated, guardsmen

will begin howling, and the balance of the guards from 17., and "Master" as well, will then proceed to the fray—3 rounds to reach 16., etc. Each guardsman has 1-4 p.p., 2-5 g.p., and 2-8 s.p. The sergeant wears a gold neckchain of office worth 50 g.p., and he has double the amount of each coin indicated above in his purse.

17. **GUARDS BARRACKS CHAMBER:** Quartered here are 12 guards and 2 sergeants (exactly as above, just double the numbers for each). Half of these men are armed with spears instead of crossbows, and these 6 and their sergeant will come to reinforce the watchers at 16. if fighting occurs. With them is the "Master's" lieutenant, a 4th level fighter—S 15, I 12, W 10, D 15, C 17, Ch 7—H.P.: 31; AC 1 (plate, shield, +1 for dexterity); move 6"; 1 attack by weapon. He has sword, hand axe, and dagger. He stays near his liege lord always, and will accompany him wherever he goes. Besides a few coins (3-12 g.p.), the lieutenant has 29 100 g.p. gems in his purse. His chain has a 500 g.p. topaz and is worth 1,000 g.p.

In the 20' x 40' room below are supplies for the guards—salted meat, weak wine in a barrel, water, hard biscuits, dried fruit, etc. There are also mounds of fresh rushes and grass—for bedding and the two horses (light war-horses) stabled at the end of the place. Saddles, tack, and a lance are nearby.

18. **CHAMBER OF THE NEW MASTER:** 5th level cleric—S 18, I 9, W 18, D 17, C 16, Ch 18—H.P.: 44; AC -1 (+1 plate with +3 for dexterity); move 12"; **staff of striking** (20 charges) and mace. Lareth the Beautiful is the dark hope of chaotic evil: young, handsome, well endowed in abilities and aptitudes, thoroughly wicked, depraved, and capricious. Whomever harms Lareth had better not brag of it in the presence of one who will inform the Demoneess Lolth! He has been sent into this area to rebuild a force of men and humanoid fighters to gather loot and restore the Temple of Elemental Evil to its former glory. Of course, Lareth is but one of many so charged, but he is looked upon with special favor and expectation. He and his minions have been careful to raid far from this area, never nearer than three or four leagues, traveling on foot or being carried in wagons of the traders from Hommlet. None of the victims are ever left alive to tell the tale, and mysterious disappearances are all that can be remarked upon, for no trace of men, mounts, goods, wagons or draft animals is ever found.

Evil to the core, Lareth is cunning, and if the situation appears in doubt, he will use bribery and honeyed words to sway the balance to his favor. He is not at all adverse to gaining new

recruits of any sort, and will gladly accept adventurers into the ranks, but he will test and try them continually. Those who arouse suspicion will be quietly murdered in their sleep; those with too much promise will be likewise dealt with, for Lareth wants no potential usurpers or threats to his domination.

His room is lavishly furnished with thick rugs, wall hangings, soft chairs and couch, cushions, wines and liquors, dishes of sweetmeats. A brazier continually burns to warm the place and send a fragrant incense into the air. While he carries but 9 p.p. and a 1,000 g.p. gem with him, Lareth has in plain sight silver serving pieces and goblets worth 4,000 g.p. and an alabaster box full of unguent whose total value is 800 g.p. These, and a string of matched fire opals (10,000 g.p. value in 10 stones, plus gold settings with diamond chips and gold chain for a total worth of 15,000 g.p.), he will offer as a ransom for his life. Bound around Lareth's left arm is a **phylactery of action**, a clerical magic item which makes the wearer impervious to paralyzation of any sort, including a **hold** spell of any kind.

Lareth's spells are:

**First Level: Command, Cure Light Wounds (x2), Protection from Good, Sanctuary**

**Second Level: Hold Person (x2), Know Alignment, Resist Fire, Silence 15' Radius**

**Third Level: Cause Blindness, Continual Darkness**

Note: If Lareth is slain, there will be inquiries in Hommlet—cautious and discreet inquiries—but the servants of evil there will make every attempt to find out what happened, and if any of the possessions of this cleric turn up, the slayers will be known, and an assassin of 10th level who can speak the alignment language of the major character of the group will come to the village within 3 weeks and proceed to attempt to eliminate the offenders. As DM, you must handle this as you see fit. The cleric Terjon and the Druid of the Grove will certainly aid the persons so attacked. If the assassin is killed, nothing further will be attempted.

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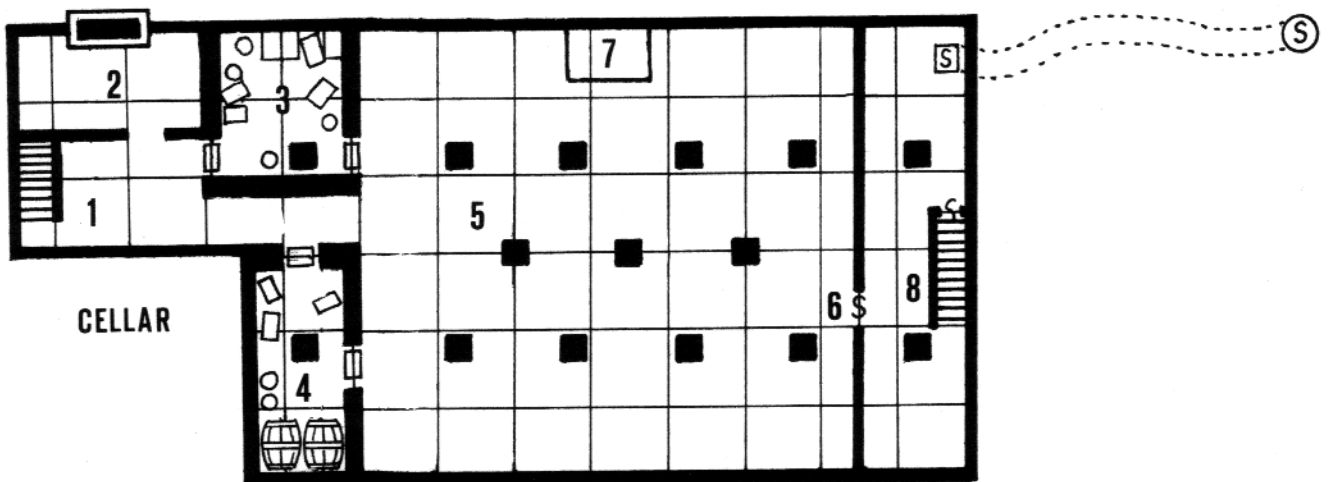
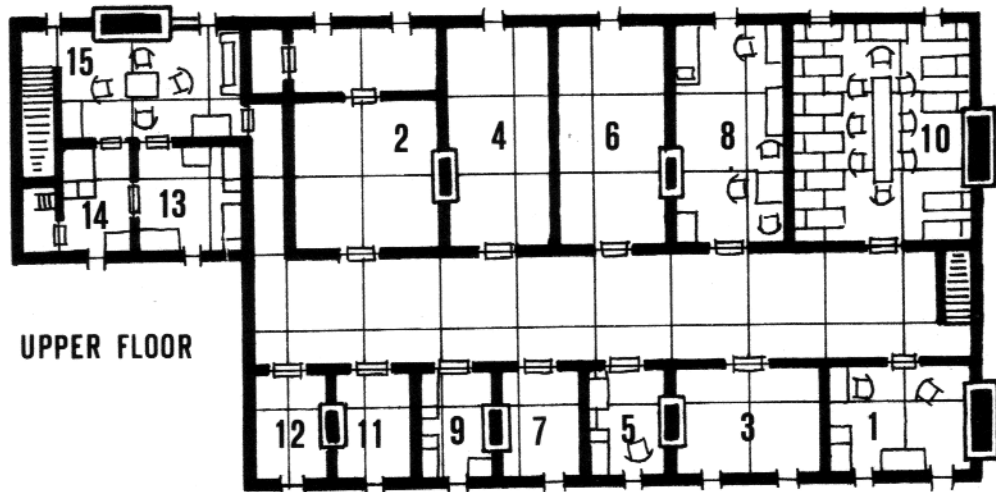
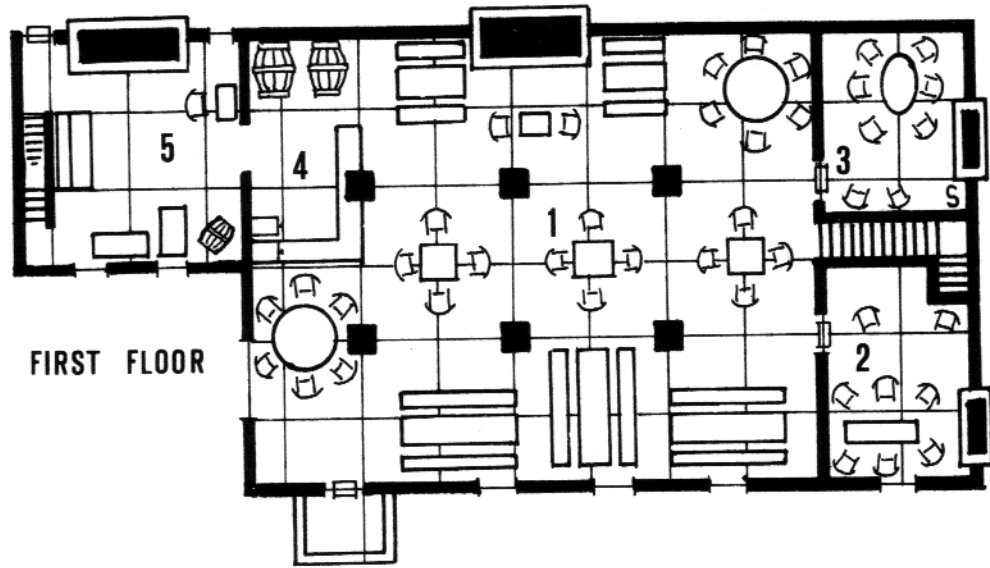
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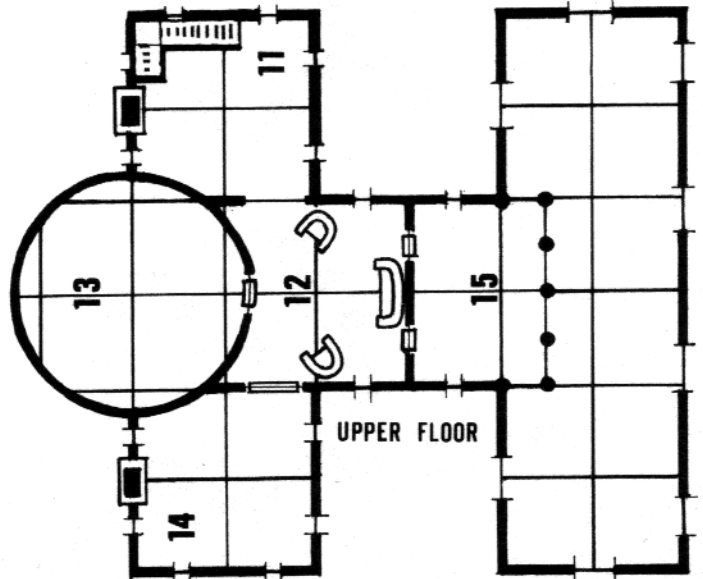
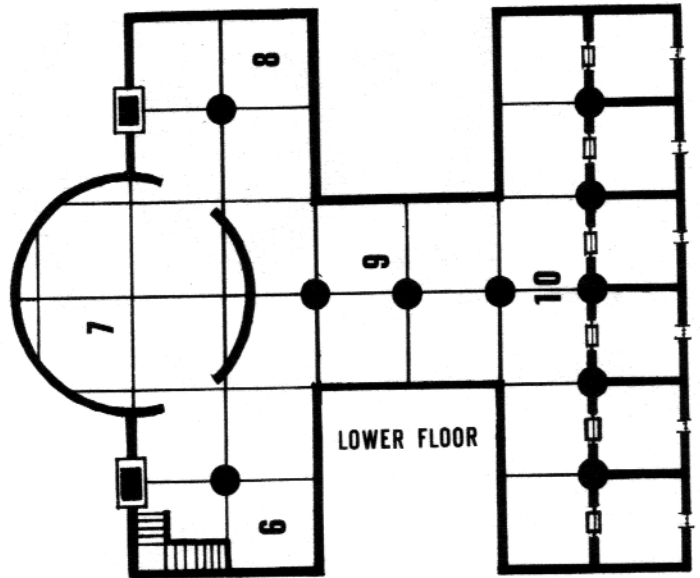
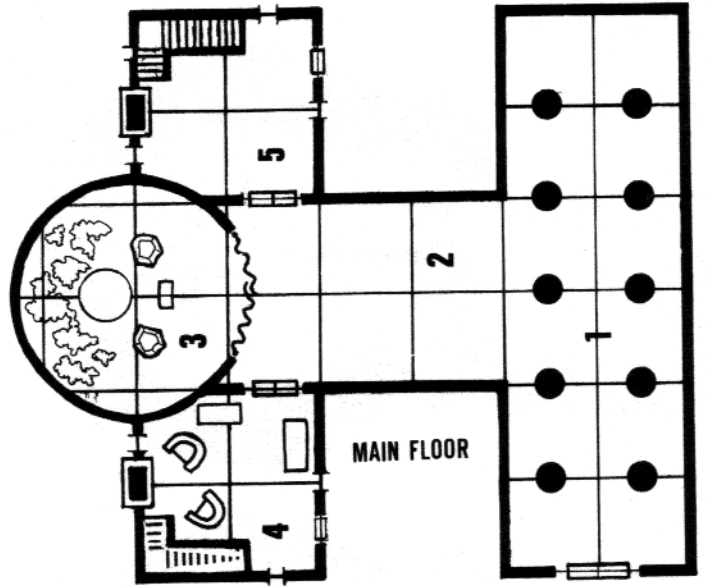
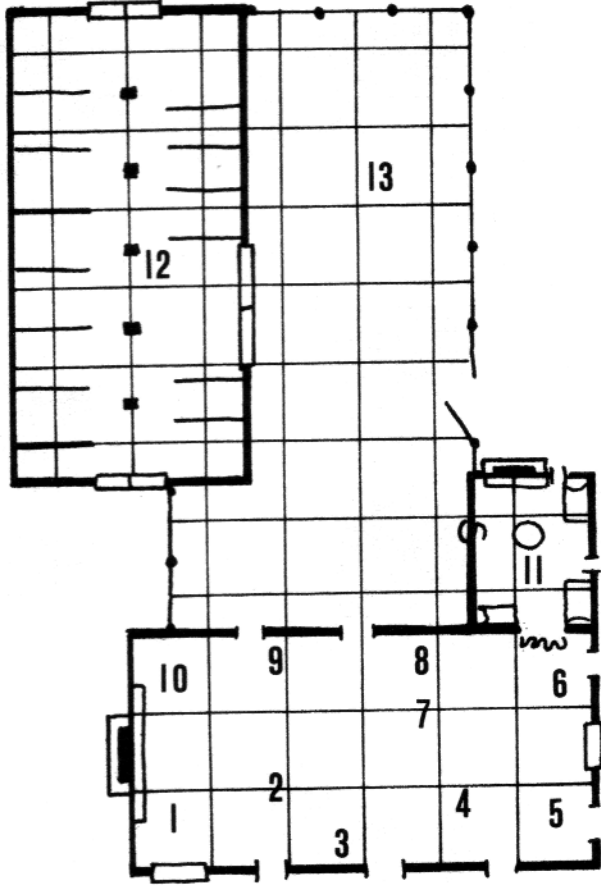
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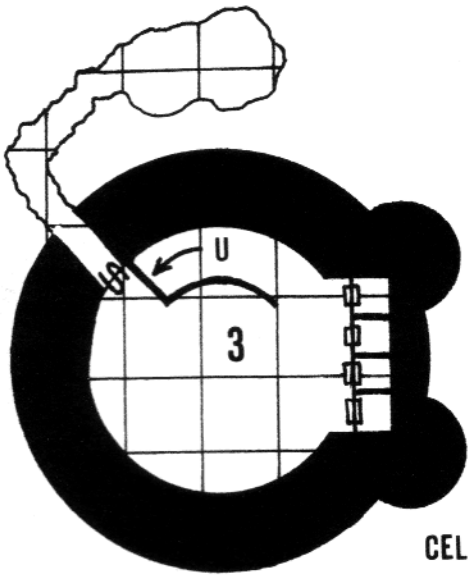
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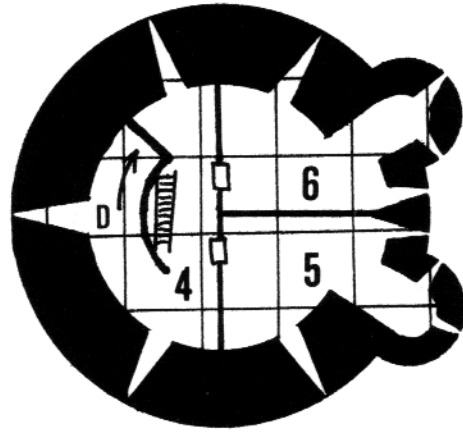
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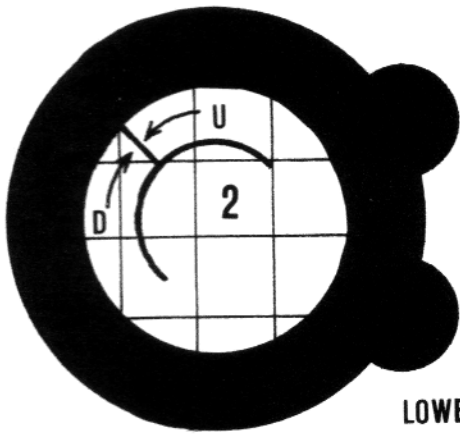
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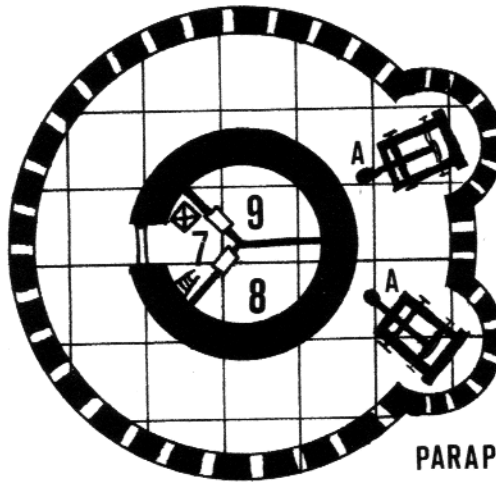
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PARAPET LEVEL



MAIN HALL



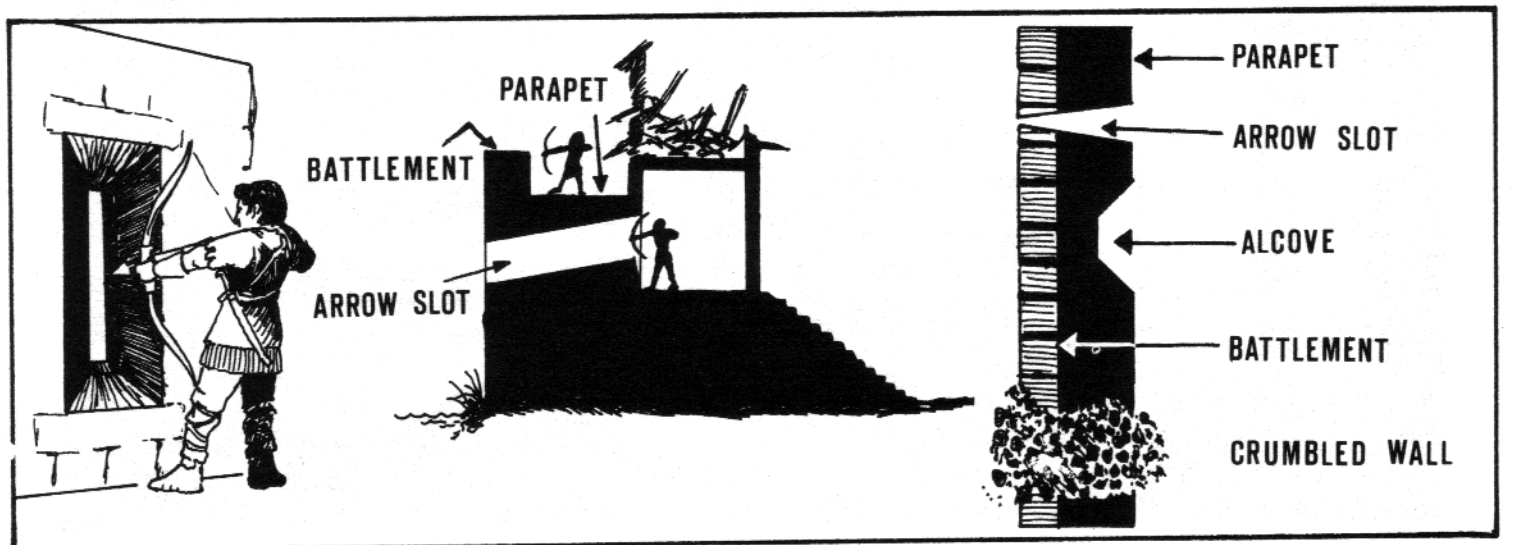
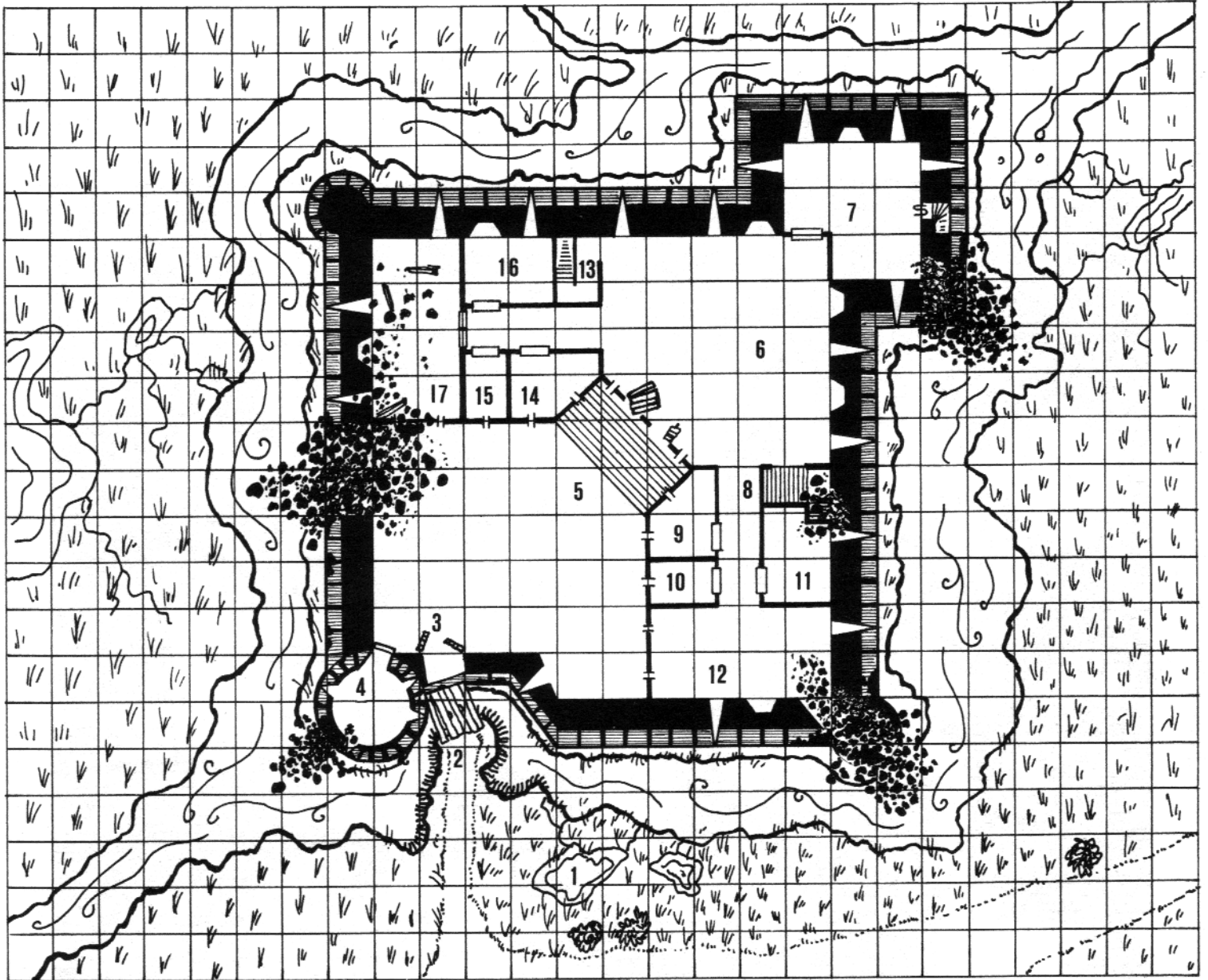
TURRET









TURRET ROOF

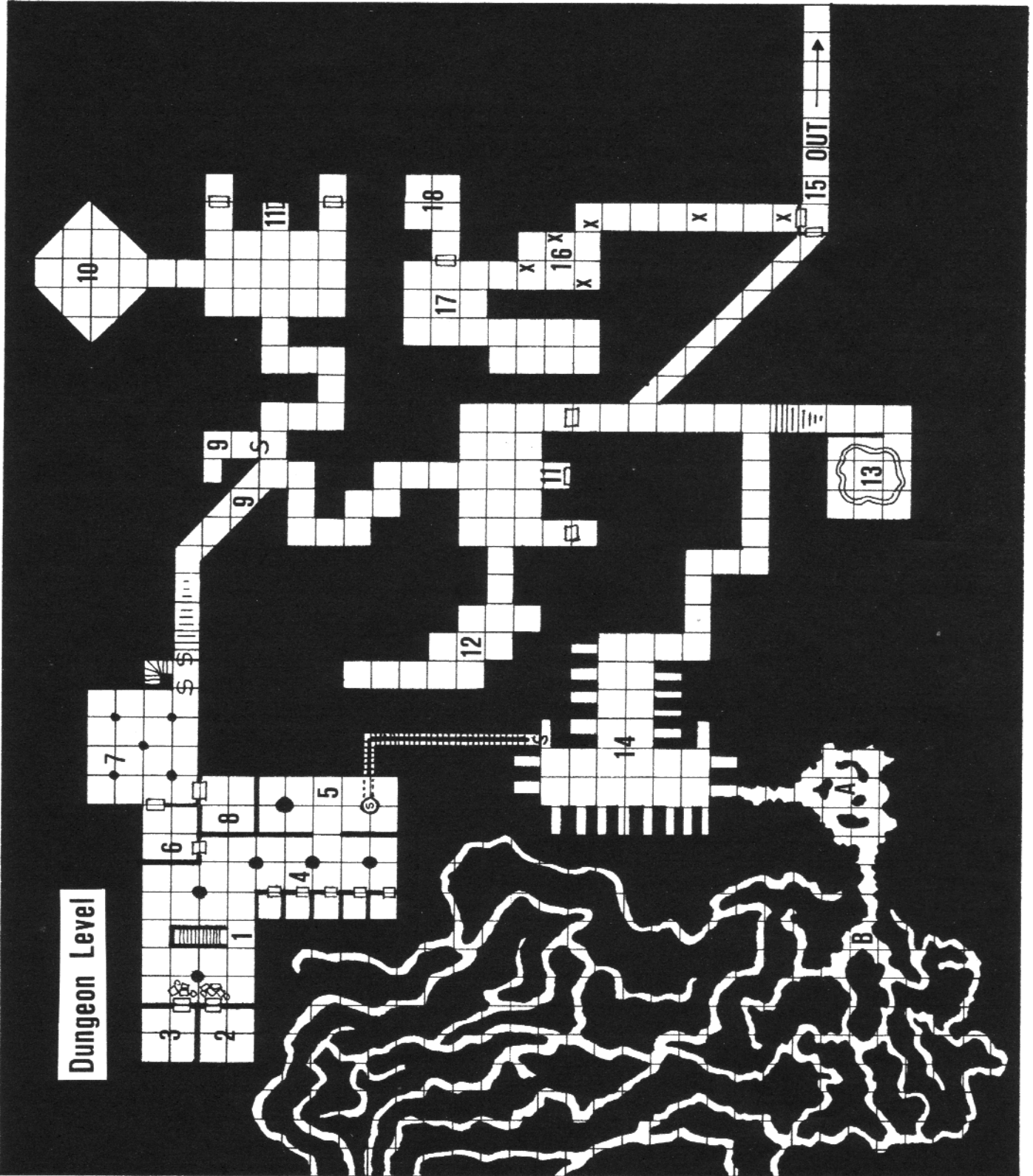
□ 10 foot square

# Ruins of the Moathouse

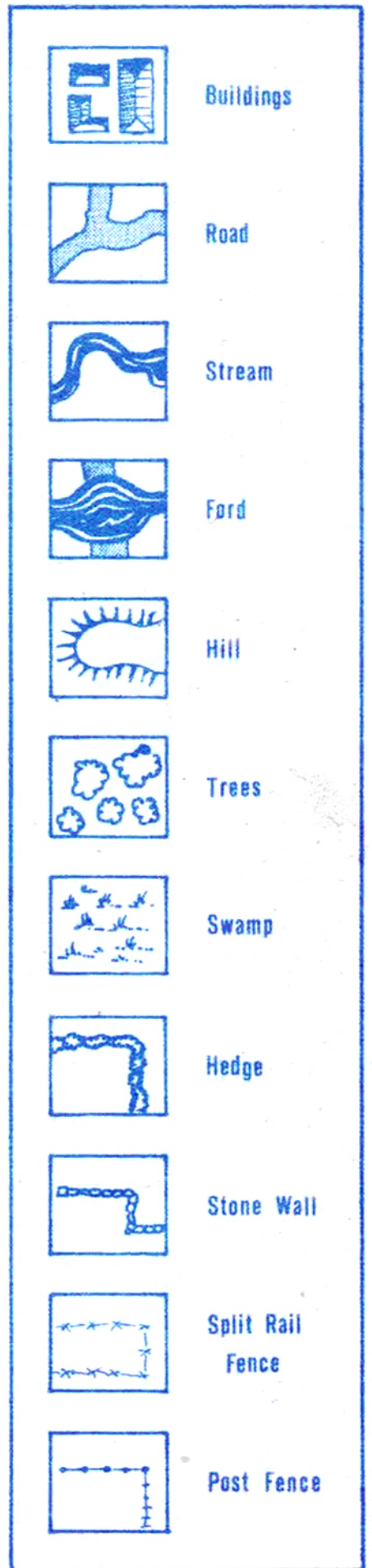
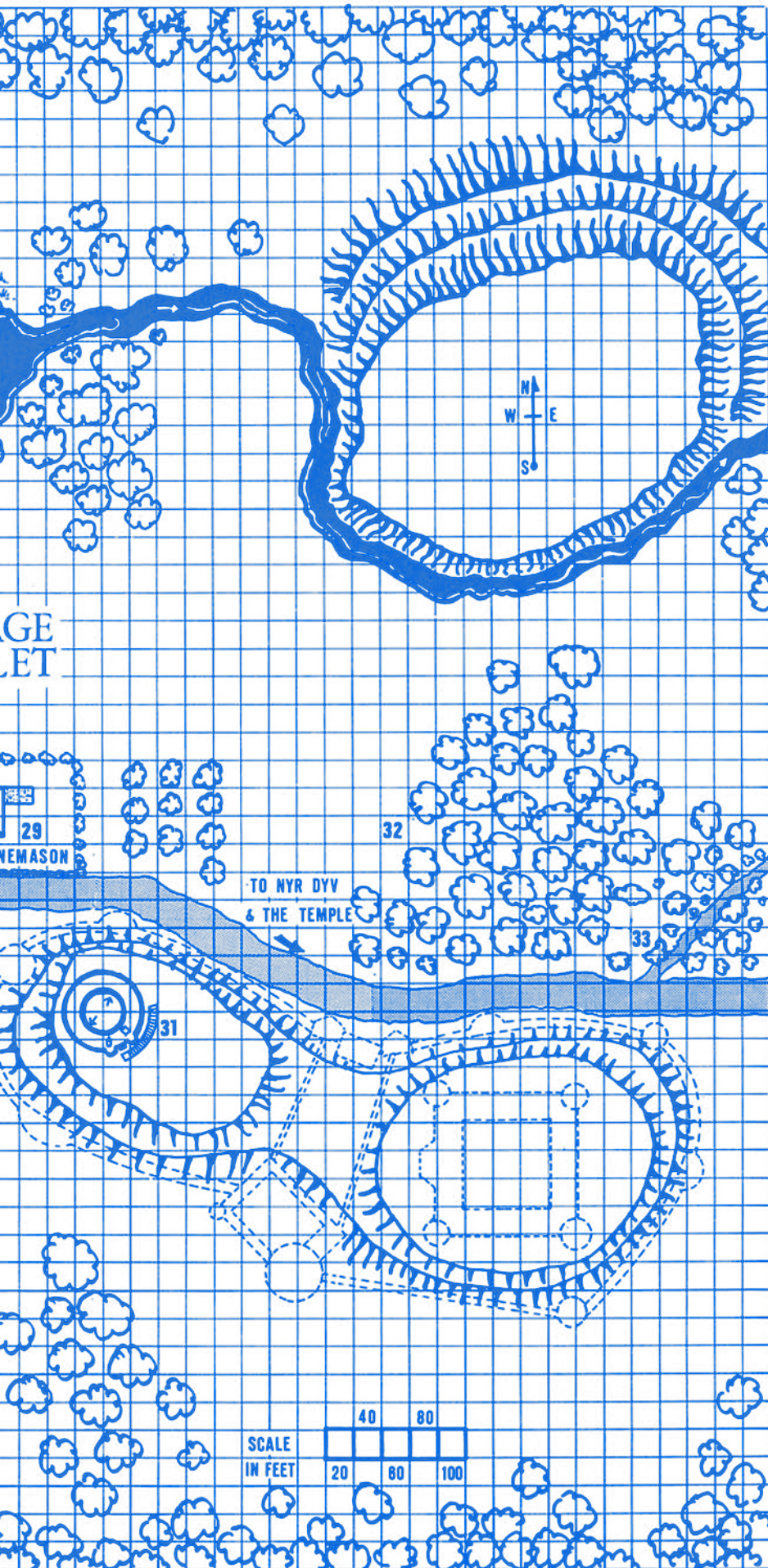


# Dungeon Level

-  Door
-  Stairs Up
-  Stairs Down
-  Secret Door
-  Subterranean Passage
-  False Door









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**Dungeon Module D3** (Vault of the Drow)

**Dungeon Module Q1** (Queen of the Demonweb Pits)

**Dungeon Module A1** (Slave Pits of the Undercity)

**Dungeon Module C1** (Hidden Shrine of the Tamoachan)

**Dungeon Module C2** (The Ghost Tower of Inverness)

**Dungeon Module T1** (Village of Hommlet)

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**C1****FOR ADVANCED  
D&D™ GAME**

# Dungeon Module C1

## The Hidden Shrine of Tamoachan

by Harold Johnson & Jeff R. Leason

AN ADVENTURE FOR CHARACTER LEVELS 5-7



*This module was originally used for the Official ADVANCED DUNGEONS & DRAGONS™ tournament at Origins '79, and is the first in another new series of modules from TSR, the COMPETITION SERIES. This module contains a challenging setting as well as an original scoring system and an assortment of pre-rolled characters for adventuring. The module may thus be used for private competition among players, or as a separate, non-scored adventure! Also included herein are background information, a large-scale referee's map, referee's notes, and new monsters and descriptions for an added taste of excitement.*

*This module is meant to stand on its own, and includes areas on the map where Dungeon Masters may add their own levels.*

*If you find this module intriguing, look for the TSR logo on future publications from THE GAME WIZARDS!*

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OVER 15  
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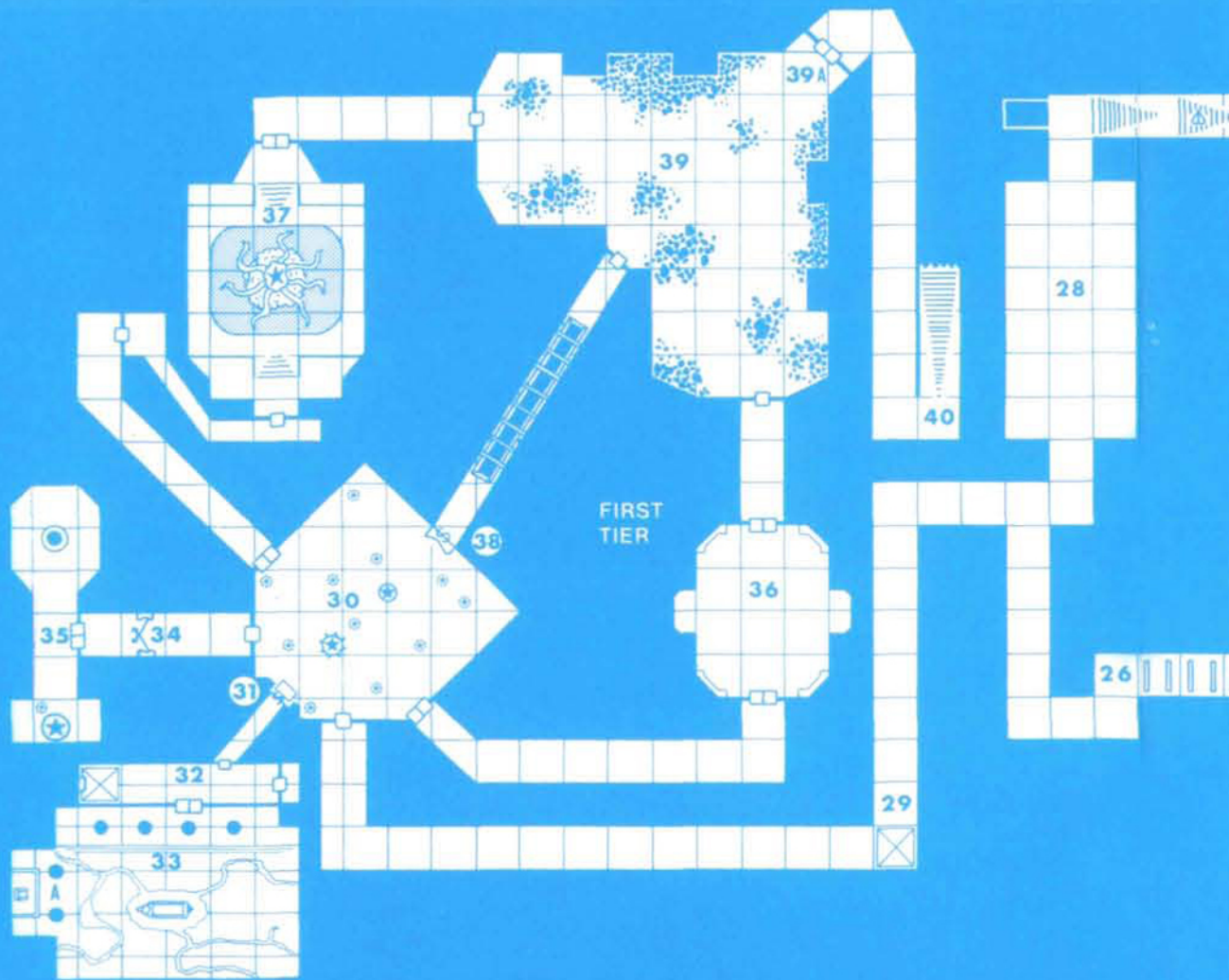
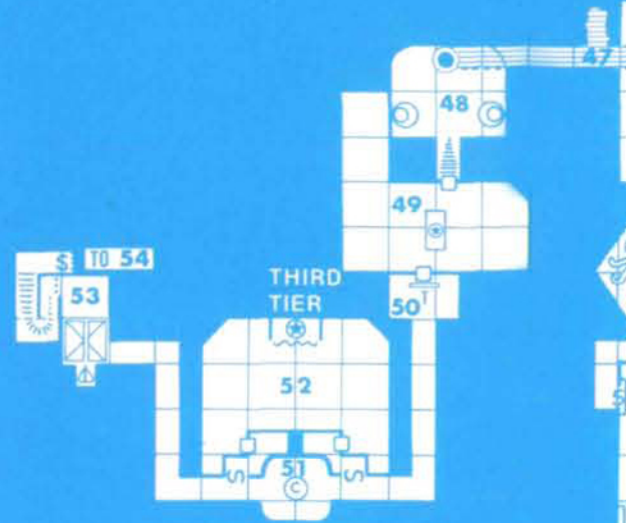
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**9032**

# THE HIDDEN SHRINE OF TAMOACHAN

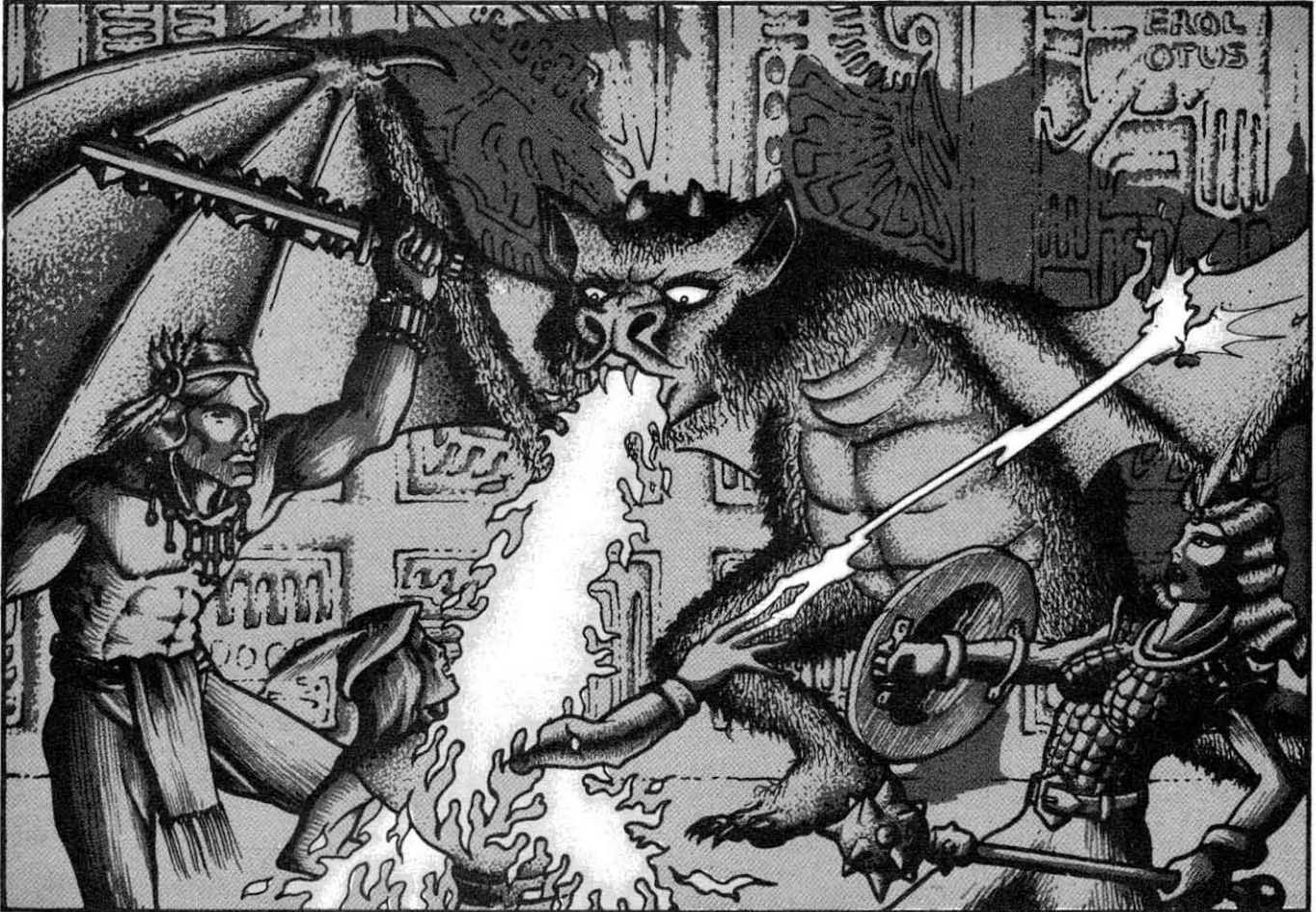
	DOOR		STAIRS
	DOUBLE DOOR		STATUE
	SECRET DOOR		STUFFED ANIMAL
	FALSE DOOR		BAS-RELIEF, WALL SCULPTURE
	TRAP DOOR IN CEILING		DIVAN
	TRAP		CURTAIN
	TRIGGER MECHANISM		WATER
	OPEN PIT		UNDERWATER LEDGE
	COVERED PIT		SMOKEHOLE OR CHUTE
	FOUNTAIN		IRON BARS
	WELL		RUBBLE
	PILLAR		VERTICAL SHAFT

SCALE: EACH SQUARE = 10 FEET



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## THE HIDDEN SHRINE OF TAMOACHAN

**Tournament Background:** Your party is lost! You should never have abandoned the ship and struck out into the marshes, but your pursuers were closing on your trail, and it seemed the only way. Stumbling onward through the fens, your party makes for higher ground ahead. As you cross the ridge, the sun sinks below the horizon and night comes. Breathless, the party drops to the ground, and you try to catch your wind with the welcomed rest. Somewhere behind you comes the sound of distant shouts. Scrambling back to your feet, you force your way further into the brush, past great carved stones which lie overturned on the ground.

A full moon rises, sending moonbeams and ghostly shadows to flicker through the branches. Ahead in the woods a light glows and seems to beckon — perhaps a shelter for the night. Though thorns tear and impede your progress the source of illumination is reached at last. Before you is a clearing. There is an ancient ruin — a worn and overgrown pyramid fills the courtyard, shining in the moonlight, seeming almost brighter than the moon itself. A refuge? Perhaps; tomorrow with daylight the party may explore, but tonight you must have rest.

There are three: Cair, a magic-user and thief by trade, with a price on his head; Myrrha, a banished cleric who seeks escape from her former colleagues; and Rhialle, a barbarian fighter, outcast of his people. In recent weeks past, Rhialle and Myrrha helped Cair escape the clutches of bounty hunters, and thus became fair prey as accomplices. Taking passage on a ship faring south the party had thought to evade the hunters, but the persistent trackers followed in a hired ship. In final desperation the party had abandoned their vessel for the wild jungles of the savage land.

The sun has risen, and after hasty counsel and preparation the party gathers up their equipment and starts towards the pyramid-temple. You tread carefully across cracked and overgrown flagstones, stepping over fallen and shattered pillars, pushing aside vines and briars. As the party approaches the temple the sound of crashing through the underbrush comes from behind you. Turning around, the party glimpses men moving through the woods towards the clearing. Then the earth shudders and gapes open beneath the party's feet and you are falling amidst the roar of collapsing masonry. Dust fills the air and the sunlight disappears as the darkness swallows you.

**Module Background:** Formerly titled **LOST TAMOACHAN** (Ta-mō-a'-chan: "the home sought after"), this adventure was originally used as the official AD&D™ tournament dungeon at Origins '79. The design of the temple draws heavily on Mayan and Aztec/Toltec mythology and society. Certain historic examples were used as models in designing this module. DMs wishing to expand the ruins of Tamoachan will find it very helpful to use their local library to find out more about these fascinating cultures.

**START:** The Hidden Shrine is part of the ancient ruined city of Tamoachan, once the northernmost capitol of the Olman empire, which covered much of the southern continent centuries before current history began. Tamoachan is located in the savage lands south of the Olman islands, southeast of the Holds of the Sea Princes. The climate is sub-tropical and very damp; it rains nearly every afternoon.

Players wanting to investigate the city may wish to camp nearby. After 1-3 hours of searching, they will find an easily-defended glade with an artesian spring. There will be normal chances for encountering wandering monsters in the area.

Most of the city is toppled and almost completely covered in undergrowth. Intruders into the ruins will discover that the ancient

streets now make overgrown "valleys" between the debris of the crumbled buildings. The largest of these valleys all lead to the central clearing of the pyramid.

In the south side of the clearing is a newly-collapsed area, revealing a jagged hole with a debris-covered slide, leading down to room #1. If players climb the pyramid itself, they will see that the interior of the temple is probably accessible if a certain amount of digging is done first.

DMs wishing to add Tamoachan to their campaigns may want to design others of the ruined buildings, and list the denizens which no doubt lurk therein.

### Notes For The Dungeon Master

Originally designed for tournament play, **The Hidden Shrine of Tamoachan** is a test of the skill and common sense of players. Therefore, many of the encounters will not bother a party who do or do not take certain actions. Those of a party who act foolishly, though, will pay the consequences for their deeds. In general, party size should be from 5 to 7 characters of 3rd to 7th levels. The average level of the party should be 5th. If fewer than 5 players are involved, the average level should be 6th.

It is recommended that the DM read the module thoroughly several times before play starts, making notes in the margins where useful. It will be noticed that encounter descriptions are divided into boxed and open sections. The boxed sections contain information which should be read to the players; the rest is information for the DM. In most cases, the same players' description is used no matter which direction the party enters from, but 2 cases require that special descriptions be read depending on the direction from which the party approaches the encounter area. The DM should be aware of this and be careful to read the proper players' description.

The players' descriptions are provided because many of the encounters require specific actions on the part of the group. Hints of what may be done are given in this text and the DM should only provide vague information if questioned. Players will be able to see the exact contents of a room unless noted.

To aid in the description of the encounters, several areas have been keyed to the illustration book. When the players enter such an area, the DM should show them the appropriate illustration and read the description of what they see. The DM may, of course, describe the encounter in his own terms, but care should be taken not to reveal information the players would not know. All involved will enjoy the module more if challenges are left for the players, so that satisfaction may come in overcoming them.

The DM may decide between the 2 entrances into the ruins — the more conventional route through the pyramid-temple or the drastic tournament method entrance. The first entrance will require that the party dig their way in; while the latter, since the ground is unstable, will result in a cave-in 75% of the time.

It may happen that a party may wish to leave and re-enter the ruins, perhaps several times. A cautious party may want to replenish their spells or obtain special equipment. A party may also decide to retreat on encountering the poison gas. If this happens, the DM should restock some of the cleaned-out areas with new creatures. These monsters may have wandered in from the wilds or may have been sent by Camazotz, the bat-god to whom the temple is dedicated. Care should be taken to maintain the original balance. Creatures of 3 to 7 hit dice should be used, although those with fewer than 3 hit dice may appear in greater numbers.

In the ruins, the hallways are commonly 10' wide and almost 20' high, although a few of the corridors are narrower. Secret passages are only 5' wide. The walls are constructed of blocks of un-mortared stone covered by a layer of stucco. The ceilings are the same, supported by false corbel arches. Doors are made of beaten bronze or slabs of stone. All are heavy and require force to open. Doors will swing into rooms unless otherwise noted. Rooms have ceilings between 20' to 40' high. In order to differentiate

between hallways and rooms, hallway encounter areas are presented with **bold face** titles and rooms are presented with CAPITALIZED titles.

Due to the unstable condition of the ruins, certain spells are potentially disastrous. A **fireball** will cause a collapse for a 30' radius, doing an additional 3d10 points of damage to all within that area. This collapse may block or bury all items or exits in the radius. A **lightning bolt** will collapse all within 20' of the impact point. This will cause 2d10 in damage to those in range, but will not block passages.

Another hazard of these ruins is that the lower levels are filled with poisonous gas. This includes the rooms and passages from encounter areas #1 through #38. A character will suffer 1-6 hit points of damage for every turn spent in the gas. A **neutralize poison** will reduce damage to half for 1 turn. If the character remains in the gas the next turn, normal damage will accrue. A **slow poison** will reduce damage to 1 point per turn for the duration of the spell. If the characters are still exposed to the gas when the spell ends, they will suffer the remaining damage accumulated from past turns. If a **haste** spell is cast, an additional 3-4 points will be taken each turn the spell operates. A **slow** spell will reduce the damage by half for an equal amount of time. The gas is a thick amber color and affects flame, causing it to sputter and glow redly only a pale ember of itself. Any light source caused by fire will have an effective range of only 10'.

The gas may be cleared out of the ruins by opening the doors to room 39. Players will need to be patient, however, as it will take one month for the lower levels to clear completely. If the doors are closed again, the lower chambers will refill in 2 weeks.

In some locations, characters may discover bottles of dried potions. Due to the unusual method by which these potions were made, it is possible to mix them with water or wine and restore them. Wine will create a full normal effect, but water will shorten the duration to 1/3. If eaten dried, there is a 1 in 8 chance that it will act as a **potion of delusion**; if it does not, the powder will have no effect at all.

In several instances, characters without percentage climbing abilities may wish to try to climb through the ruins. This should only be allowed if there are **large** and **obvious** foot- and handholds to be used. Even so, there is a 50% chance of falling. Slopes climbed by non-thief classes may never be greater than vertical.

#### Notes on Tournament Play:

The purpose of tournament play is to get out of the ruins before time runs out. Choosing less direct paths, arousing monsters, or searching for treasure will cost players precious time. There is a real time limit of 2 hours on tournament play. If a shorter playing tournament is desired, it may be played that when the party reaches room #39 they have reached safety. This shorter version may have a time limit varying from 1 to 1½ hours. The DM should note the time at which play begins and halt play when the predetermined length of time has elapsed. Players should be informed of the approximate number of minutes remaining if they request it of the DM, or he or she may take to reminding them of the time after each room. All actions, including movement, combat, and solving traps, should be measured in the real time it takes to play it out. The duration of spells and potions will be equal in real time to that stated in **AD&D PLAYERS HANDBOOK**, unless otherwise noted.

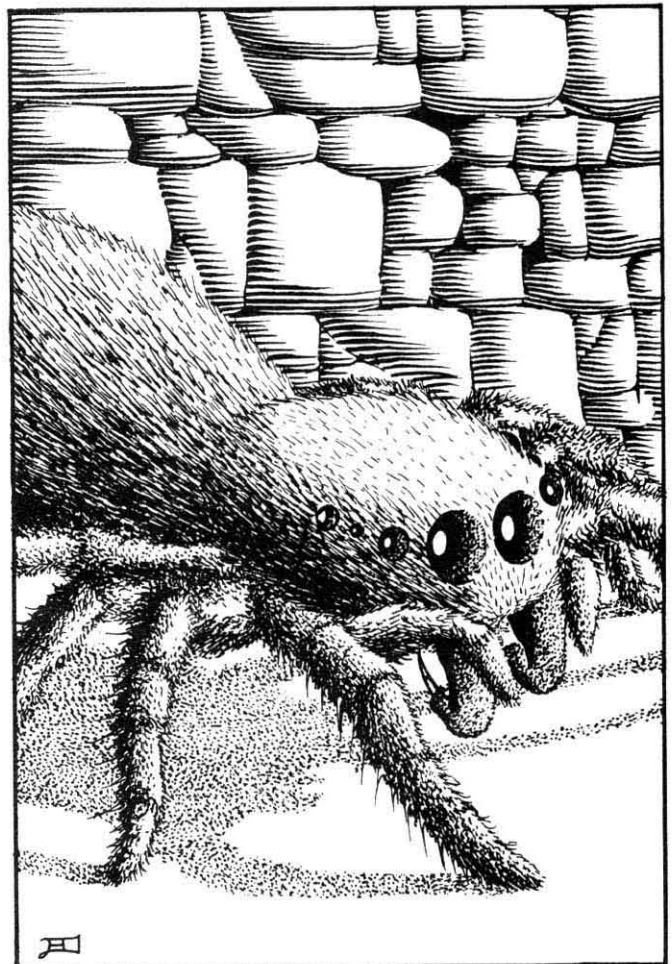
If the characters provided at the back of this module are to be used, their traits should be described to the players, and then the players should be allowed to choose the character they wish to play. Before play begins players should be allowed about 15 minutes to study their character sheets and make any changes or preparations they desire. The players may utilize materials from the area in which the adventure is to begin, woods and ruins, to augment their listed supplies; for example, making crude torches which will burn for 1-4 turns, or picking up sling-sized stones. DM's discretion must be used as to what the players are allowed to do.

Though the characters provided have already had spells chose for them, players may wish to alter or substitute different spells. This is allowable but must be completed before play begins. A list of optional spells known has been provided from which the players may choose, and spells not listed are not available. The same spell may be memorized more than once, but each memorization counts as a spell carried.

A combat matrix and monster index have been included at the back of this module to speed tournament play. The characters' "to hit" scores for armor class 2-10 have been provided. These values are adjusted to already include the natural bonuses of the characters; thus Rhialle needs a 13 to hit AC 2, not a 12. To promote balanced play between different teams, damage in tournament play should always be averaged, both for damage dealt and damage taken. Furthermore, the action of most poison, including the poisonous gases, has been reduced to additional points of damage. Averages are: d4 = 2-3; d6 = 3-4; d8 = 4-5; d10 = 5-6; d12 = 6-7.

Several playing aids are included at the back of this module on perforated pages. The appropriate map should be displayed when the party enters each room and players may place figures upon these maps to indicate their position in the room. In order to preserve the playing aids and character sheets for future play it is suggested that they be placed in clear plastic sheet protectors.

In tournament play the performance of each party will be rated according to the scoring sheet printed on the back of the combat and monster charts on tear out sheets in this booklet. It is recommended that the DM keep notes on actions the party and its members take during play, in order to speed scoring of the team at the end of the tournament.



## Wandering Monsters:

These 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 1 chance in 12, check each turn.

1. 2-8 rats (AC 7; HD ¼; HP 1; #AT 1; D: 1).
2. 2-12 bats (AC 6; HD ¼; HP 1; #AT 1; D: 1). There is a 20% chance that 1-4 are vampire bats (AC 6; HD ½; HP 3; #AT 1; D: 1-2 + 1 per round, drain up to a maximum of 6 points).
3. 1-4 fire beetles (AC 4; HD 1+2; HP 7; #AT 1; D: 2-8).
4. 2-8 zombies (AC 8; HD 2; HP 9; #AT 2; D: 1-2/1-2).
5. 1 will-o-wisp (AC -8; HD 9; HP 42; #AT 1; D: 2-16).
6. 2-5 mandrills (AC 7; HD 1+1; HP 6; #AT 3; D: 1/1/1-4).
7. 1-3 vipers (AC 7; HD ½; HP 3; #AT 1; D: 1 + poison, save at +2).
8. 1-4 killer frogs (AC 8; HD 1+4; HP 8; #AT 3; D: 1-2/1-2/2-5).
9. 1 margay (AC 6; HD 3+2; HP 15; #AT 3; D: 1-2/1-2/1-6; if it strikes with both front claws then 1-3/1-3).
10. 1 huge spider (AC 6; HD 2+2; HP 11; #AT 1; D: 1-6 + poison, save at +2, if fail then 1-6 and paralyzed).

These wanderers are extra and are not from any of the assigned rooms in the ruins. If an indicated monster does not fit the situation, check again or choose from the list.

**Rats:** These creatures will surprise 4 chances in 6. If they feel challenged by the party, they will nip at the intruders and flee. If the rats do not have surprise they will squeak and run away. The rats are plague carriers and any character bitten by a rat must save vs poison or he or she will be infected. If the infected character does not receive a **cure disease** by the fourth turn after being bitten, the wound will swell and become pus-filled. The character will lapse into delirium and will be unable to care for her or himself. After 1-4 days, if the character has still not received a **cure disease**, he or she will die.

**Bats:** These animals act as a **confusion** spell and will obscure vision, making it necessary to check and see if a character slips and falls while fighting them (a roll of 4 or less on 2d6, +1 for a dexterity of 15 or better). Bats will bite and flee; vampire bats found with normal bats will bite and drink blood.

**Beetles:** These creatures are blind and are foraging for food and will come running in response to noise.

**Zombies:** These monsters are blank-eyed and will ignore the party, unless they are attacked or the characters are in the act of defacing the ruins. Because the zombies are so slow they will always attack last.

**Will-o-wisp:** This creature will usually be sighted in the distance as a **dancing light**, but if its curiosity is aroused or it senses a dying creature it will investigate the chance of a free meal. Basically a coward, the wisp will flee rather than fight and will fight only if cornered.

**Mandrills:** These are not really apes, but rather "ape-men", and are semi-intelligent. They seek to loot trinkets and will harass intruders, but if things are going bad for them they will flee.

**Vipers:** These snakes surprise 4 chances in 6 and will strike at the characters. The character must save vs paralyzation to be warned or else the viper strikes at +1. If a viper does not have surprise, it will hiss and attempt to retreat from the party. If a viper is cornered it will fight. Any character striking at a viper with a short, hand-held weapon may be attacked by the snake.

**Killer frogs:** These beasts resemble large bullfrogs sitting in the corridor. They will be skittish and move away a bit when approached by a character. However, once a character gets close to a killer frog it will drop its mild mannered pose and attack.

**Margay:** This is a small hunting cat that climbs rough walls and ledges and leaps down upon travelers. It surprises 5 in 6. If its target proves to be too dangerous it will flee.

**Huge spider:** This species is a jumping spider and does not spin webs. It can move 12" a round and may leap 4" suddenly, in any direction. This spider can also climb walls and ceilings.

## KEY TO THE LOWER CHAMBERS

1. The VAULT OF CHICOMOZTOC (Che-ko-moz'-tok: The Place of Seven Caves):

### For Tournament Use Only:

Breathing heavily, you find that the world has stopped tumbling and you now sit on cold, damp stone. The coughing and wheezing of your companions can be heard nearby, hidden in the darkness. To your back are rough rocks and broken earth. As you sit, the rumble and clatter of rocks diminishes to the occasional rattle of pebbles and the shush-shush of sliding dirt.

Unless a light is made, the room should be described by what the characters touch only. A **light** spell will work normally, but any fire will only glow redly, a pale ember of itself, as a result of the poisonous gas present in the air. Light generated by a flame will only illuminate a 10' radius dimly, as if in a dense fog.

Rhialle, the barbarian, sits quietly, nose raised, sniffing carefully; after a moment, his fears confirmed, he informs the other two: "The air in this place is bad, poisonous. I fear that if we are still entombed in this place an hour from now, we shall never leave."

You are in a long narrow chamber, running east-west. In the center of this apartment is a domed shape on the floor. In the east wall is a blank faced stone door and the west end of the room is blocked by fallen stone and rubble, apparently the result of a collapse. The two side walls appear to have several niches cut into them.

The shape in the center of the chamber appears to be a small alcove, protected by a half-dome with the open end facing towards the door in the east wall. This alcove is set in a recessed, shallow, tiled well, 1' deep and 10' wide. The alcove itself is 4' high. The hollow seems to hold some sort of display.

The display appears to be a diorama depicting a hunting party of Olman warriors, in feathers and deer-hide garments, in a mountainside scene. Some have successfully pulled down a stag with the aid of a dog, another group is cleaning a small mule deer and the last party has cornered a puma with their spears. A scout watches the puma hunt from an outcropping above. He holds a metal staff with a loop in its end. It looks like a shepherd's crook.

This staff is a key and may be separated from the figure without affecting it. In tournament play this key is used to open the door to the room. In campaign adventure the key could be used to work a lock in the top of the mountain which allows the well to be opened. This could be used to provide access to lower levels which the DM could create her or himself. The key is worth 2 g.p.

There are three 5' wide niches on both the northern and southern walls, about 3' above the floor. Each niche contains a diorama depicting some aspect of tribal life. The 6" high figures in all of the displays appear to be made of stucco, realistically and brightly painted. The scenes portrayed represent fishing, farming, religion, warfare, the creation story, and the crafts.

If any of the **human** or **animal** figures are removed from their niche and placed on the floor of this vault, the item will grow to living dimensions immediately (2 segments) and spirits of the ancestors will animate the creature and it will attack. Items taken from this room will remain painted stucco statues. The statistics for these animated figures are given below:



Warrior: AC 9; Level 2; HP 9; #AT 1; D: dagger 1-4, hand axe or spear 1-6, or war-club 2-7.

Priest: AC 10; Level 3; HP 13; #AT 1; D: war-club 2-7 or spells (see below).

Non-warrior: AC 10; Level 0; HP 3; #AT 1; D: dagger 1-4.

Constrictor snake: AC 7; HD 2+1; HP 11; #AT 1; D: bite 1, or constrict 1-4 each round the victim is caught in its coils.

Dog: AC 7; HD 1+1; HP 6; #AT 1; D: bite 1-4.

Puma: AC 6; HD 3+1; HP 14; #AT 1-3; D: claws 1-3/1-3, bite 1-6, and rear claws 1-4/1-4 if both fore claws hit.

All other animals are benign. The figurines will revert to clay and stucco if they leave the room. Each statuette weighs 2-5# (20-50 g.p.) and is worth 2-5 g.p.

A. The first alcove contains a river scene. Olman men, women and children are busy gathering rushes, fishing with nets and carving a dugout.

B. This recess portrays natives farming. They are planting maize and harvesting wheat. There are several warriors standing guard and a priest in a bird costume is blessing the fields.

The priest's spells are: **bless**, **cause light wounds**, and **spiritual hammer**.

C. The third niche portrays a temple upon a tiered pyramid. Natives are bringing small offerings of gold and jade. Before the temple stands a priest handling a constrictor snake. Around him stand three costumed warriors — one dressed as a winged serpent holds a spear; another is dressed as a bear with razor claws; the third represents a coyote holding a torch. There are also several stone statues of the gods.

The offerings are worth 1-6 g.p. each and there are 4-24 such items. The priest's spells are: **curse** (the reverse of **bless**), **darkness**, and **snake charm**.

D. The fourth niche holds a scene of tribal warfare. All the figures depict warriors carrying spears, clubs, hand-axes or daggers. The warriors of one side are painted black, while the other side is done in red.

Black warriors will do battle with red warriors and vice versa, but once they have vanquished their foes they will turn on the player characters.

E. The fifth display is that of the creation of the world. All of the statuettes are stylized and obviously non-human. A god, adorned in green quetzal feathers is mixing ashes with blood to form sculptures of a man and woman. Four towering figures painted red, black, blue and white are standing about a fire committing suicide with their daggers. Two smaller figures are ringed by the four — the modest "Pimply One" is being consumed by the fire, while the braggart "Lord of Snails" cowers in fear.

These figures will not animate.

F. The sixth hollow shows native men and women engaged in different crafts — weaving rugs and baskets, carving totems, making pots, grinding stones for weapons and making clothes.

The cave-in appears to have completely blocked the west end of this chamber. At short intervals, small amounts of rubble and dirt come spilling into the room. Several large stones appear to have wedged themselves tightly, closing the collapse.

In the campaign adventure, this rubble may be shored up and dug out to provide access to the DM's personal expansions to this ruin. However, attempting to dig up out of the room will simply result in more detritus falling into the room. Further collapse will cause 1-4 points of damage to each digger. There is a 1 in 6 chance that the digger will be buried by the rubble and suffer 3-12 points of damage, followed by a

5% cumulative chance of suffocation, causing an additional 1-6 points of damage, per round thereafter, until dug out.

The door is carved with a sun symbol and appears to open into the room; there are hinges on this side and scratches on the floor. There is no visible lock or handle, although across the top of the door there is a slight gap. Eight holes seem to have been bored into the door; they are about 1" in diameter, but nothing can be seen in them. The door seems to be fairly thick. The lintel is arched and there is a keystone at the top.

The door is only an obstacle in tournament play or if the door has swung shut while the party was investigating the room. This door may be opened in a number of ways. Either the key, found in the diorama of hunting, may be used to spring the door open when turned in the keyhole hidden under the keystone over the door; or spikes or similar tools may be driven into the door to provide handles, allowing normal chances to open the door. Objects inserted into the holes already bored will simply pull out. Driving spikes into the door will be difficult for the door is made of stone. The hinge pins may be broken and removed, but the door will fall inward causing 2-12 points of damage to those beneath it.

## 2. The Hall of Thrashing Canes:

The sides of this corridor are carved to resemble walls of bamboo-like logs. The passage slopes down from a single door on its western leg, the lintel of which has been crafted to represent a stylized cavern entrance, to double doors of beaten bronze, worked to resemble a forest of seaweed.

There is a pressure plate halfway down the hallway which triggers a trap. Several of the logs will swing out from either wall and buffet the party towards the double doors. For tournament play, the trap will always work. For campaign adventure, the trap will be triggered on a 1 or 2 in 6. Characters will suffer no damage if the trap swings out behind them, stunning for 1-4 rounds. If a character is walking up the slope towards the trap, he or she will receive 1-6 points of damage from the trap, and will be stunned for 1-4 rounds. Once triggered, the stone logs will not swing back and will effectively block the passage, since they bar the way from ceiling to floor with only a 6" gap between the logs.

## 3. The ROOST of the CONCH:

This room is constructed of large stone blocks, buttressed in the corners. The walls are wet and slimy and mud covers most of the floor in a thin coating. In the center of the chamber there sits a large polished boulder amid a pile of smaller rounded rocks. The boulder is 5' tall and colored brown with dark streaks and spots. Leaning against it is what appears to be a bamboo staff. To the left and right may be seen stone doors recessed in the wall.

When the room is entered, another stonework door may be discerned in the shadow of the boulder across the apartment. In the mud around the base of the boulder may be seen a small moving shape, a crayfish.

The floor of this chamber is very slippery and any sudden actions, including those necessary for combat, may result in the character taking a spill. Roll 2d6 to check for the chance of slipping; a 4 or less indicates the character has lost his or her balance. A dexterity of 15 or better will add +1 to the roll. If a character loses balance, he or she may do nothing else that round. Always check for slipping before attempting to strike. A character may fight from his or her knees at -2 to hit and minus any strength bonuses.

When the crayfish is approached, it will advance waving its claws in an aggressive manner and speak in a foreign tongue. If any member of the party can speak Olman, an ancient native tongue, the crayfish will be understood to say,

"Who is this? Who dares to enter the chamber of the guardian? You had better go or I will have to discharge my sacred duty! Be off with you before I lose my temper!"

If the party retreats, the crayfish will not follow, but will take to marching back and forth in front of the boulder and will threaten the party if they approach again. If the party does not heed the warning, the crayfish (AC 8; HD 1/2; HP 1; #AT 2; D: 1/1) will increase its threats. Should the crayfish be attacked, it will immediately call upon its companion, a giant hermit crab.

The boulder is in reality a huge shell inhabited by a giant hermit crab — Kalka-Kylla (Kal'-ka-kē'-ya) (AC 2/ 5 on face and eyestalks; HD 5+1; HP 23; #AT 2-3; D: 1-6/1-6 pincers, 1-2 bite). The bamboo staff is one of its legs. It is presently asleep and will not awaken unless disturbed. Once awake, it may attack or bargain. It is highly intelligent in order to better serve its master, Camazotz (Ka-ma'-zōtz) or Zotzilaha (Zōtz-ēl'-a'-a), the vampire god of the underworld to whom this shrine was originally dedicated. It speaks the old native tongue, Olman. The crab and crayfish can be reasoned with (although the crayfish is rather dim), if the party has not attacked either and can come to terms with them.

The crab will deny any knowledge of this place, stating that it was brought into these warrens when very young. If asked for directions, it will first send the party to the rubble-filled staircase to the east, and then, if asked again, it will send the party to the west.

In combat, the crab is a wily opponent, dragging its shell about for protection and trying to pin an opponent with it. The crab will successfully pin a character it maneuvers between its shell and within 5' of a wall when it gains the initiative and scores a separate "to hit" roll. The pinned character will be unable to move or attack and will remain so until the crab moves away or quits pushing. It will also attempt to use its extra walker legs to trip an opponent and pull him or her to its mouth to be bitten. In order to use its legs, the crab may not move and must roll successful hits with two legs on the same figure. The crab is not affected by the slippery mud.

#### 4. Mud-filled Doorway:

If tried, this door will not budge. Apparently, something is preventing the door from opening.

This doorway is reached from the room, by a short flight of steps down. The bottom of the stairwell is filled with silt which blocks the door. It appears that the door is meant to open into the room, for there are hinges on this side and a large grip to pull on.

Probing the silt will reveal its depth to be about 18 to 24 inches and as tenacious as quicksand. Any attempts to open it will meet with failure until the blockage is removed. The silt may be scooped out of the stairwell, but it is semi-liquid and will quickly flow back. If water is forced, in quantity, through the silt, it will wash the silt under the door jamb and down the hall beyond, alleviating the blockage.

A muddy stream trickles from beneath the north side of this door and flows down the hallway. The door may only be wedged open a few inches, enough to see that the door is blocked on the other side by a pool of silt.

#### 5. Tomb Stone and Wet Lime:

The walls of this corridor are wet and slimy. The stucco covering has become saturated with water and is decomposing and sloughing off in spots on the southern wall, exposing the seams of one of the large stone blocks from which this structure was built.

This tightly-fitted stone seals off a tomb. The block is limestone and the entire face of this plug is covered with wet lime. Any flesh that comes in contact with this lime will take 1 point of damage per round. The lime must be removed from the skin

to stop the damage, and may be wiped off or washed away. If a character's hand is exposed to the lime's effects for 4 consecutive rounds, the person so damaged will fight with less effectiveness (-2 "to hit" and -1 to damage) for 1-4 days. If cloth or soft leather is used to protect flesh from contact with the wet lime, the lime will soak through in 0-2 rounds. Leather armor will not be soaked, but after 3 turns of exposure to the lime, it will lose its effectiveness as armor. The lime can not be removed from the stone, as it is a part of the stone. Salt may be used to neutralize the lime effect for 1-3 rounds.

After scraping away the stucco from the joints, the block may be pushed inward by as many as 4 characters with a total of 48 strength points. The stone is about 6' tall, 3' wide, and 3' thick. It will take 7-10 rounds to push the plug back 10', then it may be toppled forward, or it may be shoved forward another two rounds to allow the characters to squeeze around it.

#### 6. Rubble-filled Staircase:

This staircase goes up for only a few steps and then it seems that the rest is filled in with clay and stone rubble.

Characters may attempt to dig this staircase out. Any digging, however, will result in further collapse, causing 1-4 points of damage to each digger. There is a 1 in 6 chance of a digger being buried and suffering another 3-12 points of damage. It will take 4 rounds of digging for a buried character to dig himself or herself out. Beyond the rubble, the staircase has been totally filled in and leads nowhere.

#### 7. The SEPULCHER of TLOQUES-POPOLOCAS (Tiō'-kās Pō-pō-lō'-kas: Master of the Outsiders):

Once the stone entrance block has been pushed far enough out of the way, there is enough space to step past it. Beyond the plug is a small foyer holding 3 sealed urns on both the left and right sides. Here, there are double doors of beaten bronze with glyphs worked into their faces. The portal is locked and prevents easy entrance.

The ancient glyphs are scribed in Olman and if anyone in the party can comprehend this tongue, or if the message can be understood by other means, the glyphs will translate as, "Here lies Tloques-popolocas Yohualli-Ehecatl (Yō-wa'-yē A-hā'-kaht-l) master of the others, who is like the wind and the night!" The doors are trapped; forcing the doors will cause a glass sphere to break, releasing a gas of **dreadful sleep**: save vs poison every round exposed to the gas or fall asleep for 5,000 years, or until the gas (a poison) is neutralized. It will form green swirling vapors throughout the room and require over a month to dissipate. If the lock is successfully picked or the trap detected and deactivated, the glass sphere will not shatter.

The seal on the urns is made of beeswax and may be broken so that the lids can be removed. Each of the 6 urns contains the equivalent of 20 flasks of fine oil, worth 60 g.p. an urn. A filled urn weighs 400 g.p. Due to the presence of the poisonous gas in these ruins, the oil will only ignite 1 chance in 6 and then burn feebly for 1 round.

Behind the doors is a chamber cut out of the rock with a veil of calcite and stalactites covering the walls. Buttresses rise from the corners, brown shot through with black, and great stone transoms support the high vaulting. Around the room stands a procession of warriors and priests, modelled in stucco with a pallor of death. Occupying most of the chamber is a colossal monument, resembling a giant's table, covered on all sides with intricate carvings and glyphs. Engraved on the floor directly in front of the entrance is a seal bearing more glyphs. Opposite the entrance, a battle axe is embedded in the wall, 6' above the floor.

The monument, perhaps a ceremonial altar at one time, is constructed from several parts. A great stone slab, over 20' long by 10' wide, rests upon a 4' thick monolith of rock of similar dimensions, and this, in turn, is supported by 6 huge blocks of dolomite. Every component has been covered with intricate carvings and glyphs. The top of the slab depicts a struggle between a dark skinned man and a mighty knotted serpent. Engraved above this illustration are the same glyphs as those found on the door. Under these sigils are etched a series of 4 face-glyphs in a line. The face-glyphs are not used elsewhere on the block, except at the foot of the slab where there is a row of 11 of these symbols, all different in form.

The battle axe has a blade of bronze and the haft is wound with snake skin wrappings. The axe casts an ominous shadow of what appears to be a withered arm. Those who approach within reach of it will feel a cold chill run up and down their spine.

SHOW THE PLAYERS ILLUSTRATION #1. The glyphs in the floor seal are also written in Olman and translate as, "Ah, defilers! Now you shall join me in my eternal resting!" The carved block is the resting place of Tloques-popolocas, a servant of shadow-loving Zotz. The glyphs on the top of the slab give his name, and the date he died, 54-3-9, is written in the face-glyphs. The 11 face-glyphs at the foot of the block correspond to the numbers 0 to 10, and if handled will be found to move. The tomb is opened by pressing those of the 11 glyphs that correspond to the numbers of the date carved on the top, in order. When the last glyph is depressed, there will be a grating sound and the top slab slides back a bit. The tomb lid may then be opened the rest of the way by two characters with strengths of 15 or better pushing on it.

The battle axe in the wall will detect as magical, but characters attempting to pull it from the wall will meet with failure until Tloques' soul is put to rest, i.e. he is slain. The axe is a +2 weapon, -2 versus chaotic evil creatures. The weapon acts like a **cursed sword**; once picked up by a character he or she may never be rid of it, as it will always teleport to his or her hand and weld itself there in an encounter. The axe will also choose to appear in touchy encounters with lawful good creatures. The curse is attached to the new owner's soul and the axe can not be picked up by another until the owner's soul is laid to rest. Beneath the handle wrappings is concealed a permanent scroll containing the spells: **passwall**, **burning hands** and **push** at ninth level. This scroll provides the axe with these additional powers when the wielder pronounces the correct words of power, up to a maximum of 3 times a day per spell. The words of power are engraved on the axe blade in Olman. The axe may not be used to attack with at the same time that it is used to cast the spell. If the scroll is removed from the axe, the axe will lose these abilities forever and the scroll loses its permanence and becomes an ordinary scroll.

The block beneath the slab is hollow and inside are the remains of a crumbling skeleton decked out in finery. It appears to have been a man of taller than average stature, obviously of great importance. Fitted on the skull is a mask of jade with cowrie shell eyes and obsidian pupils. The bones and inside of the hollow are stained a bright green.

Beneath the mask are fragments of bone, as though the skull had been crushed. Within the fragments of the jaw is a spherical white bead. Strands of hair still remain around the skull threaded into black and red stone tubes. Laying above the mask is a diadem of dark stones and green discs. To either side of the mask are green stone earplugs carved in several pieces to resemble budding flowers. About the corpse's neck is a pendant of green stone carved with the face of a humanlike bat.

This is the body of Tloques-popolocas, the vampire. If the mask and the pendant of Zotz are both removed he will start to awaken. Dust will be stirred up into clouds and begin to gather on the bones as they knit back together. His wasted form will then sit up and gaze about. This part of the regeneration requires 2 rounds and during that time if either the mask or the pendant are forced back upon him he will return to death. Within this time the corpse will only have 1/3 of its hit points and will be AC 10. He will sit for 2 more rounds, while his flesh rejoins and swells out with the apparent vigor of the living. During this time the creature will be AC 5, possess 2/3 of his total hit points and attack at 1/2 strength if he must. Within this period the mask and pendant must both be forced back on the vampire, and then he is allowed to save versus spells to resist the mask's effects. When he is whole again he will attack.

Tloques-popolocas (AC 0; HD 8+3; HP 45; #AT 1; D: 5-10 or 7-12 with battle axe) may assume the form of a bat at will or turn invisible, but may not become gaseous or charm much like an eastern world vampire. His gaze can act as a **hold person** spell for 1-4 rounds, and his touch causes fear. He can summon from 2-12 bats (AC 6; HD 1/4; HP 1; #AT 1; D: 1; they will confuse and obscure an opponent's vision creating a -2 "to hit" their master) with a 10% chance that 1-4 are vampire bats (AC 6; HD 1/2; HP 3; #AT 1; D: 1-2 bite +1 per round when attached; vampire bats will drain up to 6 points). Tloques can only be hit by +1 weapons or better and he regenerates 3 hit points per round. He will attempt to reach his axe and fight with it in hand. He will not pursue fleeing grave robbers from his tomb immediately, but will seek to regain his bearings in the world of the living for several days. He can always trace the aura of his treasure to the thieves later.

Tloques-popolocas is a blood-drinker and will attempt to subdue opponents, if not vastly outnumbered, so as to assure himself a constant supply of blood. He does not drain blood in the normal vampire manner, but must first drain it into a receptacle and then drink it. He is thus not a typical vampire, gaining his powers through his allegiance to Zotz. He does not possess the ability to drain energy levels either, but in other ways conforms to vampire statistics. He will be turned at -2 while in this room and will defend himself if attacked while turned. He may not cross running water.

Scattered around the neck and through the ribcage are many green beads shaped like spheres, cylinders, trilobed beads, floral buds, open flowers, pumpkins, melons and a snake's head. Draped over the ribcage is a breastplate made of loops of tubular green stones interspersed with bone dividers. About the wrists are wide green bead bracelets. On the middle finger of each hand are green carved rings, one in the form of a man holding the moon and the other as a puma ready to strike. Pressed into the fingers of each hand is a bead, a green cube in the right hand and a spherical agate in the left hand. At the feet of the skeleton lie two more beads, apparently of glazed clay, one fitted with flower-shaped plugs in both ends, the other seemingly a pearl 1" in diameter. Laying in among the hip bones is a 6" tall statue of a faceless man with large pointed ears.

The mask is made of jade chips affixed to stucco and is worth 250 g.p. The diadem is constructed of opals and jade discs, while the hair ornaments are of obsidian and pipestone, totalling 300 and 200 g.p. respectively. The earplugs are also of jade and are worth 75 g.p. each. The jade pendant of Zotz, worth 77 g.p., may be acknowledged by his agents as a pass. The large white bead from between the jaws is polished onyx worth 175 g.p. The various shaped beads are worth a total of 372 g.p. and there are 156 beads. The breastplate of jade and bone will bring 640 g.p. and will provide AC 6 to the chest. The bracelets are really **bracers of protection vs normal missiles**. The two rings are magical also: one is a **ring of fire resistance** and the other is a **ring of protection, +1**. The jade

and agate beads in his hands are worth 270 g.p. and 160 g.p., and were perhaps symbols of rank or magic elements. The large pearl is actually constructed of two halves of mother-of-pearl fitted and glued together, and is worth 32 g.p. The bead with the two floral plugs contains the dried remains of a **potion of invisibility**. The statue of a faceless man also has a plug at the bottom and is well sealed. It holds 4 fluid ounces of a **potion of sweetwater**.

Within 2-5 weeks after this tomb has been broken into, every violator of the tomb will receive a visit from either Tloquespopolocas or some other agent of Zotz seeking retribution. Thus the curse of the tomb.

#### 8. COURSES of the GODS:

This apartment is wet and the walls are covered with a slimy, white buildup. There is about an inch and a half of water and mud blanketing the floor. Within the room are many overturned pedestals and pieces of broken statuary lie on the floor, partially buried in the mud. Only one pedestal in the northwest corner remains standing. On it sits a small, metallic, three-sided pyramid. Overhead in the shadow-draped ceiling are inlaid colored tiles depicting a starry sky and forming strange patterns in the areas above the pedestals. Opposite the entrance to this room is another door.

Upon approaching the other door, a dark, wet mass clinging to the wall above the door will come into sight. Upon closer inspection, it appears to be green in color.

The small pyramid is made of silver and worth 3 g.p. It represents the god of the moon and lightning, Apocatequil (A-pō-ka-tā'-kēl). The other fallen statuary was made of stucco and depicted other Olman gods. These include: a coyote, a crab-headed and an alligator-headed god, a feathered warrior, and a jaguar. The mass over the doorway is a large colony of algae, though it closely resembles green slime. Fire will have little effect on it, because the algae is oozing wet and fire does not burn with much effect in the presence of the poisonous gas filling this level. Attempts to dislodge the pseudo-green slime will result in it dropping slippery sections on the players. The walls of this room are heavily coated with lime and will cause 1 point of damage for each round skin touches them.

#### 9. Stone Statue

This hallway seems to be coated with the same slime found elsewhere and the floor of the passage is covered with a layer of mud. Through this muck a steady stream of water trickles north. The stucco on the walls is slaking off and there are silver slime tracks crisscrossing the walls and ceiling. Ahead, in the darkness, they glow faintly.

Along the east wall of the passage stands a 12' tall stone statue of a man outfitted in native finery and holding a narrow stone tray in his raised arms. His eyes appear to be black gemstones; the right one droops out of its socket, balancing on the sweating cheek. Behind the left shoulder can be seen the hilt of a weapon, most likely a sword. The nose, forehead and tray of the statue are chipped and scratched.

SHOW THE PLAYERS ILLUSTRATION #2. The eyes of the statue are polished obsidian worth 2 g.p. each. The sword is made of laminated wood, inset with jagged teeth of obsidian (+1, +4 vs gas spores; Int. 3). The sword will come free easily, if any character pulls it up and out. However, to reach the sword or the eye gems, a character will have to climb up the statue and stand on the tray. If more than 100# (1,000 g.p.) of weight or pressure are applied to the tray, the statue will overbalance and topple into the hall causing 2-12 points of damage to those caught under it. Once the statue has fallen it will reveal a narrow passage hidden behind it, 4' above the floor.

#### 10. Secret Passage:

Water beads collect upon the walls of this narrow passage and the flooring is cold and damp. A low ceiling, only 5' tall, further cramps this avenue and limits activity.

The northern entrance to this passage is concealed as a block of stone mounted on a central pivot. This secret door has been wedged open by accumulated debris. The western entrance, hidden by the statue, will appear to be a blank wall from within the passage. This portal may only be opened from the inside by releasing a concealed catch at the intersection of the wall and ceiling.

#### 11. The COURT of CEMANAHUAC (Sā-man-a'-wok: place entirely surrounded by water):

The doors to this room are made of bronze and are tinted blue with oxidation. A short hall ending in steps down, leads to the central chamber. This chamber is flooded with a brackish water. The pool seems to be about 2' deep and covers the entire floor. A central hall, flanked by narrow aisles, is formed by two rows of massive square columns. The walls are coated with slime and there are vile glowing lines etched across them. From what can be seen of the chamber's walls, the stone appears to be crudely worked. Two corroded bronze braziers stand thigh deep in the brackish water. Towards the middle of the room two broken urns, apparently once about 4' tall, huddle in the water. In the darkness on the eastern wall appears to be a growth of some sort which gleams as vile as the slime trails, burning with a greenish hue.

The water covering the floor is 2' deep in most places, but the side aisles and the northernmost 10' section of the floor form a moat, now 12' deep, on three sides. Characters not probing ahead will be unable to detect its presence until it is too late. Any who slip into the moat chance drowning.

#### Drowning Rules:

The base chance of a character drowning is 5%. This chance is decreased if the character's dexterity is 15 or greater, by -5%. For every point the character is injured and for every 5# (50 g.p.) of weight carried the chance increases by +1%. The armor worn by the character may also increase a character's chance of drowning, +10% for ring, splint or chain mail, and +20% for plate mail. If the **percentile roll** is equal to or less than the adjusted chance for drowning the character will sink below the surface and take 1-6 points of damage per round submerged (minus the constitution bonus of the character for the first 3 rounds submerged only). In order to reach the surface, the character may lighten his or her load and must then roll greater than his or her new chance of drowning.

The walls are heavily coated with lime and this makes the water brackish. Any character who stands in this water for more than 3 turns will have the soaked portions of his or her clothing begin to rot away. The bottom is slippery and characters must check for slipping (a roll of 4 or less on 2d6; +1 if dexterity is 15 or greater). Movement speed is halved in the water.

The phosphorescent glow on the eastern wall is actually Tecuzitcatl (Tā-kū'-sēz-tā-kaht'-l: "The Lord of Snails"), a giant slug that can cling to walls or ceiling (AC 8; HD 6; HP 29; #AT 3; D: 1-8 bite and 2-5/2-5 slashing tentacles, like catfish whiskers). It can not grasp things with its tentacles; they act rather as long whips. The slug may only bite at targets directly in front of it. Attacks on the slug are at -2 from the damage rolled, due to its rubbery skin. When the creature is reduced to ½ its hit points, it will begin to take normal damage. It also spits a slimy and irritating acid up to 60', which causes 1-4 points of damage each round it touches flesh. The acid will also cause a swelling and loss of feeling to all exposed flesh

in 3 rounds, making arms and legs stiffer and causing -1 "to hit" and making AC worse by 1 place. This swelling will last for 3-6 turns. The acid can be easily washed off. Finally, the slug will crush anything that falls beneath its muscular foot for 2-8 points of damage per round.

Tecuzitcatl is highly intelligent and quite the boaster. In ancient lore it was considered to be related to the moon, a fact of which it is quite proud. During combat the slug will detail, in Olman, what it has in store for the party and how hopeless their situation is. If it begins to lose the combat and is reduced to ¼ hit points, the slug will either "surrender" and offer bargaining agree to lead the party, or else it will flee and conceal itself in the moat. If the party agrees to be led, the slug will lead them to the moat and will stretch its body across the moat, making it appear to be solid ground. Those following the slug without taking precautions will plunge into the moat and will be stunned for 1 round, after which they must swim out (see drowning rules). The slug will lead the party to the Tomb of Hurakan and instruct them to open the door. Once the door is open, Tecuzitcatl will flee from the party and hide in the bottom of the moat. The slug is sensitive to fire attacks and will take +2 points of damage from such attacks. It also dislikes salt on its skin, taking 1-4 points of damage per round, and will attempt to wash it off.

#### A. Alcoves:

Just inside the southern doorway to the left and right are two small alcoves. These small anterooms contain old fountains, cracked and crusted with a white chalky substance. The fountain on the east is drained and empty. There appears to be an amount of rubbish littering the floor. The fountain in the western alcove still holds some green scummy water, in which something moves.

Both of the fountains are caked with lime and the one to the east has a small amount of concentrated lime solution in the bottom of it (2 points of damage per round of contact with skin until wiped off). It looks like cloudy water. This same fountain has a small amulet lying beneath the caked lime on the bottom. The amulet is made of brass and chrysoprase, worth 65 g.p., and belonged to the "Lord of Snails". It is possible to use the amulet as a bargaining point with the giant slug, which will be only too happy to accept it in return for free passage to the Tomb of Hurakan. In the southeast corner of the eastern foyer a litter of rats are nesting in the rubble. The rats (AC 7; HD ¼; HP 1; #AT 1; D: 1) are plague ridden, save vs poison or become infected from their bite. If the infected character is not cured by the start of the 4th turn, the wound will begin to swell and become pus-filled and the character will become delirious; 1 turn later the character will die. The rats are hidden in their lair. The anteroom to the west is empty, but the fountain is filled with algae and some bullfrogs are raising a brood of tadpoles in the water. Water beetles supply them with food.

#### 12. The Tomb of Hurakan (Ū-ra'-kan: god of the flood):

A. This passageway is slime-covered and a stream of water trickles away from the door. There is condensation on the walls, door and ceiling, which drips on the party. A quiet sound of dripping and splashing echoes in the corridor. This door is tightly sealed and appears to be warped outward or wedged shut. The door's hinges are mounted on this side.

The door is difficult to open, resulting in -1 to any and all attempts to open it. This difficulty is due to the fact that the room behind the door is entirely filled with water, which has bowed and wedged the door. Those listening at the door will hear a slight splashing and gurgling, if they hear anything at all. Opening the door will release a wave of water which will wash the party down the passage they have come. At each

corner, there is a 2 in 6 chance of catching hold and stopping oneself. If a character is washed all the way to the Court of Cemanahuac, he or she will be swept into the moat and must check for drowning with a +10% chance. Those who do not sink will be stunned for 2 rounds. If precautions are taken to maintain their position in the hall when the wall of water comes crashing out, the party will suffer only 0-3 points of damage and will be stunned for 2 rounds. Objects carried in hand will be dropped 80% of the time. Weapons lost will remain in the hallway, but lighter objects will be swept into the moat of the court.

B. This hall is strewn with mud and flotsam. Water gathers in the center of the corridor and flows west to a closed door. The passage ends in a set of double doors on the east. The doors are heavy, bronze-bound wood, each with a handle and a keyhole. In the shadow at the western end a stone block has shifted out of place.

Opening the door to the Tomb of Hurakan will reveal a small chamber with stairs leading up out of it. A pool of water fills the entire chamber and across the room only the top 3" of the door lintel may be discerned. The door may only be opened from this side by applying leverage, not by bashing it.

#### 13. CHILD OF ZOTZILAHA (Zōtz-ē-la'-ha: bat-god of the underworld):

Approaching this room, a faint melodious voice can be heard singing. The voice seems female and sweet, but it is difficult to tell whether it is someone singing or the echoing of dripping water in a great cavern.

Characters may look around the corner or peer through a keyhole to see what is in the room. USE ILLUSTRATION #3.

The room is lit by a strange soft light which illumines a section of sandy beach. Beyond the beach is a pool of water framed by a crystal cavern. The light seems to flow from everywhere, the pool and walls glistening with a soft moonlight. But the most arresting thing in the room is the singer. Sitting on the beach in front of the crystalline pool is a beautiful nude woman. She is young and slim, with long golden hair and pale white skin. Her flesh seems to radiate a soft silvery light and her hair is a golden aureole. She is singing a strange melody in an unrecognizable language. On the shore by her side is a shawl, white as the froth of waves, apparently cast aside in languor. After finishing her song, she slips into the water in a long arching dive.

The party may not wish to spy on the room and just enter it. If the party bursts into the room, there will be a surprised squeal and a splash.

One-half of this room is filled with a pool of phosphorescent water, fed by a stream from a southern corridor. On the far side of the pool is a set of doors carved with a sun symbol. The apartment is floored with a white sand and broken rock and the walls are faceted with crystalized minerals. On the beach rests a bit of white fluff in the shape of a shawl. Little can be seen in the water save a few fronds of seaweed, nor is the bottom visible. Abruptly, a golden head breaks the water and a silvery laugh is heard.

This creature is a nereid (AC 10; HD 4; HP 18; #AT 0; D: nil), a being of pure water (see the monster section in the back of this module). She is an agent of Camazotz, the undead god. Though she is chaotic evil, she possesses an insidious and clever mind, hidden beneath her alien beauty and seeming naivete. She will retreat from close combat and conceal herself in the water. Out of the water she will assume the form of a beautiful woman. However, in the water she is 95% undetectable, and then only as a golden mantling of angel seaweed, for she is virtually transparent therein.

Men are particularly vulnerable to this creature, for her naked form is poison to all men, and those looking at her will find themselves incapable of causing her harm. Her actions will appear to men as casual flirtations. Male characters' only possible means of offense is to cast a **charm monster** upon this lovely. Men could sit and watch her antics all day, they are so graceful and enticing. Males have been known to attempt to pursue the nereid and seek her embrace. This, however, can meet with disastrous results for though her kiss brings sweet bliss it may also bring a watery doom. Each time a kiss is forced from a nereid, (for she is loath to give them) the character must save versus breath weapons at -2 or drown instantly. If the character succeeds, he will experience the ultimate in pleasure; but if he fails, then his lungs will take fire, his throat will seize up, and a greyness will overtake his senses as the end comes.

The nereid's only physical attack is her spittle which may blind its target for 2-12 rounds, although this venom may be washed away. The spittle has a range of 20' and a roll "to hit" must be made to determine if the target is blinded. A blinded victim will attack at -4, and AC and saves are reduced by -4.

The nereid, being a creature from the elemental plane of water, has some control over the water in the pool in which she lairs. She can make the waters heave in great waves which will slow movement to ¼ of normal, or cause the pool to boil and froth, increasing the chance of drowning by +10% (consult drowning rules for room #11). Waves may be made to crash against the walls with such a roaring that those characters who do not muffle their ears will be deafened for 3-24 rounds. No communication is possible during the time a character is deafened. Lastly, the nereid may form watery shapes which may be no more than pleasant entertainment or may become a substantial defense. The latter takes the form of a watery serpent or fist which strikes as a 4 hit dice monster and inflicts 1-4 points of damage when it hits. Misses will strike as a wave of water but cause no damage. Only 1 such attack may be made each round.

The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed she will dissolve into formless water. If a character seizes the shawl, he or she will find that they can understand and control the creature. Possession of the nereid's shawl will permit the holder to command her, though she responds more out of fear than desire and will not inform the party of their hold over her. She will not attack if a character holds her shawl, though she might churn up the water to slow movement. The nereid will attempt to coerce the holder into giving it back. She may even reveal the location of her treasure in the pool, but will not inform the party of the presence of her pet, an eel. If the shawl is tossed to her, the nereid will pull it beneath the waters and laughingly take up the attack.

After spying on the intruders, the nereid will cause the water to rise up like a great serpent, hoping to trick the party into believing there is a water weird in the pool. This watery form strikes for 1-4 points of damage. If the party cannot be frightened away and they insist on sullyng her pool, she will attempt to lure the males into the pool while blinding the females with her spittle. If this ploy fails, her last resort is to summon Chac her pet electric eel (AC 9; HD 2; HP 10; #AT 1; D: 1-3 bite), which may use an electric jolt once per hour. The jolt causes 3-24 points of damage to the party if within 5' of the eel, 2-16 if between 5' and 10' of Chac and only 1-8 if within 10' to 15' of the eel. The eel will take normal damage from thrusting weapons, and only ½ damage from slashing weapons, as the water will deflect the blow.

When summoning her pet the nereid will rise up and call out Chac's name loudly. Then the waters will begin to heave and boil and the watery form of a man with an elephantine head, wearing an elaborate headdress and holding a trident will rise up out of the waters. The nereid is, of course, manipulating

the water and Chac, her pet electric eel will rise near the surface and strike when the watery "god" levels its trident at a character. The eel will not be affected by the shawl and may attack on its own. The nereid may aid her pet by catching a swimming character's legs and pulling them under, if she rolls a successful "to hit" score vs AC 6, stunning the character for 1 round. The nereid may not leave her pool, and if away from the water for more than 1 turn, she will begin to lose 1 hit point per round.

Movement in the water for the party is ½ normal speed and attempts to swim the pool should check for drowning (see room #11). The pool is 12' deep toward the north side, but quickly rises to 4'-5' deep around the edges. At the deepest part of the pool is a grotto hidden behind a bed of kelp. In this cave are 6 golden statuettes worth 85 g.p. each and a golden mask worth 170 g.p. Also lying in the cache are two crystal scroll cases, worth 20 g.p. apiece, though water has destroyed the scrolls in them, and a silver idol, value 17 g.p., which is really a bottle holding a **potion of treasure finding**, and a pair of bronze **bracers of defense, AC 5**.

#### 14. **Flooded Hall:**

Half of this corridor is flooded. The water is waist deep and cold. A set of stairs rise up out of the water on the eastern leg and the corridor ends in a set of bronze doors.

The floor of the water-covered portion is quite slippery, +1 to the chances of slipping, thus a roll of 5 or less on 2d6 indicates a fall. There are keyholes in both sets of doors but the doors are unlocked.

#### 15. **The Great Hall:**

This hallway is 20' wide and has piles of rubble and debris scattered along its length. These walls are covered with frescoes. The north wall depicts a nation questing for a new land; their trials of the journey include crossing treacherous mountains, sailing over storm tossed seas, and the guidance of the gods in their battles to keep their homeland free from invasions. In the center of this wall is painted a pyramid with a temple atop it and the sun shining over the new land. The southern wall has scenes of a battle between red skinned natives, and black skinned invaders. There are double bronze doors in the eastern end of this wall. Halfway down the hall is an archway carved with twining serpents. Beyond it the corridor continues on into shadow.

SHOW THE PLAYERS ILLUSTRATION #4. Actually the end of the hall comes 5' after the arch. The wall is a cleverly painted mural designed to give the illusion of depth and reality. If characters attempt to go in this direction they will walk straight into the wall. To either side of the arch is a niche. If a character steps into either niche they will trip a pressure plate that releases a set of horizontal bars closing off the archway, and trapping the interloper. The painting of the sun conceals a secret door. Opening this secret exit will also cause the bars to retract and reset.

#### 16. **Secret Door:**

This corridor ends in a bas relief of a spear and shield armed warrior. The shield rests on the floor and bears a peculiar pattern, like a sundial, and a warning in Olman script.

The message on the shield says, "Turn back!" Experimentation will show that the sundial marker, which leans to the right will move. By pushing the indicator to the left the shield will pivot and the exit will be open. From the south side, in the great hall, the secret door, which looks like the sun may be opened by pressing on the sun. The passage is 8' above the floor of the great hall.

## 17. Hall of the Great Spirits:

This corridor is high and decorated with sculptures mounted on the walls. There are two corridors branching off from this main hall; a narrow one to the east, and another to the west. The statuary that adorns the walls consists of four sculpted heads of animals. Opposite the eastern passage is the stylized head of a coyote, while opposing the western hallway is the head of a grinning bear, also stylized. Near the south edge of this hall is a head of a bison mounted on the east wall. The last sculpture is at the north end of this corridor, on the west wall. Here is what appears to be the head of an eagle, with its beak open. Something shines in the eagle's beak. The statuary is 6' above the floor and around 2½-3' in size.

SHOW THE PLAYERS ILLUSTRATION #5. Wedged in the throat of the eagle's head is an intricately crafted, golden ring. To remove the ring a character must either reach into the mouth or attempt to push the ring out by another means. Disturbing the ring will cause the beak to snap shut. Whatever was inserted into the mouth will be pinned, and the hinge of the mechanism will jam. This hinge may be loosened with oil or the beak may be broken off by striking it three times with a blunt weapon, rolling versus AC 4 to hit solidly. Arms or hands caught in the beak will be bruised by these blows, causing the character to fight and defend at -1 cumulative (-5 maximum) for each blow to the statue, whether solid or not. The duration of this impairment equals 1 turn for every blow struck.

The ring is the size of a bracelet and was either a ring, earring or other piece of stone giant jewelry. The ring contains rock magic, and appears to have a value of 1,250 g.p. When this ring is worn it gives the wearer the power of the ring in a magical touch and also makes the new owner immune to that touch. The first three times this ring is used it will turn **flesh to stone** as the spell. If this power is used against stone creatures (including clay golems, stone giants, earth elementals and creatures with a **statue** spell cast on them) the being saves at +2 and if successful, the ring will turn the wearer to stone, no save allowed. Each time this power is used the ring will decrease 200 g.p. in value. After the three initial charges are used, the ring becomes a **ring of stone shape** (15 cubic feet). Each time this mode is used, the ring will devalue by 50 g.p. When the value of the ring is reduced to zero the ring becomes lead and is valueless.

## 18. Hallway of the Ancestors:

At the end of the corridor, deep in shadows, human figures appear to be floating in the air above the floor.

The figures floating in the air are actually withered corpses set upright on a ledge 2' above the floor on either wall of this passage like an ancient morgue. SHOW THE PLAYERS ILLUSTRATION #6. Once the lead character in the party reaches the midway point in this corridor, the 15 zombies will animate and attack (AC 8; HD 2; HP 9; #AT 2; D: 1-2/1-2 claws). These zombies are dried and stiff and will only attack with their ragged claws. They may not be dispelled until they are animated. After all combat with the zombies is finished, each character who took damage from the monsters must save versus poison once. Failure to save indicates that the wounds are infected, causing -1 on to hit and damage in all future combat until cured, and the wounds will heal at half normal rate. Infection begins 1 turn after combat.

## 19. Silver Coffer:

At the end of this corridor is a small alcove holding a 3' tall stone pedestal on which rests a small silver coffer. This nook is reached by a step up and then a 15' walk to the hollow, the floor of which is raised 2'.

SHOW THE PLAYERS ILLUSTRATION #7. The floor of this nook is

part of a trap. When more than 100# (1,000 g.p.) of weight is placed on the raised floor of the alcove it will sink and the trap will be closed in 1 segment. This effect will not occur if the weight on the slab before the niche is greater than that in the alcove. As the floor sinks 2', the 15' slab of the passage floor will begin to raise up like a drawbridge, sealing the room. Those in the alcove will notice the sinking, but by then it will be too late; those on the slab will roll down the sloping stone toward the alcove. The box is unlocked, but it is latched, so the lid will not swing open unless the characters touch the box.

Inside this silver coffer is a strange copper figurine, narrow, with fins, somewhat fishlike. Written on the side of this figurine are strange runes. Etched near the slimmer end is a small arched square panel.

The runes are in a script similar to Gray Elven and spell out the name "II-NEDRAW". Deft fingers will be able to open the small panel, revealing a hollow with a wall of lighted colored beads. Touching any of the beads will cause the lid of the statuette to close. After a few seconds, the figure will rise into the air and start to fly about the alcove, hovering sometimes and avoiding being touched by characters or missiles. Once an exit is available the craft will fly from the party and move randomly through the ruins, stopping at doors and pausing for a turn. The coffer is silver, and weighs 15# (150 g.p.) and is worth 100 g.p. due to its fine workmanship. The copper figure is worth 50 g.p. and weighs 10# (100 g.p.). This floating statuette serves no purpose and is more or less a false lead.

## 20. SPIRIT GUARD of AYOCUAN (A-yō-kwan'):

A massive bronze door forms the entrance to this grand chamber. This apartment is filled with rubble and broken, lifesize statuary. In ranks, half fallen, is an army of clay statues in what must have once been an impressive array. First there are spearmen, perhaps twenty of them, outfitted only in scraps of leather now. At their feet lay obsidian spearheads and bits of rotted wood shafts. Behind these are archers, in scattered formation. Few remain standing. Their arrows are long gone, but they hold laminated bows, dried and wormeaten. Further into the room are figures of men with war-clubs and hand axes, wearing scraps of ochre-lacquered leather, sandals and caps. Beyond all of this at the back of the chamber are a group of statues that must have been an honor guard. They are standing about a domed structure. These warriors wear feathered robes and headdresses and are armed with pitted bronze spears. Each of these figures wears a breastplate of threaded shells. The stuccoed dome has no apparent openings.

In an east wing of this room are three large, carved stone stelae and the remains of a sedan or litter with statues of attendants standing in harness. About a dozen clay women of court, bedecked in feathers and shell jewelry, stand in attendance.

In the curtained portion of the litter are the skeletal remains of a human, his arms are shackled to an arm of the sedan. In his ribcage may be found three arrowheads. Behind the middle stela is another bronze door barred shut with a pitted copper bar so that it may not be opened from the outside. Mixed throughout the broken clay and at the base of the statues are beads of coral and shells worth 1 c.p. each. There are a total of 4800 beads, worth a total of 24 g.p.

The stuccoed dome is a cairn. It is a weak construction and may be broken into in 4 rounds by 2 characters working together. Inside are six sets of bones and 6 jade bead pectorals, worth 43 g.p. each. In a dusty corner is an amulet of silver and turquoise. This is an **amulet of protection versus turning** (see below). In the center of the floor of this cairn is a bronze and chrysoprase lamp set into the stucco, worth 14 g.p. Lifting this lamp will open a hidden door in the floor

releasing Ayocuan from the compartment in which he has been trapped. Ayocuan is a wight (AC 5; HD 4+3; HP 29; #AT 1; D: 1-4 plus energy drain of one level per touch). Magical or silvered weapons are needed to combat Ayocuan, and he is immune to **sleep, charm, hold** and **cold** spells. He wears an **amulet of protection from turning**, which prevents clerics from turning evil or undead, until it is destroyed or removed. Every turn that it functions the amulet will glow a vile green.

A. This is a bronze door and it will not open from the outside because it is barred inside the room.

#### 21. Stone Block:

A large block of stone obstructs the corridor here. It does not seem to have been a part of the original construction, for its composition is more sandy than those stones which make up the walls of these ruins. Furthermore, there are gaps to the sides and between the stone and the ceiling of an inch or more which indicate that it has not been set with the other stones.

This block was placed by the ancient architects to block access into the lower chambers and deter grave-robbers. It slid down the sloping passage to the north. That passage has several rollers built into the floor to aid in its positioning. The block may be pushed back up the rollers with a combined strength of 45, or moved out onto bare stone floor with a total strength of 50. Note that if the block is pushed up the rollers it will roll back next round to block the corridor if not braked with a large object.

#### 22. CHAMBER of the NACEHUAL (Na-sā'-wal: "the achieved ones"):

All the doors into this lozenge-shaped room are made of heavy bronze. There are entrances on the north, south and east walls. In the middle of this long apartment are two stone divans, each with a human figure stretched out upon it. Between the divans is a low stone table holding a flask and two goblets made of crystal. There are two sideboards against the walls. The figures on the couches are a male and female, each about middle-aged and perfectly preserved. They are very still, dust covered, and apparently dead. Their bodies are covered with dry, crackling snakeskin. The female wears a silvery bracelet and holds what looks to be an ivory wand. The male has an amulet of bronze resting on his chest, inset with a red stone of considerable size. In the bottom of the crystal flask is a quantity of silvery dust. On the western wall are scribed colorful glyphs, barely translatable from Olman as, "Beware . . . many-eyed 'god' (?) will bring/rain a fiery end/death".

Mixing the powder in the flask with a liquid will create a **potion of dreadful sleep**. If the potion is drunk the taster will sleep for 5,000 years, or until the potion's effects are neutralized (i.e., **neutralize poison**). The two bodies are monks in suspended animation. The male, Cipactonal (Sē-pak'-tōn-al) (AC 5; Level 7; HP 30; #AT 3/2; D: 3-9 open hand) and the female, Oxomoco (Ōks-ō'-mō-kō) (AC 4; Level 8; HP 34; #AT 3/2; D: 2-12 open hand) have used the potion once held in the flask to increase their ability to **feign death**. As with the spell **feign death**, these two are aware of their environment and what goes on about them. If the monks are disturbed, they will instantly awaken, stand, and Oxomoco will say, first in Olman and then in an ancient dialect of Common, "You have broken/interrupted our long/glorious . . . end/sleep; for this you must pay/repent". The two will then assume fighting stances. If the monks are not attacked, weapons are not drawn and drawn weapons are sheathed, the two will demand payment of 500 g.p. or one magic item of value as forfeiture. If the two monks are not paid or if the party attempts to harm them while they lie on the couches the monks will attack in return. If questioned about the ruins, they know nothing to tell, save the message concerning the rain of fire,

for their sleep has been long indeed. They will not leave their chambers.

The ivory "wand" is actually a folded fan worth 62 g.p. and the bracelet is platinum and worth 230 g.p. Cipactonal's amulet is non-magical and made of electrum and garnet, worth 100 g.p.

#### 23. Triangular Pillar:

Ahead of the party in the corridor, a faint flickering light becomes visible. The light is moving down the hallway away from the party and sputters and wavers just out of the characters' perceptions.

The bobbing light is a will-o-wisp (AC -8; HD 9; HP 42; #AT 1; D: 2-16; immune to all spells except **protection from evil, maze**, and **magic missile**). It will attempt to lure the party into a trap where it may then feed on their deaths. The will-o-wisp will lead parties coming from the west to the "Sandbox", #24. Parties from the north, who will already be familiar with the will-o-wisp, will be led towards the "Silver Coffer", #19.

Approaching from the south, the party will encounter a pit obstructing their path and beyond this a triangular block or pillar fills the corridor's end. The pit is about 10' deep and contains several human skeletons. The triangular pillar's apex points towards the pit and scratches on the floor and ceiling scribe short arcs to either side of this pillar. The passage does not appear to continue on, though the light source which has been preceding the party is not to be seen.

If the pit is searched, nothing will be found, but bones. The pillar may be pivoted to either the left or right, which will open a narrow passage, 1½' wide. A character who removes his or her gear may just slip through.

A. Walking down the the corridor from the north, the hallway abruptly ends at a blank stone wall.

If the wall is hammered on, it will sound solid. However, careful examination of the floor or ceiling will disclose scratches which scribe a short arc from one corner to the other. By pushing on one side of the dead end the triangular pillar will pivot as noted above.

#### 24. Sandbox:

As the party walks down this narrow passage they will hear a click and then a crash as a copper-bound door comes roaring down in front of the party, blocking the way! To the rear another door will crash down!

For 3 segments nothing will happen and the characters may investigate the doors. These barriers are made of heavy timbers, bound with copper and are a foot thick.

After a moment of silence, there will come the sound of stone slowly grating on stone. Rows of 8 slots will open near the ceiling in both walls. Some dust will trickle from each.

Characters may now examine the holes just opened, each about the size of a fist, or they may continue to work on a door. Again a few segments will pass.

All at once there will come a cracking and rushing sound and golden sand will start to pour rapidly through the holes. The floor will swiftly be covered by the sand. A globe of light will slip through the beams of one door. It moves to hover near the ceiling twinkling cheerfully.

The globe of light is the will-o-wisp from #23, further south in this corridor. It will bob about near the ceiling, hoping to feed off the party's agonies. The 'wisp will not attack unless the characters are about to make their escape or if attacked by the party. After the first damage is inflicted on the 'wisp, it will flee.

The hallway will fill with sand in 10 rounds, suffocating anyone



still trapped inside. Only through quick action can the party hope to escape. Two characters may chop through one of the doors in a few rounds by striking with heavy bladed weapons. Each time a blow is struck which would inflict 4 or more points of damage, 1 structural point of damage is done to the door. Each door has 7 structural points. Or a door may be lifted with a combined strength of 50, provided some type of handhold is made. Once a door has been raised it will not close completely again as sand will flow beneath it and wedge it open. There are various effects on characters as sand fills the hall.

Round	Effect
1-3	Characters must check each round to see if they slip (4 or less on 2d6). There is also 1 chance in 8 per round of a character choking on the dust in the air and being incapable of any action that round. After the 3rd round one character must scoop sand away from the door in order to work on the door.
4-5	All movement is considered encumbered and all blows will be at -1 to hit and to damage.
6-7	Characters must save vs petrification or become trapped in the sand. Once entrapped in the sand another save vs petrification must be made the next round to break free. All blows will be at -2 to hit and to damage.
8-9	Characters must save as above, but once trapped they may not free themselves. There is a 50% chance of suffocation per round, +10% each additional round, which will cause 1-8 points of damage. All blows are at -3 to hit damage.
10	All characters take damage from suffocation as above. There is no chance of striking or movement. Good-bye.

Saving throws may be ignored if the characters take specific actions to prevent themselves from becoming stuck, such as removing excess weight or distributing their weight evenly on the sand to prevent sinking.

25. The NEST of the WARRIORS:

A bitter reek assails the senses as this door is opened. Inside, amid a pile of rubbish, offal, and bracken ghostly lanterns move about the floor. Closer observation resolves the lanterns into beetles. There seem to be around a dozen of these beetles in the room, each about 3' in length. They do not appear to take notice of the party or its light. From the largest pile of trash, where the majority of the beetles are, come glints of something shiny.

This is a nest of 13 fire beetles (AC 4; HD 1+2; HP 7; #AT 1; D: 2-8 bite). These beetles are blind, lacking the two glowing glands behind their eyes which is normal for this species, their abdomens generate light. They will be basically non-aggressive unless their nest is threatened. Any sudden noise will bring a beetle or two to investigate. They will examine strange objects they encounter with their feelers and if it is edible they will bite it. Other beetles will cluster to the sound of their comrade fighting. Characters may attempt to move silently across the room, with a base 5% chance for non-thief classes. If a diversion is created, add +50% to the scores needed. The shining objects in the nest are odd pieces of metal polished rocks, broken crystal, 3 turquoise, worth 50 g.p. each and a +1 dagger, pitted and rusted. If the dagger is used there is 1 chance in 20 that it will break in each combat.

**KEY TO THE FIRST TIER**

26. Ramp:

Here is a ramp sloping down from the north to the south. Set in the floor at 2' intervals are stone cylinders which appear to be some sort of roller.

27. Stairs:

In the middle of this flight of stairs is a pressure plate which releases a millstone, concealed in the wall at the top of these steps, to send it rolling down the stairs. For tournament play this trap will work automatically. Otherwise, the trap is triggered 3 times out of 8. To dodge the millstone a saving throw versus petrification must be made. If the characters react quickly, they may save at +2 by hugging the walls. Failure to save results in one of the following:

- 1-4: 1-8 points of damage
- 5: Backpack and contents are smashed and destroyed.
- 6: Pack and contents are torn away, but recoverable.

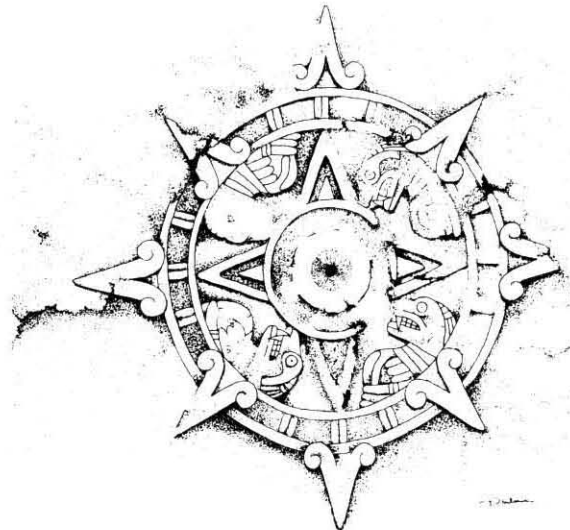
There is a 50% chance that a character will drop whatever items are held in his or her hands. All items dropped or torn away will bounce to the bottom of the stairs. The stone will crash into the doors of room #25, breaking them open. From that room will come 2-12 beetles looking for a fight.

28. The ARC of NANAHUATCIN (Na-na-wa'-tsen: The "Pimple One"):

Here is a spacious vaulted hallway, much weathered and cracked from the wages of time. The walls are charred and scored. About the floor are several stone statues of baboon-like creatures, chipped and tipped over. The remains of a few once living "baboons", partially eaten, lie nearby, fungus covering their mouldering corpses. As the hall is further penetrated, it is discerned that this was once a processional hall. Little remains to identify its past purpose except a carving of a silver sun with a single eye etched in the worn floor.

Characters may take precautions at this point, for the beast that lairs here will not attack until the party sights it from halfway down the corridor.

Ahead, something spherical floats in the air at about chest height. As the range shortens the spheroid may be seen to have a central eye and about a dozen tentacles growing out of its top; each growth bears a white sphere with a black pupil at its tip.



The sphere is Nanahuatcin — the “sun”, a gas spore (AC 9; HD —; HP 1; #AT 1; D: rhizome infestation — upon contact the gas spore will die and unless the victim receives a **cure disease** within 24 hours he or she will die sprouting 2-8 gas spores), though the party may believe it to be a beholder. If the gas spore takes even 1 point of damage it will explode, causing 6-36 points of damage to everyone in a 20' radius (save vs wands for half damage). Any character infested by the gas spore will be incapable of fighting or defending him or herself and may only move with the aid of other characters. Near the center of the room is a sack made of fishskin containing 7 silver pellets about the size of sling bullets and worth about 10 s.p. each.

#### 29. The Tomb of Pelota (Pā-lō'-ta):

Approaching a bend in the passage faint line drawings may be discerned on the walls depicting men playing a game with a ball and stone goals. Also illustrated is the death of some of the players by priestly knife. Where the corridor bends there is a capstone in the floor, filling the corner for 10 square feet. The stone is gray and dust covered. Above this capstone in the southern wall is a 1' diameter niche, 5' above the floor and hemispherical in shape.

Etched into the slab are several glyphs obscured by a layer of dust. These glyphs translate as: “Dare not open this pit unless you be willing to meet the challenge of the game.” Beneath the stone covering is a pit filled with the skeletal remains of the losers of the game of pelota. To open the tomb requires the application of leverage and a strength total of at least 25 points.

Atop the bones rests a glistening black ball, about a foot in diameter, and several figurines and a plaque of jade.

The ball was used in the game pelota and is made of rubber wound around a balsa core. The jade figurines represent flowers and the plaque depicts two men, with padding on their arms and hips, bouncing a ball between them. There are other jade figurines in the pile of bones depicting bare-breasted women and a sun-god in a feathered robe. There are 7 figures in all, worth 10 g.p. each. Buried beneath the skeletons is a chalice of beaten gold, inset with 6 amethysts, worth 120 g.p. and weighing a tenth of that. If any of the items are removed from this pit a curse will fall upon their bearer in 5-10 rounds. The curse causes **blindness** (save vs magic applicable) and the victim will remain blind until **cure blindness** or **remove curse** are used to remedy it.

The ball is cool to the touch and made of some resilient black material wrapped around and around. As the ball is picked up, it will suddenly jerk free and rebound from the wall.

The ball self-animates for the purpose of challenging the violators of this tomb to a game of pelota. The ball (AC 7; HD —; #AT 1; D: stun 0-2 rounds (if it strikes the head, 1 chance in 10) or bruise for 0,0,1 or 2 points (roll on d4)) will attack the party by bouncing off the wall and striking the characters. The ball will always hit. This ball will take no damage from blows struck by the party, but will bounce off the south wall of this hall, which will cause the circular nook to glow orange briefly. After the ball has bounced off the goal wall twice from blows struck by the characters and the goal has lit up twice, the ball will break off the attack and the game will begin.

The purpose of this game for the players is to hit or kick the ball into the goal above the pit while preventing the ball from reaching its goal at the northern end of the hall. The south goal is the party's goal, and the north goal, 140' down the corridor, is the ball's goal. Both goals are lit by orange rings of light around their lip. The ball will move first, and then each member of the party may attempt to run up to the ball and strike it.

The ball moves in increments of 5' ( $\frac{1}{2}$ "). It will move 2-8 increments each round. If the ball is ignored it will only move 1-4 increments and the distant sound of a drum dirge will be faintly heard. The ball may bounce off any characters in the way inflicting damage. (Note: the ball will bounce off walls to stay out of the pit.) The ball may bounce itself into its own goal 50% of the time if within the last 5' of the corridor.

The party has a chance to hit the ball if they pursue it. A successful blow to hit AC 7 will send the ball south 15' per blow. If a character tries to grab hold of the ball, it will strike him or her and free itself. When within 5' of the opened pit a character must roll to see if he or she slips and falls in (a roll of 4 or less on 2d6). Any character who falls into the pit will be unable to strike a blow for 2 rounds. In order for a character to knock the ball into the party's goal, he or she must inform the DM that he or she is trying to, and roll “to hit” at -2.

Once the ball is knocked into a goal it will stick there and be impossible to remove without destroying the ball. If the ball scores its own goal, 6 bolts will be fired at the party, hitting on an 8 or better and causing 2-5 points of damage each. If the party scores a goal, there will be the sound of triumphant drums and then silence. The goal at the northern end of the corridor will continue to glow orange. If the party investigates they will find that a cubicle has opened at the back of this goal. Within the nook is a fishskin pouch. The pouch contains 13 pink pearls, worth 15 g.p. apiece, a topaz and shell necklace, worth 47 g.p., and a whistle made of an eagle's bone with feather decoration. The whistle will give the power of short bursts of flight at a speed of 18" for as long as the whistle is blown. The whistle may be blown 3 times a day and the maximum length of one flight is 3 rounds.

#### 30. The GUARDIAN BEAST:

This room is decorated in a cat motif. The entire southeastern wall is carved to resemble the snarling face of a hollow-eyed tiger. In the center of the room is a stuffed tiger, posed as if on the prowl. The left ear has been torn off in a jagged pattern. Also in the middle of the room stands a statue of a tiger-headed man of dark complexion holding a spear. Placed about the room in varying poses are several stuffed domestic cats. These house cats are represented sitting, stalking, pouncing and one is begging, pawing the air. One of these cats in the center of the room has been knocked over and chewed on; its stuffing is falling out. On the walls are several lion and leopard skins, tiger heads and a cat-o-nine-tails. In the northwest corner of this chamber a large calendar stone is mounted on the wall over a stone table or altar.

The statue of the cat-man is carved of stone and depicts a tall man with two extra sets of nipples. He seems to be wearing a tiger-faced mask and is clad only in a loin cloth. Across the left side of his chest is a jagged scar and his chest is sunken and bony. The spear is stone-hafted, but bears a silvery spearhead.

SHOW THE PLAYERS ILLUSTRATION #8. This statue is a werejaguar (i.e., weretiger, AC 3; HD 4+1; HP 21; #AT 3; D: 1-3/1-3 claws and 1-8 bite; silver or +1 or better magical weapons are needed to hit him) with a permanent **statue** spell cast upon him. To all observation this werejaguar appears to be made of stone, but he can see, feel and hear all that takes place about him. If the altar is molested or the room's contents abused the werejaguar will seize the first opportunity when the party's backs are turned to attack with surprise. He can become flesh in 1/6 of a segment and will then transform into his cat shape, dropping his spear. His first choice of targets will always be the weakest of the party. If the werejaguar is reduced to 4 or fewer hit points, or if he is killed, he will revert to his human form and his flesh will harden and become stone again. When changing back to a statue, the werejaguar need never make a system shock roll.

The werejaguar's heart has been removed by magical surgery and is hidden in the head of the stuffed tiger (note the similar scars on man and tiger). The cat-man may thus take damage and even "die", but unless his heart is destroyed he will be reborn again whole in one day's time. He has been placed here to eternally guard the gateway. If the lycanthrope's heart, (AC 10; HP 2) is destroyed, the creature will instantly die and his flesh turn to dust. This figure should be treated as a stone creature for purposes of the **ring of stone shape** found further in the ruins.

A secret door is concealed in the mouth of the wall carving; the catch to open it is hidden in the hollow of the right eye. All of the items hanging on the wall, skins, heads and others are actually realistically painted stucco sculptures. In the belly of the stuffed tiger are 1,050 g.p.

### 31. Calendar Stone:

The calendar, a great wheel of stone, is carved from limestone. In the center of the calendar is a symbol of the sun surrounded with various sigils depicting seasons of the year. The stone is 10' across and is mounted 5' above the floor over a stone altar. On the altar rests a ceremonial dagger of flint and the jade statue of a cat. At the foot of the altar is a stuffed cat, posed as if begging or attempting to catch something in the air.

THIS IS DEPICTED ON THE DM'S SCREEN FOR THIS MODULE. The dagger on the table is a sacrificial knife, also magical in nature +1 vs lycanthropes. The jade statue of a cat is worth 200 g.p. and weighs 45# (450 g.p.). In the tail of the stuffed begging cat is a **scroll of protection vs felines**. The calendar stone covers a secret passage to a hidden tomb. In order to open this massive door the sun symbol must be struck two or more times. The calendar stone will then swing to one side on a huge set of hinges.

### 32. The Portal to Death:

Behind the calendar stone is a long, narrow, unused tunnel, cylindrical in shape. The passage is barely 4' in diameter and the walls are carved with a profusion of ancient and weird glyphs — apotropaic sigils, admonishing, cautioning and cursing the trespasser. The floor of the tunnel is slick with a molten, glassy glaze. The passage slants down and away from its concealed entrance.

These narrows open out 2' above the floor of a corridor running north and south. Three sets of doors are visible which open off this hall, one at either end of the hallway and one at midpoint across the corridor. In front of this central door the floor is sunk and glazed. This door is sealed with a one foot diameter golden seal.

The door to the right is barred and the figure of a bear holding a black, vitreous disk of obsidian is set in its face. The lintel of the door is carved to represent entwined serpents.

The door is not locked, only barred, but will not open because it is a false door. When the door is pushed against three "arms" will spring out from the lintel and pin the character attempting to open the door against it. None caught in the trap may free themselves and only an unconfined character may attempt to free the victims. A total of 30 strength points are needed to pry back each "arm" taking 1 round to move each band; clothing and gear straps may be slit to allow the victim to squirm free in 2 rounds. However, half a round after the victim is trapped the cover to a 10'x10' wide pit, 15' deep, will start to drop open. The pit below is lined with spikes. The cover will have fully opened in 1½ rounds, at which point, the bands will swiftly spring away, releasing the victims to plummet into the pit. Those who fall into the pit will take 1-8 points of damage. The spikes are hard rubber wrapped around balsa wood, placed only for artistic effect.

The door to the left has a groove worn in the floor marking a path cut by the passage of countless feet of the past. Upon the bronze door is a symbol of two circles joined (the symbol of infinity). The door is not latched, but seems stuck.

The sign of infinity is the symbol of the dual-god, the supreme god, the god of creation. This door is wedged shut and attempts to open it are made at -1. When the door is finally bashed open it will swing open suddenly, dumping the gate-crasher into a 5' deep cubicle. This area acts as a one-way teleport into the Great Hall, #15, through the painted mural of the continuing corridor.

The glazed stone in front of the middle door is melted to form the imprint of two monstrous taloned, four-toed claws. To either side on the lintel of the door are barely discernible scratches, and brown stains stipple the wall and floor. To open this door it appears that the golden seal must be broken. A final warning, depicting a creature of flame and death, and ancient glyphs are scribed on the seal.

The message on the seal is written in Olman and translates as: "Beware! Beyond this door is death!" Once the seal is broken it may not be used to reseal the doors. The seal is worth 270 g.p.

When the doors are pushed open five crossbows, set in the ceiling of the room, will automatically fire. Two are aimed towards each wing of the door and the last is aimed down the center. The crossbows need to roll an 8 or better to hit the party, causing 2-5 points of damage.

### 33. ANCIENT TAMOACHAN: The Tomb of Tlacaelel — (Ta-mō-a'-chan: "the home sought after"; Tla-ka-ā'l'āl):

Beyond the door is a chamber containing a model of a city or nation fenced off from the entrance by a pillared porch. On the porch are clay statues of 20 guards holding bronze-headed spears. The face of each statue is different as if they were modelled from different subjects. The walls are decorated with brightly colored frescoes depicting a royal court all in ceremonial garb and a king arrayed with his magnificent armies.

The central chamber holds a tarnished copper raft, crafted to resemble a dragon, bearing a copper coffin. The raft is afloat on a sea of silver-white molten metal fed by several rivers which lace the floor of this room and wend their way across painted plains from beneath the room's walls. Upon that sea small copper barges and carracks embark on journeys up the rivers, put to port, and then sail back down to the gleaming sea. Stepped pyramid-temples rise skyward in mute paeon to the gods of ancient Olman; a royal complex sprawls across verdant fields and the more modest courtyards and ringed marketplaces dot this miniature countryside. However, there is a mar on this spectacle, for several of the models have been smashed and melted as if beneath monstrous feet.

SHOW THE PLAYERS ILLUSTRATION #9. The first character to cross the porch and pass the pillars will activate a spell-trap the pillars contain. An amber wall of flame will spring up between the character and the rest of the party. This fire is the druidical spell **wall of fire**, cast at the 5th level. The flame will be hot on both sides and characters within 5' of the **wall of fire** will sweat profusely. However, only the side facing the entrance will inflict any damage: 2-8 points to those within 5' of the flame and 1-4 for anyone within 10' of the fire. Passing through the wall of fire from the west (the inside of the room), will not cause the character any damage if he or she does not linger.

Within the copper coffin is a doppelganger (AC 5; HD 4; HP 25; #AT 1; D: 1-12 with a swordlike appendage; surprise on 1-4)

which will ooze out of the coffin through a hole in its wall away from the entrance once the firewall is activated. It will assume the form of the character trapped in the room and attack him or her. If it should succeed in slaying the character before the firewall falls, then it will break open the coffin and hide the body in it. The duration of the **wall of fire** is 5 rounds, but it will reactivate for 10 rounds if others enter the chamber after it is first extinguished. The doppelganger is unfamiliar with the rest of the ruins but will try to act like the character it has killed until discovered. If the doppelganger is forced to fight the party it will assume the shape of a creature of molten metal which seems to burn. This shape is possessed of two huge taloned feet. The fire is just an illusion and can not burn.

There is a chill in the room like a brisk winter morning. The river too, appears to be cool, but if any are foolish enough to place their hand or a burnable object into the silvery metal, they will quickly discover that it does burn. The fluid will cause 1-3 points of damage and incapacitate the member submerged. If any of this fluid is carried out of this room in improperly sealed containers, it will evaporate in 1 turn. The ships and coffin floating on the liquid will be hot to the touch and cause 1-4 points of damage.

Three of the pyramid-temples, fastened to the floor, conceal treasure hordes. The top of each temple is hinged like a chest and the catch is released by pressing down on the altar-block. These chests hold large heaps of coin necklaces, 360 silver coins pierced and threaded on gut worth a total of 18 g.p., and other assorted valuables.

**Chest #1:** This chest is jammed shut and must be broken open. It holds 10 coin necklaces, 6 pairs of jade earplugs, worth 15 g.p. a set, an alabaster statuette, worth 50 g.p., and an agate ring valued at 5 g.p.

**Chest #2:** This chest is trapped so that hands thrust into the treasure are held in the chest while 6 mechanical needles are slowly extended from the sides of the chest in 1 round. The needles may be broken off, or a character may attempt to free him or herself with his or her bend bars percentage. If the needles pierce the hands the character must save vs poison at -2 or take 6-36 points of damage. If the character saves the damage will be half normal. Delirium will set in on any character who is pricked by the needles, under the influence of which characters will tremble, stare blindly, gibber, and occasionally retch, being generally incapable of defending themselves for 7-12 days. This chest holds 9 coin necklaces, 8 bracelets of beads valued at 4-10 g.p. apiece, 4 small figurines of jade and coral, worth 12-34 g.p. each, and 3 rings carved of jade and alabaster, 9-12 g.p. each.

**Chest #3:** Pressing the catch of this chest will spray a 5' long stream of an unknown fluid on all in front of the pyramid. The fluid is merely perfumed oil and has no effect. However, when the chest is opened 1' long darts will fire from the front and rear sides of the temple impaling any character standing before them on a roll of 6 or better on a d20, causing 2-8 points of damage. This chest holds 11 coin necklaces, 15 bracelets of obsidian, bronze and shell, 4-10 g.p. each, and two piles of gems, tourmalines, spinels, and topazes, 60 gems worth 5 g.p. each, upon 2 silver platters worth 14 g.p. apiece.

Upon the porch are glazed clay pots and urns, sealed with wax, holding scented oils and perfumes — there are 20 worth 10-20 g.p. each and weighing about 10-20# (100-200 g.p.) apiece. Several royal granaries in the modelled city are stone bins holding aromatic woods and spices (cinnamon, nutmeg, vanilla, quince, chichona, sandalwood and

pepper). The total is worth 250 g.p. and fills 8 bins (a total volume equal to 600 g.p.).

Within the coffin are the bones of Tlacaelel, for the doppelganger has eaten the flesh. However, tossed about the interior are the ornaments once worn by the corpse. There is a stone box, 2 jade bracelets, worth 20 g.p. apiece, and an alabaster statuette of Coatlicue (Kō-a-tlē-kū), the serpent-skirted, worth 27 g.p. The stone chest is worth 75 g.p. and holds 5 small figurines carved of coral, worth 20-40 g.p. each, a large jade thumb ring, worth 6 g.p. and 8 ceramic miniature flasks of perfumes and essences, worth 6 g.p. apiece.

Cradled in the crook of the bones of the right arm is a baton of granite. The baton is a scroll case with a cleverly fashioned plug that is hard to discern. Within the case is a piece of faded parchment. This scrap bears the clerical spell, **stone tell**, written in astrological symbols of the Olman but discernible to a cleric. Upon the skull is a ferret-faced, feathered mask — a **mask of disguise**. By placing this mask first on the face of the person intended to be impersonated and then on one's own face and speaking the power word inscribed on the forehead of the mask, it will duplicate the former's features on the latter for a duration of 4-16 + 4 turns. Nearly human faces, such as demi-humans, which cause the face to be stretched into inhuman molds, will only last for ½ duration.

A. In an alcove to the north is a stone seat on which a shriveled figure huddles. About its feet are scattered various trinkets. Upon examination the figure will be discerned to be that of a preserved young adolescent male, whose heart has been cut out.

This figure is a **guesa**, a young boy chosen at birth to be sacrificed to the sun upon coming of age. The items at its feet include a silver handmaiden statuette, dressed in feathers, worth 35 g.p. The doll will act as an ill-luck stone, should any choose to take it, causing all saves to be made at -3. There is a miniature gold llama, worth 15 g.p., and a ring of polished pink granite, worth 10 g.p. The last object is a silver plaque bearing the face of the sun valued at 13 g.p.

#### 34. Guardians Bar the Way:

This passage leads west towards a set of double bronze doors bearing the engraved face of the jaguar god. Both walls are carved to represent two lines of warriors in profile, holding hatchet-headed polearms, facing the western doors. These figures are painted with lifelike colors: vivid reds, blacks, whites, greens and yellows.

SHOW THE PLAYERS ILLUSTRATION #10. At the midpoint of this corridor is a pressure plate which will trigger two of the carved warriors to pivot out from the walls in front of the party, crossing their metal halberds to bar the way to the doors. These poleaxes will be armed with an electrical charge once they touch each other. The electric charge will inflict 2-8 points of damage each time they are touched. Furthermore, they will cause a form of paralyzation if grabbed, a muscle rigor, and the character will not be able to let go, unless a save vs paralyzation is made; 1-4 additional points of damage will be taken each round. Possible ways to circumvent the trap are to use large amounts of water to short out the system, or to separate the poleaxes in some way without touching them. There is just barely enough room to crawl under the crossed polearms; no damage will be taken if the character rolls equal to or less than his or her dexterity score on a d20.

#### 35. XIPE'S AUDIENCE CHAMBER (Ksē-pā')

When the door is opened a rush of warm, fetid air greets the party. The room is lit with a sanguine glow. On the wall opposite the door are tacked several obviously human skins. A cat-o-nine-tails hangs beside them. To the west the room widens to accommodate a statue that towers almost to the ceiling. The statue is an ogriish figure, outfitted in flayed skins and many skulls, with a

gaping mouth wide enough to swallow a horse whole, seated atop a huge basin of redhot coals. The ring of coals surrounding the figure is over 10' wide. Before this statue is a pile of splintered bones, skulls with cracked pates, and broken weapons. Beside it all lies a stuffed panther. To the east the walls are highly polished and partially enclose an intricately carved well. Beyond the well, mounted on the wall, is a blackened mirror with a richly ornamented frame. Above the well, in the 25' high ceiling, a 5' wide flue can be discerned in the red light of the room.

The statue represents Xipe, "Our Lord of the Flayed Skins" and this chamber is the foyer to his lair overhead. He keeps the coals hot for roasting fresh meat and as an altar to himself. If the party should approach the statue, the panther (AC 6; HD 3+2; HP 17; #AT 3; D: 1-3/1-3 claws and 1-6 bite; if both claws hit then the rear claws may attack for 1-4/1-4) will stand and pad towards the party menacingly . . . and continue on past the characters. The panther has a mental block towards humans, this extends to demi-humans in part, and does not see them. If not attacked, the panther will take to pacing in front of the door. If the party insists on attacking the cat, it will turn on any demi-humans or half-breeds in the party and attack them. If this is not possible, the bewildered panther will leap across the coals and take refuge in the statue's mouth. All of the weapons in the pile are damaged and useless, though there is a +1 mace head with a broken haft.

The well holds **liquid light**, a fluid light that clings like oil to a single surface and in the presence of other light will eventually spread to cover the entire surface. In the event that a character falls into the well, the liquid light will cling to the skin and will eventually cover the eyes, nose and mouth. If this happens, the character will suffocate in 2 rounds unless the fluid is removed to allow breathing. The liquid light will grow to cover an additional 5% of the body every round. This substance can not be wiped or washed off. Immersing the character in water will cause the liquid light to retreat from the immersed regions, but it will later spread at a rate of 10% per round till it covers all of the body. In the dark the liquid light will not spread and a **darkness** spell will negate it. The mirror is nothing special.

Anything tossed into this "Well of Wisdom" will cause flaming lights to roar upwards and a voice (in ogre) will make an inquiring speech. The voice belongs to Xipe, of course, and he is asking who it is and what they want. Nothing more will happen other than the inquiring voice, for Xipe will not be bothered to leave his lair in the ceiling to investigate.

The hole in the ceiling is the entrance to Xipe's lair. If the party should desire to climb through this hole they will quickly discover that the walls are too slick for climbing. A grapple may be tied to an arrow and the arrow shot up through the hole aiming at the hole as if to hit AC 7. This method will never fail to fasten the rope on something for Xipe will grab it once it is fired through his front door.

If a character decides to climb a rope up to the lair, Xipe will start to reel the person in when he or she has climbed halfway. The character may drop into the "Well of Wisdom" and take no immediate damage, other than being covered in the liquid light, or he or she may swing and drop onto the floor taking 1-4 points of damage. Xipe will pull the character into his lair in 1 round.

Xipe is a very young ogre mage (AC 4; HD 5+2; HP 28; #AT 1; D: 1-10), only 400 years old. He is capable of performing the following feats of magic: **darkness, 10' radius; flare**, a flash that blinds for 1-3 rounds; regenerate 1 hit point per round; and **sleef**: as an **ice storm** it obscures vision, causes 1-2 points of damage for those within its 30' X 30' area of effect and makes everything slippery, -2 to chance of slipping (slip on a 6 or less on 2d6). Xipe has a great bellow which shakes

the room and is treated as a **fear** spell (save at +2 vs spells).

Xipe's treasure includes a wooden cylinder that holds a clerical scroll of **detect magic**. Also, therein are piles of rich cat furs, worth 50-100 g.p. each. There are 3-12 furs, and 3 will fill a pack. Two leather bags beneath the furs hold 1000 silver pieces. Lastly, an ivory cube about 1' tall stands on an ornamental table. The cube is intricately carved and is actually a trick box. First two plugs on either side of the cube must be pushed in and then the center of the cube will slide out of a frame of the other four sides. This inner box opens like a chest and within it is a parchment packet, holding 3 pinches of **dust of appearance**, and also a silver and aquamarine necklace worth 1,250 g.p. The ivory cube is worth 284 g.p.

#### 36. APARTMENT of the DUST of AGES:

The floor of this room is covered with a layer of fine grey dust or ash, 3 inches deep. Across the room, opposite the entrance, is another set of double doors. There are two alcoves to the left and right, but these appear to be empty. On small ledges in each corner of the room are pieces of what appear to be broken pottery. As the party enters the room their feet will stir dustmotes into the air and little eddies will swirl through these clouds.

From the ash a dusty phantom will form in front of the party, assuming the shape of a woman. Her face is forlorn and it almost seems that tears form runnels in the dust that molds her features. She will throw up her hands in despair and rush into one of the alcoves to disappear. Next, the phantasms of two mighty warriors will form and move to block the door opposite. Their countenances are fierce.

If the party should approach, these two phantoms will raise their toothy swords threateningly. But they can cause no harm, for they are just images of the long dead past. Other shadows will form from the dust, shapes of priests, sages and mourning young women. Movement through any of these forms will disrupt them. The room is empty; the pottery fragments once formed statues and urns in which the ash that now covers the floor was held.

#### 37. BED of XILONEN (Ksēl-ōn'-an):

In the center of this room is a withered tree, that looks like a leafless willow, rooted in a stepped depression. The bottom of this hollow is filled with brackish, oily water, only a few inches deep. Across the room, beyond the dead tree, is another door. Around the sides of the room is a 5' wide ledge encircling the tree. The walls of this room are beaded with condensation.

SHOW THE PLAYERS ILLUSTRATION #11. This "tree" is a semi-sentient, gigantic variety of polyp, similar to a sea anemone, once worshipped as Xilonen, the hairy mother goddess of corn. The polyp (AC 6; HD 7; HP 31; #AT 2-8; D: 1-2 per tentacle and save vs paralyzation at +2; spines do 1-4 points if a character is dragged across them) is very hungry. Once it has paralyzed a victim it will draw him or her into its mouth which is concealed among the nest of flailing tentacles and protected by sharp spines, in 2 rounds. At any one time only 3 tentacles may be employed against a single character; the polyp has 24 such tentacles. A character which is swallowed by the "mother-goddess" will be beyond recovery in 5 rounds.

Xilonen can not be killed from damage inflicted on its tentacles, it will only take damage from attacks directed at its trunk. Each tentacle can take 4 points of damage before being severed. Severed tentacles will regenerate in 2-12 days. To reach Xilonen's trunk characters must wade through the slimy water. If a character attacks while standing in the water he or she must check for slipping at -1 (slip on a 5 or less on 2d6). Fire attacks on Xilonen add +2 to each die of damage.

Within the polyp's gut are 12 pieces of blue jasper, cut and polished and valued at 50 g.p. each. There is also a silvery rod, actually a copper-nickel alloy, which detects as magical. This is a **rod of electrification**; it strikes as a mace and causes 2-5 points of damage. This uses a charge. This rod has a resilient black handle (rubber), and will discharge every time the metal end is brought into contact with wet flesh or metal. For safety, the rod should be insulated with cloth or fur when carried, but players should not be told this. This rod has 17 charges left, and it may be recharged. To recharge it the rod must be stuck in the earth, handle first, and a **lightning bolt** fired at it. The rod will receive 1 charge for each die of damage the **lightning bolt** does.

### 38. Barred Pit:

The walls of this passage glow a morbid magenta which slowly diffuses limning the corridor with the ghastly hue. After 15' the floor drops away to a pit which fills the hallway ahead. The pit is 25' deep and spidery white plants grow across its bottom. Five feet beyond the lip of the pit is a bronze bar, set level with the floor and embedded in the walls to either side. Further out over the pit may be seen other bronze bars, set at 5' intervals, bridging the pit from left to right. On the floor by the edge of the pit is a pile of rotting wooden planks.

A character may attempt to cross this pit by leaping from one bar to the next. There are a total of 8 bars. For a character to successfully cross the pit he or she must roll his or her dexterity or less 2 times on a 3d6. If the character should stop to regain balance on any bar in the pit, he or she must save vs his dexterity one additional time. If a character fails to save, he or she will fall into the pit. It takes 2 rounds to cross the pit. Bars #3 and #6 are corroded through and will break 1 chance in 4 each time weight is placed on them.

The plants in the pit are large bushes with dew-covered, pale yellow blossoms. These bushes are carnivorous thorn-slingers. They will attack any moving targets on the bars above the pit by slinging thorns at them. The plants attack as 1-1 hit die monsters firing 2-8 thorns per melee round. Each thorn causes 1 point of damage and a 5% non-cumulative chance of causing the character to fall. A character will take 2-5 points of damage from the fall. If a character falls into the pit a sundew blossom will move to intercept the figure. The dew on the blossoms is actually a strong adhesive which will hold any character with less than a 13 strength immobile. Characters with strengths greater than or equal to 13 can break free in 1-4 rounds. Digestive juices on the surface of the flower cause 1-3 points of damage per round. The plants are AC 10 and have a total of 35 HP. These plants will not catch fire, but flame will cause normal damage. Open flame will be extinguished after 1 round and oil will only burn for 2 rounds.

### 39. CHAMBER of the SECOND SUN:

This huge chamber is 30' tall with mighty buttressing and a vaulted ceiling. However, parts of the ceiling and walls have collapsed, and through a gaping hole in the north wall raw earth may be seen. Crushed beneath a fallen block in the center of the room are the remains of what appears to have once been human. Elsewhere are the chewed and decayed corpses of some baboon-like creatures. Through a hole in the northern corner of the ceiling daylight and fresh air filter in. Above, through this gap can be seen 4 blue-faced baboon-like creatures. They will scream their frustration at the party, and as they do dirt will begin to slide down the banks and rocks in the walls will shift slightly.

There is no poison gas in this room or in any of the upper levels, for the gas escapes out the hole in the ceiling of this room. Loud noises (such as explosions, shouting and fighting) will cause minor cave-ins, inflicting 1-4 points of damage to all in the room with worse than AC 3. If the party

should attempt to climb out here, they will discover that the dirt embankments will only hold 50# (500 g.p.) of weight. More than 50# will cause further collapse, burying the climber and inflicting 3-12 points of damage.

Lying hidden beneath rubble in the center of the room is an immature amphisbaena (AC 3; HD 4; HP 20; #AT 2; D: 1-3/1-3 bite and save vs poison at -2; impervious to all cold based attacks), a giant, two-headed snake. This serpent will attack the party, as they move through the chamber. It will attack as if it were 2 snakes, concealing its central body in the rubble. Fighting in this room will necessitate combat on loose rubble and characters must check for slipping (a roll of 4 or less on 2d6). If the snake is slain the mandrills (AC 7; HD 1+1; HP 6; #AT 3; D: 1/1 claws, 1-4 bite) will leap down upon the party; they had been waiting because of the serpent.

The bones crushed beneath the fallen block belonged to two humans. This block may be moved by 2 characters with strengths of 15 or better. There are 40 electrum pieces in a pouch of gut about the waist of one corpse. One of the humans once wore a brooch of bronze and green quartz in the shape of a lizard, worth 23 g.p. A silver and beryl-emerald ring is worn on a bony finger, worth 42 g.p. There is a silvery dagger, actually made of a copper-nickel alloy, stuck in the left boot of the least mangled figure, worth 8 g.p. and a scroll case holding a map of the territory in which these ruins are located. Finally, a crystal sphere, cracked in the catastrophe, has rolled into the shadow of some nearby rubble. It is made of polished quartz, 3 inches in diameter, and is worth 45 g.p.

A. Here are a set of double bronze doors in the north wall at the end of a corridor. Above them hangs a plaque inlaid with jade. The plaque depicts a two-headed serpent, with one head where its tail should be.

## KEY TO THE SECOND TIER

### 40. Dragon Breath:

Walking up or down these stairs will trigger a trap. A stone statue of a dragon, hidden in a secret room at the top of the stairs, will roll forward to the head of the steps when the party reaches the middle of the flight. Then the statue will just sit there. Proceeding further up or down the middle of the stairway will then trigger the dragon to open its mouth and breathe a gust of steam, 30' long. The steam causes 4-10 2d4 +2) points of damage to all caught within it, save vs breath weapons for ½ damage. The steam will make the stairs slippery. The characters must check to see if they slip on the wet stairs (a roll of 4 or less on 2d6). Thereafter the statue will breathe every time the middle 5 steps are trod upon for a total of 4 times; after which it will retreat to its room. The statue is connected to a hot water geyser in the bedrock.

SHOW THE PLAYERS ILLUSTRATION #12.

### 41. Free Gold:

At the western end of this corridor is a pile of yellow coins heaped on the floor. On top of the gold rests a jawless skull. In the right eye-socket a black spider has made her home. Several bones are piled with the coins, and the hilt of a broken sword thrusts up from the mass. There are about 200 coins in the pile.

This apparent pile of gold is covered with a pale yellow dust. The entire pile of coins is actually yellow mold covered by an illusion, though the bones, spider and sword hilt are real. If any character touches the mold, its enzymes will cause 1-8 points of damage. There is a 50% chance if the mold is treated roughly that the colony will release a 10'X10'X10' cloud of spores, (save vs poison or die). If the spore cloud is ignited it will cause 2-8 points of damage for a 20' radius from the burst and the spores will be destroyed.

A. This secret door swings on a horizontal pivot in the middle of the slab. By pushing in at either the top or the bottom of

this secret panel, the opposite end will swing outward. There will be enough space to crawl through into the secret passage beyond. In front of the secret door there is a dark stain on the floor.

- B. The stone of this secret door is smoother than the surrounding wall as can be detected upon close examination. This door opens by stepping forcibly upon a cobblestone that is slightly raised from the floor. The door has two facing panels which pivot inward when the door is opened.

42. The CHAPEL of KUKULKAN (Kū-kūl'-kan: The feathered serpent):

- A. Beyond the secret door the passage turns to the left.

At the end of this narrow hall hangs an ornate mirror and in the eastern wall is a door. The door seems to be very heavy and there are many glyphs carved upon it. In the center of this door is carved an eagle killing a serpent. Two stone warriors dressed in loin cloths and wearing puma masks form the doorposts.

USE ILLUSTRATION #13 TO DEPICT THE MIRROR. The first character to see the mirror at the end of this corridor must save vs petrification. Failure to save will result in the character believing that he or she is in deadly combat with a feathered warrior in the mirror. The DM should take care to isolate this character from the rest of the party. The character will be fighting an imaginary opponent with his or her exact same statistics (AC, HP, etc.). The battle takes place only in the mind of the enchanted character. All rolls to hit for both the character and the imaginary warrior are at -6 and damage is minimal, 1-2 points. The character so enchanted can die in this combat. To the party it will appear that the enchanted character is just standing there staring into the mirror. Treat the effects as a **hold person** spell; if the character is disturbed, have him or her save vs spells to break the enchantment. The glyphs on the door tell a story in ancient Olman of a journey to find truth and light, of failing and imprisonment in the land of the dead.

Beyond the door is a wide foyer leading into a circular room. On the south wall of this hall is a jade death mask fixed at chest height. In the center of the chamber is a cross-shaped dais with a set of stairs leading up to it at each of the four ends. Between each arm of this dais is a low shelf on which stand various small offerings: silver bracelets, earrings, neck collars, and anklets, piles of coral beads, and silver and jade statuettes. The set of stairs facing the entrance are carved with the heads of many Olman deities. The steps to the north are blood-stained while the stairs to the east are hidden in shadow. The southern staircase seems very unusual as it changes colors in the light. Standing at the top of the northern steps is the statue of a warrior. In the center of the dais rises what appears to be transparent walls of crystal which enclose an oddly carved stela.

The mask on the wall is the trigger to a trap. If the mask is moved four sets of bars will drop, encaging those characters within a 5'X10' area in front of the mask. A character may escape by destroying the bars or by rolling his or her bend bars/lift gates percentage. The mask is worth 25 g.p.

Coiled about the stela is a couatl in its ethereal state, invisible to normal sight (AC 5; HD 9; HP 33; #AT 2; D: 1-3 bite, 2-8 constrict plus poison, save at -2). The couatl is able to use the following spells: clerical — **light, light, curse, command, command; hold person, silence, 15', know alignment, dispel magic, bestow curse; neutralize poison;** magical — **magic missiles, magic missiles, shocking grasp, ventriloquism; web, wizard lock; fireball.** It also has psionics (1 attack, 2 defense modes, and 9 disciplines), but will not use these powers unless attacked psionically. The couatl wears an **amulet of weakening** which will make all foes within a 30' radius feel weak and ineffective, the closer a character gets to the amulet the weaker he or she will feel.

If any of the treasures on the shelf, worth a total of 450 g.p., are touched the couatl will cast a **wizard lock** on the door to the room and will then cast its **ventriloquism** and speak to the party in Common. "Interlopers, you have trespassed on this my sacred chapel. For this affront retribution has already begun, for you are now breathing a toxic gas which will kill you shortly. However, perhaps your actions were not from malice or greed, but just idle curiosity. Therefore you will find the antitoxin upon the stone in the middle of the dais, if you can solve the puzzle to reach it. Let the brave lead the way, let the sly cross the portal, and the wise ward off evil. Choose your path most carefully."

If the party attempts to leave the room the couatl will be indignant. The couatl will cast its **web** spell across the doorway to further hinder the party's escape and call them fools. If the party persists in attempting to escape the couatl will attack, first with its low level spells, for it wants the characters to perform the task, not to kill them. There is no poison gas in the room, but the effects of the **amulet of weakness** should convince the party that there is. As the characters get closer to the stone they will seem to feel their time running out as they weaken.

To reach the "antitoxin" the fighter must first choose which staircase to lead the party up. If anybody but the fighter in the party first tries to climb a set of stairs, or if anybody, including the fighter, tries to climb across the shelves, they will take 1-4 points of damage and be knocked back. The fighter may choose one of the following set of stairs:

**Northern stairs:** These stairs are bloodstained. This is the right choice and the fighter may climb these stairs. However, as he reaches the top of these stairs the petrified warrior (AC 6; Level 4; HP 18; #AT 1; D: 1-6 spear) will become flesh and attack. Once this warrior is dispatched the party may continue on.

**Western stairs:** These stairs are carved with the heads of gods. If any character attempts to climb it the "heads will start to babble and the character will feel too weak to continue on and will sit down on the steps and not move. Only his or her companions may pull the character from the stairs.

**Eastern stairs:** This stairway is draped by shadows, and lights will not dispell these shadows. Any character who attempts to climb these stairs will slip and fall back down taking 0-2 points of damage. These stairs can not be climbed.

**Southern stairs:** This stairway continually changes its color. Any character attempting to climb these stairs will find themselves climbing and climbing and not getting anywhere. The stairs may be descended without difficulty.

Once the crystal walls are reached the couatl will again speak to the party, still hidden from their sight. "So you have passed the first test. Perhaps you are not the fools you first seemed. But it will take the best fool of your most clever person to open these crystal walls. Your time is running out."

The crystal walls are cold to the touch and impervious to all blows. A gap will melt open in these walls if the thief purposely touches his or her hand to their surface with the intention of opening them. The walls have no visible gaps in them otherwise. If the thief uses this ability to melt an entrance into a point of the star and enters this triangular nook the wall will seal up behind him or her in one round and the characters will be trapped, for this nook can not be opened from the inside. The only way to reach the stela is for the thief to melt the crystal wall with his or her hands at the intersection of two walls which leads straight to the center of the star.

Once the party reaches the stone they will feel very weak. On the stone in front of them is a potion bottle. The stone is carved with a weird sigil. One more time the couatl will talk, its voice seeming to come from the stone. "So you have reached my altar, but your time is nearly exhausted and the antidote is just beyond your reach. Trust your souls to your god foolish mortals."

There is a **wall of force** about the top of the stone and it can not be penetrated. To reach the potion bottle, the cleric must destroy the glyph upon the stone by pouring holy water on it, touch it with a holy symbol, or casting a **bles**s, **prayer** or some other spell of similar nature upon the glyph. Once this is done the **wall of force** will dissolve and the characters may reach the potion. It is just a **potion of healing**, and will cure only 1-8 points. When the potion is taken the couatl will materialize and hiss. If the couatl is not attacked it will smile and thank the party for freeing it from its long imprisonment. If attacked it will call them ingrates and fools and attack back. The couatl will point out special treasures for each member of the party that solved the parts of the riddle as a reward. It has been imprisoned a long time and does not know the ruins nor will it stay after giving the party their rewards.

The cleric will receive the **balance of harmony**, a set of scales which can detect good or evil. The cleric must place a coin or gem with a **bles**s spell cast upon it in the right pan and touch the left pan to the item or person being tested. A blessed copper piece has a 30% chance of detecting correctly. Coins or gems of greater value have a higher chance of detecting correctly (silver-40%, electrum-45%, gold-50%, platinum-55%, gems worth 10 g.p.-60%, 100 g.p.-70%, 1,000 g.p.-80%, and so on). The scales will balance if they detect good, good will outweigh evil and neutrality will never balance but fluctuate back and forth. This device will not detect poison or traps, but it will detect curses.

The thief will be given the **mirror of the past**, a mirror of platinum. This mirror will allow the user to concentrate on a specific item or person and the mirror will show something of its past for 3 rounds. The mirror may show details of the past out of order and events both recent or long ago, randomly. The viewer has no way of knowing when an event took place. This device is only useable once a week and the vision is usually somewhat cryptic.

The fighter will receive a non-magical scroll, which reads, "For you the greatest gift of all." When the character reads the scroll he or she will feel a chill and then a warmth across his or her back. Unbeknownst to the character a **death servant** has just merged with his or her shadow. Invisible to all, it will travel with the character until he or she is about to receive a fatal blow or means of certain death for which the character has failed his or her save. Then its black shadowy form will push the character to safety and take the death stroke intended for its master. Once the death servant has done this it will dissipate in a cloud of black vapor.

43. The SMOKING MIRRORS (Tezcatlipocas — Tāz-kat'-lē-pō'-kas):

An amber haze fills this room. The chamber is unoccupied, but there are strangely shaped and colored mirrors hanging on the walls and a large basin stands in the middle of the floor. The mirror on the eastern wall is red and seems to be composed of fire and framed in bronze. Light beams are broken by the mirror into myriad flames and ghostly shapes seem to flicker in its depths. On the northern wall are two mirrors: a striking black one of obsidian framed in lacquered wood, and a stark white mirror with a wrought iron frame. The black mirror has a distinctive earthy odor and the blackness of subterranean caverns, but it seems of crude construction and only reflects objects which are close to it. The white mirror has a pungent odor of nutmeg and spice and its depths are gelid and smoky. The last mirror hangs on the western wall in a stone frame and is blue in color. Reflections in this mirror ripple as if a looking into a pool of water. The stone basin is about 10' long, 5' wide and 3' tall. It is filled with a steaming golden liquid. The surface of this golden pool is unrippled.

USE ILLUSTRATION #13 TO REPRESENT EACH MIRROR, it may be used either side up.

**Red Mirror** — If a character looks into this mirror he or she will see a ghostly white form next to his or her reflection. This mirror will falsely predict the death of the character and what will kill him or her. The ghostly image will take on the form of a monster or some trap which will strike and kill the character's reflection. The DM should choose what shape the image will take from possible monsters within these ruins, including the bat-god and death by asphyxiation on the poisonous gases of the lower levels or whatever else he or she pleases. After the character sees this vision the mirror will blur and only his or her normal reflections will remain. The mirror will only function once per character. If anyone touches the mirror he or she will take 1-2 points of damage from burns.

**Black Mirror** — When a character looks into this mirror his or her image will blur and then appear in ancient Olman garb as if reflecting a previous incarnation. The image will say in Olman, "Command me and I shall answer." Actually this is the image of a long dead native superimposed on the character's reflection. Clerics may use a **command** spell to cause the spirit to answer 3 yes-no questions (the **command** is "Answer!"). The spirit will answer only questions it understands, those spoken in Olman, and will nod or shake its head. If anyone touches this mirror that character must save vs petrification or else all valuable metals and gems on his or her person will be turned into lead and glass.

**White Mirror** — Reflections in this mirror will be blurred by what looks like a fine mist. Any character who steps before this mirror and looks into it must save vs breath weapons or be stunned for 1 round. If the character saves nothing will happen. If the character is stunned, the mirror, which is really an ochre jelly of unusual color, will fall out of its frame upon the character. The jelly (AC 8; HD 6; HP 18; #AT 1; D: 3-12) has +4 to hit upon its first attack. The jelly moves only 3" a round and will thus always attack last, except on its first surprise blow. The jelly will retreat from cold and large quantities of salt. Behind this mirror is a door which may be opened once the jelly is removed.

**Blue Mirror** — This mirror opens onto a pool of water. The water is held back by a magical wall of force. If any character touches the surface of the mirror he or she must save vs rods or be drawn into the pool of water. A character in the water will take 1-4 points of damage from drowning each round he or she is in the water. Weapons may be used to break this wall of force (AC 4; HP 19). If this "wall" is destroyed the water in the pool and the character will spill out into the room. The pool of water leads nowhere.

**Golden Pool** — The fluid in this basin is magical as long as it remains in the basin. If it is removed it will just be colored water. Anything stuck into the liquid will react with the fluid so that the second time that the item or an item of the same material is stuck into the pool it will turn to gold. The item will remain gold for only 2 turns.

44. SUN of MOTION:

In the center of this diamond-shaped room is a dais on which a weirdly formed altar rests. The altar is made to resemble a many-armed and beaked octopoidal creature with a large purple-red stone set in its forehead. The walls of the room are decorated with paintings of the sun and moon in motion. Others are of many people standing about a temple making sacrifices of flesh and blood while the figure of a priest holds the bloody heart of his latest victim above his head. There is dust on floor and altar.

The altar is a trap and any character touching it will be stuck to its cold stone. Once a character is stuck the octopoid altar will start to spin, dragging the character about the room. In one round the speed will be too fast to maintain footing and the character will be dragged and bashed about, taking 1-6 points of damage per round. If a character has a strength of



15 or greater he or she may tear him or herself free, but will take 2-5 points of damage and will fight at -2 to hit and damage for 2-8 days or until cured. If the gem (AC 3; HP 15) is destroyed the altar will stop spinning and the character will be released. The gem is a cursed stone and if it comes in contact with the flesh of a character or monster and they fail to save vs magic it will turn him, her or it into a whirling dervish, spinning about with such force that the victim takes 2-5 points of damage until it is dead. A victim may not let go of the stone, unless a **remove curse** is cast upon him or her.

#### 45. MICTLAN (Mēk-tlan': "Land of the Dead"):

This room is decorated with a bizarre diorama depicting the land of the dead. Small, brightly painted clay statues have been placed about the room to represent the inhabitants of this realm and the unfortunate men and women they have under their care. In the center of the room, the floor rises to form a small "hill" with earthen palisades on its north face. A group of small men figures seem to be struggling to roll a boulder up the hill, while a devil drives them on. Above the hill in the ceiling is a glowing spot which illuminates the entire chamber with an eerie silver light. A pebble path leads from the door to the foot of the hill. Before the door in the western end of the room is a region which depicts burning sands. There devils torture men who have been unfortunate enough to fall into their hands.

On the south side of the path is a region, fenced off by a hedge of thorns, depicting a grassy plain where men frolic and hunt antelope and deer. South of the hill the floor opens into a model canyon down which flows a river of lava while flames etch the walls. East of the hill, in a side wing of the room, is a counterpart to this fiery canyon, an icy waste. To the north of the hill are putrid, bubbling marshes where figures of men strive to keep their heads above the surface. Out of this swamp a black, torpid river wends its way past the northern edge of the hill and flows west to pour over the lip of a steam-filled chasm in the northwest corner of the room. Within this dark chasm worms pursue the fleeing forms of naked men and women. In the south corner of this room on the eastern wall is a barred door.

The light in the ceiling comes from the walls of a chute or chimney which glow in the dark. The chimney may be reached on the shoulder of another character, but in order to climb it the character must brace his or her back and legs against opposite walls because there are no protuberances to hold onto.

Each region in this room has some spell cast upon it which will affect any characters that walk into the region. The path and other clear areas are free of any special effects.

**Hill** — All characters that climb to the top of this hill will be subject to the effects of a **push** spell every round they are here; check for the chance of slipping, (a roll of 4 or less on 2d6). If a character slips, roll a d4 to see which direction he or she will roll.

**Burning Sands** — Any character that enters this region will receive a bad bloody nose after 5 segments. This hemorrhaging will cause a loss of 1 hit point per round. The bleeding stops 1 round after the character leaves this area.

**Wild Plains** — Any character who enters this region must save vs poison or he or she will have no desire to leave it. Companions outside the area may try and talk their companion out, and the victim may attempt to save again but at -1 for each time he or she fails until the character will never want to leave.

**Flames** — Characters who enter this area will suffer the effects of something like a **heat metal** spell, taking 1-4 points of damage per round if they are wearing metal armor or holding metal weapons.

**Ice** — Characters entering this region will suffer the effects of

something like a **chill metal** spell and will take 1-2 points of damage for every round they remain in the area.

**Marshes** — Any character who enters this area will feel a shortness of breath and after 5 segments start to take 1-4 points of damage per round from drowning.

**River** — The spell **forget** will effect all characters who enter this territory if they do not save vs magic. The characters will forget who they are and what their purpose is. Spellcasters will forget 1 level of spells per round they spend in this region starting with their highest. Once the area is left the characters will remember who they are, etc., but spells will remain lost. Clerics may pray for the return of their spells, magic-users must study their books to regain spells.

**Pit of the Worms** — Any character entering this region must save vs spells or flee the room for 3 turns from the effects of a **fear** spell.

#### 46. TLAZOTEOTL (Tlaz-ō-tā'-ōtl: mother goddess of the earth):

Beyond the door is a small room. Opposite the door in the southeast corner is a small shelf on which rests a glazed flask. The floor of this room is covered with a lumpy pile of earthy material. In the northwest and northeast corner are two more shelves on which rest a small urn and a stone cylinder respectively.

When any character starts into this room the "pile on the floor" will open one eye, and then another and another, until there are many eyes of different shapes and sizes staring at the party. All about the eyes are fanged, drooling mouths which will begin such a cacophony of babbling as to cause **confusion** (see below). This is a gibbering moulder (AC 1; HD 4+3; HP 21; #AT 6+; D: 1; moves 3" or 6" across mudlike terrain) an amorphous mass, all eyes and mouths. It moves by oozing forward and fastening several mouths to the ground and pulling itself forward. The babble of this monstrosity is equal to a **confusion** spell to all within 6" and characters must save vs spells each round that they hear it or be **confused**. Roll a d8 : 1) wander for 1 round; 2-5) stand stunned for 1 round; 6-7) attack the nearest living creature for 1 round; 8) treat as a **fear** spell (for 2 rounds, save at +2).

The moulder always warms the ground and stone within 5' of it and can control its consistency, changing the ground or stone to doughish, tarry, quicksand or concrete in 1 round. It will soften the hinges of the door so that it can not be closed. This creature will not sink even in quicksand. A moulder's spit will burst into a bright flare when it strikes cold stone, blinding for 1 round those who don't save vs petrification. This abomination attacks by biting with 6 different mouths per round. Each mouth that hits latches on and does 1 point of damage per round attached. When 3 mouths are attached to a single character that character must check each round thereafter for slipping (a roll of 4 or less on 2d6). If the character falls the moulder will flow over him or her and bite with 12 more mouths. The moulder will try and trap other combatants in quicksand, after it pulls down one victim.

The flask in the room holds the dried powder of a **strength potion**. The urn holds the dried heart of a mighty serpent-warrior. Any character eating it will understand the speech of all serpents permanently, but will be unable to speak if him or herself. The entire heart must be eaten by a single figure, since the power is transferable to only one person.

The stone cylinder is a baton, a +2 weapon when the wielder stands on stone or earth. It strikes as a club for 1-6 points of damage. If the wielder is standing on wood, in water or in the air the weapon loses its damage bonus and drains 1 point of constitution per blow from the holder. When the wielder's constitution reaches zero, he, she or it is rendered unconscious. One point of constitution may be recovered per full round spent in complete rest up to a maximum of 6 points in 1 turn.

#### 47. Trapdoor:

In the wall of this chute, 30' above the lower end, lurks a huge trapdoor spider (AC 6; HD 2+2; HP 11; #AT 1; D: 1-6 and poison; save at +1, failure results in an additional 1-6 plus paralysis). The second character to pass the camouflaged entrance to the spider's lair will be attacked by the spider. If the spider succeeds in paralyzing its prey it will retreat into its lair. If characters fight while climbing the chute they must check to see if they fall (roll for slipping at -3, a roll of 7 or less on 2d6). If a character falls he or she will take 3-18 points of damage and must roll a d4 to see which direction he or she rolls. The trapdoor of the spider is silk with stucco fragments embedded in it (AC 10, HP 4). The spider's lair is 10' long, 4' wide and 4' tall. These cramped quarters will affect combat by causing -1 "to hit" to all weapons requiring more than 2' of room for use, and -1 from damage from all weapons.

The top of this chute is covered with a huge pewter basin which will require a strength of 15 or greater to move it.

### KEY TO THE THIRD TIER

#### 48. HOUND of the BAT:

This room is small and plainly decorated. To the west stairs lead up out of the room and to either side of the stairs along the west wall are narrow dust covered ledges. In the north and south ends of this room are fountains made of bronze-inlaid marble. The southern one is cracked and only dry limey deposits remain. The northern fountain contains about two feet of brackish water, fed by a limey trickle. In it the white, gauzy form of a crayfish lies on a bed of lime encrustations. To the east a square pewter basin, about 5' wide, covers a stone wellhead.

The "crayfish" is only the shed shell of a long expired resident. Covered by lime at the bottom of the fountain is a platinum key and chain, worth 20 g.p. This key can unlock the portcullis blocking the exit at #53.

The water in the fountain is really a water weird (AC 4; HD 3+3; HP 23; #AT 1; D: save vs paralyzation or a character is grabbed and dragged into the water and drowned, 1-4 points per round; attacks as a 6-hit dice monster) an agent of Camazotz. Sharp weapons only do 1 point of damage to the weird. **Purify water** will kill the weird, otherwise when it is reduced to zero hit points it will dissolve for 2 rounds and then reform to full strength. The water weird will attack if characters probe its depths.

#### 49. SACRED CHITZA-ATLAN (Shēt'-za A'-tlan):

In the middle of this chamber is what appears to be the withered, preserved form of a centaur mounted on a slab of marble. Tinted green and decked out in lacquered leather, feathers and copper wire jewelry, he faces the western entrance to this chamber. This centaur holds a 12' long bronze-hafted spear tipped with a broad, blue-gray, flame-shaped spearhead.

About the apartment are much jewelry and nicknacks, made of beaten copper, cut and polished obsidian, shells, quartz and coral. There is also a lot of pottery with spidery cracks etching the glazing. Two pottery urns have been made to resemble tall wicker baskets. These urns are filled with odd, smooth stones, each about 6" in diameter, of the river-bottom sort. Much of this treasure is scattered at the feet of the centaur, symbolically being trod under foot.

This "centaur" figure is the **mummified** remains of a sacred offspring of Chitza-Atlan, the guardian of the gateway to the underworld (AC 3; HD 6+3; HP 27; #AT 1 or 2; D: 1-6/1-6 hooves or 1-8 spear). Those who this "mummy" damages with his



hooves must save vs poison or be afflicted with acute leprosy. Infected wounds will heal at 10% normal rate and **cure** spells will not heal this damage. The disease will prove fatal in 1-6 months.

This mummy has two functions: to prevent any but the dead from entering these ruins, and to keep those creatures in the ruins confined within. Thus if any character should attempt to exit this room by any door other than the one he or she entered from the mummy will animate and attack the characters. The mummy will also defend itself if attacked. A word or pass from Zotz, the bat-god, will gain free passage. Fire attacks against this mummy add +2 per die of damage inflicted. He can be turned as a mummy, but the effect of turning only lasts 1 round while in this room. If turned the mummy will flee to the northeast end of this room.

The "treasures" of this room are only worth a couple of silver apiece. If all 800 pieces of junk jewelry are taken the total value is 80 g.p. The real treasure is concealed in the bottom of the two wicker baskets beneath the stones. There are two crushed silver masks, each worth 25 g.p., an electrum serpent bracelet, worth 42 g.p., a broken marble statue of a monkey, 56 g.p., and 3 silver hairpins set with jade worth 2 g.p. each.

#### 50. Jade Wall:

Here the way is blocked by a wall of green, polished stone. This jade wall is a trap for those attempting to break into the ruins. If any tampering is done to the wall it will fall out into the anteroom doing 2-16 points of damage to all those standing there. Characters coming from the room will take no damage. Those characters in the anteroom must also save vs petrification or become pinned beneath the stone. A total of 20 strength points are needed to lift the stone wall off any trapped beneath it.

#### 51. Wind Tunnel:

This passage is only 5' wide, just big enough for two characters to walk abreast. It is dry and dusty and shows no sign of usage for several ages. Near the top of the corridor walls, about 3' from the ceiling, are stone lintels running the length of the passage. The corridor abruptly widens to a 15'x15' area with a corrugated floor. In the ceiling of this cubicle, 15' overhead, a bronze, circular trapdoor is set. The cover is latched shut. In the four corners of this foyer are sets of metal rungs that lead up and across the arched ceiling to the trapdoor. The rungs are broken in several places and form rusty spikes. Across this widening the 5' wide corridor continues on.

Opening the hatch will release a whirlwind. The character

who climbed up to open it will be knocked to the floor, taking 1-6 points of damage. Everyone else in this alcove will be buffeted about and will take 0-2 points per round they are buffeted. There is a 1 in 12 chance that a character being buffeted by the wind will be impaled on a rusty spike, taking 1-4 points of damage. A character being buffeted will spin in a circle, unable to control his or her direction, though there are 2 chances in 6 of grasping one of the 4 sets of rungs and hanging on. The hatch can not be shut and the wind will not die. If characters hug the floor, they will be safe from the buffeting and can then use the corrugation of the floor to pull themselves across the room.

#### 52. The HIDDEN ROOM of the NAHUAL (Na'-wal: "alter-ego"):

The secret doors to this room are opened by reaching up above each secret door and grabbing the lintel or molding on the wall, which runs the length of this corridor about 8' above the floor, and pulling down. The secret door will then swing inwards, but will close again in 5 segments. These doors are counterweighted and may not be spiked open. From the inside the doors may be opened by pressing down on a stone projection to the right of the doors.

The walls of this room are painted a flat black, while the floor is inlaid with a colorful mosaic of strange gods cavorting and leaping around a sun. The chamber is otherwise empty, except for an alcove masked by a curtain of shells and beads.

Behind the curtain is the chalky form of a statue seated upon a stone throne carved to depict feathers. The statue is wearing a feathered headdress, made to look like a leaping fish nibbling on a water lily, and a feathered robe. Laying across its lap in its open palms is a scepter of gold and silver with an eagle's head crafted in one end and the talons of a bird holding a blazing sun in the other. The most remarkable thing about the statue is its face.

SHOW PLAYERS ILLUSTRATION #14. The statue will duplicate the face of the first person who enters this room. The scepter is worth 507 g.p., but is stuck to the palms of the statue and only the character with the same face as the statue can lift the scepter. Once that character picks up the scepter, he or she will have visions of great battles of the past and begin to sweat. After 5 segments, if still holding the scepter, a transformation will sweep over the possessor of the scepter and he or she will become stone. Simultaneously the statue will become flesh and blood. This statue is a nahual or alter-ego and is chaotic-evil (AC 3; HD 7; HP 30; #AT 1 or 2; D: 2-7 scepter or 1-4/1-4 claws). His gaze can cause a character to drop his or her weapons (save vs petrification), but may not be used at the same time the nahual attacks. It will possess the memories of the petrified character and will try to convince the party that it has just merged with the spirit of one of its earlier incarnations. Given a chance the nahual will attempt to lead the party to their deaths with false information gained from "memories" of its former life. Removing the scepter from the hands of the stricken party member will not return the character to life. The nahual must be slain and the scepter must be touched to the dead body of the nahual to restore the original character.

#### 53. The Valve:

Here is a foyer, 10' wide and 20' long. A narrow hall leads away from this foyer on the south and from the north a 5' wide staircase leads up. A wheel is set horizontally half into the wall at the western end. This wheel appears to be a crank. Above the wheel, in the wall, is set a bronze lever.

The stairs lead up to the blank wall behind a secret door. This door is opened by the wheel in the foyer. The wheel will not turn until the lever is raised and then will turn one way with difficulty. Rotating the wheel will slowly open the secret door, but it will also open the floor to either side of the wheel into a

black pit, at the bottom of which may be seen a pale shimmer of bone. There is a 1' ledge to stand on and work the wheel and a 6 inch wide footbridge of polished marble crosses the pit. When crossing this beam characters must check for slipping off (a roll of 4 or less on 2d6). If a character falls into the pit he or she will take 3-18 points of damage.

If the crank is released once the secret door is opened it will wind back quickly shutting the door. To prevent this the braking lever may be pulled down. However, pulling the braking lever down will cause a portcullis to fall shutting the foyer off from the stairs. The portcullis may be raised by a character rolling his or her **lift gates** percentage. If the walls are searched beside the portcullis a keyhole will be found to the left side. The key from room #48 will open the portcullis like a gate.

## KEY TO THE TEMPLE

#### 54. TEMPLE RUIN:

This was apparently a large temple of some sort. Once a major building, all that remains are the back wall and enough of the roof to shelter the altar. All else seems closed off by fallen debris. Several pillars have fallen and they litter the floor. Sunlight filters through holes in the roof, 35' overhead, which is a maze of chips and cracks. The back wall is covered by a bas relief of a giant bathing, 9' tall, with a wingspan of 20'. In front of this wall is an altar stone, carved to represent a mass of squirming rats, weasels, and worms. In the front of the altar is the head of a screaming bat. Arching above the altar from either side are a pair of metal batwings, 8' long. The floor in front of the altar is worn into hollows.

SHOW THE PLAYERS ILLUSTRATION #0 (on the cover of the art book). The temple is closed by debris which provides no entrances or exits. However, in the center of the south side there is an area of tented rubble. It is shaky and may be collapsed to provide a portal. Any sufficient pressure equal to 15+ strength will bring the tenting down. All characters within 10' of the collapse will be hit by 1-4 stones which will cause 0-2 points of damage each. Roll for the number of stones which will strike a character on a d10: 1-2) one stone, 3-7) two stones, 8-9) three stones and 10) four stones. This rubble may also be caused to collapse by hurling a weighty object at it. Climbing elsewhere on the debris will cause a collapse causing 1-4 points of damage, and there is 1 chance in 6 that each character will be buried, 3-12 points of damage. These latter collapses will not open a way in or out.

If characters climb up on the roof there is 1 chance in 6 per round that the roof section will collapse and the character will fall for 3-18 points of damage.

Ten feet in front of the altar is a trapdoor. Any character that walks across it may trigger it 1 chance in 12, for the mechanism is old and long disuse has made it unreliable. The trapdoor opens onto a slide which leads to the top of the pit at #53. Characters will then drop 30' taking 3-18 points of damage.

Close inspection of the altar will reveal handholds in front at the base. the altar may be lifted and tipped over backwards with a total of 40 strength points. However, when this is done the metal wings will whip forward at about chest height. The leading edges are razor sharp and will cleave any person in their path for 3-24 points of damage. A save vs paralysis indicates half damage. If the altar is tilted by characters in a kneeling position the wings will whistle by harmlessly overhead.

Beneath the altar is an 8' deep pit in which are many items of treasure, and two bodies cut in half. The treasure is valued at 2,500 g.p. but is very bulky. There are 80 silver chased goblets

(3 g.p. each), 20 gold-plated statuettes (10 g.p. apiece), 50 repoussed silver chalices and servings (4 g.p. each), 150 pieces of trinket jewelry (1-10 g.p. apiece), 200 mother-of-pearl "gemstones" (1-3 g.p. each), a jade placard bearing the image of Zotz (54 g.p.), and a marble statue of Chacmool, a reclining figure (78 g.p.). All of this treasure is very heavy to carry. There are also 19,160 silver pieces. It is very likely that if large portions of this treasure are taken, Camazotz, the bat-god to whom this temple is dedicated, will find out and send a vampire or giant bat to seek retribution.

The secret door to the tombs below is hidden behind the left wing of the giant bat-thing carved upon the wall. The way this door is opened is for the supplicant to place his or her arm into the mouth of the carving and press. The mouth will clamp shut and the teeth will puncture the arm doing 1-2 points of damage. As the blood drains into a hidden reservoir the giant batwing starts to fold back from the wall. It takes 3-5 rounds with a loss of 1-2 points of damage per round for the secret door to open. However, the batwing will fold across the chest of the carving crushing the supplicant for another 1-6 points of damage if still there. Any character with strength of 15 or better may break free of the mouth or the arm will be released when the reservoir is filled. The trick is that it need not be blood to open the door, only fluid weight. Any liquid will do in sufficient amounts to open the secret door.

Once the wing has moved to reveal the secret door it will veil the lower half of the carving's face and the black stone eyes will start to glow. Any character who looks at them must save vs rods or be paralyzed for 2-8 turns or until a **light** spell is cast upon them.

When the temple is opened and returned to it will be discovered that a hyenodon (AC 7; HD 5; HP 25; #AT 1; D: 3-12) has taken up lairing behind a fallen pillar to the east.

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#### NEREID

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: 10

MOVE: 12"

HIT DICE: 4

% IN LAIR: 100%

TREASURE TYPE: X

NO. OF ATTACKS: nil

DAMAGE/ATTACK: nil

SPECIAL ATTACKS: Spit, Controls water in lair

SPECIAL DEFENSE: Kiss, Mesmerize men

MAGIC RESISTANCE: 50%

INTELLIGENCE: Very

ALIGNMENT: Chaotic —

SIZE: M

PSIONIC ABILITY: nil

Nereids are creatures from the elemental plane of water. Their name means "the honeyed ones" and they can assume human form when not in the water. These forms are always beautiful and mostly female. Nereids are depicted as young, slim, with long golden hair and pale white skin, possessing a beautiful voice, and perhaps garbed in white and gold, though often devoid of



raiments. They have a white shawl which they carry in their hands or wear draped over their head and shoulders. In water a nereid is transparent and 95% undetectable except as a golden mantling of angel seaweed.

These creatures may be found in the sea, rivers, wells and springs, in mountains and caverns as well as the elemental plane of water. Like the water they inhabit their motives are chaotic and capricious, but whether good, neutral or evil depends on the individual. The majority of nereids are chaotic neutral, but there are those who are very good as well as those who are diabolically evil. However, all nereids are shy and flighty and their antics have a playful quality.

The nereid's only physical attack is her spittle (range of 20') which may blind a target for 2-12 rounds if it hits. This venom may be washed away. A blinded victim will attack at -4 and his or her saves and armor class will be lowered by 4.

A nereid has some control of the water in which she lairs for a radius of 3". She can make the waters heave in great waves which will slow movement to 1/4 of normal or cause the water to boil and froth increasing the chance of drowning by +10%. She can cause waves to crash with such a roaring sound that characters within 6" may be deafened for 3-12 rounds if precautions are not taken. Lastly, the nereid may form watery shapes which may be no more than pleasant entertainment or may become a substantial defense. This latter will take the form of a watery serpent or fish which strikes as a 4 hit dice monster and inflicts 1-4 points of damage. Only 1 of these attacks may be done per round.

All males that look at a nereid will find themselves incapable of causing her harm, and her actions will seem to be casual flirtations. Men have been known to sit and watch a nereid's antics all day. And many a man has been tempted to try and take a nereid for a wife or merely to pursue them for their embrace.

This may bring disastrous results however, for while the kiss of a nereid can bring sweet bliss, it may also be a watery doom. If a nereid is caught, she may save versus poison and if successful she will flow away like water. Still if a kiss is forced from a nereid (for she is loath to give them), the character must save versus breath weapons, at -2, or drown instantly, otherwise ecstasy is his.

The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed the nereid will dissolve into formless water. Thus if a character can obtain her shawl, he or she will be able to command the nereid who will respond out of fear. However, a nereid will lie and attempt almost anything except hostile actions to gain return of her shawl.

Nereids are 85% likely to have a pet, to find out the type of pet roll a d8 and consult the following chart.

- |                             |                 |
|-----------------------------|-----------------|
| 1. Eel, Giant               | 5. Squid, Giant |
| 2. Otter, Giant             | 6. Dolphin      |
| 3. Snake, Giant (Poisonous) | 7. Leech, Giant |
| 4. Octopus, Giant           | 8. Ray, Sting   |

All monsters mentioned above can be found in the **ADVANCED DUNGEONS & DRAGONS™ MONSTER MANUAL**.

Nereids speak their own language and that of tritons and mermen. They are also able to communicate with anyone who holds their shawl.

## GIBBERING MOUTHER

FREQUENCY: Very rare  
NO. APPEARING: 1  
ARMOR CLASS: 1  
MOVE: 3"/6"  
HIT DICE: 4+3  
% IN LAIR: 95%  
TREASURE TYPE: Q  
NO. OF ATTACKS: 6+  
DAMAGE/ATTACK: 1 (x6) + 1 per round  
SPECIAL ATTACKS: Spit, Babble, save vs confusion  
SPECIAL DEFENSES: Control ground density for 5' radius  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Semi-  
ALIGNMENT: Neutral  
SIZE: M  
PSIONIC ABILITIES: nil

The gibbering moucher is an amoeboid-like form of life, composed of all mouths and eyes. Its favorite tactic is to lie in wait with its eyes and mouths shut, appearing to be a lump of earthy material in order to surprise a party when it stumbles across the creature. Its only motive is to eat whatever is edible and within reach, regardless of its composition, animal, vegetable or mineral. Due to its excessive hunger, its lair and the surrounding area will be stripped bare.

Gibbering mouchers prefer to inhabit cold regions and underground. This creature propels itself by oozing forward and fastening several mouths to the ground and pulling itself forward. A moucher may move faster over fluid viscous terrains such as: mud and quicksand, by a series of muscular contractions and given a chance will alter the ground with its special talent to allow this faster form of movement.

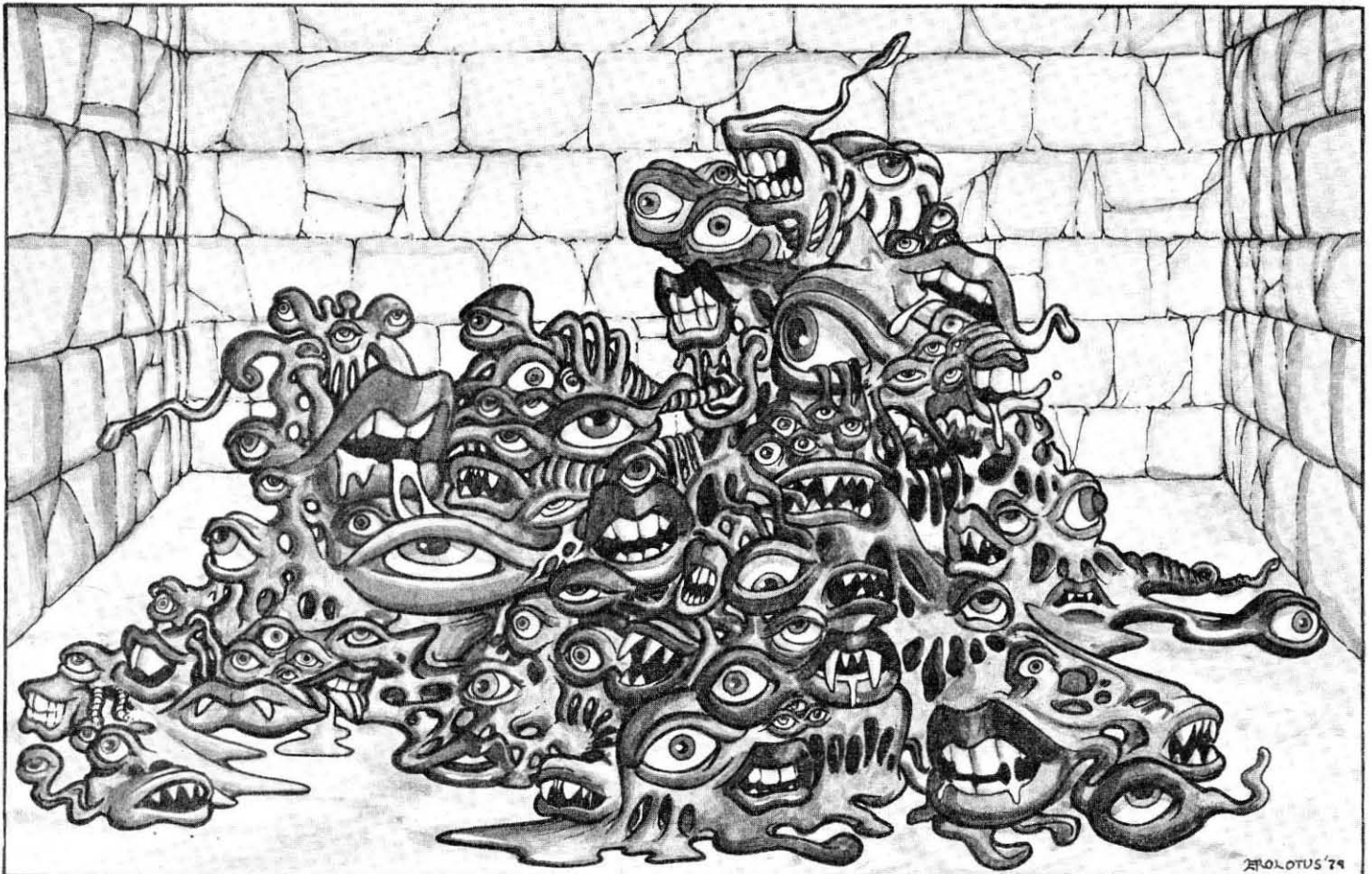
The brain of a moucher is located in its mid-portion, and its gelatinous-like body will make it difficult to strike this one vital spot, thus its armor class 1.

The moucher attacks in more than one way. The spittle of a moucher will burst into a bright flare, if it strikes any hard, cold surface. The resulting flash will blind those characters looking if they fail to save vs petrification, for 1 round. A moucher attacks by extending and biting with 6 mouths per round. Each mouth which hits will fasten on and drain an additional 1 point of damage per round attached. When 3 or more mouths are attached to a single character, that person must check each round thereafter for slipping. A roll of 4 or less on 2d6 indicates the character has fallen (+1 if dexterity is 15+). If the character falls, the gibbering moucher will flow over the victim and bite with 12 more mouths.

When any edible object is sighted by a moucher, it will start an incoherent gibbering which will cause **confusion** in all characters within a 6" radius unless a save vs spells is made. Each round that the gibbering is heard characters within range must roll another save. If a character becomes confused roll a d8 to see what action he or she will take:

- 1) Wander for 1 round
- 2-5) Stand stunned for 1 round
- 6-7) Attack the nearest living creature for 1 round
- 8) Treat as a **fear** spell (save at +2) and run away for 2 rounds.

A moucher always warms the ground and stone within a 5' radius of itself and can control the consistency of this material by changing it to doughish, tarry, quicksand or concrete. It requires 5 segments to alter earth and 1 full round to shift stone to its next nearest form. Given the opportunity a moucher will trap other prey in quicksand-like ground once it has pulled down one victim.



**NAME:** Rhialle the Wanderer

**RACE:** Human

**CLASS:** Fighter

**LEVEL:** 6

**ALIGNMENT:** Neutral Good

**AC:** 5 (7)

**HIT POINTS:** 58

**ABILITIES:**

**17** STR

**9** INT

**9** WIS

**16** DEX

**17** CON

**15** CHR

**SKILLS:**

Attack Bonus: +1

Damage Bonus: +1

Missiles: +1 attack

+1 damage

Bend Bars: 13%

Special: -2vs. magic

**MOVE:** 12"

**SAVING THROWS:**

Poison 11

Petrify 12

Rods 13

Breath 13

Spells 14

System Shock 97%

Resurrection Shock 98%

**HEIGHT:** 5'11"

**WEIGHT:** 170 lbs.

**COMBAT BONUSES:** +1 attack reaction.

Expertise with shortbow permits use of combat bonuses with bow.

Very superstitious; attacks on anything that seems magical are at -2, but attacks on monsters are normal unless summoned or conjured.

**ARMOR CLASS:** He is wearing studded leather armor, plus he has a dexterity bonus. Attacks from behind or above negate the bonus and attack at AC 7.

**LANGUAGES SPOKEN:** Common, Olman (the native dialect)

**ITEMS CARRIED** (location):

**WEAPONS:**

Sword, Long; 1d8 (scabbard, right side)

Composite Short Bow (left shoulder); ranges are short (5"), medium (10"), long (18"); there is no modification at short range, -2 at medium, -5 at long.

Arrows, 15; 1d6 (quiver, right shoulder)

Dirk; 1d4 (sheath, left side)

**MAGIC ITEMS:**

**Potion of Climbing** (belt pouch) — As described in **DUNGEON MASTERS GUIDE**, except that small portions of the dose can be taken at reduced efficacy. The chance of falling as determined in the DMG is multiplied by the number of portions the liquid is divided into. The duration of the potion is also reduced in similar proportion.

Keoghtom's Ointment (belt pouch) — As described in DMG. 5 doses.

**OTHER ITEMS:**

Tinderbox, with flint and steel (backpack)

Torches, 2, burn for 6 turns each or until extinguished (backpack)

Snare wire, 5' (belt pouch)

Sharpening stone and sand (backpack)

Water flask, filled, 24 oz. (backpack)

Salt, 1 pound (backpack)

Blanket (backpack)

Backpack, holds up to 300 g.p. (30 lbs.) less equipment carried

Belt pouch, holds up to 25 g.p. (2 1/2 lbs.) less equipment carried

CUT APART HERE

**NAME:** Myrrha the Disgraced

**RACE:** Human

**CLASS:** Cleric

**LEVEL:** 7

**ALIGNMENT:** Lawful Neutral

**AC:** 4 (5)

**HIT POINTS:** 48

**ABILITIES:**

**15** STR

**14** INT

**16** WIS

**11** DEX

**16** CON

**14** CHR

**SKILLS:**

Bend Bars: 7%

Turn Undead:

Skeletons, Ghouls

& Zombies: D

Shadows, Wights: T

Ghost: 4

Wraith: 7

Mummy: 10

Spectre: 13

Vampire: 16

Ghost: 20

**SAVING THROWS:**

Poison 7

Petrify 10

Rods 11

Breath 13

Spells 12

System Shock 95%

Resurrection Shock 96%

**HEIGHT:** 5'8"

**WEIGHT:** 138 lbs.

**MOVE:** 12"

**LANGUAGES SPOKEN:** Common, Suloise, Elven, Old Oeridian and Goblin

**CLERICAL SPELLS:** 1st - 5; 2nd - 5; 3rd - 2; 4th - 1

1st: **Cure Light Wounds** - 5 segments; cure 1d8 points of damage.

**Cure Light Wounds** - same as above

**Bless** - 1 round, lasts 6 rounds; adds +1 to attacks and saving throws; requires Holy Water.

**Create Water** - 1 round; requires a drop of water to create 27 cubic feet of water.

**Command** - 1 segment, lasts 1 round; a single word command uttered in an understood language.

2nd: **Silence, 15' R** - 5 segments, lasts 14 rounds; 30' diameter sphere of silence

**Resist Fire** - 5 segments, lasts 6 turns; recipient is immune to heat and boiling temperatures and gains +3 to saves vs very hot or magical fires, damage sustained is 50%.

**Hold Person** - 5 segments, lasts 1 turn; holds immobile 1-3 persons; save is at -1 if only 2 victims and -2 if only one.

**Snake Charm** - 5 segments; if snake is angry lasts 1-3 turns, or

**ARMOR CLASS:** She is wearing a fine chain mail shirt and carries a shield. Attacks from behind or above negate shield effect and attack at AC 5.

if attacking lasts 5-8 rounds; causes snakes up to a total of 48 hit points to assume a semi-erect swaying pose.

**Augury** - 2 rounds; 77% chance to determine if good or ill will occur from an action within 3 turns in the future.

3rd: **Dispel Magic** - 6 segments; negates magic if contacts 50% of the time +5% per level below 7th of the target or -2% per level above 7th.

**Remove Curse** - 6 segments; will remove curse on a person or object or from a sending or remove a cursed item from the possession of a person.

4th: **Neutralize Poison** - 7 segments; detoxifies the poison in a person or in 7 cubic feet of material, but does not prevent reintroduction of the toxic substance.

**ITEMS CARRIED** (location):

**WEAPONS:**

Quarterstaff; 1d6 (right hand)

Mace; 1d6 + 1 (belt, left side)

**RHIALLE** is a native from the barbarian tribes of the Olman Islands, where he was trained as a youth in the arts of war. His training was cut short at the age of 15 when he was determined to be a Chosen One by the shamans of his tribe. Each year, the Olman nations select one youth of perfect body to be the Guesa, the Chosen One of the Sky Gods. However, Rhialle did not care to meet the Sky Gods by way of the shaman's sacrificial knife, so he fled the Olmans and the wrath of his deities.

Rhialle came to the mainland cities and took up the profession of sellsword; a bodyguard to nobility or a mercenary in wars. He does not stay in one place too long, because he doesn't care for civilization, and because wherever he goes, bad luck seems to follow. Superstitiously, Rhialle believes this ill luck to be the work of the Sky Gods, and so he continues to wander, searching for a place where he can be free from their vengeance.

On one occasion he struck up a surreptitious friendship with an urchin thief in a port town. Years later, he stumbled upon his old friend hanging onto his life by a thread. Without a second thought, he charged to the rescue. Now he finds himself fleeing to save his own life.

Rhialle has never told anyone about his ordeal with the shamen, but has let it be believed that he was exiled because of his desire to taste the pleasures and wealth of civilization. Still he misses his people and longs to be reunited with them.



#### MAGIC ITEMS:

**Wand of Secret Door and Trap Detection:** 15 charges (belt, right side). This wand will point at the location of a trap or secret door or in the general direction; range 15' for secret doors and 30' for traps. It will not identify how the door or trap works. It can only be commanded to detect one of the two choices at a time.

Scroll: 5 spells - (belt, right side)

**Silence, 15' R** - see spell list.

**Purify Food & Water** - 1 round, 7 cubic feet of matter.

**Slow Poison** - 1 segment, 7 hours; reduces damage from poison to 1 point per turn; upon ending all past damage which would have normally been taken will occur if poison is

still present. Uses garlic buds.

**Slow Poison** - see above.

**Slow Poison** - see above.

#### OTHER ITEMS:

Cross, wooden (around neck)

Holy Water, 1 vial - 4 oz. (belt pouch)

Soap, a cake of lye (belt pouch)

Garlic buds, 3 (belt pouch)

Cloak, woolen (backpack)

Silver baton, a symbol of office (backpack).

Belt pouch, holds up to 25 g.p. (2½ lbs.) less equipment carried.

Backpack, holds up to 300 g.p. (30 lbs.) less equipment carried.

**LIST OF OPTIONAL SPELLS:** The player may choose to substitute any spell from the following list of additional knowable spells or by selecting to take duplicates of spells already known for spells of the same level already assigned the character. If a player chooses to change spells, he or she must make the substitutions before play begins and inform the DM of the changes; spells may not be changed during play. 1) **Detect Evil, Detect Magic, Protection from Evil, Remove Fear, Resist Cold;** 2) **Detect Charm, Know Alignment, Speak with Animals, Spiritual Hammer;** 3) **Create Food & Water, Cure Blindness, Cure Disease, Prayer, Speak with Dead;** 4) **Cure Serious Wounds, Lower Water, Protection from Evil, 10' radius.**

**MYRRHA** is from the city of Pontylver, which is a loyal daughter to the See of Medigia, where she was a cleric in the lawful neutral Temple of the Correct and Unalterable Way. Myrrha had always been faithful and obedient, following the orders of her superiors and competently completing all tasks. Her good service was noted and she rose in levels within the church, assuming more difficult tasks as her power and skill increased. Always she was firm and faithful in her allegiance to Stern Alia, goddess of the order.

Eventually a new Archon mounted the throne in Pontylver, one who claimed Alia as her patron. The Temple of the Correct and Unalterable Way grew in followers and prestige, and as time passed, Myrrha noticed that her peers and superiors were becoming increasingly arrogant and arbitrary. Their pronouncements came to be regarded as law, and they began to see themselves as the ultimate arbiters of justice. Myrrha saw that they were falling into the heresy of believing that law is concentrated in the individual and not the community. Investigating, she discovered a well-kept secret: many members of the ecclesiarchy were no longer able to cast high-level spells, thus proving their estrangement from their deity! At last, Myrrha attempted to speak out against the heterodox clergy and reveal their fall from divine grace, but the forces of the ecclesiarchs prevented her from doing so, and she was fortunate to escape the city with her life.

Now she serves Stern Alia alone, until she can locate other faithful disciples or somehow find the money to finance a parish of her own. A landless barbarian is now her only companion, an exile from his own people too, and a kindred, if misguided soul.

**NAME:** Cair the Apprentice

**RACE:** Half-elf

**CLASS:** Magic-user/Thief

**LEVEL:** 5/7

**ALIGNMENT:** Neutral

**AC:** 5 (8)

**HIT POINTS:** 43

**ABILITIES:**

13 STR

12 INT

12 WIS

17 DEX

16 CON

10 CHR

**SKILLS:**

Pickpockets: 65%

\*Open Locks: 62%

\*Remove Traps: 50%

Move Silently: 60%

Hide in Shadows: 48%

Hear Noise: 25%

Climbing: 94%

Read Languages: 35%

\*try once only per lock or trap

Bend Bars: 4%

**SAVING THROWS:**

Poison 12

Petrify 11

Rods 11

Breath 15

Spells 11

System Shock 95%

Resurrection Shock 96%

**HEIGHT:** 5'2"

**WEIGHT:** 122 lbs.

**MOVE:**

Normal movement . . . . . Walk 12... Climb 4

Moving silently or hiding 9... 3

Moving silently & hiding 6... 2

**COMBAT BONUSES:** +2 attack reaction.

Attacking silently from behind, +4 "to hit" and triple damage.

**ARMOR CLASS:** He is wearing a leather jerkin, plus he has a dexterity bonus. Attacks from behind or above negate the bonus and attack at AC 8.

**LANGUAGES SPOKEN:** Common, Orcish, Flan and Elven.

**MAGIC SPELLS:** 1st - 5; 2nd - 2; 3rd - 1.

1st: **Magic Missile** - 1 segment, 11" range; casts 3 missiles, 1d4 +1 damage that may be directed at the same or different targets, no save allowed.

**Detect Magic** - 1 segment, lasts 1 turn; detects magical radiations and causes them to glow; blocked by 1' of stone or 1 inch of metal.

**Read Magic** - 1 round, lasts 1 turn; translates magical inscriptions; requires use of a prism.

**Light** - 1 segment, lasts 5 turns; creates a 20' radius globe of light.

2nd: **Knock** - 1 segment; will open barred, locked or stuck doors,

boxes, chains, etc., bypasses a **wizard lock**.

**Strength** - 1 turn, lasts 30 turns; increases the strength of one character according to his or her class: Fighter +1d8; Cleric or Thief +1d6.

3rd: **Haste** - 3 segments, lasts 8 rounds; doubles movement rate and number of attacks per round; requires anise root.

**ITEMS CARRIED** (location):

**WEAPONS:**

Short sword; 1d6 (scabbard, left side)

Daggers, 2; 1d4 (sheathed in chest harness)

Garrote; (left boot): a 4' long knotted cord used for strangling.

Must attack silently from behind to use. Stuns victim first round and does 1d6 damage each round thereafter. Victim may strike back at -4 and if successful breaks the stranglehold.

Sling; (right belt)

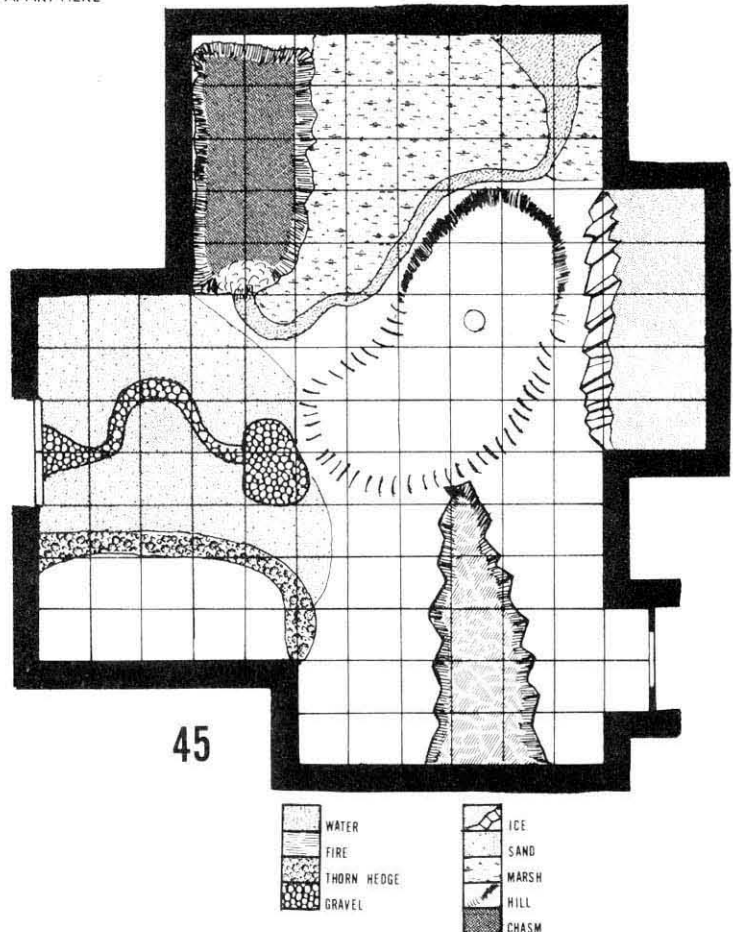
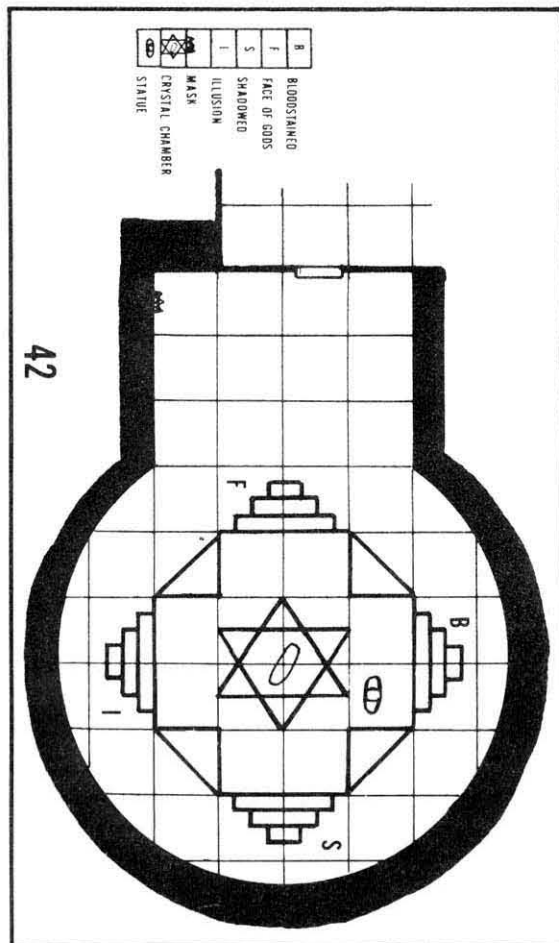
Sling bullets, 15; 1d4 +1 (belt pouch)

**MAGIC ITEMS:**

Scroll: 5 spells - (inside jerkin)

**Protection from Evil, 10' R** - 2 segments, lasts 1 turn; non-mobile, prevents physical contact with evil and enchanted creatures, other attacks at -2, save at +2.

CUT APART HERE





**Locate Object** - 3 segments, lasts 5 rounds; locates a known or familiar object within 100'.

**Blink** - 1 segment, lasts 5 rounds; random blink 2' in one of 8 directions, in the first 2-8 segments of each round.

**Fireball** - 4 segments; 20' radius burst doing 5d6 damage.

**Monster Summons II** - 5 segments, lasts 8 rounds; will summon any non-special creature of low intelligence and 4 hit dice or less to appear 1-4 rounds later.

**Potion of Stone to Flesh** - changes a petrified person back to flesh or turns 9 cubic feet of stone to flesh.

**OTHER ITEMS:**

Silk rope, 20' and light grapple; (backpack): will support up to 250 lbs. (2500 g.p.) and requires 8' of swinging room to throw;

it will catch on broken surfaces 3 in 8, on cut stone 2 in 8, and on smooth, bare surfaces 1 in 8. There is 1 chance in 20 that grapple will slip when pulled or climbed. If this occurs the climber will fall and take 1d6 points of damage.

Hooded grey cloak (backpack)

Lockpick kit, 3 tools and a small file (belt pouch)

Glass beads, 3 dozen (belt pouch)

Fine oil, 4 oz. (belt pouch) ignites only on a 1 in 6.

Crystal prism (belt pouch)

Anise root (belt pouch)

Backpack, holds up to 300 g.p. (30 lbs.) less equipment carried.

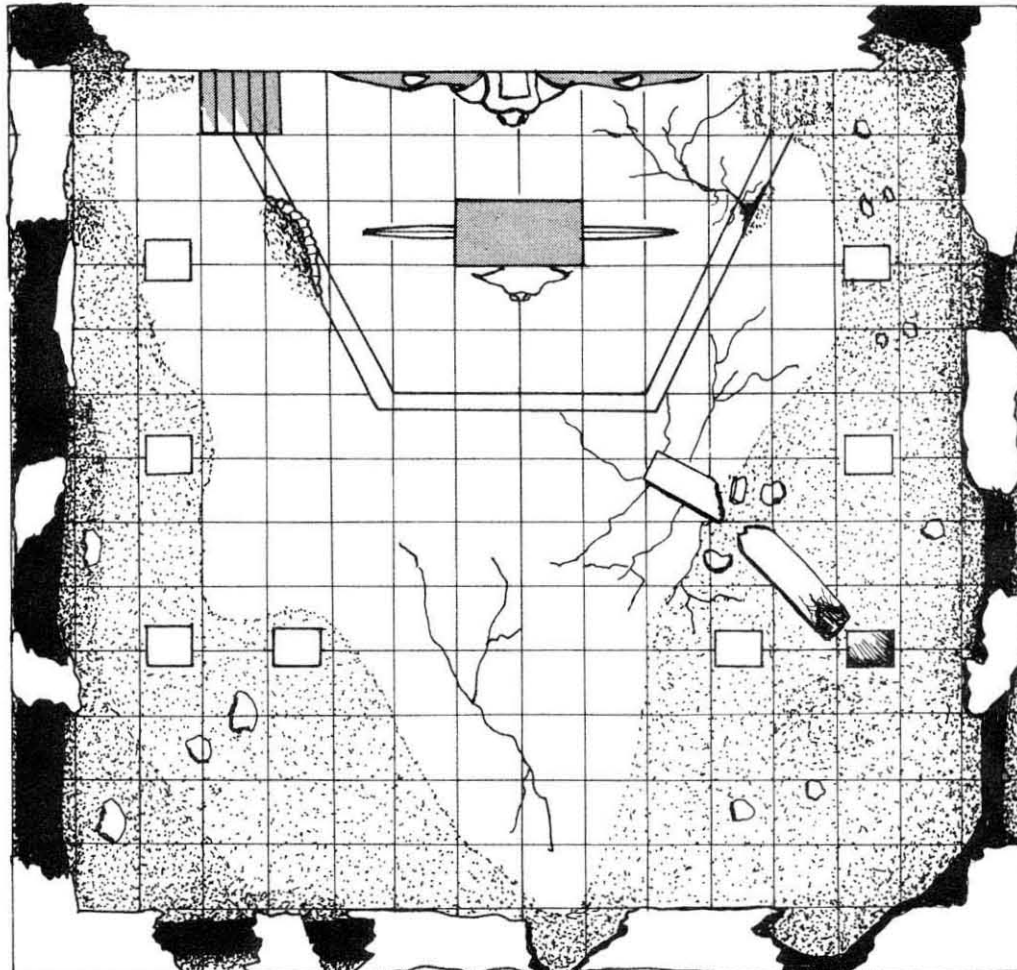
Belt pouch, holds up to 25 g.p. (2½ lbs.) less equipment carried.

LIST of OPTIONAL SPELLS: The player may choose to substitute any spell from the following list of additional knowable spells or by selecting to take duplicates of spells already known for spells of the same level already assigned the character. If a player chooses to change spells, he or she must make the substitutions before play begins and inform the DM of the changes; spells may not be changed during play. 1st) **Burning Hands, Charm Person, Enlarge, Feather Fall, Hold Portal, Jump, Shield, Shocking Grasp, Spider Climb, Unseen Servant, Ventriloquism;** 2nd) **Darkness, 15' radius, Detect Invisible, Pyrotechnics, Rope Trick, Web;** 3rd) **Blink, Fireball, Hold Person, Phantasmal Force, Water Breathe.**

**CAIR** is the child of a strange union. His father was a human sailor, and his mother, a sea elf. Abandoned by his mother and orphaned by his father, he grew up alone in the streets and alleyways of the seaport Scant in the country of Onnwal, with only a masterless mongoose as his friend and companion. From observing the mongoose, Cair learned the value of the lithe dodge and quick thrust. He began to undertake thievery on a small scale.

Rittarch, a kindly scholar, noticed the quick hands and wits of Cair and took him into service as a helper and apprentice. Rittarch was a dabbler in the lesser arcane arts of low magic, and Cair learned certain skills and arts that a noble's formal education could not have afforded him. In fact, he learned more than Rittarch thought he was teaching the young lad. Meanwhile, Cair continued his stealthy thieving at night.

Rittarch grew careless as he grew old, and one evening he omitted one-and-a-half crucial passes from the Rite of the Winds of Time and was filled with the spirit of a crazed devil. The old man attacked Cair in a maniacal frenzy, and the young thief was forced to kill his master in self-defense. Unfortunately, the city guard, who wanted to ask Cair some questions about a missing necklace, took that moment to enter and find him standing over Rittarch's crumpled form with a dripping blade. Though pierced by two crossbow bolts, Cair managed to make good his escape, and now flees the bounty hunters who pursue him for the price on his head.



**CHARACTER COMBAT CHART**

**MONSTER MATRIX**

	WEAPON	DAMAGE	2	3	4	5	6	7	8	9	10
<b>RHIALLE</b>	long sword	2-9/2-13	13	12	11	10	9	8	7	6	5
	short comp. bow	2-7/2-7	12	11	10	9	8	7	6	5	4
	dirk/thrown	2-5/1-4	13/12	12/11	11/10	10/9	9/8	8/7	7/6	6/5	5/4
<b>MYRRHA</b>	quarterstaff	1-6/1-6	13	12	11	10	9	8	7	6	5
	footman's mace	2-7/1-6	14	13	12	11	10	9	8	7	6
<b>CAIR</b>	short sword	1-6/1-8	17	16	15	14	13	12	11	10	9
	dagger/thrown	1-4/1-3	17/15	16/14	15/13	14/12	13/11	12/10	11/9	10/8	9/7
	sling bullet/	2-5/2-7	15/16	14/15	13/14	12/13	11/12	10/11	9/10	8/9	7/8
	stone	1-4/1-4									

Room	Monster	AC	HD/ Level	# to Hit	HP	#AT	Damage	Saves: Petrify	Spells
<b>1</b>	Warrior	9	2	15	9	1	1-4/1-6/2-7	15	17
	Priest	10	3	15	13	1	2-7	13	15
	Constrictor snake	7	2+1	11	11	2	1/1-4	15	17
	Non-warrior	10	0	16	3	1	1-4	17	19
	Dog	7	1+1	13	6	1	1-4	17	19
	Puma	6	3+1	11	14	1-3	1-3/1-3/1-6 (1-4/1-4)	15	17
<b>3</b>	Crayfish	8	½	16	1	2	1/1	17	19
	Hermit crab	2/5	5+1	10	23	2-3	1-6/1-6/1-2	12	14
<b>7</b>	Vampire	0	8+3	7	45	1	5-10	9	11
	-with axe			5		1	7-12		
<b>11</b> <b>a</b>	Giant slug	8	6	8	29	3	1-8/2-5/2-5	12	14
	Rats	7	¼	16	1	1	1 + disease	17	19
<b>13</b>	Nereid	10	4	10	18	—	spit blinds	13	12
	Electric eel	9	2	11	10	1	1-3/jolt 1-3d8	17	19
<b>18</b>	Zombies	8	2	11	9	2	1-2/1-2	17	19
<b>20</b>	Wight	5	4+3	10	29	1	1-4 + drain	14	16
<b>22</b>	Monk, male	5	7	11	30	3/2	3-9	11	13
	Monk, female	4	8	11	34	3/2	2-12	11	13
<b>25</b>	Fire beetles	4	1+2	13	7	1	2-8	17	19
<b>28</b>	Gas spore	9	¼	16	1	1	(6-36) infest	17	19
<b>30</b>	Werejaguar	3	4+1	10	21	3	1-3/1-3/1-8 (2-5/2-5)	12	14
<b>33</b>	Doppleganger	5	4	10	25	1	1-12	14	16
<b>35</b>	Panther	6	3+2	11	17	3	1-3/1-3/1-6 (1-4/1-4)	14	16
	Ogre mage	4	5+2	10	28	1	1-10	11	13
<b>37</b>	Polyp	6	7	8	31	2-8	1-2 per + paralyze	14	16
<b>38</b>	Carnivorous plants	10	0	16	35	2-8	1 or 1-4	17	19
<b>39</b>	Amphisbaena	3	4	10	20	2	1-3/1-3 + poison (2-16)	14	16
	Mandrills	7	1+1	13	6	3	1/1/1-4	17	19
<b>41</b>	Yellow mold	9	(100 <sup>2'</sup> )	—	—	—	1-8	17	19
<b>42</b>	Couatl	5	9	7	33	2	1-3/2-8 + poison (1-8)	10	12
<b>46</b>	Gibbering moulder	1	4+3	10	21	6+	1 per/confusion	15	17
<b>47</b>	Huge spider	6	2+2	11	11	1	1-6 + poison (1-6, paralyze)	15	17
<b>48</b>	Water weird	4	3+3	8	23	1	grab & drown	15	17
<b>49</b>	Centaur mummy	3	6+3	8	27	1 or 2	1-8 or 1-6/1-6 + disease	12	14
<b>52</b>	Nahual	3	7	8	30	1 or 2	2-7 or 1-4/1-4 drop weapon	11	12
<b>54</b>	Hyenodon	7	5	10	25	1	3-12	14	16

# NOTES

[Faint, illegible text, likely bleed-through from the reverse side of the page]



## TOURNAMENT SCORING:

The scoring system which follows is fairly straightforward. The easiest way to keep score without interfering overmuch with the play of the tournament is for the referee to simply make a mark next to each action on the chart that the party takes. These scores can be added up later, and the final score can be determined after the tournament session. Keeping a running total is time-consuming and can be inaccurate.

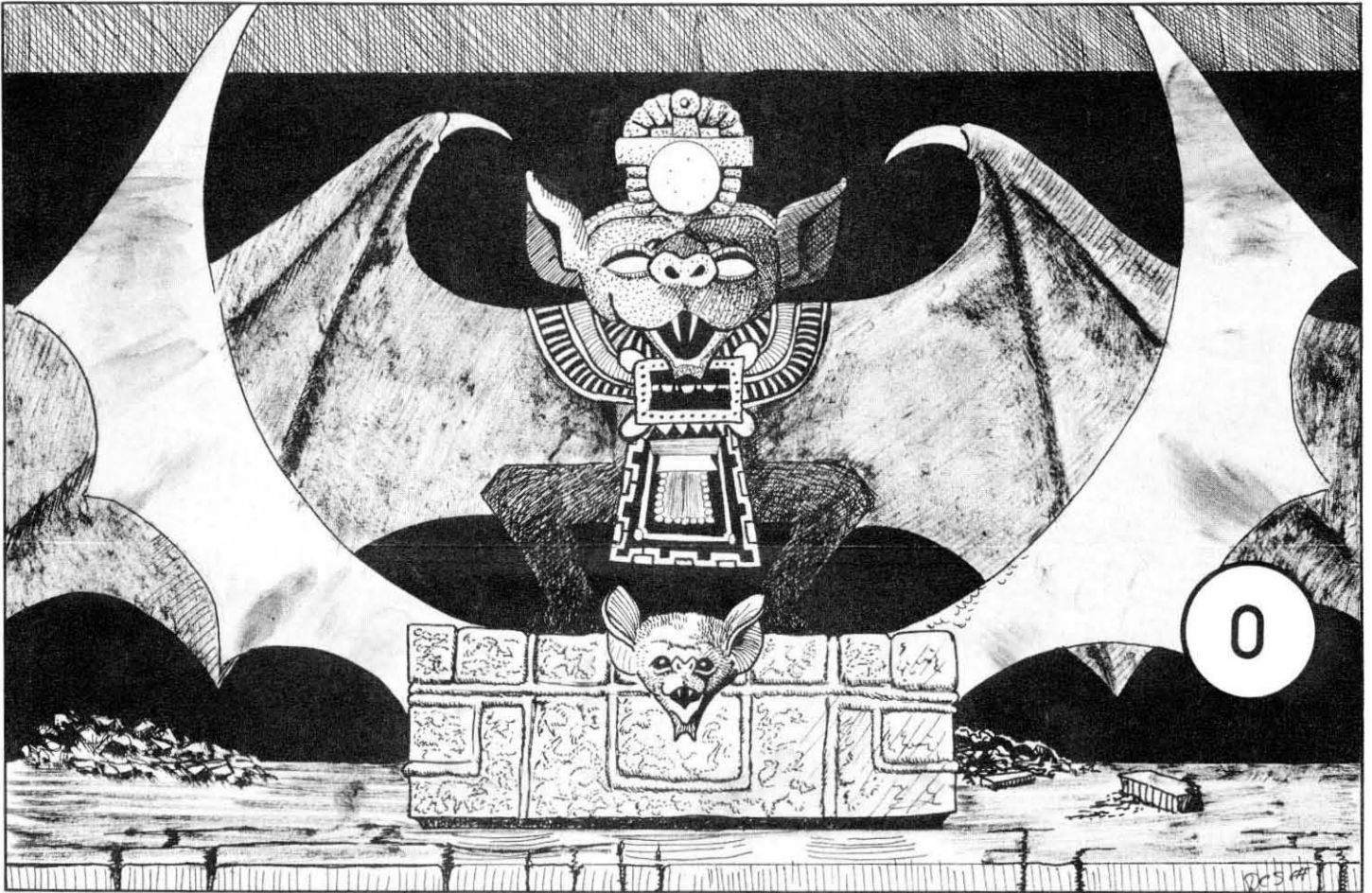
**Note:** Tournament judges may desire to award subjective bonus points for brilliant actions not covered in the rating system. Careful consideration should be given before awarding such points, including discussion with other judges. These subjective points should range from +1 to +3, and they should total no more than 10 additional points.

ROOM	ACTION	POINTS	ROOM	ACTION	POINTS	ROOM	ACTION	POINTS
1.	Casting <b>strength</b> spell at start	+3	22.	Waking monks	-3		Dispelling glyph	+3
	Casting <b>slow poison</b> at start	+7		Passing through without disturbing monks	+3		Attacking couatl	-3
	Mapping dungeon in detail	-3	23.	Getting past block	+1	43.	Touching any of the mirrors	-1
	Finding keyhole	+1		Searching pit	-1		Using <b>command</b> to question spirit	+1
	Finding key	+2	24.	Escaping in 2 rounds	+5		Turning flesh to gold	-2
	Animating statuettes (each)	-2		Escaping in more than 2 rounds	+2	44.	Touching or sacrificing to altar (per person)	-2
2.	Casting <b>neutralize poison</b> to counter gas	-1	25.	Crossing without disturbing beetles	+2		Taking cursed gem without activating	+3
3.	Avoiding log trap	+3		Creating a distraction	+1	45.	Escaping up chimney	+5
	Leaving crab undisturbed	+3	27.	Deflecting millstone	+1		Not experimenting with areas of room	+3
	Attacking crayfish	-1		Jumping out of path swiftly	+1		Entering spell areas of room, except hill (per person, per region)	-1
	Bargaining with crab	+1	28.	Treating gas spore as beholder	-2		Getting trapped in Wild Plains	-3
4.	Believing crab	+1		Recognizing gas spore	+1		Releasing gibbering moulder	-3
	Getting through door from #3.	+4	29.	Opening capstone	-2	46.	Finding key	+2
	Using <b>create water</b> to wash away silt	+2		Activating ball	-3	48.	Using <b>purify food and water</b> to slay water weird	+3
5.	Opening secret door	+1	30.	Opening secret door in cat face	+1		Recognizing "centaur" as undead	+1
	Incapacitating hand with lime	-1		Being suspicious of werejaguar statue	+2	49.	Attempting to "turn" centaur-mummy	+2
6.	Trying to dig out stairway	-1		Being surprised by werejaguar	-1		Using fire vs. centaur-mummy	+1
7.	Being <b>stept</b> by gas	-1		Discovering and destroying heart	+5		Treating jade wall as false wall	+1
	Opening tomb	-1		Entering calendar stone secret door	-2	50.	Opening hatch to wind tunnel	-3
	Awakening vampire	-3	32.	Entering teleported back to great hall	-7		Crossing wind tunnel once activated	+2
	Puffing vampire back to sleep	+3	33.	Entering this room	-1	51.	Going through secret doors	-2
8.	Searching room	-1	34.	Going through this door	-1		Going through secret door into temple	+3
	Wasting time and effort on algae	-1		Continuing past warning	-2		Jamming wheel with spike, dagger or similar object	+1
9.	Not believing algae to be green slime	+2		Deactivating traps	+1	52.	Dropping portcullis	-2
	Opening secret door	+2	35.	Entering Xipe's room	-3		Raising portcullis	+1
11.	Probing floor	+3	36.	Disbelieving phantasms	+2		Unlocking portcullis	+2
	Falling in moat	-2		Treating phantasms as a challenge	-1		Using <b>stone to flesh</b> on exit	+2
12.	Taking precautions before opening door	+2		Searching phantasms' room	-1	53.	Falling in pit (per person)	-1
13.	Obtaining shawl	+2	37.	Attacking Xilonen with fire	+2			
	Using shawl to command nereid	+3		Getting through room	+1		<b>Additional Points:</b>	
	Returning shawl to nereid	-3	38.	Crossing pit	+5		3 characters escape alive	+100
	Disbelieving watery figures	+2	39.	Trying to climb dirt walls	-1		2 characters escape alive	+80
	Believing watery figures	-1		Watching floor and footing	+1		1 character escapes alive	+60
15.	Being trapped in end of grand hall	-2		Using <b>silence</b> to prevent cave-in	+2		Each character lost within the first 20 minutes	-20
	Opening secret door on first try	+2	40.	Attacking stone dragon	-3		Each lost within the second 20 minutes	-15
17.	Getting ring from mouth of eagle	+1		Passing stone dragon without attacking	+2		Each lost within the third 20 minutes	-10
	Being caught by beak	-2	41.	Treating "gold" as trap	+1		Each lost within the fourth 20 minutes	-5
18.	Dispelling zombies without taking damage	+3		Messing with gold/mold	-2		Each lost thereafter	-3
19.	Entering trapped dead end	-5		Going through either secret door	-2			
	Escaping trap	+3	42.	Breaking mirror trance	+1			
	Following "IL-NEDRAW"	-1		Being caught in cage (each person)	-2			
20.	Locating exit behind stela at once	+1		Deciphering stair puzzle	+3			
	Breaking open cairn	-2		Choosing wrong stairs (each time)	-1			
	Disturbing the wight	-3		Deciphering crystal wall puzzle	+3			
	Getting past stone	+2		Getting trapped in star point	-5			
21.	Taking shortcut beyond stone	+5						

Score each team on performance after all play is completed. In order to avoid negative scores, 100 points should be added to each team's total (awarded for participating in the tournament).

# Dungeon Module C1 The Hidden Shrine of Tamoachan

by Harold Johnson and Jeff R. Leason



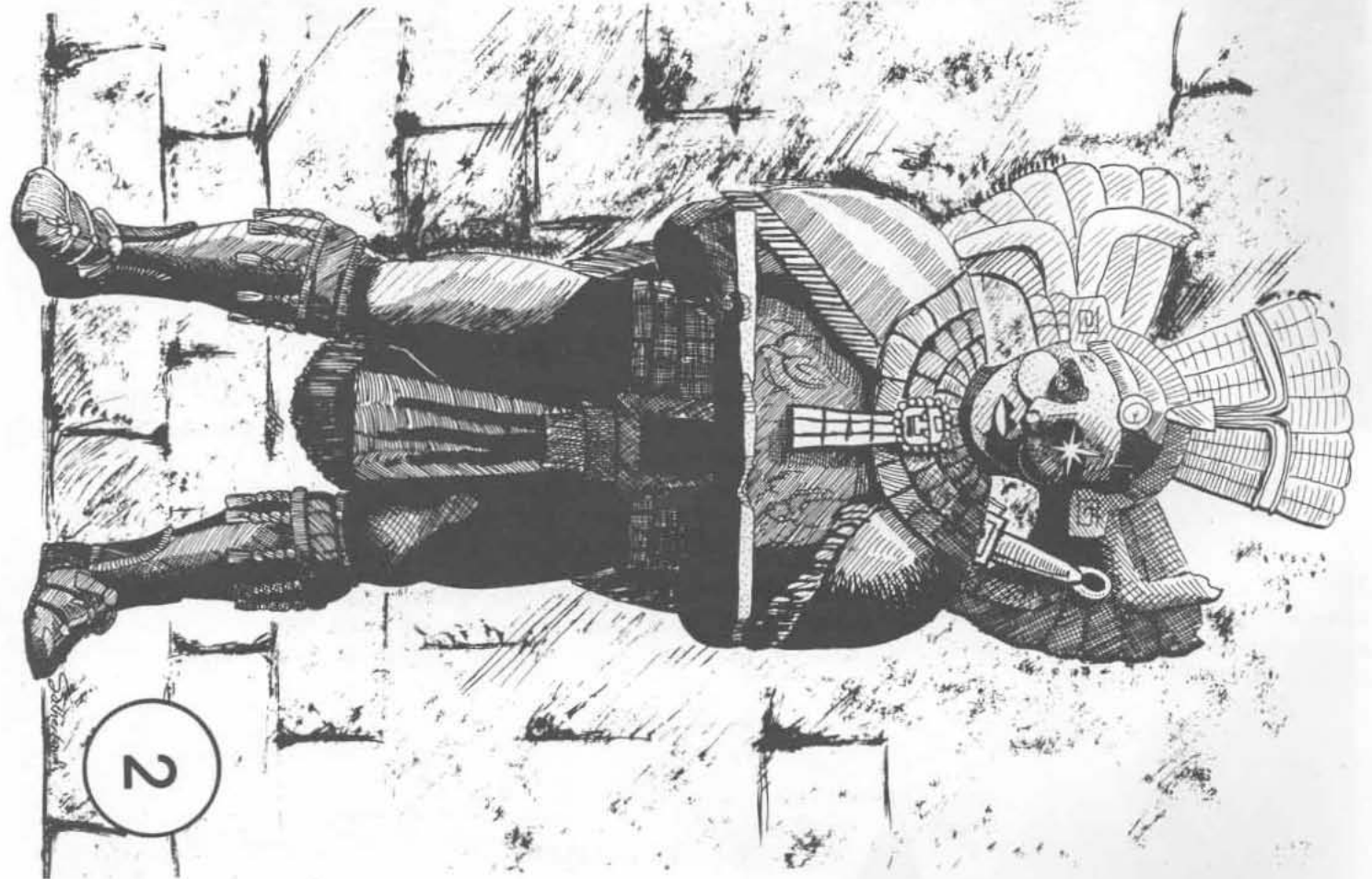
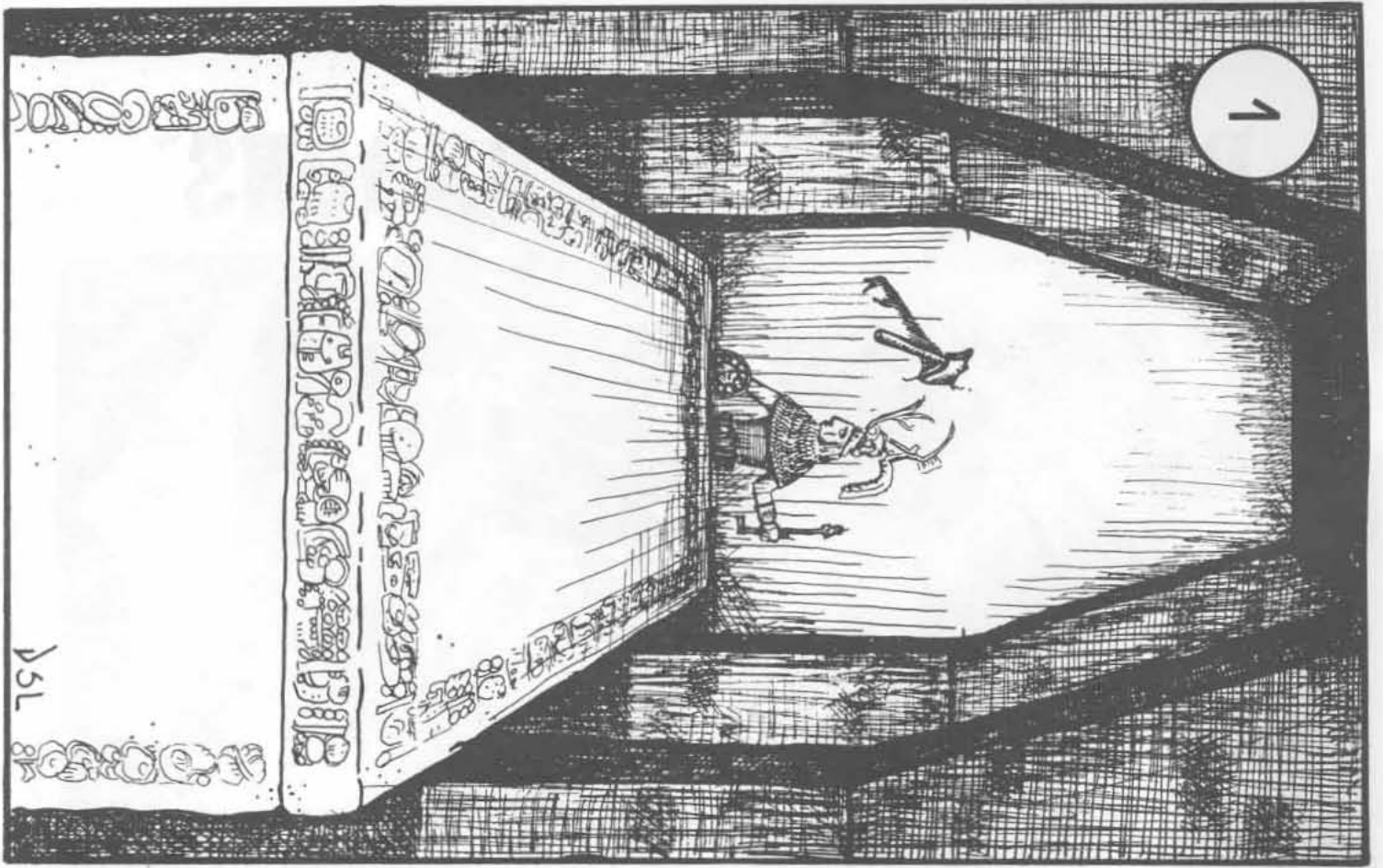
*This illustration booklet is specially designed for use with THE HIDDEN SHRINE OF TAMOACHAN. It contains 14 illustrations showing various features of the Shrine, and should be used by Dungeon Masters to show appropriate views to the players while they adventure. Each illustration within this booklet carries a number which corresponds to rooms and locations on the master map (note that not all locations are shown). The descriptive copy within the key to the Shrine indicates when appropriate illustrations should be shown. The illustration on the cover of this booklet carries a number and should only be shown to characters in its proper sequence.*

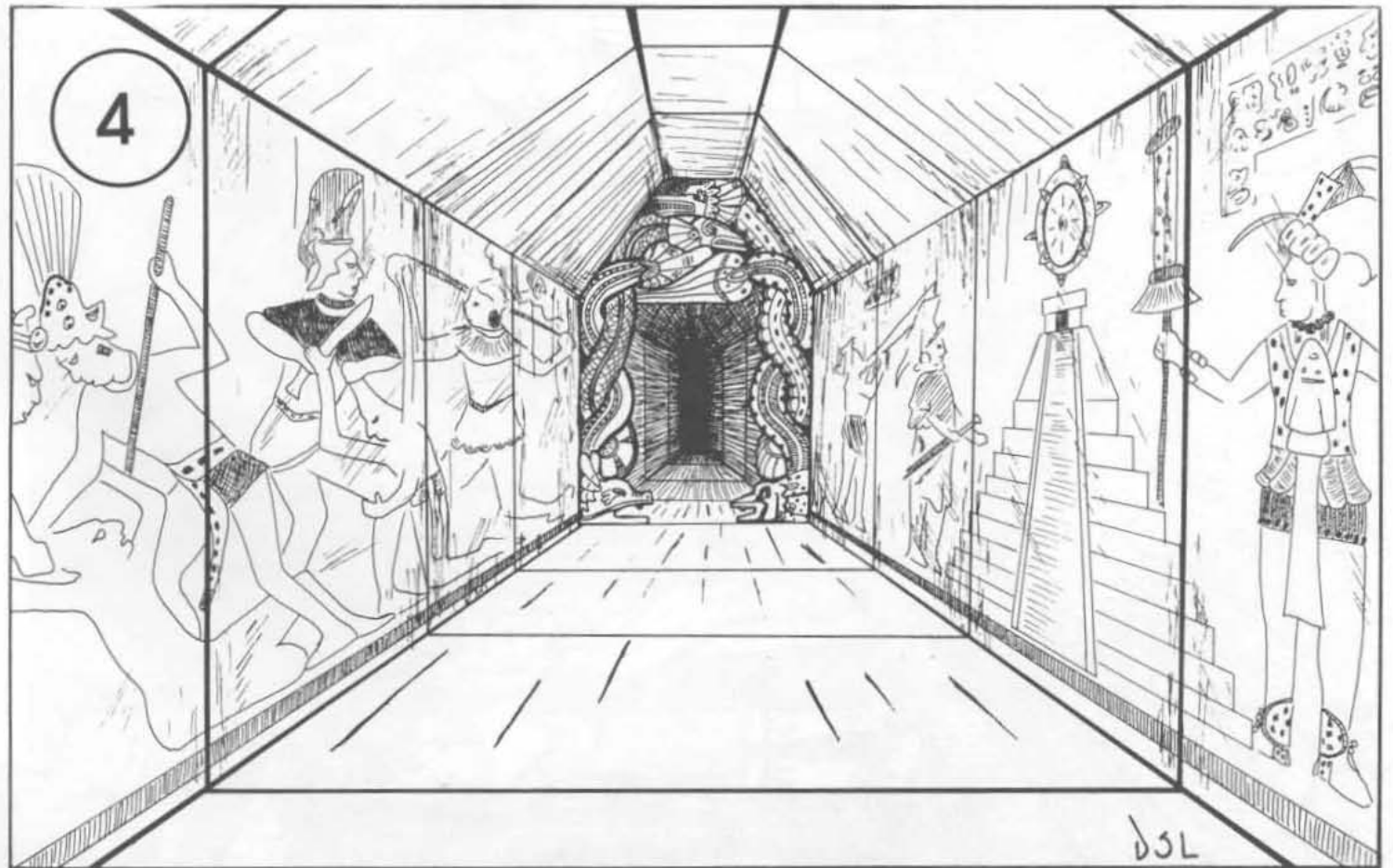
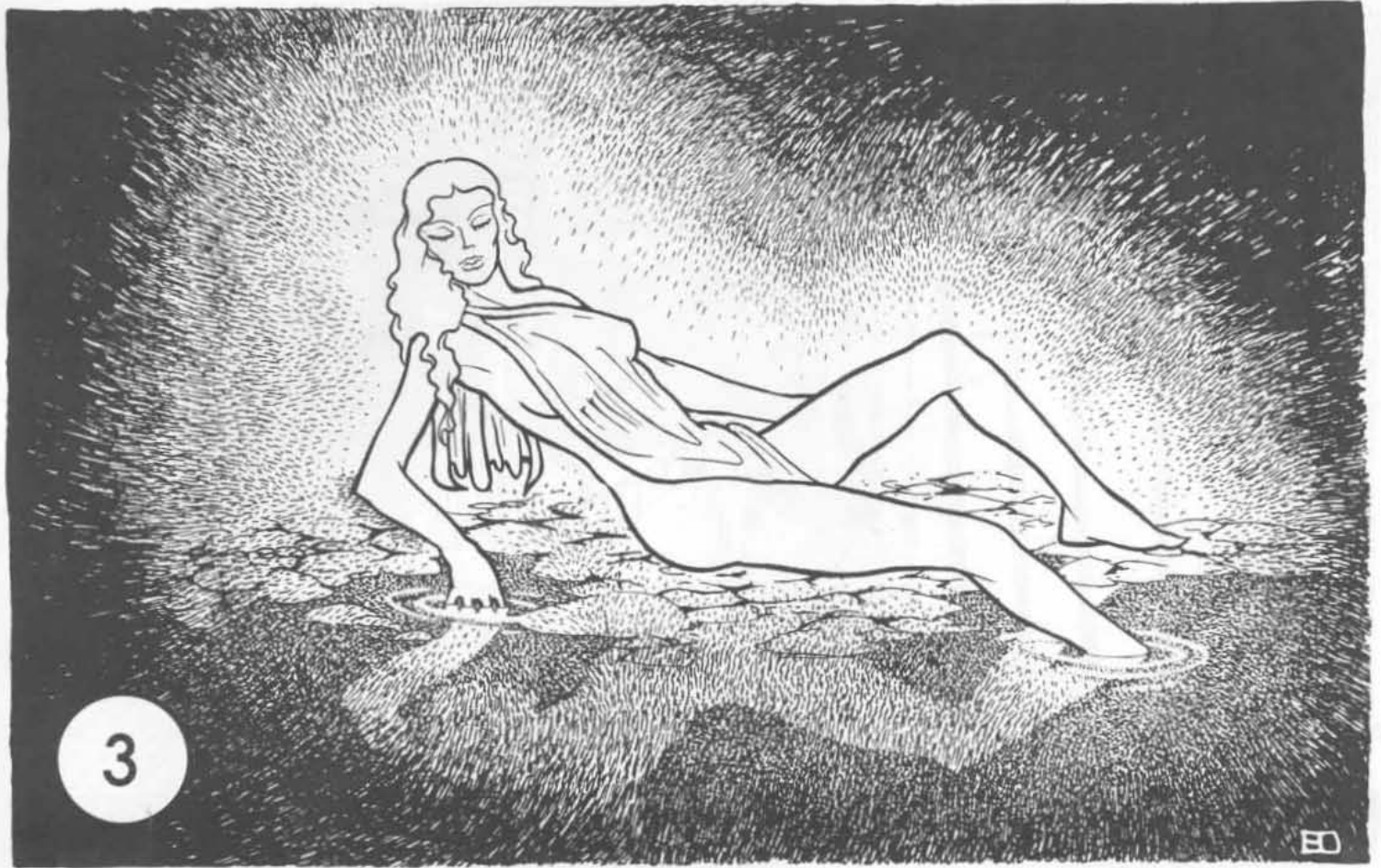
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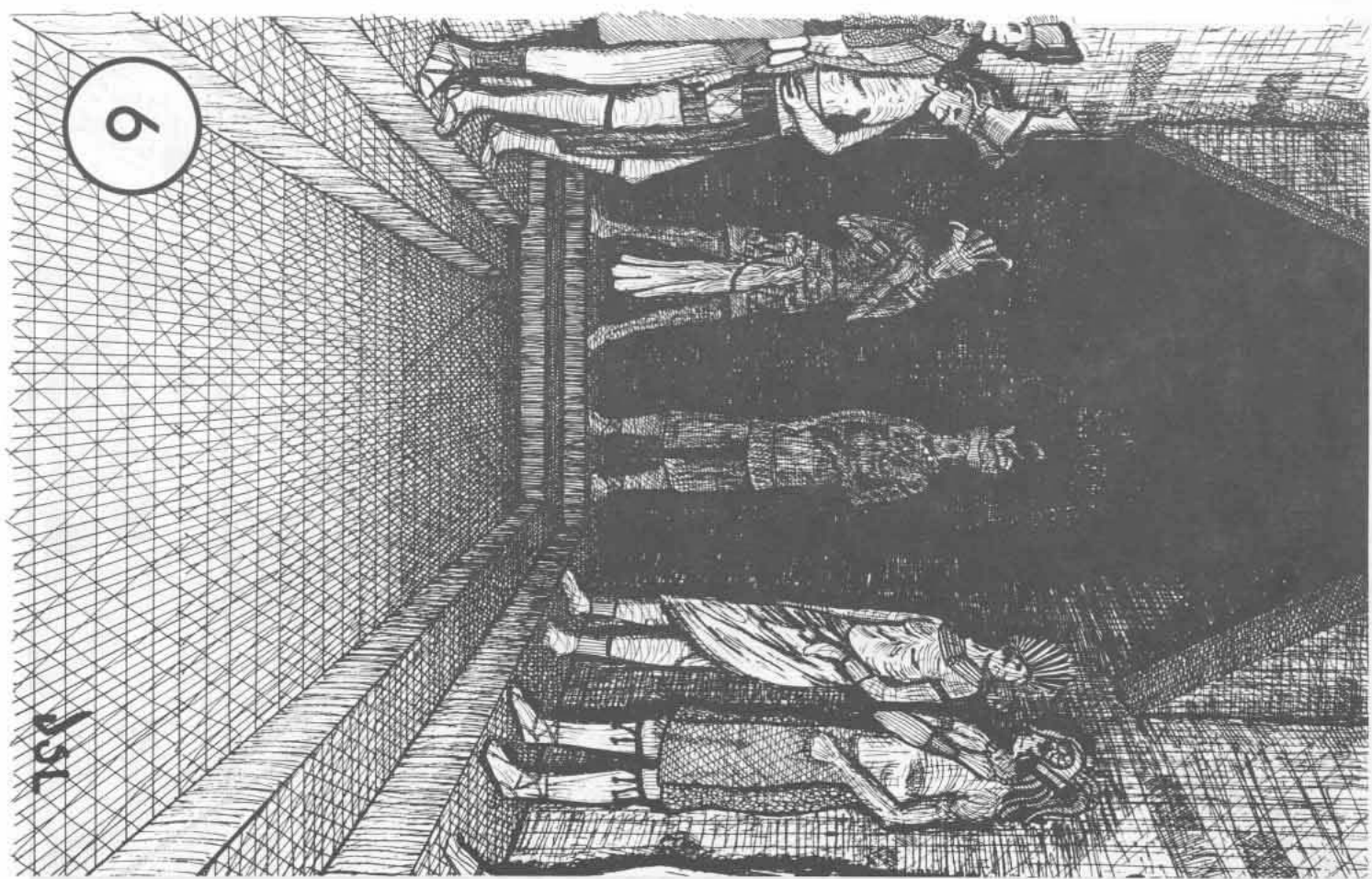
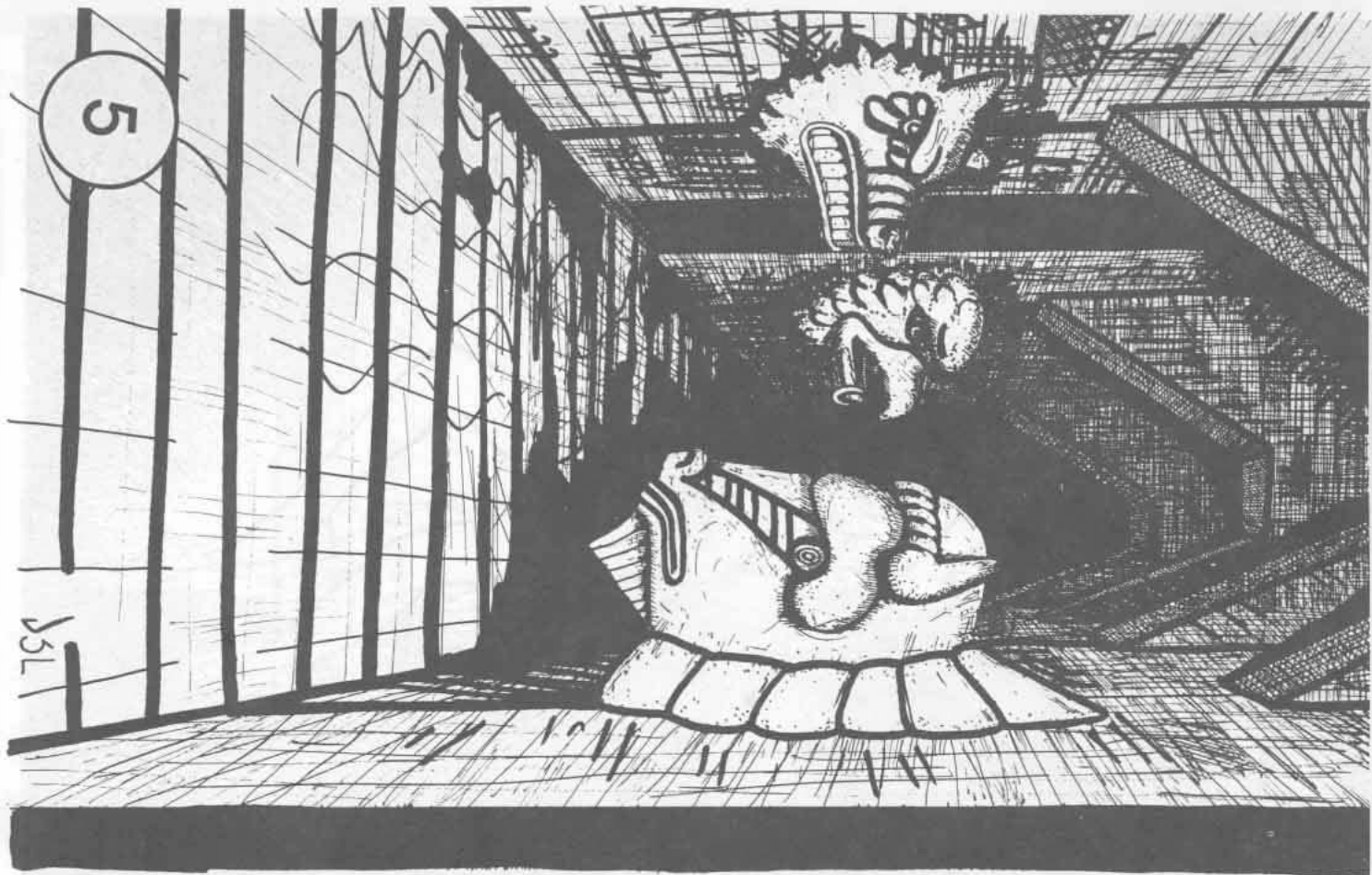
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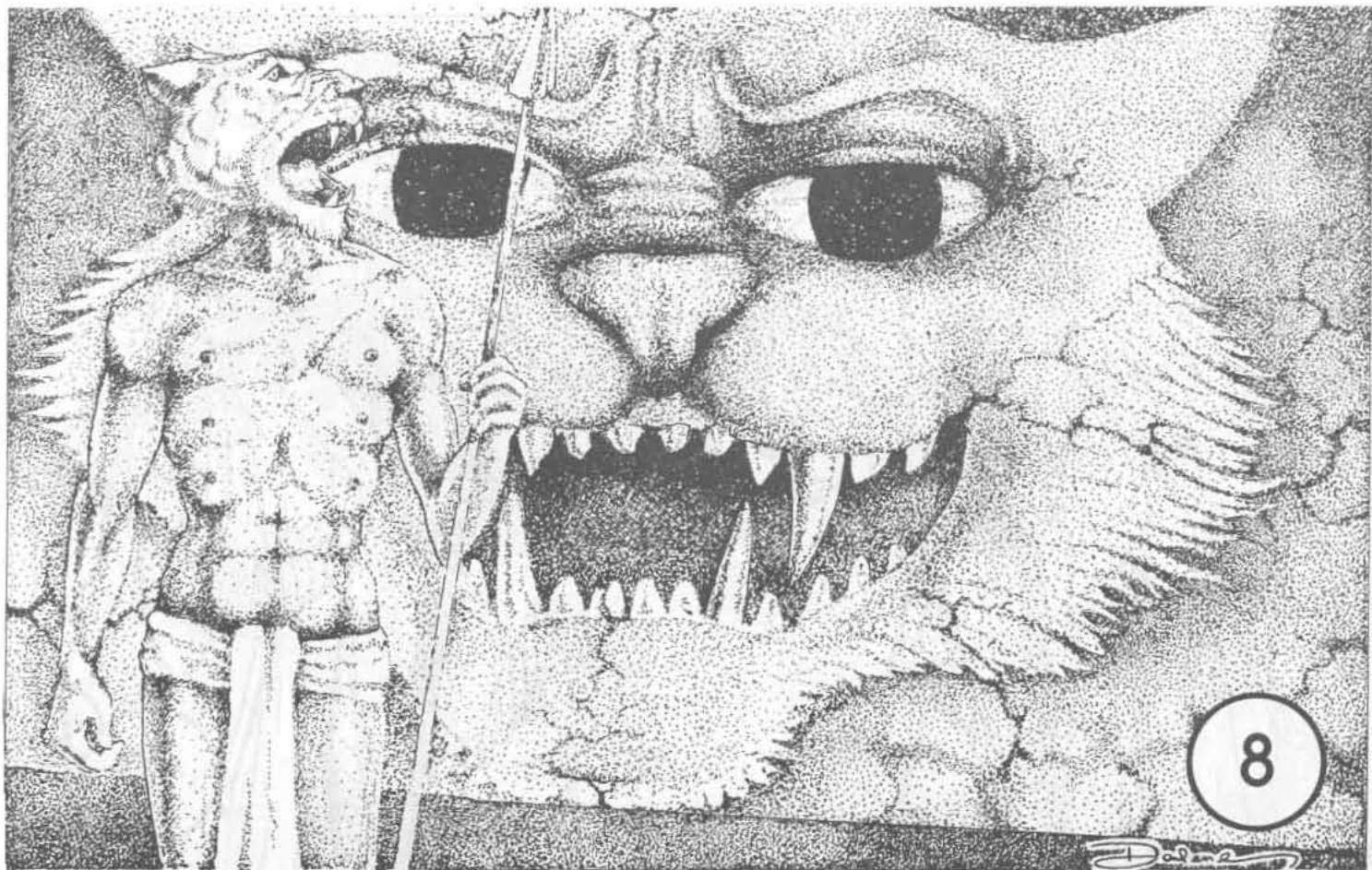
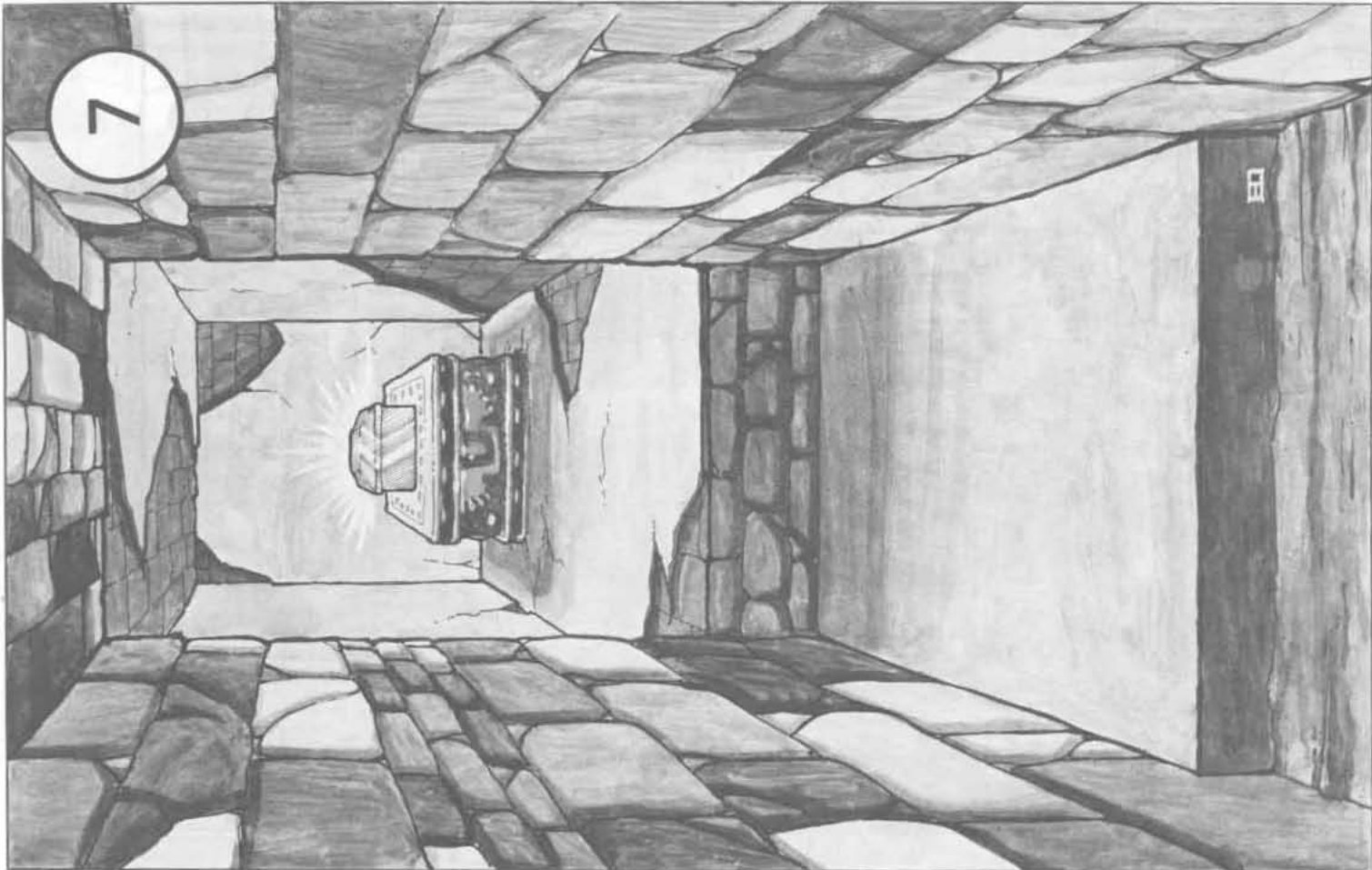
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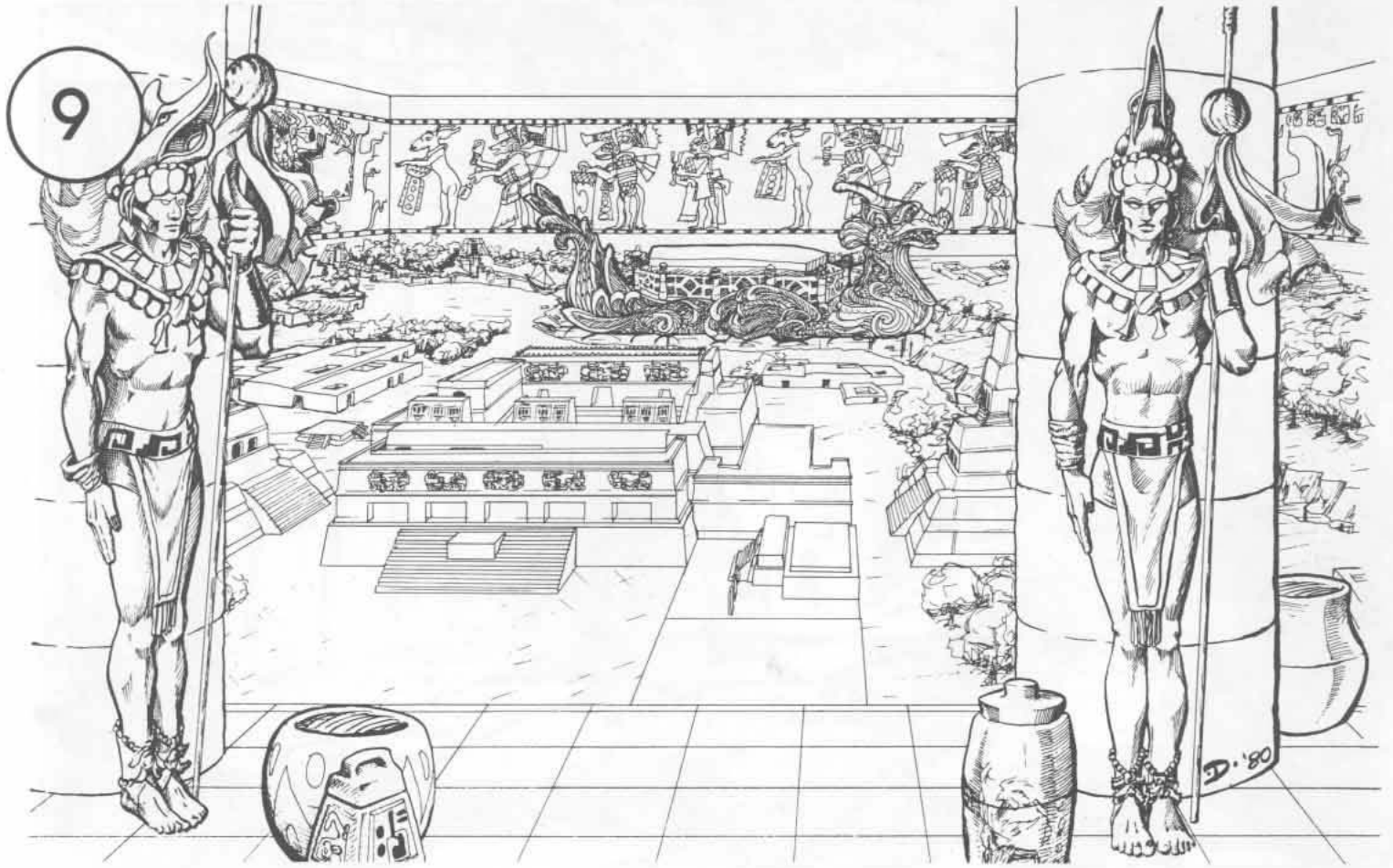








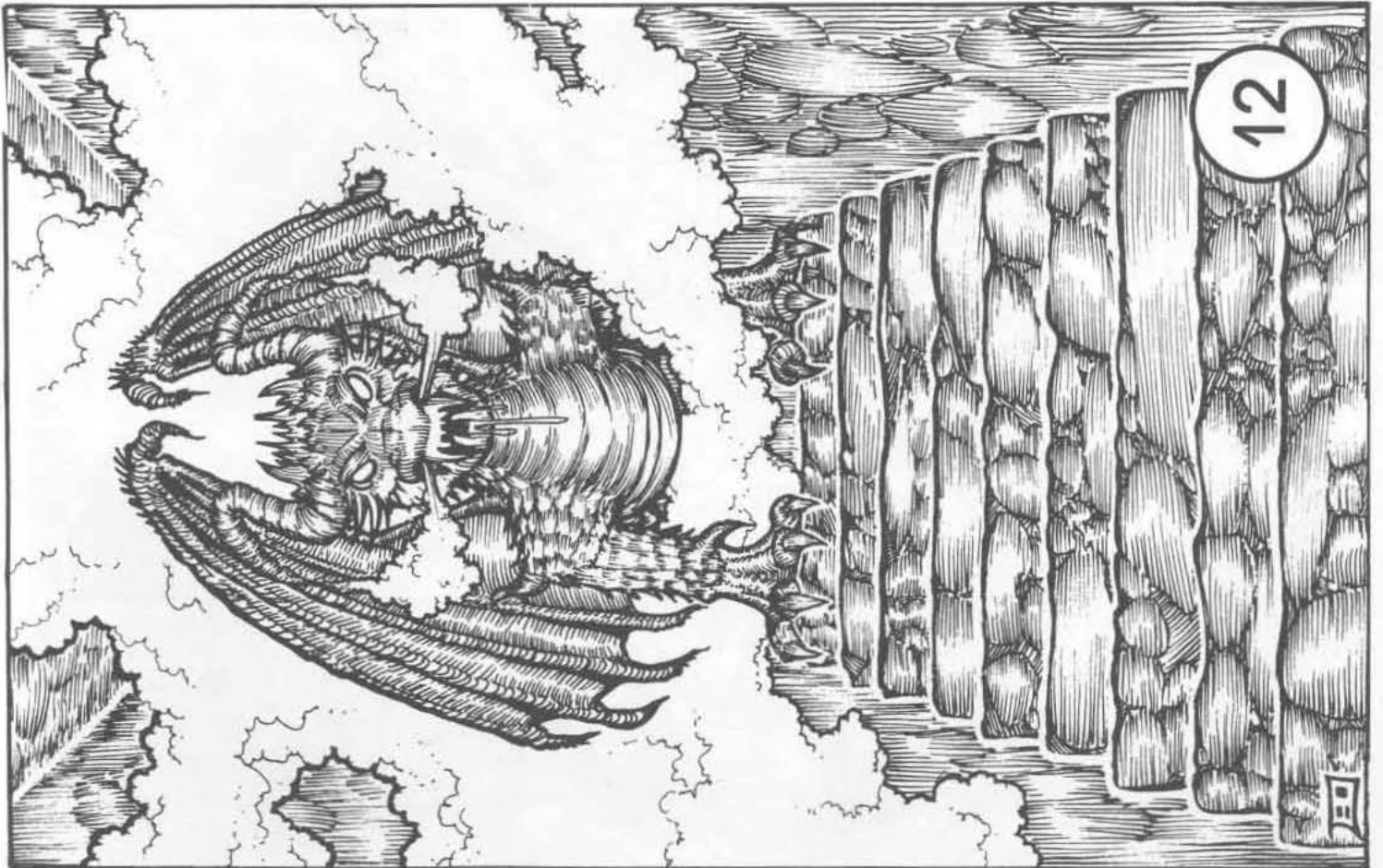


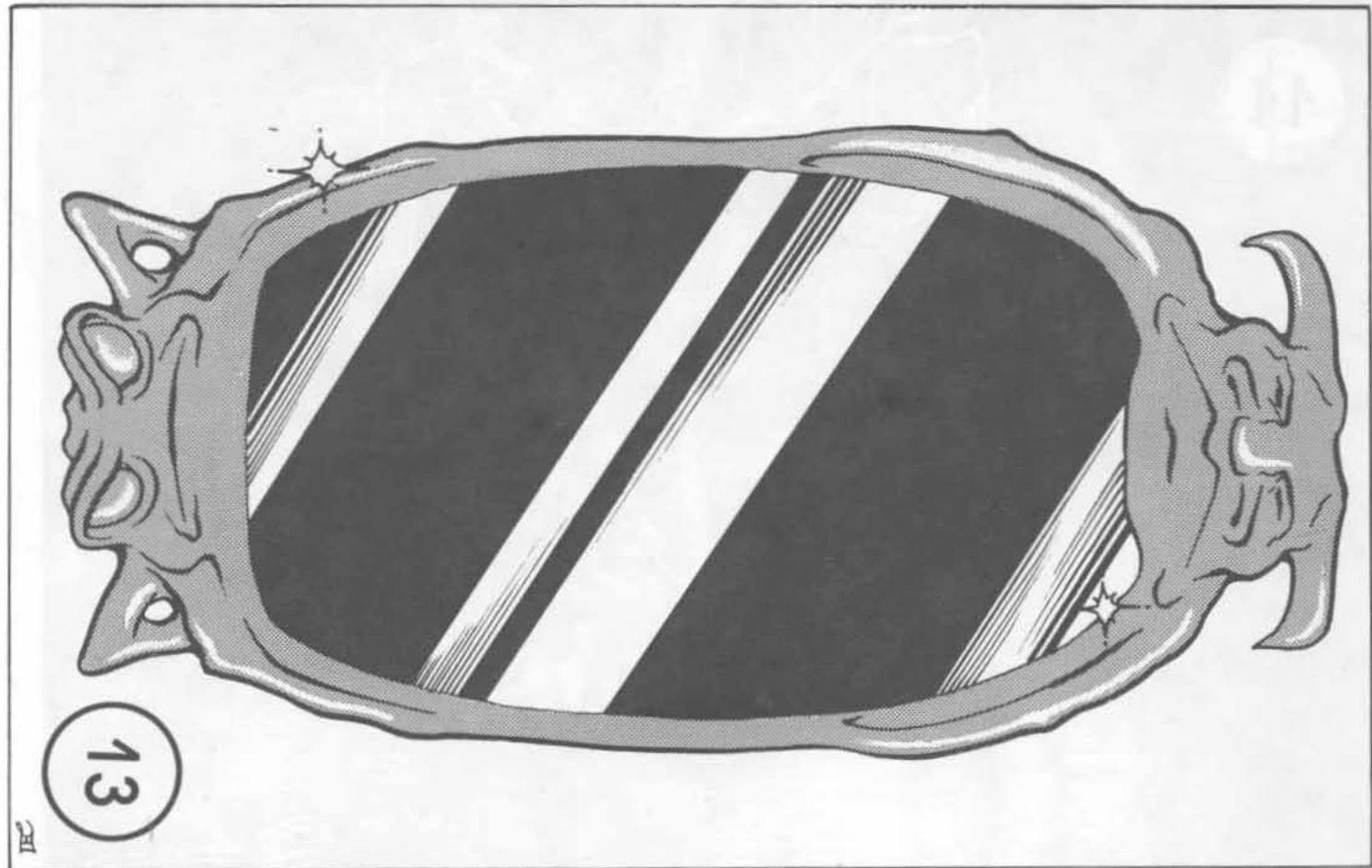


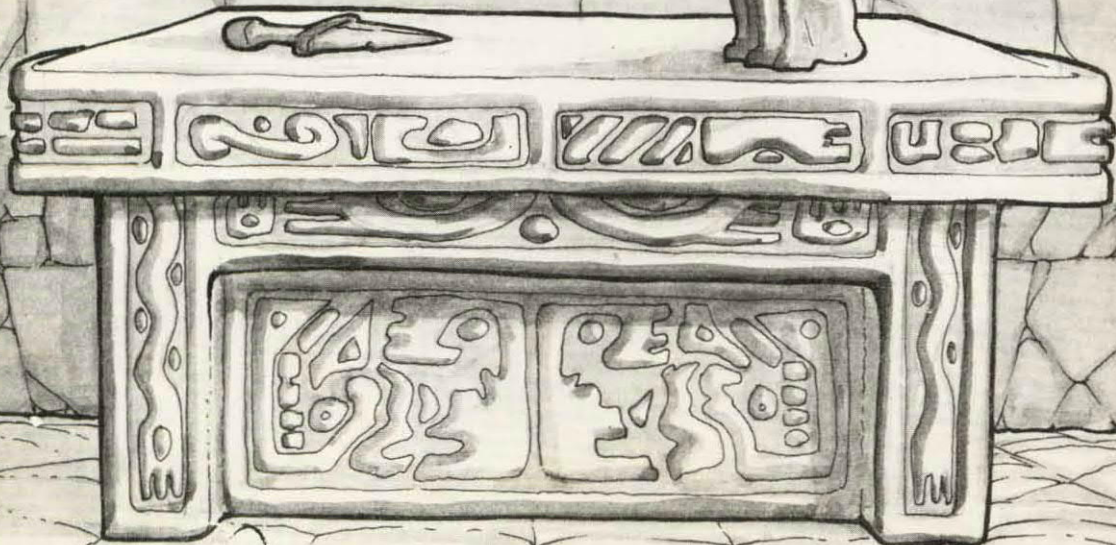
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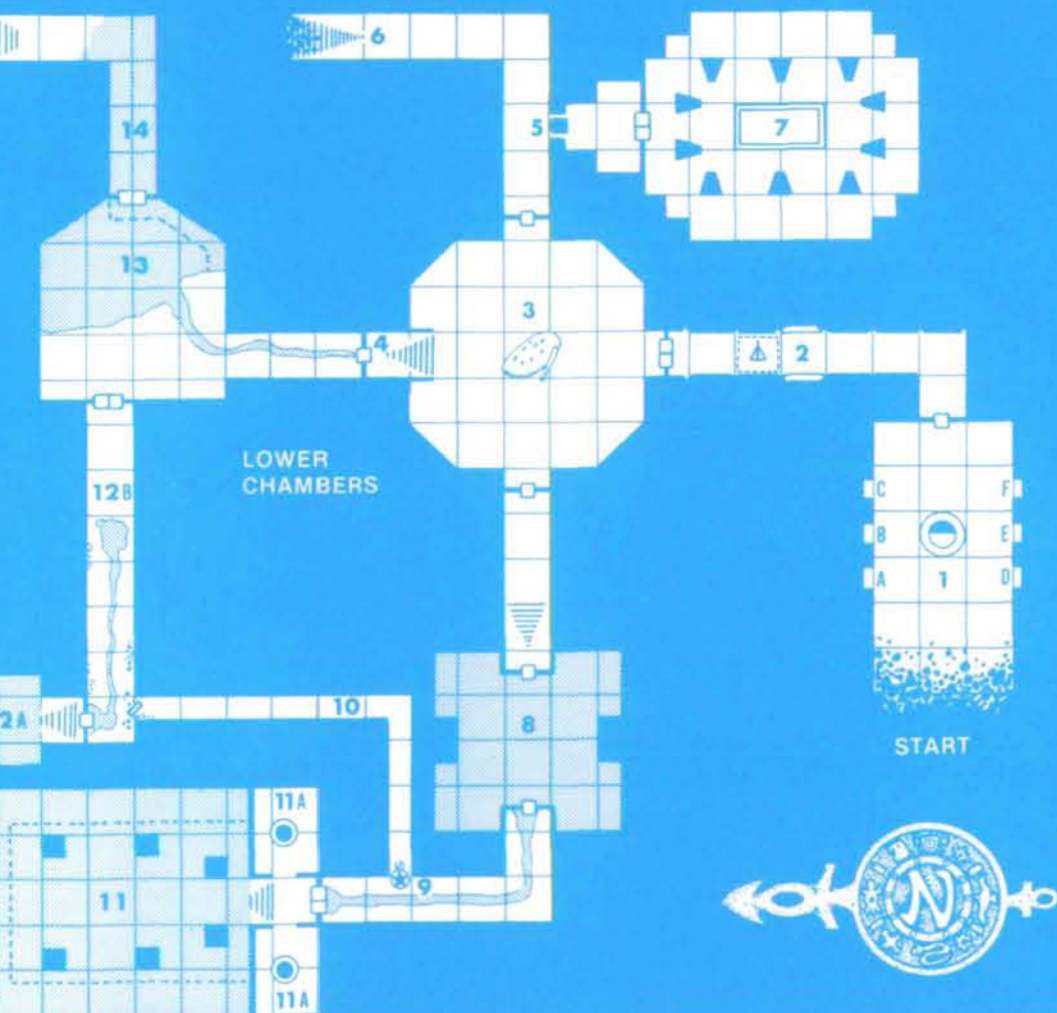
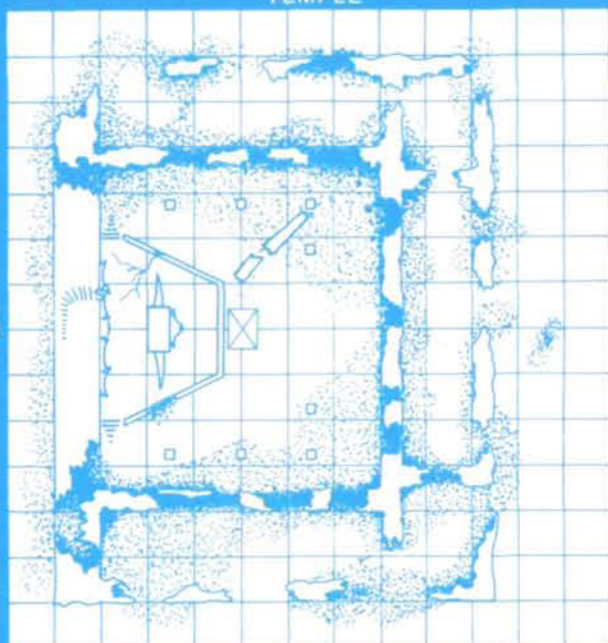


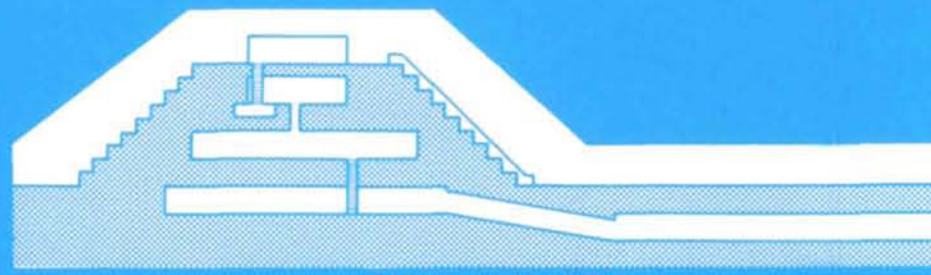
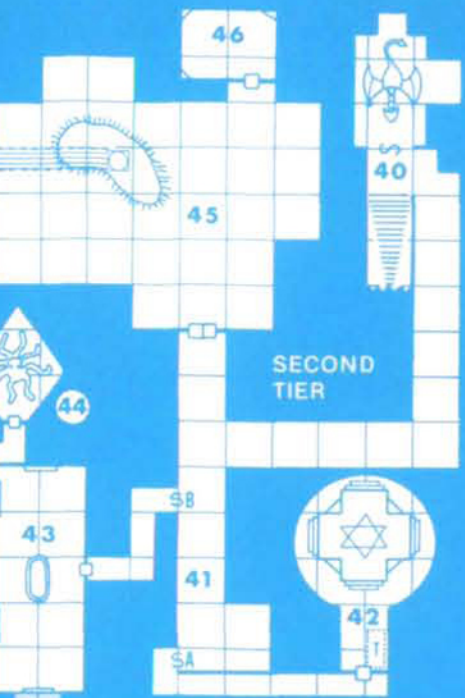




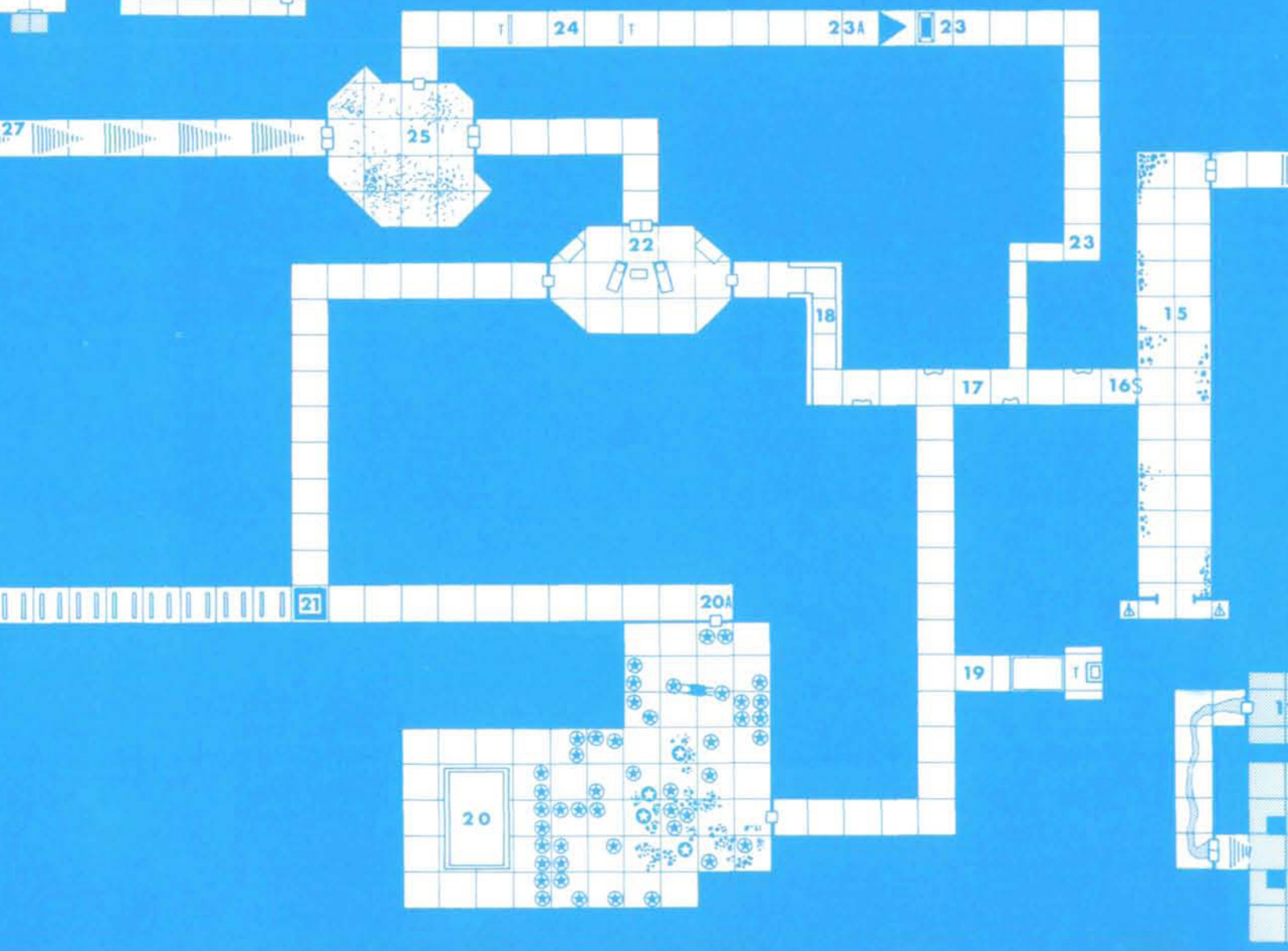
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SIDE VIEW OF TEMPLE





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D&D™ GAMES**

# Dungeon Module I1

## Dwellers of the Forbidden City

by David Cook

AN ADVENTURE FOR CHARACTER LEVELS 4-7



*Somewhere in the heart of the steaming jungle lies the answer to the whispered tales — rumors of a magnificent city and foul, horrid rituals! Here a brave party might find riches and wonders — or death! Is your party brave enough to face the terrors of the unknown and find — the Forbidden City!*

*Parts of this module were used in 1980 for a major East Coast convention tournament. Information is presented here to reconstruct this exciting tournament and even more has been given to expand play. Here characters may adventure several times in a unique and interesting mini-campaign setting. Included in this module are background and tournament notes, referee's keys, new monsters, pre-generated characters, and eight different maps.*

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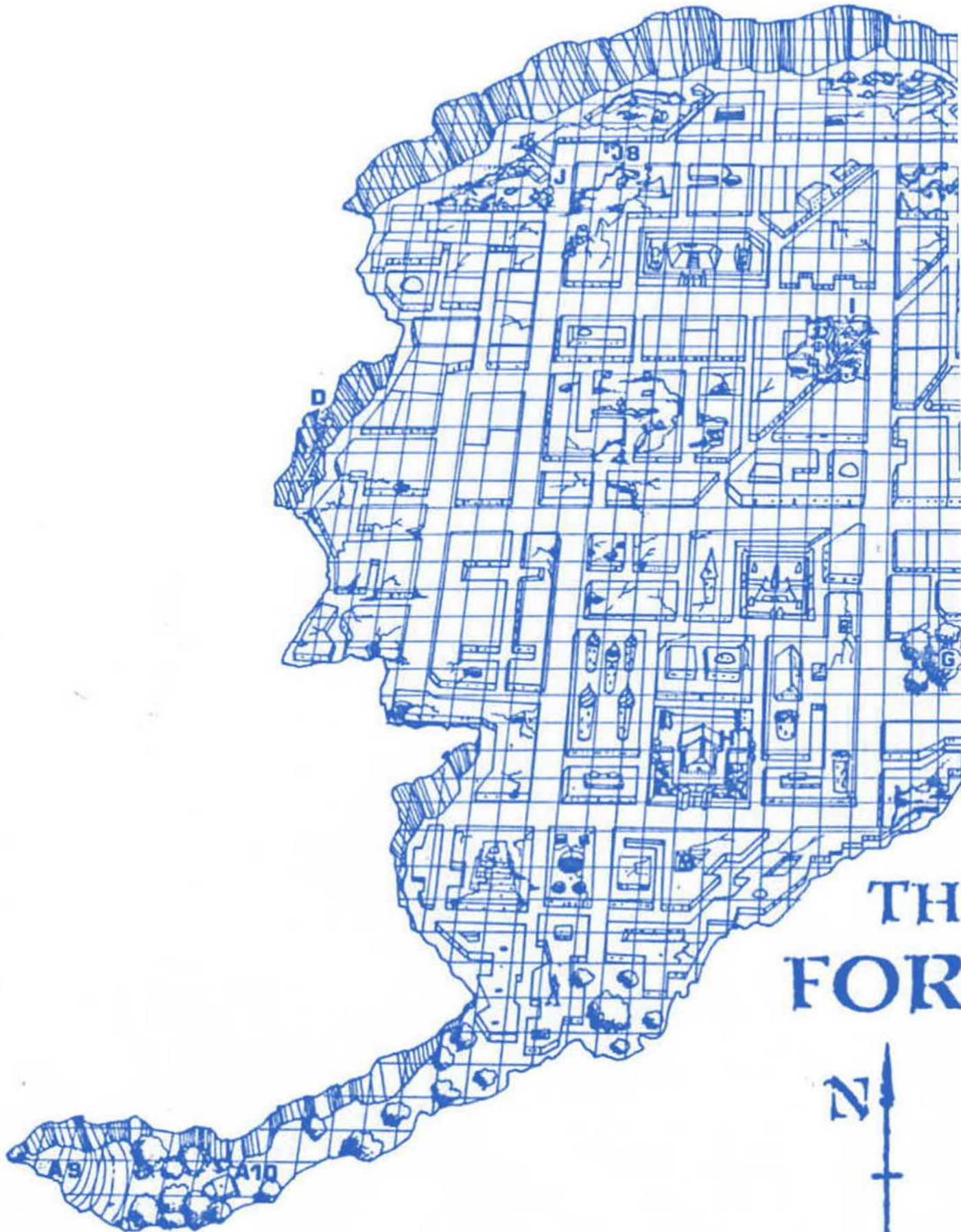


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AN ADVENTURE FOR CHARACTER LEVELS 4-7



*Somewhere in the heart of the steaming jungle lies the answer to the whispered tales — rumors of a magnificent city and foul, horrid rituals! Here a brave party might find riches and wonders — or death! Is your party brave enough to face the terrors of the unknown and find — the Forbidden City!*

*Parts of this module were used in 1980 for a major East Coast convention tournament. Information is presented here to reconstruct this exciting tournament and even more has been given to expand play. Here characters may advance several times in a unique and interesting mini-campaign setting. Included in this module are background and tournament notes, referee's keys, new monsters, pre-generated characters, and eight different maps.*

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd.  
Distributed to the toy and hobby trade by regional distributors.

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Printed in U.S.A.  
ISBN 0-935696-33-4

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**ADVANCED DUNGEONS & DRAGONS®**  
**Dungeon Module I1**  
**Dwellers Of The Forbidden City**

**Background**

For several months, possibly even years, there have been reports of banditry in the jungles to the south. Merchants carrying precious loads of rare goods from the jungle lands have been waylaid, their goods taken and their men captured or killed. Even then, those who survived these raids had to face headhunters, brain fever, giant leeches, cannibals, and leopards. Few men ever returned.

The stories they told were fantastic and addled, surely brought about by disease and the horrors with which they had to deal. Singing snakes, twisted and deformed ape-men, men who were not men, and writhing, horrid flowers filled their tales—surely such things were not to be believed. Nonetheless, something had destroyed the caravans.

Furthermore, none of the goods taken from the caravans has ever appeared in the markets of the north, at least as far as the merchants can tell. Some were certainly identifiable—rare pieces of art, scrolls, books, and other items destined to fetch good prices in the kingdoms of the north. It could only mean that someone or something was hoarding a great treasure in the jungle. Prompted by this information, adventurers set out to find the bandits and gain their treasure. Your party is one of these. The long journey was filled with hardship, but fortunately, peaceful tribes and villages were found to ease the journey.

Last night you arrived at such a village. The chief and the shaman met with your party. In answer to your questions, they told of the yuan ti, or demon-men, and their hateful minions, the tasloi. These come from the forest, raiding and kidnaping. Those taken are never seen again. Only recently the chief's son was stolen. The chief knows you are experienced and powerful warriors, and he wants to make a deal...

**Notes For The DM**

**Dwellers Of The Forbidden City** was used as the AD&D™ tournament at Origins 1980. Although not presented here as a tournament module, some information has been given on how to use the module for tournament play, along with suggested characters. For more information on the tournament, see **Tournament Notes**.

This module is designed for 6-8 characters of 4th to 7th level. The party should contain a balanced mixture of races and classes. Typical party composition would be two or three fighters (or rangers or paladins), at least one cleric, a magic user, and possibly a druid. (Unlike many other adventures, a party may find the presence of a druid helpful. Many of the encounters involve plants or jungle settings where a druid's particular talents may be brought into play.) The party should possess somewhere between 35 and 45 levels of experience. All members of the party should possess one or two magic items, such as a scroll, potion, weapon, wand, or ring.

If the DM wishes to place this module in his or her campaign, it is suggested that only the **Background** dealing with the general events be read to the players. Information covering the journey in the jungle and the events at the village should not be given to the players in a campaign, although it may be used as the basis for an adventure or series of adventures. To aid players in finding the city, the DM should allow an informant (a

half-crazed survivor, perhaps) to draw a very crude sketch map of the area. The adventures that occur on the way should prepare and strengthen (or weaken) a party for this module.

Set deep in a tropical jungle, **Dwellers Of The Forbidden City** is located on the WORLD OF GREYHAWK™ map in a small group of unexplored (and unmapped) mountains south of the Pelisso Swamp in Hepmonaland.

If the DM wants to allow it, players may ask questions of the chief and the shaman before beginning the adventure. Both are elderly tribesmen and are very familiar with the jungle around them, except for the immediate surroundings of the Forbidden City. The shaman will explain with great seriousness that the city is the place where the ghosts of their dead enemies live. To go there would result in the loss of a tribesman's soul. Therefore, to prevent the evil spirits from destroying the tribe entirely, the shaman has continually kept the tribe building larger and more powerful spirit-poles which are set at various places throughout the jungle. Since these are often destroyed by natural forces and the inhabitants of the city, the tribe's main pastime is building new totem poles. Currently they are just finishing the largest one ever built, almost 100 feet tall and very ornate. However, they have not yet solved the problem of getting it to the location the shaman desires. Naturally, the shaman will not tolerate any questioning or mocking of his ideas and will refuse to cooperate with any who do. The chief will be somewhat amused by any disputes over the shaman's ideas. He will attempt to drive a hard bargain with the adventurers, since he has almost nothing to offer. Once an agreement has been reached, he will supply guides to lead the party to the location of the Forbidden City.

The land in the area surrounding the Forbidden City is a dense, hilly (almost mountainous) jungle. Trees grow 100 to 200 feet high and are draped with lianas, orchids, ferns, and moss. More ferns and fungus grow heavily on the jungle floor. Streams cascade down the slopes to fill swampy areas in the valleys. Snakes, birds, spiders, and insects populate the area.

The Forbidden City is located in a large rift, set in the peak of a low, rounded mountain. The entrance to the **Main Gate** (encounter area **C** on the **City Map**) is located about 1/3 of the way up the side of the mountain. It may be reached by following a gently sloping extension of the valley which ends in the main entrance and the **Yellow Musk Creeper**. The **Forgotten Entrance** (encounter area **A**) is halfway up the mountain-side, hidden in thick jungle growth.

The rift is enclosed on all sides by steep cliffs. These are of crumbling rock and lean inward in many places. All ground out to 100 yards from the top edge of the cliffs is clear of trees. Only stunted bushes and tall bamboo cane grow in this area. These plants form a thick barrier around the cliff tops and movement requires chopping or tearing a path. Within 5 feet of the cliff edge, the density of the undergrowth diminishes and movement is normal.

The cliff height averages 350 to 400 feet. From the top of the cliffs, characters will be able to look down on most of the valley. They will normally be able to see treetops, major buildings, the swamp, and some signs of activity. Exactly what creatures live in the valley and what they are doing will be unclear to the characters unless they have special items allowing a closer view.

Climbing or scaling the cliffs can only be done in the marked locations. Thieves and others with climbing skill will recognize the impossibility of climbing in unmarked locations and will be

able to identify the safer routes down. Should players insist on attempting to climb in an unsafe area without taking reasonable precautions (such as fastening a rope to the trees 100 yards away), the DM should first describe some incidents to warn the characters of the risk (for example, "The edge of the cliff crumbles as you step up to it"). If the characters persist, they will fall.

Besides climbing or entering through one of the passages, the characters (provided they have the ability) may fly into the valley. There are no special restrictions to prevent this; however, flying creatures will be attacked by 1-3 giant wasps each. If an item or mount carries more than one character, that group should be considered a single creature for determining the number of wasps appearing. If a flying party kills more wasps than are listed at the **Vines of Danger**, the DM should note that for future encounters at that location only a single wasp will be found (unless a large amount of time passes before the characters find the ledge).

The underground passages leading into the rift valley are combinations of natural caverns and worked stone. The caverns are naturally damp and spotted in places with mold and fungus. Small lizards, insects, rats, and bats live in the caverns. Characters who listen intently will hear faint scuttling noises from these creatures. Louder sounds will be muffled and will not carry far through the damp, stale air. The worked passages are very old and show signs of decay and stone rot. All have been cut from solid rock, so no beams or shoring are present. The air is damp but not very stale and occasionally there is some air movement. Few creatures live in these areas and sound carries much better.

There are three major factions in the city — the yuan ti, bugbears, and tasloi; the mongrelmen; and the bullywugs. Of these, the yuan ti and their allies are the most powerful, although the yuan ti themselves are highly independent. Within the city, they assume the position of lords, attempting to direct activities and maintain their power. They are the organizers of the caravan raids. They are also assisted by a powerful human magic user, Horan. Horan has convinced the yuan ti to rebuild their empire.

The small band of bugbears living here act as the "bully-boys" for the yuan ti. They carry out the actual physical work and organize the lesser creatures of the valley. All but the yuan ti and the magic-user hold them in great respect and fear. The bugbears enjoy this position and are not inclined to rebel against the more powerful yuan ti.

The tasloi are native to the jungle of the area. For now, they have allied themselves with the dwellers of the city in return for food and protection. They are only concerned with their safety and welfare. It is not uncommon for them to flee if seriously pressed although a powerful leader can force them to stand and fight. The tasloi will do nothing to directly harm the yuan ti, although they will steal from them when possible. They hate the bugbears and there is a slim chance they might help (or at least not hinder) a party fighting the bugbears.

The bullywugs migrated here many years ago after being driven from other lands. Bringing with them a small "god-egg," they settled in the ruins around the swamp. They are very tribal and are attempting to rebuild their race. Some day they hope to be strong enough to drive all the other creatures from the city; for now, however, they attempt to co-exist. Bullywugs with low intelligence are cast out of the main group as unfit. These pariahs live in the caves near the **Main Gate** and feud with their more intelligent kin. The yuan ti make use of both for raiding, guards, and pets.

The mongrelmen are the descendants of the slaves once kept in the city. Now, through in-breeding and association with the other creatures of the city, they have only a trace of their original humanity. They are a ragged band and have survived only by hiding and stealing. Some of them look human, while others are diseased, jungle-mad, or bestial. The yuan ti capture them for slaves and for their breeding programs. The bugbears hunt them for food. The bullywugs use them for food and sacrifices when other sources run low. This treatment by the other groups has made the mongrelmen vindictive and full of hate. Under certain circumstances they may actually assist a party.



Several of the monsters that appear in this module may be found in the **Fiend Folio™** Tome. These monsters are the giant bloodworm, the bullywug, the pan lung, the yellow musk creeper, and the yellow musk zombie. Descriptions sufficient to play these monsters appear in the text.

#### Notes For Tournament Play

Although not part of the "C" or Competition Series modules produced by TSR Hobbies, Inc., **Dwellers Of The Forbidden City** was originally used as the Official AD&D tournament at Origins 1980. Therefore, the following information is given for those who might want to recreate the tournament.

The characters used in the tournament are the first six listed on the **CHARACTER ROSTER** at the end of the module. Each possesses the magic items listed for that character. Players in the tournament may select their own spells and equipment from the lists given in the **Players Handbook**. However, the party cannot have more than 300 feet of rope.

The DM should read the **Background** to the players and start them outside the **Forgotten Entrance**. The tournament covers areas **A1** to **A10** and the passages connecting them. All other areas are ignored. Players have 3½ hours to finish the adventure from the time the character sheets are passed out. Players should be made aware of this time limitation when the tournament starts.

Unless otherwise noted, the monsters in tournament play will fight to the death. Any creatures captured will only have information about the area they are in and the general directions to the next encounter. Monsters will fight to the best of their ability, attempting to use their powers and spells to best advantage. No psionic powers are used in the tournament.

No scoring sheet is provided for this module (as this is not a "C" series module) and those people wishing to use the tournament must design the scoring system. Suggestions include points for encounters completed, using a character's special abilities, and intelligent actions. Points may also be lost, though this is not necessary. The team with the greatest total of points is declared the winner.

### Start

Guided by three men from the nearby village, your party has carefully moved across a valley. The ground has sloped upward and become a small gorge. A huge boulder almost entirely blocks the way ahead. The guides stop and one turns to your party and whispers, "Around the great rock is the Land of the Demon-men. The great lone mountain is their home. We will go no further!" With these words, the guides turn and run into the jungle.

*Note: Since there are several entrances to the Forbidden City, the DM may wish to have the characters start at a particular entrance instead of searching for one. If this is the case, merely alter the **Start** so the guides lead the party to that particular entrance before running away.*

## ENTRANCE KEYS

### A. The Forgotten Entrance (use Map A)

Abandoned many years ago as a passage to the outside world, the natives of the area no longer have knowledge of this entrance. Though not used by the yuan ti, they still remember to guard it, though perhaps not as effectively as they might.

#### A1. Cave Entrance

The cave mouth is broad, but cleverly screened by lianas and creepers. It extends back into the darkness, straight and level. It appears that once this might have been a road or path, for in places the stone appears to have been worked. There are many tracks on the ground, some of them human-like.

If the characters stop to listen for sounds coming from the cave mouth, all that will be heard is the faint splash of water far away. After characters have gone halfway down the tunnel, a faint glow of light will be seen ahead. This light will not be bright enough to see clearly by until the **Sacrificial Pool** is reached.

#### A2. Sacrificial Pool

This chamber is a large natural cavern, with a large pool filling most of it. Along the east wall is a 5 foot wide ledge, running around the edge of the pool. The ledge ends in a small alcove. The walls of the alcove are worked with carvings of snakes and men in a pastoral scene and at its back stands a large statue of a snake-bodied, six-armed woman. Flanking it are 2 charcoal braziers mounted on tripods. These cast a dim light throughout the room. Three canoes are beached in the alcove. The water appears calm and undisturbed.

The three canoes are quite sound and may hold up to 3 men and their gear. There are 2 paddles in the bottom of each canoe. They may be easily pushed into the water and used. Movement rate when paddling is 60 feet per turn. If characters try to drift with the current, they will discover there is noticeable movement.

In the pool lives a large crocodile (AC 4; MV 12"; HD 4; hp 21; #AT 2; D 2-12/1-12; surprises on a 1-3) and four normal crocodiles (AC 5; MV 12"; HD 3; hp 18 each; #AT 2; D 2-8/1-12; surprise on a 1-3). These creatures will attack if any character enters the water or attempts to cross the water in a canoe. The large crocodile will attempt to surface under the second canoe crossing the pool. A successful surprise roll indicates it has done so. If successful, each character in that canoe must save vs. Death to avoid falling out. If all characters fail to save, the canoe is overturned. If one or more make their save, the canoe will still be upright but all characters who failed to save will be thrown into the water. If there are no characters in the water or they are all dead, the crocodiles will attack the canoes (treat as AC 8). If any attack does 9 or more points of damage to the canoe, all the occupants must make another save as indicated above. Characters fighting in the water (which is 12 feet deep) will be -2 on their "to hit" rolls. Characters in plate-mail armor will not be able to fight, as all their efforts must be directed to keeping their heads above water. If the large crocodile and two of the smaller ones are killed, the remaining beasts will retreat and avoid the party.

Scattered in the mud at the bottom of the pool are 10 gems — five with a base value of 50 gp, 3 with a base value of 100 gp, and 2 with a base value of 1,000 gp.

### A3. The Barren Beach

The natural caverns end here in a small beach. Extending from the beach is a passage of worked stone. Two canoes have been pulled up onto the shore and the footprints of many creatures mar the smoothness of the sand. These prints are jumbled and old, making it impossible to identify the type of creatures that made them.

The canoes are exactly like those found in area **A2**, the **Sacrificial Pool**.



#### A4. Bugbear Sentry Post

There is a large pile of furs in one corner of this room and the smoldering remains of a fire near the opposite door. Sitting near the fire are 4 large, big-headed, hairy creatures armed with throwing axes and fauchards.

The four creatures are bugbears (AC 5; MV 9"; HD 3+1; hp 16 each; #AT 1; D 2-8 or by weapon; surprise on a 1-3) assigned to guard this entrance. If the party comes from the outside, the bugbears will attempt to throw their axes and then flee into the next room (area 5) and warn their companions. If the party comes from the other direction, the bugbears will attempt to run for the canoes. If they cannot escape they will fight to the death, hoping to take as many with them as possible. Each bugbear carries 2-8 pp and one carries a large sack filled with raw meat.

#### A5. Bugbear Guard Room

Four bugbears (AC 5; MV 9"; HD 3+1; hp 17 each; #AT 1; D 2-8 or by weapon; surprise on a 1-3) are waiting in this room, in case their comrades in room A4 require assistance. There are several tables and chairs around the room. If alerted to the presence of intruders, the bugbears will tip the furniture over to form a defensive wall across the room. Hidden behind this wall they will have 50% cover (-4 to AC, +4 to saves). Each bugbear is armed with a throwing axe and a fauchard. From behind their wall, they will first throw the axes and then defend with fauchards. Due to the difficulty of getting over the barricading furniture, the bugbears will be allowed an extra attack against all characters attempting to cross the wall. Each bugbear carries 2-20 gp.

#### A6. Hall of Meditation

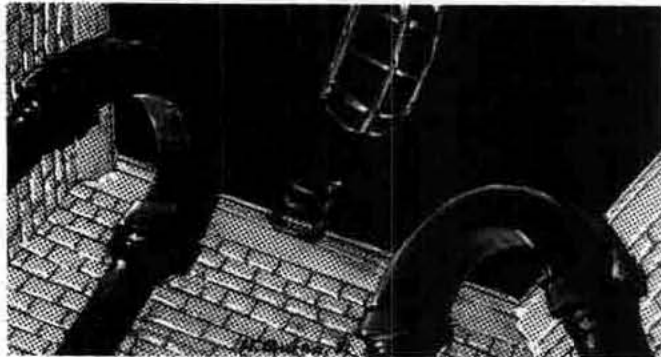
##### a. Main Chamber

This is a large vaulted room with arches rising from the corners. The floor is partially covered by rice-straw mats while the rest of the area is hard stone. In the center of the room, on the ceiling, is a small chest, resting upside down. On the far wall is a door with a large keyhole in it. Starting on the ceiling, over both doors, are a series of rungs, spaced at 2 foot intervals. These rungs stop short of the chest by 5 feet.

The door is magically shut and cannot be opened unless the proper key is used. Attempts to pick the door will only reveal that there is no locking mechanism in the door; the keyhole is simply a slot. The door may not be opened by normal physical force. If a **dispel magic** is used, the spell on the door has been cast by a twelfth level magic user. This spell is similar to a **wizard lock** except that a particular key (or keys) is required to work the lock.

A key to the door is in the chest resting on the ceiling. This chest is 30 feet up and is held in its upside-down position by a sphere of **reverse gravity**. The key has been placed here in case the bugbear guards need to return to the city, but was made difficult to reach to prevent them from deserting their post. For characters to get the chest a method must be found to reach it. Ropes shot by arrows will not be able to pull the chest to the characters. The rungs may be used to swing toward the chest, but the third rung from each door is unsafe and will break when a character attempts to hang from it. If a character falls he or she will take 2d6 points of damage. The rungs stop 3 feet short of the **reverse gravity** field. For this field to have effect, the character must have the greater part of his or her body in the area of effect. The chest itself is

locked and trapped with a **fear** gas. The gas will create a 10' by 10' cloud and all who fail to save vs. Spells will flee at their full movement rate for one round (an action which will result in the character falling to the floor). Inside the chest are 1,000 sp, 60 gp (the treasure of the bugbears), and a jade key (3,000 gp value) that will open the door.



##### b. The Outer Hall

The hallway ends in a door with a large keyhole in it. For information on the door, see room 5b. **Main Chamber**. The only keys available to open this door are in the **Main Chamber** and Horan's chest (see area H). Lying in the mud near the door is a moldy silken pouch. In the pouch is a crystal key (1,000 sp value) with a red tassel. This key may be used to open the **Main Gate** at area C3.

#### A7. The Smithy

This chamber is evidently a blacksmith's workshop. In the center of the room is a circular forge about 3 feet high. Connected to this is a large bellows apparatus. Stacked about the edges of the room are wooden shafts, crude iron bars, short swords, 3 tubs of liquids, a table of tools, a large stack of cordwood, a smaller mound of charcoal, and a large chest. Chained to the bellows are two young men, listless and exhausted looking. The ceiling is open to the sky, but is shrouded by many vines that form a network overhead. It is apparent that this chamber is actually some sort of shaft.

Hiding in the shadows of the vine canopy are 12 tasloi (AC 5; MV 9" @ 15"; HD 1; hp 6 each; #AT 1; D by weapon type; surprise on a 1-4, hide in shadows 75%; tasloi movement is given in the order: movement on the ground @ movement through trees) carrying short swords, javelins, and nets. They will not attack until signalled by their leader, a snake-headed, halfbreed yuan ti (AC 0/4; MV 12"; HD 8; hp 36; #AT 2; D 1-10/by weapon; MR 20%) armed with a mace. He is standing in a cave mouth, 30 feet above the level of the floor, hidden from sight by a tangle of creepers. With him are 6 more tasloi (hp 5 each) armed as those in the vines. A slender but stout vine extends from the cave mouth to the floor of the chamber. The vine will support three characters at a time. When the first character appears in the cave mouth, the yuan ti will order the attack. Any character climbing the vine will be at a -4 on "to hit" rolls and armor class. Any character struck by a net will be entangled for 18 rounds minus the character's dexterity, unless another character helps free him or her.

If the young men are freed (by breaking their shackles), they will not be able to help the party in any way. They are both addicted to a powerful drug forced on them by their captors. Questions will be answered by meaningless phrases, giggling, or raving. The addiction may only be broken with time.

### A8. The Swinging Bridge

At this point a large chasm intersects the tunnel. Neither opening has a ledge large enough to stand upon, but both openings are connected by a swinging bridge. This is fastened at both ends by large stone rings set in the cliff face. The north side, first approached by characters entering from the outside, has no other features. However, the south end is well guarded. In the entrance are two subterranean lizards (AC 5; MV 12"; HD 6; hp 44, 35; #AT 1; D 2-12; double damage on a 20), chained to the wall. Beside them is a small opening leading to stairs going up. This passage leads to an opening 40 feet above the bridge. Watching in this opening are 6 tasloi (AC 6; MV 9" @ 15"; HD 1; hp 4 each; #AT 2; D 1-3/1-3; surprise on a 1-4) who have collected a large number of boulders. When the party reaches the section of the bridge directly below the tasloi, the creatures will begin to push boulders over the lip of the cave mouth. Three boulders will be dropped per turn. The boulders will have a chance of striking characters equal to a six HD monster and will do 2-12 points of damage if they hit. Those boulders which miss characters will strike the planking of the bridge, doing the same amount of damage to it. When the bridge takes 50 points of damage (from boulders and area attack spells), the last 20 feet of planking will shatter and fall away. If the bridge suffers 100 or more points of damage, the stone rings holding the ropes will be broken and the bridge will fall. The chasm is 200 feet deep and anyone falling into it will take 20d6 points of damage.

The bridge is sturdy and safe although it will sway dangerously when characters walk across it.



### A9. The Amphitheatre of the Yuan Ti

This area is a large natural amphitheatre which slopes down from the cliff walls to a small semi-circular stage. The back of the amphitheatre appears to be solid trees and underbrush, except for a small path that winds between the massive trunks. At one side of the stage, in a position that overlooks both the path and the tunnel mouth is a large throne made of bones and skulls. On it rests a creature with the torso of a man and the tail of a snake, which is coiled around the throne. Near him stands a man with a snake's tail growing from his backside. A winding staircase leads from the cave mouth to the stage area. Standing at the bottom of the staircase is a man in scale armor. Thirty feet from the

cave mouth, on the stairs, is a snake creature with human arms.

The man sitting on the throne and the man with the snake's tail are yuan ti halfbreeds (AC 0/4; MV 9"; HD 8; hp 50, 55; #AT 2; D by weapon/1-4; MR 20%, spells), the man in armor is a pureblood (AC 4; MV 12"; HD 6; hp 44; #AT 1; D by weapon; MR 20%, spells), and the creature near the bottom is a female yuan ti abomination (AC 0; MV 9"; HD 9; hp 64; #AT 2; D 1-10/1-4; MR 20%). If the yuan ti are not surprised, they will attempt to cast spells at the party in the following order: **polymorph other**, **darkness 15' radius**, and **suggestion** ("Your cause is hopeless, leave!") and then their other spells (see end of module). After using their spell powers, the yuan ti will advance and melee with the party. If the yuan ti are in serious danger of being defeated, the abomination and the halfbreeds will attempt to slip into the dense wood through secret paths (not marked on the map) while the pureblood runs to area **A10, Hall of the Serpent God**.

Set in the throne is a large ring of 8 gems, each worth 500 gp.

### A10. Hall of the Serpent God

The path leads to a large stone building. The stones are crumbling and overgrown with vines. The main entrance consists of a large set of double doors covered with bronze plates. These plates depict scenes of snakes coiling about men in postures of great agony. A bas-relief of a large cobra-headed man overlooks all this. Along one of the side walls is a small opening that a man might crawl through. The inside of the chamber is a large damp space, cluttered with tumbled columns and beams. On the wall opposite the door is a young man bound spread-eagled between two pillars. A giant snake is starting to coil about his body.

The snake is a giant constrictor (AC 5; MV 9"; HD 6+1; hp 40; #AT 2; D 1-4/2-8; constriction for 2-8 per round) and it is about to kill its sacrifice, the chief's son (AC 10; MV 12"; F 3; hp 20; #AT 1; D by weapon). Hidden in the rafters 20 feet in front of this scene are two more giant constrictor snakes (hp 44, 47) that will drop on the first characters passing underneath them. All attempts to strike by characters being constricted will be at a -4 on "to hit" rolls.

If the snakes are slain before the chief's son is killed, he will gladly and willingly join and assist the party as best he can. Of course, he will want and need armor and weapons. He can provide little information other than his name (Zura) and the fact that this is the city of the demon-men and their followers. Near the sacrifice area are 2 sacks containing 500 sp, three golden disks (each worth 50 gp), and a **rope of climbing**.

### B. Vines of Danger

The second way into the city is to climb down the cliff. Reaching from the top of the cliff wall (at **B**) to the bottom are tangled, sturdy-looking lianas. Thieves and others with climbing ability will be able to tell that the vines are secure and strong enough to climb down; others may guess at this but will not be sure. If the area of vines is carefully observed for three turns, characters will see a giant wasp fly to the vines at a point 100 feet below the top of the cliff. It will crawl into the vines and disappear from sight. The area covered by these vines is wide enough for two characters to descend at a time (the width varies from 5 to 10 feet).



At the point where the giant wasp disappeared is a small ledge (5 feet wide and 10 feet long), where four giant wasps (AC 4; MV 6"/21"; HD 4; hp 30, 28, 24, 21; #AT 2; D 2-8/1-4; save vs. Poison or be paralyzed) are building their mud nest. When characters approach within 20 feet of the ledge, two of the wasps will fly out while the other two climb up the vines. The flying wasps will attempt to sting any but the lead climbers; these characters will be attacked by the climbing wasps with bite and sting. Characters attacked while climbing will fight poorly, being -2 on their chances to hit. Their opponents will attack at +4 to hit. Only one-handed weapons may be used, spells cannot be cast while climbing, and dexterity will not alter armor class. There is space on the ledge for one character to stand and fight.

A character paralyzed by the poison sting of a wasp has a 50% chance of falling. Otherwise he or she becomes tangled in the vines, and will dangle there helplessly until the poison is neutralized. Hidden in one of the cells of the nest are four violet garnets (base value 500 gp each).

### C. Main Tunnel Entrance (use Map C)

The main entrance into the Forbidden City is the one most commonly used by the inhabitants. There are actually two entrances to the city in this area. The one leading past the aboleth and the main gate is made of worked stone. This being the largest and most noticeable entrance, the yuan ti consider it the most likely point of attack on the city. Therefore, they have placed guards from the various races to defend against intruders. However, the guards here will not necessarily fight to the death. If the combat is going badly for the guards, they will flee, unless otherwise noted, and attempt to warn those at the next encounter area. The natural passages are formed from old volcanic fissures. They are ignored or forgotten by the yuan ti. However, now they have become the haven for various predatory or solitary creatures.

#### C1. Attack of the Aboleth

The tunnel narrows and becomes a small 5 foot wide path that hugs the wall of the cavern. Rippling quietly beside the path is an underground river of unknown depth. In the distance can be heard the splashing of water. Bats squeak and flutter overhead.

Thirty feet along the path the rock wall juts outward and the path turns out of sight around the bend. This wall and the pathway are actually **illusions** created by a monster lurking in the murky waters of the river. If the party is advancing normally, each character in the first rank must save vs. Spells at -2, due to the believability of the **illusion**, or fall into the river. A cautious party probing the floor or taking similar precautions will discover the illusion immediately, and see the real path leading to the waterfall.

The creature creating the **illusion** is called an **aboleth** (AC 4; MV 3"/18"; HD 8; hp 42; #AT 4 tentacles; D 1-6 + special; SA **illusion, enslavement**), an amphibious, fishlike abomination. Any creature struck by its tentacles must save vs. Spells or their flesh will turn to a slimy membrane in 2-5 rounds. This membrane must then be kept damp at all times or the victim will take 1-12 points of damage each turn due to the intense pain caused by the drying membrane. A **cure disease** spell will stop the change, and a **cure serious wounds** spell will restore a victim's flesh. Aboleths are highly intelligent and can create highly realistic **illusions** if they concentrate on them. They can also try to **enslave** other creatures three times a day. This ability can only be used on one creature, up to 30' away, at a time. The victim must save

vs. Spells or be consumed with a desire to serve the aboleth. Enslaved creatures will *not* fight for the aboleth, but will attempt to follow other telepathic commands. A **remove curse, dispel magic** or the death of the controlling aboleth will free any enslaved creatures. Finally, an aboleth secretes a cloud of mucus 1' all around it when in water. Any creature drawn into the mucus must save vs. Poison or it will inhale the stuff and be unable to breathe air, and will suffocate in 2-12 rounds if trying to breathe air. However, that same creature will gain the ability to **breathe water** for 1-3 hours.

The aboleth lurking in the river looks like a shapeless mass, gray with blue-green mottling, obscured by the cloud of mucus, out of which reach four warty tentacles dripping slime. The monster will first attack characters still on the path, ignoring those in the water until later. It will attempt to enslave and carry off characters to serve it in its watery domain. If the creature has fewer than 10 hit points at the end of any round, it will flee downstream to the south.

The aboleth is worshipped by the mongrelmen as one of their "gods". Through a special arrangement with the yuan ti, the mongrelmen bring a sacrifice once a month to the aboleth. Live offerings are taken by the aboleth to its underwater city (many miles downstream), there to be slaves.

#### C2. Waterfall of Fire

The tunnel opens into a large cavern and the river ends in a pool. The north face of the cavern is a cliff and rises 40 feet above the water level. At the top is a tunnel mouth and a small ledge area. Spewing from a fissure beside the tunnel mouth is a steady stream of water that cascades down the face of the cliff and splashes into the pool. Winding back and forth up the cliff face is a 3 to 5 foot wide path. At several points it passes behind the waterfall. At the top of the cliff near the tunnel mouth can be seen four humanoid figures, outlined by the light of a torch.

The humanoids are bullywugs, (AC 5; MV 3"/15"; HD 1; hp 5 each; #AT 1; D 1-6; may hop 3" gaining +1 on "to hit" rolls and double damage, 78% unnoticeable, surprise 1-3 or 1-5 when hopping) intelligent humanoid frogs. Each is armed with a spear and shield. Near the waterfall is a large cask of highly flammable oil. If characters advance up the pathway, the bullywugs will wait until the party is underneath the waterfall and then spill the oil into the stream and light it. A flaming torrent will pour down from above. (To aid the DM in handling this encounter, a small inset map of area **C2** is provided on the map of the **Main Entrance**). All characters behind the waterfall will take 2-12 points of damage (save vs. Petrification for half damage) and will have a 50% chance of slipping from the ledge into the pool below. Because the character is landing in water, the damage taken will be half the normal damage for the distance fallen. Characters within 5 feet of the flaming waterfall will take 1-4 points of splash damage (save vs. Petrification no damage). The bullywugs will then move to block the top of the path. One will stand at the end of the path while the other three stand above at the cliff edge to strike characters that are second, third, and fourth in line. The last three bullywugs will have the benefit of some cover because of their position, improving their armor class by two and increasing saves by two.

In the pool at the bottom of the waterfall are several offerings left by the mongrelmen that the aboleth failed to collect. These are one silver brooch (worth 1,000 gp), three disks of jade (worth 500 gp each), and a gold encased incense burner (worth 900 gp).

### C3. The Main Gate

#### a. The Chamber

The passage widens into a large chamber, dimly lit by phosphorescent fungi clinging to the walls and ceiling. Blocking the far wall is a large open grillwork gate (20 feet high and 20 feet wide). It is flanked by two square pillars carved into the walls of the cavern. Each pillar has two shuttered windows that look onto the passage beyond the gate. A small passage exits from one side of the cavern but ends in a solid wall. The gate is closed and has a large lock. Beyond the gate, nothing can be seen.

The gate is unlocked and the characters may swing it open if a combined strength of 25 is used to push against it. As the gates start to open, a trap will be triggered overhead. This trap is a large (10' by 20') wooden framework set with sharpened stakes and weighted with rocks. It is hidden in a recess over the gate and is only visible from directly below. When the trap falls, it lands in the area indicated on the map, directly in front of the gate. Characters under the trap will suffer 2-16 points of damage, minus one point of damage for every level of armor class less than 10. (For example, an AC 4 character would take 2-16 minus 6 points of damage). There is a 75% chance that each character struck will be knocked to the ground and stunned for 2-5 rounds.

As soon as the trap is sprung, the shuttered windows will open to reveal tall narrow windows. At each window will be two tasloi (AC 6/-1 due to cover; MV 9"=15"; HD 1; hp 4 each; #AT 1; D 1-6; surprise 1-4 hide in shadows 75%) who will hurl javelins at the party. Besides their low armor class, they gain a +7 on all saving throws due to 75% cover. Hidden in the shadows behind the pillars are twelve more tasloi (AC 6, all other information as above). Six stand to either side of the passage. Eight carry short swords and four carry nets. Each net can cover one character. A successful hit will cause the character to be entangled for 1-4 rounds. Entangled characters may not fight except with a thrusting weapon such as a spear (and then at a -2 on chances to hit); their armor class is also reduced by two. If eight or more tasloi are slain, all survivors (except those throwing javelins) will flee to sound the alarm. Those inside the pillars will not venture forth unless forced. If melee, these tasloi will fight with ferocity (+2 on all chances to hit), using short swords.

In each blockhouse are 30 javelins, piles of dirt, reeds, and rotting food. Hidden in one of the piles (the DM should decide which blockhouse) are 50 gp and two gems (base value 10 gp).

#### b. The Secret Passage

This small passage ends in a blank wall which is actually a secret door for bypassing the gate. It is used to leave and enter the city without triggering the trap. The concealed end is carefully screened by rocks and nets fashioned to look like spiderwebs.

### C4. The Yellow Musk Creeper

At the end of the ravine is a small cave mouth. The area is heavily overgrown. Lianas, ferns, brilliant orchids, and bright yellow flowers hang down around the entrance. There are many crannies and nooks in the rocks in this area. Rivulets tumble through these, making the ground damp and muddy.

When players approach within 20 feet of the cave, three yellow musk zombies (AC 3; MV 12"; HD 2 for attack purposes; hp 18, 25, 31; #AT 1; D by weapon; immune to **charm**,

**sleep**, **hold**, and mind-influencing spells; cannot be turned; see end of module for more details) will scramble out from behind the rocks to attack the rear of the party. The zombie with the most hit points carries a **sword** +1, +4 vs. reptiles (NSA). The others carry normal long swords. All wear banded mail and carry shields. The zombies will attempt to force the characters toward the entrance of the cave. Any character within 10 feet of the cave will notice the seven yellow flowers begin to sway and move. These flowers are part of a yellow musk creeper (AC 7; MV 0"; HD 3; hp 20 at its roots; #AT 7; D special; see end of module and the FIEND FOLIO book for more details). All within 10 feet of the yellow musk creeper will be attacked by a flower. The flowers will shoot a puff of pollen at a character's face, and if it hits, the character must save vs. **Spells** or walk, entranced, into the heart of the plant to stand listless. Once there, the plant will attach several tendrils to the victim's skull and drain 1-4 points of intelligence per round. The victim can only be rescued by destroying the plant. If a character's intelligence is drained to zero or below, the victim dies. If drained to 1 or 2 points, a seed is implanted in his head and the character becomes a yellow musk zombie and will attack intruders. If rescued from the plant before becoming a zombie, lost intelligence will be regained at a rate of 1 point per day. A **heal** spell will restore all lost points of intelligence. Should the character become a zombie, he may be cured with a **neutralize poison** and a **heal**, but must then rest for 4 weeks.

If any of the yellow musk zombies are slain and the bodies not destroyed, a new yellow musk creeper will grow in that place within an hour. Therefore, characters may have to deal with more of these plants if they should return this way. It is impossible to enter the cave without being attacked by the creeper.

Hidden in the soil near the root of the creeper are 4 dried clay balls. Each ball contains one piece of **incense of meditation**.

### C5. The Industrious Ants

a. Seven giant worker ants (AC 3; MV 18"; HD 2; hp 10 each; #AT 1; D 1-6) and three giant warrior ants (AC 3; MV 18"; HD 3; hp 18 each; #AT 1; D 2-8; if hits will try to sting for 3-12, save vs. **Poison** lowers damage to 1-4) are moving in a group, either leaving or returning to the nest in each of these areas. The warrior ants will lead an attack on any creatures which enter the area. Once a victim is slain, the ants will attempt to drag the body back to the nest.

b. This area is the main giant ant nest. There are 30 giant worker ants (AC 3; MV 18"; HD 2; hp 9 each; #AT 1; D 1-6) and 10 giant warrior ants (AC 3; MV 18"; HD 3; hp 14 each; #AT 1; D 2-8; if it hits will try to sting for 3-12, save vs. **Poison** reduces damage to 1-4) busily moving about the floor and walls, hauling food and eggs and tending to the queen. The queen (AC 3; MV 0"; HD 10; hp 50; #AT 0; D 0) is near the far wall, surrounded by other giant ants. The ants will attack any who enter the chamber. Around and under the queen's body are six gems (four worth 100 gp each, 1 worth 1,000 gp, and one worth 5,000 gp).

### C6. A Hard Bargain

As characters near this chamber, they will hear a loud crashing and scraping. If they pause to listen carefully, characters will be able to discern snapping noises and a deep bass

voice humming an unusual tune. When characters do enter the chamber, they will find that the voice has quit and that there are no creatures in the area. The room is filled with large fungi, two to five feet high, many of which are smashed and broken. Under illumination, the walls flicker and sparkle in several places.

If characters remain in the room for more than one turn, a xorn (AC -2; MV 9"; HD 7+7; hp 35; #AT 4; D 1-3 x 3/6-24; immune to fire and cold spells, electrical attacks do half or no damage, surprises on a 1-5) will quietly enter the chamber, using its power of molecular adjustment to step out of the wall near the exit. It will not attack the party. Instead, the xorn will demand food (precious metals) from the characters before allowing them to leave the chamber. The DM should play the xorn as a shrewd and hard bargainer. At first it will demand more gold (or whatever precious metal the DM desires) than the party is able to produce. After its initial demand, it will wait for the characters to make a counterproposal. It will be willing to deal so long as the haggling is in its favor. It is not above all manner of tricks to help its case (such as implying there are more xorn nearby or collecting a fee and refusing to allow the characters to pass). If the DM feels the party is not capable of defeating the xorn, he or she should carefully try to warn the players that attacking this monster might be a grave and serious mistake. The DM should play the xorn with a great deal of character (for example, casually tearing out and eating parts of the wall while it talks) and encourage the players to bargain. However, the encounter with the xorn should not be one to punish the characters. The DM should allow some amount of precious metals to remain with the party, especially if they have bargained well. If no bargain can be reached, the xorn will (reluctantly) attack.

The sparkling points in the wall are large pieces of iron pyrite (fool's gold).



piercers attack, a carrion crawler (AC 3/7; MV 12"; HD 3+1; hp 20; #AT 8; D paralysis) will shoot down from the chimney where it lives. It will only extend its body far enough to reach a target. The rear part will grip the walls of the chimney for support. From this position it will lash out to attack all within reach. If attacked by missile fire, it will retreat up the chimney out of sight, and wait there to attack anyone trying to climb the chimney.

The stone blocking the top of the chimney may be moved by any character of 17 strength or greater. However, the character must devise some means to brace him or herself, since there are no suitable ledges within reach.

If characters approach the chimney from the top end, the noise of moving the stone will alert the carrion crawler. It will retreat to the chamber, clinging to the roof. It will attack characters as they pass it. In the sand and dirt of the floor under the piercers are 200 gp and a **wand of illumination** (8 charges).

### C8. The Watery Worm

The path ends at the edge of a chamber. Filling the chamber is a large pool of water of unknown depth. A row of moss-covered boulders stretches about halfway across the chamber toward an exit on the other side. The ceiling is free of stalactites and the walls are coated with fungi. The water ripples as if a slight current were flowing through the pool.

The "boulders" are actually the back of a giant bloodworm (AC 4; MV 6"; HD 6; hp 40; #AT 1; D 1-8; successful hit attaches to victim, automatically draining 1-8 points of blood per round, saves vs. Magical Fire at -2, takes double damage from fire). It will wait until the characters are on the middle of its back or halfway across the chamber before attacking.

The water in the pool is 4 feet deep and flows in and out through various cracks in the walls near the floor. A fine film of oil has leached from the rocks to cover the surface of the water. This oil will coat characters wading through the water. It does not burn easily and will only ignite around a great source of heat (such as a **fireball**). Then it will only burn for one round (doing 1d6 points of damage) but will create an immense quantity of smoke. The smoke will cause 1d4 points of damage each round after the first to all characters in the room. Reasonable safety measures may reduce this damage. Scattered about the bottom of the pool are 4 gems (two worth 50 gp, one worth 100 gp, and one worth 1,000 gp).



### C7. The Difficult Passage

Here the passage ends in a cavern, 10 to 15 feet high, filled with a jumble of stalactites and stalagmites. At the far end of the chamber is an opening in the ceiling. There appears to be nothing else in the room.

The opening in the roof is a 6-foot-wide chimney that extends upward 60 feet. The top end of the chimney is partially blocked by a large stone. Circling the opening to the chimney are four piercers (AC 3; MV 1"; HD 2, 3, 3, 4; hp 8, 15, 18, 23; #AT 1; D 2-12 or 3-18 or 4-24; 95% likely to surprise) that will drop on characters who walk to the chimney. After the

### C9. Dead End Passage

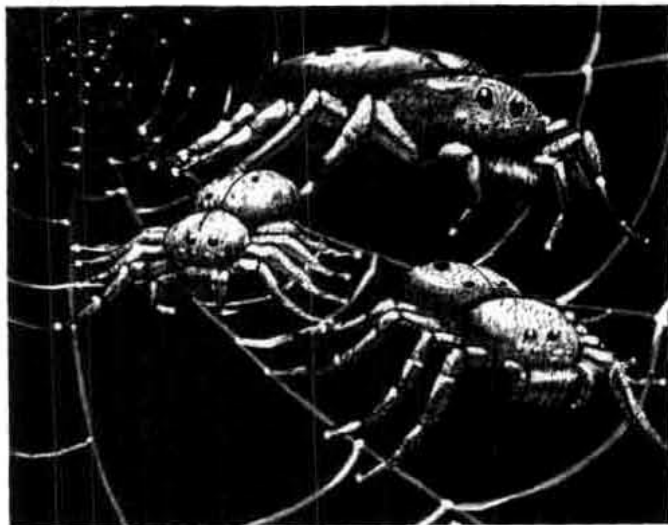
This passage appears to have at one time been worked stone. In several places strange frescoes (now half-covered by fungus) are painted on broken slabs of rock. The tunnel has collapsed ahead, totally blocking this route. If the DM wishes to expand the underground adventures in this module, he or she should allow the characters to dig out the blocked passage. Several possible adventures might be designed for any area beyond. Some suggestions are the tombs of ancient yuan ti or an underworld of giant mushrooms, brilliant red phosphorescent fungi, geysers, humans and slithering horrors of a race older than man.

### C10. The Horns of Dilemma

#### a. The Spider Snare

Stretched across the passage to the northwest are a number of extremely fine and strong spiderwebs. Characters will only have a 20% chance of noticing these before walking into the webs. Hidden out of sight at the top of the web are one giant spider (AC 4; MV 3'' 12''; HD 4+4; hp 23; #AT 1; D 2-8, poison) and two large spiders (AC 8; MV 6'' 15''; HD 1+1; hp 6 each; #AT 1; D 1, poison, save at +2). The large spiders will scuttle down the web to bite any characters trapped there. The giant spider will attempt to prevent other characters from rescuing the trapped characters. At the same time that characters become trapped, they will hear the voices and see the lights of the tasloi and yuan ti at area C10b. Unless the party states they are making a special effort to be very quiet and shutter or cover all lights, the creatures at C10b will be alerted to their presence. The DM should note that some spells create a great deal of noise. If the characters enter from the smaller passage that leads to the **Main Gate** (area C3), the spiders will scurry along the ceiling to attack. Loud noise and bright lights will alert those at C10b as explained above.

Wrapped in silk near the top of the web are 22 sp and 50 gp.



#### b. Changing of the Guard

Moving down this passage are a group of 16 tasloi (AC 6; MV 9'' 15''; HD 1; hp 6 each; #AT 1; D 1-6; surprise 1-4, hide in shadows 75%) armed with short swords, being led by a pureblood yuan ti (AC 4; MV 12''; HD 6; hp 36; #AT 2; D by weapon; MR 20%, spells; see end of module for more details). The pureblood knows the following spells: **cause fear, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other, darkness 15' radius**. Four of the tasloi are moving 20 feet ahead of the main party to scout out any monsters or surprises. If the guard patrol becomes alerted to the characters (either through

fighting, light, noise, etc.), the tasloi will attempt to close for melee combat while the yuan ti uses his spells. He will attempt to polymorph the strongest looking character into a pigeon. The yuan ti also carries a potion of **healing** and two gems worth 1,000 gp each.

### C11. The Final Defense

The passage opens to daylight. A broad avenue continues from the tunnel mouth through ruins on either side. The area is overgrown with weeds. Standing just outside the tunnel mouth out of sight, one to either side, are two half-breed yuan ti. One appears man-like except for his scaled skin and distorted snake-like head (AC -1; MV 12''; HD 7; hp 40; #AT 2; D by weapon/1-10; MR 20%). He carries a halberd and wears a **ring of protection +1**. The other also appears man-like. However, instead of arms, snakes sprout from his shoulders (AC 4/0; MV 12''; HD 8; hp 46; #AT 2; D 1-6/1-6; MR 20%, spells). He knows the following spells: **suggestion, cause fear, and darkness 15' radius**. These yuan ti will attack any who attempt to enter or leave the city through this passage without a golden tablet from Horan (see area H) assuring safe passage.

### D. Meeting with the Mongrelmen

Here a narrow path, 2 to 5 feet wide, winds back and forth down the cliff-face. The path is loose and crumbling and there is a 10% chance per turn that a collapse will occur, dropping one character (determine randomly). There is a 20% chance the character will be able to land on a lower ledge, taking only 3d6 of damage. Otherwise, the character will fall all the way to the valley below, taking 20d6 points of damage. The path is 600' long and the cliff is 360' high. For every 100' traveled down the pathway, the party will be 60' closer to the bottom.

Fifty feet from the end of the trail (30' above the valley floor) are 7 mongrelmen (AC 5; MV 9''; HD 3/1 (x6); hp 24/7 (x6); #AT 1; D 1-8/1-4 or by weapon; camouflage, mimic, pick-pocket 70%). The trail twists and overhangs in such a manner that it is impossible to see the mongrelmen from elsewhere on the trail. They are well hidden and will surprise the party on a 1-4 (d6). They are armed with blowguns with darts dipped in paralyzing venom, and short swords. They will attempt to capture the party and take them to the **Ruins of the Mongrelmen** (area J).

### E. The Towering Tree

Reaching to a point 25' below the top of the cliff is a huge lone tree. It is 35' away from the cliff wall. The cliff is 350' high at this point. Characters may use this tree to descend by lassoing a branch and then performing a wild leap and swing into the foliage. Provided characters have enough rope, any attempt to lasso a branch will succeed. However, the stoutness of the branch will vary according to the following table:

#### Die Roll Result

1	Branch will break if character tests the rope or swings on it
2*	Branch will break if character swings on rope
3*	Branch will bend and then break when character reaches foliage (75% chance of catching a secure branch)
4*	Branch will bend then snap back (15% chance of having rope torn from grasp)
5-6	Branch is safe to swing on

\* If character is halfling or gnome, treat these die rolls as 5-6 for these characters only.

Once in the tree, characters will find it relatively easy to climb down (at 2/3 their movement rate), provided they have at least 100' of rope. However, 50' from the base are six tasloi (AC 6; MV 9" @ 15"; HD 1; hp 6; #AT 1; D by weapon; -4, 75% to hide in shadows) armed with 3 javelins each. These creatures will attempt a quick, short attack and then flee to hide in the shadows only to return again. They will continue to harass the party until out of javelins or until they or the party are slain.



THE FORBIDDEN CITY

The Forbidden City is a quiet place in the daytime. The area appears entirely deserted and still, except for the occasional buzz of a giant wasp and the forlorn calls of parrots. No monkey chatters, no leopard coughs — animal life seems totally absent. Creatures perhaps move from the corner of the eye and rocks may clatter or shift when characters aren't looking, but nothing definite can be seen.

At night the city becomes more alive and sinister. The noises increase — birds, insects, snatches of faint chanting and growling from the darkness. The croaks of frogs and bullywugs carry from the swamp. Occasionally lights flicker in the distance, never remaining long.

The following table provides day and nighttime encounters for the city. The chance for an encounter is 1 in 8, rolled every 3 turns.

Characters may decide to explore the ruins for several days. The DM should allow the characters to establish a camp, although its security will depend greatly on the location and precautions of the characters. If characters remain in camp all day, they will have 0-3 encounter checks. At night, there will be 3 encounter checks and the chance for an encounter will be increased by one. If the characters keep one campsite for an entire week and successfully overcome all encounters the frequency of encounters will then be reduced to one check every night and one check every other day. Water and fruit may be easily found, but the only game is birds or fish taken from the swamp-lake.

## CITY WANDERING MONSTER TABLE

Die Roll	Day	Night
1	Ant, giant	Ape, carnivorous
2	Bugbear	Beetle, fire
3	Bullywug, intelligent	Bullywug, intelligent
4	Centipede, giant	Bullywug, low intelligence
5	Mongrelmen	Frog, giant
6	Spider, giant	Mongrelmen
7	Yuan Ti	Spider, giant
8	Event	Tasloi
9	Event	Tasloi
10	Event	Event

It is recommended that each encounter occur no more than twice until all encounters have been met. The DM should note which encounters have occurred, to avoid repeating them.

**Ant, giant:** (NA:2-40; AC 3; MV 18"; HD 2; #AT 1; D 1-6; SA warriors have a poison sting for 3-12) The ants are moving in a column, searching for food. They will attack anything that moves. For every 10 giant ants encountered, 8 will be workers and 2 will be warriors.

**Ape, carnivorous:** (NA 1-4; AC 6; MV 12"; HD 5; #AT 3; D 1-4/1-4/1-8; SA Rending) Having climbed into the valley under cover of darkness, these creatures will attack stragglers or lone characters. Once they have made a kill they will attempt to carry the body out of the valley.

**Beetle, fire:** (NA 1-8; AC 4; MV 12"; HD 1+2; #AT 1; D 2-8)

**Bugbear:** (NA 2-12; AC 5; MV 9"; HD 3+1; #AT 1; D 2-8; SA surprise on a 1-3) A small band of bugbears lives in the valley, serving the yuan ti. They will be armed with swords (50%) and glaives (50%).

**Bullywug, intelligent:** (NA 2-16; AC 5; MV 3"//15"; HD 1; #AT 3 or 1; D 1-2/1-2/2-5 or by weapon) These creatures are the same as those found at area K. All will be armed with spears and shields. They will attempt to capture sacrifices for their god.

**Bullywug, low intelligence:** (NA 1-8; AC 6; MV 3"//15"; HD 1; #AT 3 or 1; D 1-2/1-2/2-5 or by weapon) The same as those found in area F, these creatures search for food. They will flee if the encounter goes against them.

**Centipede, giant:** (NA 2-12; AC 9; MV 15"; HD ¼; #AT 1; D Nil; SA Poison)

**Frog, giant:** (NA 1-6; AC 7; MV 3"//9"; HD 1 to 3; #AT 1; D var, 1-3/1-6/2-8)

**Mongrelmen:** (NA 1-8; AC 5; MV 9"; HD 1 to 4; #AT 1; D var, 1-4, 1-6, 1-8, 1-10 or by weapon) If encountered during the daytime, the mongrelmen will attempt to avoid the party. They will observe the party from a distance to learn the group's strengths and weaknesses. They will furtively follow the party, using their special abilities to do so. At night, the mongrelmen will attempt to pilfer items from the camp or capture a prisoner.

**Spider, giant:** (NA 1-4; AC 4; MV 3"\*\*\*12"; HD 4+4; #AT 1; D 2-8)

**Tasloi:** (NA 3-30; AC 6 or 5; MV 9" @ 15"; HD 1; #AT 2 or 1; D 1-3/1-3 or by weapon) Only active at night, the tasloi will attempt to surprise a party with a sudden flurry of javelins from

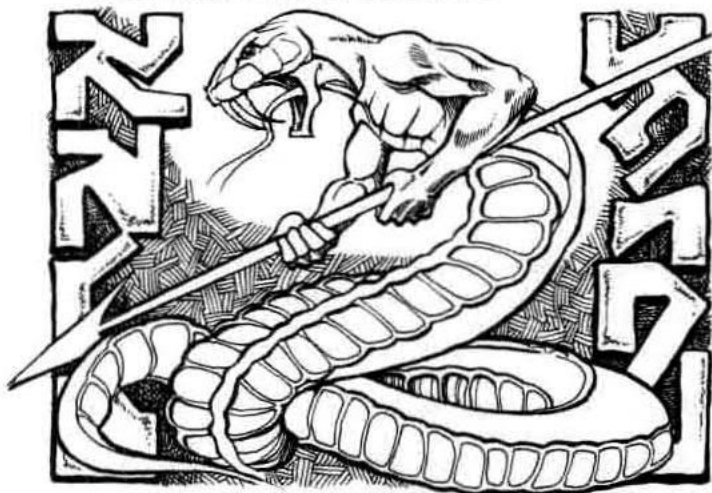
the darkness. If the party gives chase, half of the tasloi encountered will circle around and return to the party's camp from another direction. Once there, they will carry away dead bodies, capture any guards if possible, and take everything of value.

**Yuan Ti:** (NA Yuan ti encountered will be pureblood 40% of the time, half-blood 50%, and abomination 10%).

**Pureblood:** (NA 1-4; AC 4; MV 12"; HD 6; #AT 1, D by weapon type; SA spells) These creatures will be preparing to leave the city with a caravan of stolen goods. With them will be 11-30 (1d20 + 10) tasloi, carrying bundles; 10 bugbears acting as guards; and 11-20 bullywugs; and the 4th level assistant magic-user from area H. They will attempt to ensure the goods are not captured. The value of the caravan goods will be from 5,000 to 10,000 gp.

**Halfbreed:** (NA 2-4; AC 4/0; MV 12" or 9"; HD 7 to 8; #AT 2; D 1-10/1-6 or 1-4; SA spells) Preparing to go on another raid, the halfbreeds will be accompanied by 20 tasloi, 5 bugbears and a trained giant spider. Unless forced, they will attempt to avoid a serious fight. However, they will send a runner to the magic-user to alert him of intruders in the city.

**Abomination:** (NA 1-3; AC 4/0; MV 12" or 9"; HD 9; #AT 2; D 1-10; SA spells) These creatures travel alone, searching the ruins for any items of forgotten lore useful to their race. There is a 5% chance that one will be carrying some sort of magic item it has discovered.



**Event:** This encounter may be repeated as many times as it is rolled. The DM should create each event, but it should be one that will inconvenience or unnerve the characters. Some events are sudden flights of birds, clatterings of stones, strong gusts of wind, and the shadows of giant wasps passing by overhead.

There are several different terrains in the city; cobbled streets, intricately carved stone buildings, ruins, and muddy swamps, which will affect movement. When traveling on the avenues and open areas, movement is the same as that for normal wilderness. If characters enter any buildings, normal dungeon movement should be used. The ruins are difficult to move through, so movement through these areas should be 2/3 the normal dungeon speed. Movement across the swamp is very treacherous when venturing off the paths. Characters may only move their dungeon movement rate when straying from a path. Even at this slow movement, there is danger of stepping into quicksand. For every turn spent off the path, there is a 20% chance of discovering quicksand. Unless precautions are taken,

the lead character will sink out of sight in 3-6 rounds. A combined strength of 40 is required to pull a trapped character free. Although unused now, the city was once divided into different social areas with different types of buildings. The buildings between the **Main Entrance**, area C, the swamp and the **Lair of the Treemen**, area G, were government and important business buildings. The area in the southwest corner of the city (from area G to entrance D) were the homes of many important nobles. Along the north edge of the valley, from the **Ruins of the Mongrelmen**, area J, to the swamp were the hovels of the city's poor. The remaining sections of the city were warehouses and the shops of tradesmen and merchants.

#### F. Cave of the British Bullywugs

In the cliff wall, at the point indicated on the **City Map**, are three large clefts. The openings are 4 to 5 feet wide and are spaced 10 to 16 feet apart. The area around the openings is somewhat clear of vegetation, although swampy. Plants that do grow here are mostly stripped of leaves and trampled down. Muck and slop cover the floor of the cave mouths.

Living in the caves are 15 bullywugs (AC 6; MV 3"/15"; HD 1; hp 6 each; #AT 3; D 1-2/1-2/2-5; surprise on a 1-3, 1-5 when hopping, may hop 3" forward to gain +1 on "to hit" and damage rolls, always attack last when hopping) and their leader (AC 4; MV 3"/15"; HD 2; hp 13; #AT 3 or 1; D 1-2 +1/1-2 +1/2-5 +1 or 1-6 +1, +1 to hit; special powers as given above). Bullywugs are humanoid frog-people who live in wet, damp places. This band is of very low intelligence, on a level perhaps equal to cavemen. During the daytime they will remain out of sight in their cave, only fighting to defend against intruders. At night, 3-8 bullywugs will be encountered outside, within 20' of a cave entrance. They will attack any creature within 30'. If seriously threatened, the bullywugs will retreat into their caves.

The three cave entrances extend back 15'-20', curving to end in a single chamber where the bullywugs live. The cavern is approximately 20' x 25' with a cleft at the back extending another 10'. No map is provided of this cave, however, the DM may quickly sketch one for players if needed. If attackers come up a single passage, 7 bullywugs will fight while the rest of the bullywugs use the other passages to attack from the rear. The leader will direct the rear attack, and will be ready to flee into the swamp if necessary.

The floor in this area is very muddy and strewn with refuse. The cleft at the back of the cave is blocked by stout wooden bars to form a cage. In the cage are two poisonous frogs (AC 8; MV 3"/9"; HD 1; hp 6 each; #AT 1; D 1, poison; save at +4) the bullywugs were attempting to train. If released they will attack any who block their escape.

Hammered into the walls of the cave in crude patterns are 90 gp, 200 sp and 150 cp. It will take 1 turn to pry all the coins loose.

#### G. Lair of the Treemen (use Map G)

Viewed from a distance, this area appears to be nothing more than a copse of trees that grew up in an area of parkland. The branches are thick and nothing can be seen of the platforms of the tasloi high in the branches. As the party gets closer, they will see that a great deal of underbrush, more than normal, is clustered around the base of the trees. Most of it is living, but scattered throughout are dead thorn bushes. Characters may only move 10' per turn through this area. The edge of the copse is clear. Several large branches arch over this clear area. The

tasloi enter their lair by climbing vines dropped from the branches above.

The platform-homes of the tasloi are carefully hidden and camouflaged. Once characters enter the wood, they will have a 1 in 6 chance of noticing a platform. The platforms are constructed of strips of thick bark, woven branches, saplings and non-sticky spider silk. The dashed lines on the map are vines which connect various points. These are strong enough to hold one normal man and his gear. The platforms are at 3 different heights in the trees; this is noted by the different shadings used on the map.

#### G1. Guard Posts

At each location are 2 tasloi (AC 6; MV 9" @ 15"; HD 1; hp 4 each; #AT 1; D by weapon; surprise 1-4, hide in shadows 75%) armed with javelins and daggers. Each pair also has 100' of rope, sufficient amount to reach the ground. If strangers approach the copse without giving the proper signal (the thrusting of a spear into the dirt), the guards will give a wailing alarm cry to alert the main lair.

#### G2. The Great Platform

This rickety platform is the home of the chief (AC 5; MV 9" @ 15"; HD 5; hp 30; #AT 1; D 1-6; surprise 1-4, hide in shadows 75%), 15 males (AC 6; MV 9" @ 15"; HD 1; hp 5 each; #AT 1; D short sword), 10 females (AC 6; MV 9" @ 15"; HD 1; hp 3 each; #AT 2; D 1-3/1-3), and 10 young (who will not fight). If attacked, the creatures will scatter into the branches. Here, they will attempt to use their natural movement advantage to combat the characters. They will avoid melee, using javelins, lassos and nets instead. In the tree is a large hole, in which are hidden 2 potions (**extra healing** and **levitation**) and 3 gems (worth 350 gp, 500 gp, and 700 gp).

#### G3. Trained Spiders

At each location lives 1 giant spider (AC 4; MV 6" @ 15"; HD 4+4; hp 23 each; D 2-8, poison) bred and trained by the tasloi. Each will respond to certain cries and whistles. Commands they know include **go**, **come**, **attack**, **snare**, **wait**, **spin** (a non-sticky strand) and **carry**. If any platform is attacked, the tasloi will call for the spiders. One spider will arrive in 1-3 rounds; the second will arrive the next round. They will attempt to surprise a party by attacking from an unexpected direction, shooting first their sticky strands and then closing for melee.

These platforms appear much like the others except that each is almost entirely surrounded by a dense mass of webs. The drained husks of victims hang throughout the webs.

#### G4. Drum of the Wasp-riders

At the top of one of the tallest trees is a small platform just above the leaves. Supported by several small branches and the thin trunk, the platform sways gently in the breeze and will tilt alarmingly under the weight of a normal human. In the center of the platform is a large, light drum and a thigh-bone drumstick. Hanging from the edges of the platform are strange leather and vine harnesses.

The drum, when pounded, sends out a deep bass, buzzing roll that can be heard clearly throughout the valley. The noise will attract the giant wasps from area **B**, as these creatures have been trained to come at this signal. Normally summoned by the tasloi, who use the wasps as mounts

(hence the strange harnesses), the wasps will land in and around the platform in 2-8 rounds. If not fed special treats (particularly juicy fruits or small gourds of animal blood), the wasps will leave. If the wasps are bothered or attacked, they in turn will attack. If the tasloi tribe is in serious difficulty, the chief and the shaman will come to this platform, summon the wasps and attempt to escape. If all the wasps at area **B** are slain, no wasps will arrive in response to the summoning drum.

#### G5. Shaman's Platform

Living alone from the rest of the tribe is a tasloi shaman (AC 4; MV 9" @ 15"; HD 3; hp 16; #AT 1; D by weapon; clerical spells as a 5th level cleric, surprise 1-4, hide in shadows 75%). He has the following spells memorized:

**First level:** cure light wounds (x2), darkness, (reverse of light)

**Second level:** chant, resist fire, speak with animals

**Third level:** dispel magic

He is armed with a ritual dagger and wears splint mail armor. He also carries a **potion of human control** and a **wand of magic missiles** (36 charges). If the platforms are attacked, the shaman will move into the trees, using the potion if this is deemed wise. He will also use the wand, quickly move to another location, and use the wand again. He will avoid exposing himself to missile fire and will not engage in melee. Hidden in a spider silk pouch hanging under the platform are 1,000 pp.

#### G6. Sleeping Platform

This secondary platform is used by the less favored or weaker members of the tribe. Ten tasloi (AC 6; MV 9" @ 15"; HD 1; hp 3 each; #AT 2; D 1-3/1-3; surprise 1-4, hide in shadows 75%) live here. Cashed in the branches of the tree are 8 large rocks. The tasloi will attempt to drop these on intruders climbing their tree. The chance a rock will hit is equal to the chance "to hit" of the creature dropping the stone. A stone will do 1-10 points of damage and has a 50% chance of knocking the climber out of the tree.

Hidden in various little holes on and around the platform are 50 gp, 500 sp, and 150 cp.





#### H. Court of the Master (use Map H)

Built in the section of the city reserved for nobility, this walled compound shows signs of recent repair and upkeep. The streets around it are clear of rubble and undergrowth.

This is the abode of the magic-user Horan (AC 4; MV 12"; MU 12; hp 32; AT 1; D by weapon; spells; S 11, I 16, W 13, D 10, C 9, Ch 14; AL LE). He normally dresses in a silken robe which hides his **bracers of defense** (AC 4) and his **dagger of venom**. He also carries a potion of **extra-healing** and a scroll of **protection from magic**. His spells are:

- First level:** charm person, magic missile (x5), ventriloquism
- Second level:** detect invisibility, ESP, forget, invisibility, mirror image
- Third level:** clairvoyance, haste, hold person, slow
- Fourth level:** ice storm, minor globe of invulnerability, Rary's mnemonic enhancer (already cast), wizard eye
- Fifth level:** Bigby's interposing hand, cone of cold, feblemind, Mordenkainen's faithful hound
- Sixth level:** guards and wards

Besides the magic items listed above, Horan also carries a small silver whistle (to summon the leopards from area H2) and a miniature elaborately carved chest. This is actually part of a **Leomund's secret chest** spell. If the chest is undamaged, the characters may summon Horan's treasure chest. This chest is locked and may only be unlocked using the key and method described at area H10. In the chest is a potion of **extra-healing**, a scroll with the clerical spells **cure disease** and **heal**, a **jewel of flawlessness**, and 4,000 gp. There are also three gold tablets

worth 500 gp each. These tablets are used by Horan's agents to show the **Main Entrance** guards that they are on Horan's business and guaranteed safe passage.

Horan is assisted by the woman Kwairno, (AC 9; MV 12"; MU 4; hp 9; #AT 1; D by weapon, spells; S 9, I 15, W 11, D 15, C 9, Ch 10; AL LE). Kwairno wears a **ring of free action** and carries a **wand of negation** (5 charges). Kwairno's spells are:

- First level:** friends, magic missile, read magic
- Second level:** stinking cloud, web

Horan is normally found in area H7. If attacked there, he will attempt to become **invisible**, move to an exit, quickly cast **forget** and leave. While the party tries to remember what has happened, Horan will summon his leopards, find Kwairno and move to what seems the safest location. Next he will cast **guards and wards** while Kwairno alerts the humanoid guards. His remaining spells he will use as the occasion demands. He will attempt to prevent damage to his house.

If the alarm is sounded before the characters find Horan, he will immediately summon the leopards, cast **guards and wards** and follow that with **Mordenkainen's faithful hound**. He will then use his **clairvoyance** and/or **ESP** to locate and spy on the party. From then on, he will use his spells to cause the greatest harm to the party at the least possible risk.

If Kwairno is alerted, she will move to one of the doors of her room (H9) or the hall. There she will cut a small slit in the paper. From this position she will use her **web** or **stinking cloud**.

Horan has settled in the city and is responsible for the increased raiding by the yuan ti. He is attempting to unite the disorganized bands of the city. He plans, once he has succeeded, to expand his control into the lands around to create a



new empire. He leads the yuan ti with promises of regained evil power and glory. His promises to the bullywugs are much the same. As such, his relations with all members of the city (except the mongrelmen) assures that aid will be given if needed.

### H1. Outer Wall

This wall is 15' high, built of large blocks of unmortared stone. The walls are partially covered with vines. These appear to have been trimmed 3' short of the top of the wall. Atop the wall is a small walkway, large enough for a single person to stand and move around on. Characters attempting to enter or leave by climbing a wall have a 25% chance of encountering one of the following:

1-2	Bugbear patrol (NA 2-5)
3-4	Bullywug patrol (NA 2-12)
5	Horan
6	Kwairno
7-9	Tasloi (NA 2-12)
10	Yuan Ti (NA 1-2; type determined by DM)

No encounter should occur more than once. If either Horan or Kwairno is encountered and slain, that personality will not be encountered elsewhere.

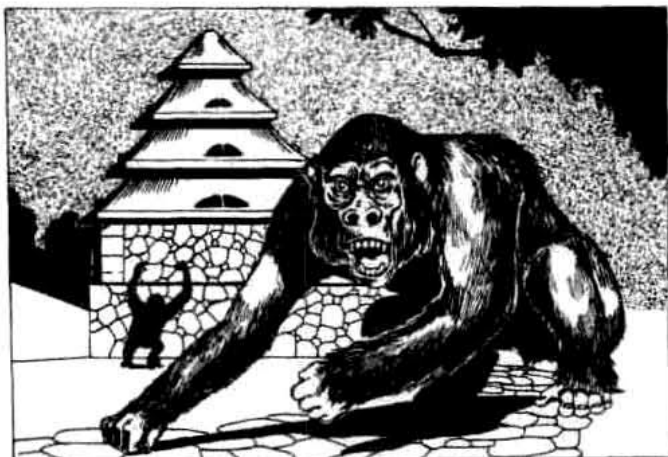
If an encounter does occur, the monsters will attempt to sound an alarm. If this is successful, characters will have no chance of surprising the inhabitants of the compound.

### H2. Leopard Guards

In the section of lane between the gates prowl three leopards (AC 6; MV 12"; HD 3+2; hp 21, 18, 16; #AT 3; D 1-3/1-3/1-6; surprised only on a 1, rear claws rake for 1-4/1-4). They have been trained by Horan and will attack any strangers who enter this area. Furthermore, should there be any loud noises in area H4 or H5, the leopards will leap the wall to investigate. Horan also has a special whistle what (when blown) will summon these leopards. They will attack anyone Horan designates.

### H3. Watchtower of the Apes

Hidden under one of the overhanging eaves of this tower are two carnivorous apes (AC 6, MV 12"; HD 5; hp 25, 31; #AT 3; D 1-4/1-4/1-8, surprised only on a 1, rending for 1-8 points of damage if it hits with both claws) who guard this entrance. If the intruders look weak or small in number, both apes will attack; otherwise, one will attack or watch



while the other goes for help. In return for their services, Horan allows the apes to eat what they kill and doesn't mind their taking an occasional bullywug or tasloi. The apes have collected in their nest 2,000 ep, 1,000 sp, a ring of fire resistance, and a scroll with remove curse, project image and incendiary cloud.

### H4. Garden of the Rust Monsters

This enclosure houses three rust monsters (AC 2; MV 18"; HD 5; hp 18, 20, 27; #AT 2; D 0, rusts metal), being raised for experiments by Horan. Always hungry, they will smell and attack any metal in their area.

There are several paths that start from the door of the garden. These are cunningly laid out so that once the characters leave the entrance, they will only see 10' of a single path. All further distance and other paths will be out of sight, carefully screened by trees, bushes, and thickets of bamboo.

If combat occurs in this area, the leopards from area H2 will arrive in one round if still alive.



### H5. The Lily Pond

In the center of this garden is a quiet pond. Reeds grow on its banks, and a small flagstone path leads to the water. Bamboo thickets arch gracefully over one end of the pool. In the bottom of the pool is a large egg. This is a "god-egg" of the bullywugs. Horan has agreed to guard and incubate the egg. Through this he hopes to gain the trust of the bullywugs. The "god-egg" is actually a pan lung egg. To see that the egg is protected, Horan has summoned an invisible stalker (AC 3; MV 12"; HD 8; hp 40; #AT 1; D 4-16; MR 30%, surprise on a 1-5, invisible). Instructed very carefully by Horan, the beast will attack any creature, other than a bullywug, who disturbs the egg. It will also track down any creature who takes the egg. If the egg is destroyed, the invisible stalker will be dispelled. However, the creature is compelled to do all in its power to prevent this from happening.

If combat occurs in this area, one leopard from area H2 will arrive in one round, if it still lives.

The pan lung egg is worth 5,000 gp if it is returned to civilization intact.

## H6. - H10. Horan's House

The house is built primarily of wood; stone has been used in places for support. The roof is a combination of shingle and tile. A wide porch surrounds part of the house. The outside walls consist of wooden slats and shutters so that cool breezes may enter but rain may be closed out. The interior walls are thin wooden partitions. All doors are brightly painted sliding paper panels. They will open easily.

## H6. Common Area

### a. Hearth Room

This large area serves as a general purpose room. In the center of the wood floor is a square, stone fire pit. In the ceiling above is a smoke hole. Attached to an iron rod frame over the pit is a teakettle-like pot with a large handle. About the room are several rice straw mats, two low tables and a built-in shelf with several statuettes. Several **magic mouth** spells have been cast about the room. Each will activate if the object the spell is cast upon is disturbed or if another **magic mouth** in the area speaks. All the spells say "Help! Help! Save us! Save us!" If these spells are activated, Horan, at area **H7**, will use his **clairvoyance** to see what has happened. He will then cast **Mordenkainen's faithful hound** and send it into the corridor. How Horan behaves after this is up to the DM. The **magic mouth** spells are located on the statuettes, all doors but the outside door, the pot, and the tables.

### b. Storeroom

This room contains large bags of rice, hanging baskets of dried fruits and herbs, and wooden tubs filled with unusual pickled foods (plums, vegetables, etc.). There is nothing else of value in this room.

## H7. Reception Hall

Unless previously alerted, Horan will be found in this chamber. He will attack as described earlier or in the manner best suited to the situation. His large elegant hall ends in a small L-shaped platform, four inches higher than the rest of the floor. The walls are painted in pastel colors with scenes of jungle landscapes and palaces under siege. Rice straw mats line the walls. On the platform is a flat cushion, an inkpot of red ink, 2 brushes, an inking stone, and a blank scroll of fine rice paper (worth 100 gp if sold in a large city).

## H8. The Secret Study

Hidden behind secret sliding panels, this small room provides a place of peace and meditation for Horan. A low bench runs the length of one wall. Under it is a bucket full of water and a wooden dipper. Hanging on the other wall is a magical scroll painting. Each character who fails to make a saving throw vs. Spell will see himself or herself in the position of authority over the rest of the party. Those who fail to save will feel the picture shows the truth — that this event will come to pass if he or she wants and tries for it. Those characters who do make a saving throw will see the reality of what will occur — the bickering, quarreling and vying for power that ambition creates. There is nothing else in the chamber.

## H9. Kwairno's Chamber

Assistant to Horan, Kwairno (see information at start of section) is normally found in this room unless the alarm has been sounded. If Kwairno has been alerted to intruders, she will react as explained at the beginning of this section. If



Kwairno has not been forewarned or is surprised, she will cast a **web** spell and then attempt to escape (using her **ring of free action** to assist).

Aside from a pallet, several cushions and a small shelf with several small vials, statuettes, ceremonial daggers and old scrolls (of no particular value), there is also a large chest with several small drawers. The bottom drawer is locked and protected by a **Leomund's trap**. In the drawers are 1,000 pp and Kwairno's spell book. In the book are the following spells: **comprehend languages, friends, magic missile, shield, read magic, continual light, hold portal, knock, Leomund's trap, stinking cloud, web**.

## H10. Horan's Chamber

This is the bedroom of Horan (see information at beginning of this section). As such it is elegantly furnished with a bed (the frame is inlaid with shells and ornamental stones), a small table, several silken cushions and two scroll paintings (each worth 4,000 gp). On a stand resting near the door to the outside is Horan's large gold-bound spellbook. This has been protected with a **fire trap** (12-16 points of damage). In the book are the following spells:

**First level:** affect normal fires, charm person, comprehend languages, erase, magic missile, protection from evil, push, unseen servant, ventriloquism

**Second level:** detect invisibility, ESP, forget, invisibility, Leomund's trap, locate object, magic mouth, ray of enfeeblement, scare

**Third level:** clairvoyance, feign death, fly, haste, hold person, monster summoning I, slow

**Fourth level:** fire trap, ice storm, minor globe of invulnerability, Rary's mnemonic enhancer, wizard eye

**Fifth level:** Bigby's interposing hand, cone of cold, contact other plane, feeblemind, Mordenkainen's faithful hound

**Sixth level:** guards and wards, invisible stalker, part water

Beside the book is a platinum key with an orange tassel. This key is used to open Horan's treasure chest (hidden by **Leomund's secret chest**). However, the chest may only be opened by a special method. The chest, when summoned,

is a large, black, lacquered affair, covered with the design of a demonic creature brushing an orb with a general's whisk or baton. There is no visible keyhole. To open the chest safely, the tassel of the key should be brushed over the orb. The chest will then open. If the chest is forced open, a curse will be cast upon the person who did the deed. Failure to save vs. Spells will cause that character (regardless of race or sex) to grow a beard at a rate of 3 inches per round (30 inches a turn). Only a **remove curse** can stop this growth. The contents of the chest are listed at the beginning of this section.

#### H11. Guardhouse

These buildings are little more than sheds. In each, resting in hammocks in the rafters or in the mud on the floor are two bugbears (AC 5; MV 9"; HD 3+1; hp 16 each; #AT 1; D by weapon; surprise on a 1-3) and 4 bullywugs (AC 5; MV 3"/15"; HD 1; hp 4 each; #AT 1; D 1-6; surprise 1-4, hop 3" to gain +1 on "to hit" and damage rolls). If the alarm is sounded, they will all run to respond.

#### I. Bugbear Brigands

Living in this area of the ruins are a number of bugbears, forming an ill-organized band. Recruited by Horan and the yuan ti, these creatures almost cheerfully participate in raids provided they are paid and fed well. After every raid, the surviving bugbears return to their camps to boast and feast until the next time. Duels for the chieftaincy are common, normally one-on-one, but muggings, feuds and all-out wars sometimes occur. These battles have no rules and any dirty trick is allowed.

#### 11. Family Units

A small family group of bugbears, 1 male (AC 5; MV 9"; HD 3+1; hp 17; #AT 1; D by weapon; surprise 1-3), one or two females (AC 8; MV 9"; HD 1+1; hp 5 each; #AT 1; D by weapon; surprise 1-3) and one to four young (AC 9; MV 9"; HD ½; hp 2 each; #AT 1; D 1-4 regardless of weapon; surprise 1-3), lives in a shelter — a small lean-to, a hollow in the rocks, or under a broken roof. Family units will possess a variety of weapons — swords, battle axes, spears, throwing hammers, throwing axes or possibly pole arms. The DM should determine how each group is armed. In each camp will be sections of battered armor, haunches of rotted meat and other bits of junk. Hidden somewhere in the junk will be 0-19 gold pieces (treat a 20 as 0).

#### 12. Bugbear Bachelors

At each location are 1-3 bugbears (AC 5; MV 9"; HD 3+1; hp 14 each; #AT 1; D by weapon; surprise 1-3) armed with swords, spears, or maces. This group is the young males of the band, those who have not yet found or stolen mates. For treasure they possess highly polished and gaudy pieces of junk. Often they will wear these items, dressing themselves in extremely poor taste (by human standards). Although the bachelors will yell and gesture fiercely, a fast charge or a show of force by an organized party may succeed in chasing them away.

#### 13. Battle-scarred Veterans

At each location will be found a single bugbear (AC 4; MV 9"; HD 4; hp 23 each; #AT 1; D by weapon +1; surprise 1-3), larger and tougher than most. Each is armed with a morning star and military fork or glaive. These hoary beasts are scarred, have patches of fur missing, and often appear to move stiffly or with a limp.

Because of their sheer size, these all desire the position of chief. Each is actually somewhat cunning and will take advantage of any disturbance to slay the chief, declaring itself the new boss. Hidden near its campsite are 101 - 200 gp (1-100 + 100).

#### 14. Shruzgrap

A rebellious and deceitful bugbear (AC 4; MV 9"; HD 4; hp 25; #AT 1; D by weapon +1; surprise 1-3), Shruzgrap carries a flail and throwing axe. Shruzgrap wants to be chief at all costs. If not surprised, Shruzgrap will quickly bow, showing open hands, and attempt to establish communication. If successful, he will try to convince the party to help him defeat the current chief. He will promise safe conduct, hostages (not himself), and payment from the boss's treasury, if necessary. Should the party agree to the deal, Shruzgrap will lead them to the camp of the boss, show them where to hide, and tell them what to do. Shruzgrap will then enter the camp and fight the chief. The DM may wish to allow a player to control Shruzgrap for the duel. If Shruzgrap wins, he will waste no time in betraying the characters. Hidden in Shruzgrap's campsite are 500 gp and an illusionist's scroll with **non-detection** and **emotion**.

#### 15. Yrak the Witchdoctor

Carefully screened under a small section of wall and roof covered by vines is the dwelling of Yrak, the band's witchdoctor (AC 5; MV 9"; HD 5+1; hp 22; #AT 1; D by weapon; surprise 1-3, clerical and magic-user spells). Yrak fights with a two-handed sword and knows the following spells:

##### **Magic-user: shield, dancing lights**

**Clerical: First level: cure light wounds, darkness, (reversed light), protection from good (reversed protection from evil)**

**Second level: chant, snake charm**

He also wears a **ring of spell turning** on his smallest finger. Yrak secretly favors Shruzgrap and would help him become chieftain if Yrak thought Shruzgrap stood a chance of winning. If Shruzgrap convinces the players to help him, Yrak will appear at the chieftain's camp to secretly assist Shruzgrap.

Buried in a corner of Yrak's dwelling are 50 pp, 1000 gp, and a **cursed scroll** (the character who reads it will be obsessed with building the largest, most expensive castle in the world and will spend all of his or her money to do so.).

#### 16. The Boss

At the center of the ruins is the camp of the chieftain, commonly called "the boss" by the other bugbears. The chief (AC 2; MV 9"; HD 4; hp 30; #AT 1; D 1-8 +3; +1 on saving throws due to ring) is armed with a **sword of wounding** (113, E 4, AL CN, **empathy**, **detect invisible**, **heal** once per week) and wears a **ring of protection +1**. As bodyguards he has two large bugbears (AC 4; MV 9"; HD 3+1; hp 22 each; #AT 1; D 1-6 +1; surprise 1-3) armed with spears. The boss also has a pet warhog (AC 7; MV 12"; HD 3; hp 15; #AT 2; D 2-8/2-8; fight for 1-2 rounds more if hp reach 0 to -5) that always follows him around. Also in the camp are 5 normal bugbears (AC 5; MV 9"; HD 3+1; hp 13 each; #AT 1; D 2-8; surprise 1-3) 10 female bugbears (AC 7; MV 9"; HD 1+1; hp 4 each; #AT 1; D 1-8; surprise 1-3) and 6 infants (AC 9; MV 9"; HD ½; hp 1 each; #AT 1; D 1-4; surprise 1-3).

There are also 6 mongrelmen slaves (AC 7; MV 9"; HD 1; hp 3 each; #AT 1; D 1-4; camouflage, pick pocket 75%) fastened to 15-foot-long ropes. All six have their tongues cut out, so none have the normal mimicking ability of their kind. Their leader (AC 7; MV 9"; HD 2; hp 10; #AT 1; D 1-6; camouflage, pick-pocket 75%) is tied to a rope from his ankle to a large boulder (25 lb.). He has hidden on him a small blowgun and three poison darts. He will use these on anyone if the opportunity to escape arises.

Hidden in the piled furs of the various bugbears are 2,000 ep, 500 gp and 4 pieces of jewelry (worth 500 gp each). The chief also wears a jeweled headband (actually a human's belt) worth 3,000 gp.



## J. Ruins of the Mongrelmen

This small section of the city is all that remains of the original human inhabitants — now reduced to cunning and ruthless mongrelmen. To survive, they efficiently patrol the area and there is an 80% chance that any party who enters the area will be observed. Warnings will be spread in the form of mimicked animal cries.

If characters are captured by the mongrelmen, the captives will be taken to area **J5**, the **Leader's Chamber**. There they will be presented to the leader and told the history of the mongrelmen by a chanter. This is a long and solemn epic, told in a sing-song mixture of broken common and animal cries. It is ridiculously heroic in parts, while other parts are confused nonsense. However, if the characters mock or laugh during this performance, they will be kicked into silence. The leader's chamber will be very crowded, as most of the clan will want to attend the ceremony.

After the history, the characters will be informed of their choices. They may either select a champion from their group to wrestle the mongrelman leader (to the death) or go willingly as sacrifices to the gods of the city. Information on how to handle the wrestling match may be found at area **J5**. If taken as sacrifices, see area **J8**.

If a character wins the contest against the leader, the tribe will

hail that person as their new leader. Any attempt to leave the camp without a guard of mongrelmen will create anger and possibly violence. Essentially, the victorious character will be held as a hostage — expected to lead and guide the tribe. If the character loses the match, the surviving characters will be sacrificed, as explained at area **J8**.

The main camp of the mongrelmen (**Map J**) is located in the ruins of the poor section of the city. From the outside the walls appear to be nothing but densely packed rubble, difficult to cross. There is little to show actual planning or work done on the walls as the compound is 95% camouflaged. Characters attempting to cross a wall have a 50% chance of making some loud noise (probably a falling rock), thereby alerting the compound.

All mongrelmen have the abilities of camouflage, mimicry and pickpocketing (see end of this module).

Several large poles are set in the compound. These poles are used for tying up prisoners. All are empty when the characters arrive at the compound.

## J1. Entrances

### a. Guard Post

Camouflaged in the ruins of the wall at each position is a mongrelman guard (AC 5; MV 9"; HD 3; hp 17 each; #AT 1; D 1-8). If strangers are sighted by the guard, he will sound the alarm cry — that of some mournful exotic animal. He will do his best to prevent discovery of his position.

### b. Welcoming Committee

Hidden on either side of the entrance, in the ruins, are eight mongrelmen (AC 5; MV 9"; HD 1 (x4), 2 (x3), 4; hp 4 (x4), 10 (x3), 20; #AT 1; D 1-4/1-6/1-10) who are assigned the duty of greeting unwanted strangers. Two are armed with blowguns and darts coated with paralyzing giant wasp venom. Each mongrelman has 2-8 sp.

## J2. The Main Compound

The open area inside the protective walls forms the main compound. Here are the pits, lean-tos, ragged tents, tiny thatched huts and boulder and wood shelters of the main clan. If the characters are captured, the clan members will surround, stare, touch, poke, and kick the characters as they pass through this area. If the characters should somehow come as guests, the clan will still surround and stare but will not abuse the characters. For the purposes of combat, there are 50 mongrelmen (AC 5; MV 9"; HD 2; hp 11 each; #AT 1; D 1-6). Although the statistics for individual mongrelmen may vary, the statistics given above represent the average of the group. They will not be coordinated to defend and could be routed by a very efficient, overwhelming and swift attack.

The DM should remember the thieving nature of the mongrelmen. Moving through this area invites pickpocketing. Under normal circumstances, 1-3 attempts will be made a turn.

Any items taken will immediately be spirited away. Characters attempting to force the return of an item will only anger the clan. Items stolen should be chosen randomly from those available. Large or bulky items are not likely to be taken, but purses, straps and scabbards may be cut free and taken.

Hidden in the various hovels is a total of 6,000 cp, 2,000 sp, 800 gp, a **ring of regeneration**, and a potion of **amnesia**. A single sip of this potion will cause a character to forget all memories — name, companions, past adventures, skills, magic items, etc. Memory may be regained through the use of a **commune**, **heal**, **restoration**, **limited wish**, or **wish**. It takes twelve turns to search the compound area to find all these items.

### J3. The Bristling Beast

This sectioned-off area is where most of the cooking is done for the clan. Several firepits, a large pot, hanging carcasses, and dried fruits are in this area. The meats are fly-covered, possibly rotting and might have once been any creature. A giant hedgehog (AC 5, MV 6", HD 6, hp 37, #AT 1, D 2-8, all within 6' may be hit by 1-4 sharp bristles that do 1-4 points of damage) is tearing at the dried fruit. It will attack any who try to drive it away. A pile of rubble near the wall shows how it entered the camp.

### J4. The Mystic Mistress

It is noticeable that not a single mongrelman lives within 50 feet of this building. This is because dwelling in the building is Aratheas, a female elven magic-user (AC 7, MV 12", MU 6, hp 14, #AT 1, D by weapon, S 10, I 17, W 11, D 16, C 13, Ch 15, AL CG). She has a **dagger +1**, a **cloak of protection +1**, and a **rod of absorption**. The rod can absorb three more spell levels and has seven levels of potential left to discharge. Aratheas has the following spells memorized:

- First level: **burning hands**, **enlarge**, **sleep** (×2)
- Second level: **pyrotechnics**, **scare**
- Third level: **blink**, **lightning bolt**

Aratheas also has collected three gems (worth 1,000 gp each), 200 gp, and 100 sp. Her spellbook contains the spells given above and 3 extra first level spells, 2 second level spells, and 2 third level spells (DM's choice).

Aratheas has taken refuge with the mongrelmen ever since her party was destroyed. She has tried to escape the city several times. She will join and assist any party not obviously evil or incompetent, provided they help her escape. The mongrelmen are thoroughly afraid of her, having had a taste of her powers. Rumors are already starting to spread among them, describing her as an angry goddess of the city. Aratheas is normally arrogant and indolent. Her recent failures in leaving the city have hurt her pride. Although pleased to be rescued, she will mock and ridicule mistakes by party members. She will not admit readily to her own failures.



### J5. The Leader's Chamber

This bare and dirty room was once the first floor of an entire house. All the inside walls have been knocked out to make the leader's quarters. The leader (whose name resembles the sound of a leopard's coughing growl) lives here (AC 4; MV 12"; HD 5; hp 33; #AT 1; D 1-12, +1 on "to hit" rolls). With him are four companions (AC 5; MV 9"; HD 4; hp 20 each; #AT 1; D 1-10). The leader is very ugly, having human, ogre, frog, and dog-like features unpleasantly blended together. His arms, chest, and neck are covered by a cross-hatch of scars and only tufts of hair dot his head.

If a character decides to wrestle the leader (see the beginning of this section), the leader will be bound to accept. The rules of the match will then be explained. These are: 1) no spellcasting, 2) no help from others, 3) no rest breaks, 4) no armor or weapons, and 5) fight to the death. To handle the fight, the DM should use the following table for the leader's attacks. Players may also be allowed to use this table if they desire. The initiative is rolled normally. If using the unarmed combat tables in the **Dungeon Masters Guide**, the combat should proceed as explained there. When the following table is used, the DM or player must first state whether the round will be fought fairly or dirty by that character. Next, a normal "to hit" roll is made. If a player character is fighting dirty, the chance to hit is reduced by -4. If the leader is fighting dirty, the "to hit" roll is only -2. If a hit is scored, roll 1d6 and find the result on the proper table. All damage is 25% real and 75% temporary, causing unconsciousness.

#### Fair

Die Roll	Action	Result
1	Head butt	10 points damage
2	Throw*	4 points damage, lose initiative next round
3	<i>Bearhug</i>	5 points damage + strength bonus
4	Punch*	8 points damage + strength bonus
5	<i>Headlock</i>	4 points damage
6	Elbow Smash*	6 points damage + strength bonus

#### Dirty

Die Roll	Action	Result
1	Eye gouge*	8 points damage, 1 in 6 chance of permanent eye loss
2	Kick*	10 points damage + strength bonus
3	Throw dirt	blinded 1-3 rounds
4	Bite*	4 points damage
5	Face smash	12 points damage
6	<i>Strangle</i>	6 points damage

\*This action will break a hold.

*Italicized* actions indicate holds. A hold may be maintained until it is broken by the other character. If the hold is not broken, it will do the listed amount of damage at the end of the round.

For information on what happens after the fight, see the beginning of this encounter area.

At the far end of the room are several reed and straw mats for sleeping. Buried under the leader's mat are 5,000 gp, 3 pieces of jewelry (500 gp each), and a potion of **water breathing**.

## J6. Gambler's Den

This long narrow chamber is dimly lit by the light of two guttering torches. In a cleared space near the center of the room are six mongrelmen (AC 5; MV 9"; HD 3; hp 14 each; #AT 1; D 1-8) gathered in a small circle. They are surrounded by piles of splintered wood, shards of bone, and sections of broken braziers. The mongrelmen are enjoying a friendly game of skill. Each has eight small round pebbles and attempts to toss these into the eye sockets of a skull 6 feet away. Each declares how many he will put in the skull and bets are placed accordingly. If the tosser succeeds, the amount bet by each person is paid for each stone in the target. Otherwise, the tosser must pay each person the amount bet. If not attacked or threatened, the mongrelmen will attempt to convince the characters to play. There is little money available for betting (100 gp), but the mongrelmen will offer information, service, etc. in exchange for cash. At first, the mongrelmen will lose small bets. They will then offer the characters a chance to show their skill. The skull should be treated as armor class -4; however, the DM should not inform players what their chance to hit is. For simplicity, the mongrelmen will make the target 3-8 times (1d6+2). If the mongrelmen have no success in betting, they will resort to pickpocketing.

## J7. Storeroom

This small building contains many of the collected goods and necessities of the clan. Nearly all items found on the normal equipment list plus any other non-magical items the DM desires may be found here. Horse tack, very large items, and livestock are not available. Food and drink will be of questionable quality. The mongrelmen will be willing to deal with non-hostile parties and will favor barter over cash.

## J8. Sacrificial Poles (see City Map)

Erected on the edge of these ruins to the northeast, well away from the main camp, are three large poles. Each pole is 10 feet tall and carved with crude faces of the different creatures that have formed the ancestry of the mongrelmen. In each pole, a large metal ring is set at about a 7' height. Sacrifices are brought here, fastened to the poles and left to die. Monsters have learned that easy prey can be gained here; therefore, the chance for an encounter is 25% each turn. Use the **City Wandering Monster Table** to determine what appears.

## K. The Bullywug Stockade

When the bullywugs entered the Forbidden City, they chose the swamp as the best place to live. To insure their safety, they built a small stockade around the hillock into which their homes were dug. The stockade may only be reached safely by travelling on one of the marked paths through the swamp.

The stockade is built from large canes of bamboo, lashed and pegged together. The wall is 10 feet tall. The tops are sharply pointed and the whole wall leans outward, making climbing skill useless. There are no gates in the wall as the bullywugs simply use their hopping ability to clear the wall.

The stockade surrounds a small mound that is 20 to 30 feet high. The mound is covered with grasses. On the top is a 10' square platform protected from the sun by a thatched roof. Hanging between two posts is a large brass gong and striker. This is the watchtower. It is always manned by one bullywug (AC 5; MV 3"/15"; HD 1; hp 6; #AT 1; D 1-6) armed with a spear. Under normal conditions, this bullywug can spot creatures 100 feet from the camp. If the creatures appear to be intruders, the bullywug will pound the gong in alarm.

The tunnels in the mound are hand-dug from loose dirt. There is little shoring or finishing done. Everything is quite damp. A 3 inch layer of mud covers all the floors.

All bullywugs encountered have chameleon powers (75% unnoticeable) and can surprise on a 1-3 normally or 1-5 if hopping to the attack. They will attack last if not using a long pole weapon, and may hop up to 3" forward or 1½" upward, gaining +1 on "to hit" rolls and doing double damage when making a hopping attack.

## K1. Stakes and Guards

Each entrance is protected in a similar fashion. Just inside the tunnel mouth is hidden a shallow pit, 1' deep, filled with sharpened bamboo stakes. These punji stakes are covered by mud. Unless the party probes the floor, the lead character will automatically slip into the pit. Characters probing the floor have a 25% chance of failing to notice the stakes, although the pit will be found. Those falling into the pit will be pierced by 1-6 stakes. Each stake will do 1-6 points of damage. For each stake there is a 5% cumulative chance that the character will contract a parasitic infection (see **Dungeon Masters Guide**, pp. 13-14). Thus a character hit by four stakes has a 20% chance of becoming infected. Each pit is 7 feet long.

Beyond the pit is a guard post. In it are four normal bullywugs (AC 5; MV 3"/15"; HD 1; hp 5 each; #AT 1; D 1-6) armed with spears, a leader (hp 8), and a trained killer frog (AC 8; MV 6"/12"; HD 1+4; hp 9; #AT 3; D 1-2/1-2/2-5). The guards will move out and attack any intruders who are attempting to cross the punji stakes.

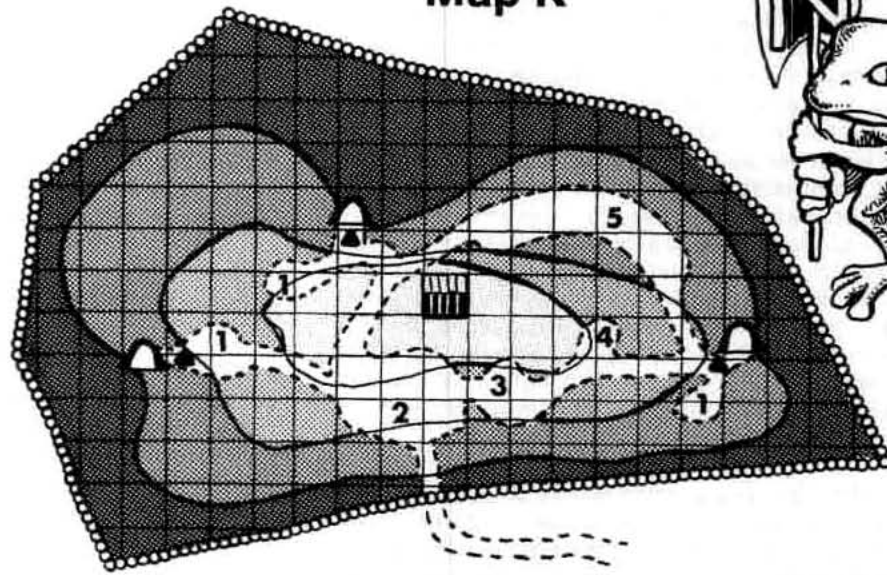
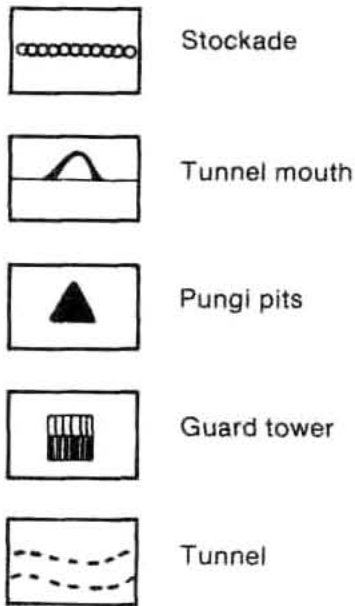
## K2. The Main Chamber

The bulk of the bullywug tribe lives in this large room. There are 25 bullywugs (AC 5; MV 3"/15"; HD 1; hp 4 each; #AT 1; D 1-6) at various points around the room. All can pick up spears within one round. If possible the bullywugs will attempt to grapple and overbear intruders. Captives will be fed to the pan lung at area L. If the alarm is sounded or the bullywugs hear fighting at one of the guard posts, half of those here will move to assist or investigate. The remaining half will move to the **Tadpole Pond**, room K4, to protect the tribe's young.



The room is unlit and unadorned. Throughout the floor are 6" to 1' deep pits, filled with mud and water. These will create problems for the characters in combat. There is a 1 in 6 chance each round that a character will slip, losing his or her chance to attack that round. In the bottom of several of the pits is treasure. If the entire room is searched, the characters will find eight gems (500 gp each).

## Map K



### K3. Den of the Frog King

This is the court, sleeping chamber, treasury, armory, and war room of the self-styled "king" of the bullywugs, Groak (AC 4; MV 3"/15"; HD 2; hp 13; #AT 1; D 1-6 + 1). He wears chain mail armor, carries a shield, and fights with a **spear +2**. With him are four large bullywugs (AC 5; MV 3"/15"; HD 1; hp 8 each; #AT 1; D 1-6), his most trusted followers. Besides the normal items a frog king might collect, the bullywugs guard 1,500 sp, 5,000 gp, and one gem (700 gp).

### K4. Tadpole Pond

Standing in the passage that leads to the outside is a dead violet fungi. It has been carefully propped up and supported so that in dim light it looks alive. The branches move and shift in the breeze, reinforcing the appearance of life. The fungi is harmless and there is enough space to crawl or duck under its branches.

The floor of this chamber is dominated by a large shallow pond of clear water. In this swim hundreds of bullywug young — the tadpoles. Clinging to the ceiling above the pool are eight stirges (AC 8; MV 3"/18"; HD 1+1; hp 6 each; #AT 1; D 1-3, blood drain). They will not attack the bullywugs, but will attack any other creatures who enter the chamber. There is no treasure in this room.

### K5. Storeroom

This long hallway is flanked on both sides by pits of slowly bubbling goo. These are the food supplies for the tribe — fish and insect paste. Some of the more actively bubbling pools have fermented to create a delicacy greatly enjoyed by the bullywugs. The stench in this area is extremely bitter.

Hidden in one of the pools is an ochre jelly (AC 8; MV 3"; HD 6; hp 41; #AT 1; D 3-12; divided by lightning). It will attack any person who pokes or prods it. The DM must decide exactly where in the hallway the jelly is.

### L. The God of the Bullywugs

The lake is black and scummy, clogged in places with reeds, duck weed and lily pads. Life teems in these dark waters in the form of swarms of stinging insects, frogs, spiny fish and water snakes. Also lurking in the waters are many crocodiles (AC 5; MV 6"/12"; HD 3; hp 15 each; #AT 2; D 2-8/1-12; surprise on 1-3), which are a threat to any swimmers. But the killer crocs are not the most feared creature in this lake, for this is the abode of the "god" of the bullywugs.

This "god" is actually an old **pan lung**, a type of oriental dragon (AC 2; MV 12"/12"/9"; HD 8; hp 48; #AT 3; D 1-3/1-3/2-16 + constriction; SA spells: see end of the module 2"/9"; HD 8; hp 48; #AT for more information). If the dragon succeeds in biting, it will then coil its long tail around the victim and on each succeeding round automatically bite for 1-8 points of damage and constrict for 2-12. Pan lung also have the following spell-like natural abilities: continual **ESP**, 30' range, **polymorph** to human form, **invisibility**, cast **water fire** at will, cast **scaly command** once per day and **charm monster** three times per day. **Water fire** allows the pan lung to surround itself with magical flame when in the water; any creature striking the dragon while it is aflame will take 1-6 points of damage. **Water fire** may be negated by fire or other magical fire for 20-120 rounds. **Scaly command** allows the pan lung to summon and control 6-60 of the crocodiles that live in the lake. Furthermore, no scaly creature will attack a creature with the power of **scaly command**.

## THE FORBIDDEN CITY IN CAMPAIGN PLAY

Due to the size of the city, only some of the possible adventures have been described. Those given detail the main inhabitants of the city and illustrate their different ways of life. The DM may expand the given adventures or create new ones, to provide players with further adventures in the Forbidden City.

To help the DM in creating new adventures, several suggested reasons for adventuring or "backgrounds" and adventure ideas are given. The backgrounds give characters reasons for traveling to the city and some idea of what might happen once they get there. The adventures give outlines for how particular areas or buildings might be expanded.

### Backgrounds (Reasons for Adventuring)

#### 1. Revenge

A group of merchants has hired your party to stop the raiding (as explained in the module **Background**) permanently. Characters must find and enter the city, determine who is responsible for the raids and destroy that person or group. The characters must also ensure that no further raids occur. This could be done by destroying all of the inhabitants, bribery, creating feuds, sealing all the ways in and out of the city, or any other plan the players might invent. The merchants would no doubt like to have the goods they lost to the raids returned, so the DM might wish to create a very well-guarded storehouse of these items.

#### 2. Rescue

Many important people have been disappearing from the courts of nearby lands. The people are being kidnaped by the Black Brotherhood (a secret group the DM must create) and given to the yuan ti for safekeeping. The Brotherhood wants to help the yuan ti by weakening the power of the surrounding kingdoms. First the characters must discover who is doing the kidnaping, and then trace the kidnapers to the yuan ti. A group of the Black Brotherhood would be based in the city. The prisoners would be hard to find, for they are scattered throughout the city. Some might be easy to rescue, while others might be very difficult to rescue.

#### 3. Conquest

A local potentate (or other ruler) has declared that his ancestors were once the masters of the Forbidden City (although there is no proof to his claim). He wants the adventurers to enter the city, scout it, and, if possible, clear it of all foul monsters.

#### 4. Defense

A courier carrying important information was recently attacked and robbed while crossing the jungle. Found before he died, the courier told his rescuers of the theft. Since his papers reveal the weaknesses and strengths of a nearby kingdom, the monarch of that land has offered a reward for the return of the documents. At the same time, the rulers of several other lands have likewise offered rewards if the documents should just happen to reach their hands first. However, once the characters reach the city, they will learn that an evil army is being assembled to attack all the surrounding lands. To save themselves and others from slavery, the adventurers must try to prevent this attack from occurring. The players must defeat or join other parties also after the stolen documents. How they do it is left to the players and the DM.

When the party is moving across the lake and swamp there is a 25% chance that an encounter will be with the pan lung. The pan lung will be **invisible** 60% of the time, unless surprised. Although the creature is chaotic neutral, its long stay in the valley and its worship by the bullywugs has led it to expect sacrifices. Should none be forthcoming or should the pan lung learn the true nature of the party through its **ESP**, it will promptly flee. It will then polymorph into the form of a human adventurer and return to the area to encounter the party. The pan lung will allow itself to be "rescued" by the party and will agree to accompany them. It will not speak, feigning that it is mute or that it cannot speak the language of the characters. If accepted by the party, it will attempt to lead the party into situations where the characters must waste their powers on small unnecessary things, such as unneeded cures and fights where nothing is gained. It will never assist to any degree. When the characters finally reach a point where the pan lung's aid is vital, it may betray them. However, because it is chaotic, the pan lung may become indifferent or friendly and not harm the party, either leaving or offering some useful bit of information. If the DM feels betrayal would absolutely destroy the party, it should remain indifferent.

On the shore of the lake opposite the **Bullywug Stockade, area K**, is the nest of the pan lung. In the nest are 5,000 pp, 10,000 gp, and 20,000 cp. There are also a **trident (military fork) +3**, a potion of **fire giant strength**, and a potion of **polymorph self**.



### M. The Swamp Horrors

This 50' by 50' area appears to have once been a small marketplace. The rotting remains of several stalls are in semi-orderly rows, creating corridors characters can walk down. Moss and vines hang from the walls and torn canopies. Several clumps appear quite large, but there is no sign of movement. As characters enter and walk through this small square, two shambling mounds (AC 0; MV 6"; HD 8; hp 40, 38; #AT 2; D 2-16/2-16, suffocation; immune to fire, half damage from cold and weapons, lightning causes growth) will lurch out of the stalls, one at each end of the marketplace. They will attempt to trap a party between them and then kill as many characters as possible. In a stall from where one of the monsters appeared, is a potion of **extra-healing**, and a clerical scroll with **cure serious wounds**, **remove curse**, and **neutralize poison**.





## Adventures

1. Under the city stretches the ancient primitive sewer system. In it now live monsters and colonies of creatures of all sorts. But, most common are the jungle-ghouls and the last human descendants of the yuan ti ancestors. The ghouls and humans wage a constant war of attacks, sallies, counter-attacks, and sieges through the underground tunnels. More cunning than normal ghouls and led by small demonic leaders, the jungle-ghouls attempt to transform the humans into twisted slime-beasts with their cancerous touch. The humans are nearly blind from the centuries of underground existence and rely on their other heightened senses to survive. They hate those who bring light, worshipping the kindly god of darkness who drives away the demons of light. It is rumored that somewhere in the tunnels is the fabulous lost temple of Ranet. The temple is there, and is guarded by the giant snake-queen.

2. As part of their plan to regain power, the yuan ti have revived the worship of a vile and loathsome creature from another plane. In one of the larger temple buildings of the city, the yuan ti have succeeded in opening a small gate to the creature's plane. Many small and horrid beasts have entered through this gate and are being used by the yuan ti for their plans. In entering the temple, the characters must defeat the orchonos — vampiric orchid-like plantmen. As they delve further into the structure, the creature itself begins to take control of the temple. The building becomes more and more alive with pillars, carvings, doors, rooms and other features writhing and attacking the characters. At the same time, the guards of the yuan ti must be dealt with if the party wants to proceed. Finally, after several dangerous encounters, the characters reach the gate in time to see a huge tentacle slithering through it. The creature must be driven back and the gate closed.

3. In order to learn the movements of caravans through the jungle, the inhabitants of the city have established a spy network in the area. The raids will continue so long as the spies exist, but if they are destroyed, the raiding will be greatly hampered. Information on the location and names of the main spies may be found in one of the minor court palaces of the city, but only after battling the guards and other monsters. The

agents are wererats, posing as humans in the nearby towns and cities. The characters must track them down and stop their activities. However, before they can find all the agents, the wererats are warned. When the characters arrive in a major city, the wererats cunningly frame one of them for the murder of an innocent shopkeeper. The characters must quickly prove their friend innocent by finding the real murderers.

4. While rescuing several people held prisoner by the yuan ti, the characters pursue a group and their hostage into a long-forgotten passage. Threading their way through maze-like tunnels, the characters encounter numerous strange beings, both hostile and friendly. These include otyughs, fungi-encrusted intelligent skeletons, and blood-draining snakes. After passing through a misty tunnel, the characters find themselves in the lair of large, intelligent humanoid bats. Unknown to the characters, they have traveled back in time to the days when the city was alive and prosperous. The bat-people are good creatures, attempting to alert the inhabitants of the city to the coming of some great evil. The yuan ti and the hostage the characters were pursuing have managed to slip past the bat people during all this. The characters must find the hostage in an exotic city full of people.

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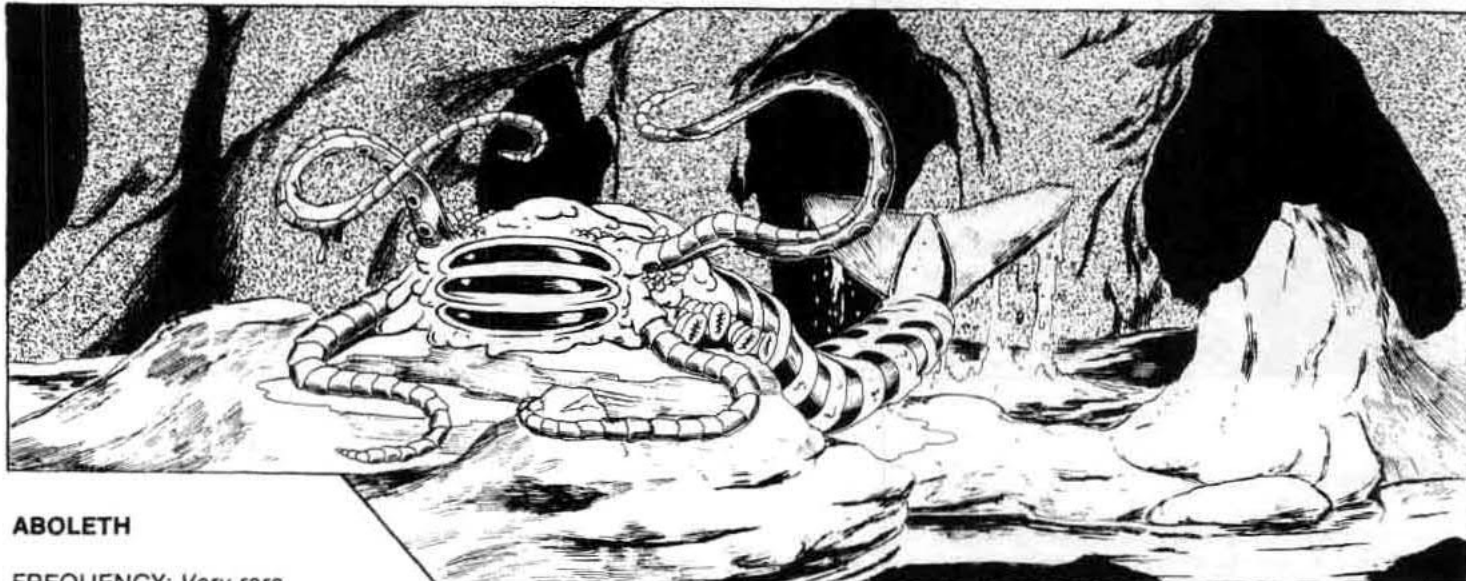
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## NEW MONSTERS

Several monsters in this module are being introduced for the first time. This section provides detailed information for easy reference when running these monsters. This information may also be used for reference if the DM wishes to use these new creatures in his or her own campaign.

Two of the monsters listed, the Pan Lung and the Yellow Musk Creeper, may be found in the pages of the **FIEND FOLIO** Tome of Creatures from TSR Hobbies, Inc. Their descriptions are shortened for presentation here and in some instances, the information given has been adjusted to apply to a single form or age of the creature used in this module.



### ABOLETH

FREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: 4

MOVE: 3"/18"

HIT DICE: 8

% IN LAIR: 20%

TREASURE TYPE: *F*

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-6 (x4)

SPECIAL ATTACKS: *See description*

SPECIAL DEFENSES: *Slime*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Lawful evil*

SIZE: *L*

PSIONIC ABILITY: 250

Attack/Defense Modes: *C,D,E/G,I,J*

LEVEL/X.P. VALUE:

*VII/1275 +10 per hit point*

The aboleth is an amphibious creature that dwells in underground lakes and caverns. Intelligent, it hates most land-going life and seeks methods to enslave or destroy the beings of the surface world. The race is extremely long-lived and has collected a great deal of knowledge more ancient than man. It is perhaps well that men do not know these ancient secrets, for these are rumored to be more horrible and foul than could be thought possible.

An aboleth has a slime covered fish-like body with a large fluke-like tail to propel itself through the water. It is colored a gray hue mottled with blue-green; its belly is a pinkish tan with blue-black slime-producing organs to either side. Set in its head are three long, slit-like, purple-red eyes, one above the other, beneath protective ridges. Four 10' long tentacles grow from the top of its head, and its toothless mouth is located on the underside. On land, an aboleth pulls its obscene mass about with its four tentacles.

In combat the aboleth attacks with its four tentacles for 1-6 points of damage each. Any creature struck by its tentacles must save vs. Spells or the creature's skin will change into a clear, slimy membrane in 2-5 rounds. This change can be stopped if a **cure disease** spell is cast on the victim. Once the change is complete, the membrane must be kept damp with cool water or the victim will take 1-12 points of damage each turn due to intense pain caused by the drying membrane. A **cure serious wounds** spell will change the membrane back to normal skin.

The aboleth is highly intelligent and can create very realistic **illusions**, with audible and visual components, if it concentrates and does nothing else. It can also try to **enslave** other creatures three times per day. This ability can only be used against any single creature up to 30' away. The victim must save vs. Spells or be filled with a desire to serve the aboleth. Enslaved creatures will not fight for the aboleth, but will attempt to follow other telepathic commands. If an enslaved character is separated more than a mile from the aboleth, a new saving throw may be made each day. This charm can be broken by a **remove curse**, **dispel magic** or the death of the enslaving aboleth.

In water, an aboleth will secrete a cloud of mucus, 1' all around its body. Any creature drawn into the mucus must save vs. Poison or it will inhale the stuff and become unable to breathe air, suffocating in 2-12 rounds if trying to breathe air. However, that same creature will gain the ability to breathe water, as a potion of **water breathing**, for 1-3 hours. The aboleth uses this mucus to give its slaves the power to breathe water. The mucus may be dissolved by soap or wine.

There are reports of huge underwater cities built by the aboleths and those they enslave. But this, along with their supposed vast stores of knowledge, has never been proven.

## MONGRELMAN

FREQUENCY: *Rare*  
NO. APPEARING: 1-100  
ARMOR CLASS: 5  
MOVE: 9"  
HIT DICE: 1-4  
% IN LAIR: 35%  
TREASURE TYPE: C  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4, 1-6, 1-8, 1-10  
*or by weapon*  
SPECIAL ATTACKS: *Nil*  
SPECIAL DEFENSES: *Camouflage*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *Low to Average*  
ALIGNMENT: *Lawful neutral*  
SIZE: *M*  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil*  
LEVEL/X.P. VALUE:  
1 HD: I/20 +1 per hit point  
2 HD: II/36 +2 per hit point  
3 HD: III/65 +3 per hit point  
4 HD: III/110 +4 per hit point

Although not a race unto themselves, mongrelmen do not belong clearly to any other race. They are a mixture of many different creatures; each mongrelman possibly having the blood of humans, orcs, gnolls, ogres, dwarves, hobgoblins, bugbears, elves, bullywugs and others flowing through his or her veins. As such, they are seldom welcome in lawful or good societies and are usually abused or enslaved by chaotic and evil groups. Such treatment has forced mongrelmen to develop special skills for survival.

All mongrelmen have the abilities of **camouflage** and **mimicry**. When using the camouflage ability, mongrelmen are able to hide themselves and their items with great skill. Normally, one turn is required for a mongrelman to camouflage himself, another, or an item. The chance of remaining unnoticed is 80% plus 1% for every turn spent preparing the camouflage after the first, up to a maximum of 95%. Thus a mongrelman who spends 8 turns would have an 87% chance of success. When camouflaging buildings and structures, the time required is weeks instead of turns. Successfully camouflaged persons and items will be unnoticed unless the person or item moves or is touched. Camouflaged buildings will be unrecognizable at distances greater than 50 feet (this may be adjusted for the size and type of structure). Mimicry allows the mongrelmen to almost perfectly imitate the sound of any animal or monster, although this does not apply to special attack forms, which they cannot mimic.

To assist them in obtaining items and goods they need, all mongrelmen are accomplished pickpockets. Each has a 70% chance of success.

For every ten mongrelmen, there will be at least one with two hit dice, for every thirty, there will be one with three hit dice, and for every forty, there will be one with four hit dice. In the lair will be a leader (AC 4, MV 12", HD 5, D 1-12, +1 "to hit" rolls) and five bodyguards (HD 4). In combat, mongrelmen will normally fight with clubs or swords, but 5% of any group will be armed with blowguns and poison or paralyzing darts.

Mongrelmen normally live in areas of large mixed populations. They lair in ruins, deserted buildings, or other places that

humans once lived in or built. In appearance they vary greatly, combining the worst features of each race. They speak fragmented Common mixed with various animal cries and nonsense. Their names are almost always the sounds animals make.

## PAN LUNG (Dragon, Oriental)\*

FREQUENCY: *Rare*  
NO. APPEARING: 1-4  
ARMOR CLASS: 2  
MOVE: 12"/12"/9"  
HIT DICE: 6-8  
% IN LAIR: 60%  
TREASURE TYPE: *H (x<sup>1/2</sup>)*  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-3/1-3/2-16  
SPECIAL ATTACKS: *See below*  
SPECIAL DEFENSES: *See below*  
MAGIC RESISTANCE: *Standard*  
INTELLIGENCE: *High*  
ALIGNMENT: *Chaotic neutral*  
SIZE: *L (54' long)*  
PSIONIC ABILITY: *Nil*  
Attack/Defense Modes: *Nil*  
LEVEL/X.P. VALUE:  
6 HD: VI/475 +6 per hit point  
7 HD: VI/700 +8 per hit point  
7 HD: VII/1,100 +10 per hit point

Pan lung live in marshes and swamps and are fierce opponents. If they succeed in grasping with their bite (which does 2-16 points of damage) they will coil around the victim and on each succeeding round automatically bite for 1-8 points of damage and constrict for 2-12 points of damage. They also attack with their two claws for 1-3 points each.

Pan lung have the following spell-like natural abilities: continual **ESP** (range 30' for the one presented in this module), **polymorph** into human form at will, become **invisible** at will (although not when attacking), cast **scaly command** once per day, cast **water fire** at will, and cast **charm monster** three times per day. **Scaly command** allows the pan lung in this module to control 6-60 unintelligent scaly creatures that dwell in the lake where it lives (reptiles or fish). All creatures must be within 1/2 mile of the pan lung to be commanded. Furthermore, no creature of the above types will ever attack the pan lung, whether controlled or not. The command power lasts 2-12 turns and cannot be dispelled. It has no saving throw.

**Water fire** may be created by the pan lung whenever it is in water. This power surrounds the dragon with an unearthly flame. This will do 1-6 points of damage to anyone touching the dragon. Normal or magical fire will cancel **water fire** for 20-120 rounds.

This old pan lung also radiates an aura of fear like that of a normal dragon. Pan lung have a special magical organ in their brain which allows them to fly. This organ cannot be removed. They are able to live both on land and under water. They speak their own language.

For more information see the FIEND FOLIO Tome of Creatures.

## TASLOI

**FREQUENCY:** *Rare*  
**NO. APPEARING:** 10-100  
**ARMOR CLASS:** 6 (5)  
**MOVE:** 9" @ 15"  
**HIT DICE:** 1  
**% IN LAIR:** 30%  
**TREASURE TYPE:** Q (x5)  
**NO. OF ATTACKS:** 2 or 1  
**DAMAGE/ATTACK:** 1-3/1-3 or by weapon type  
**SPECIAL ATTACKS:** *Surprise 1-4*  
**SPECIAL DEFENSES:** *Nil*  
**MAGIC RESISTANCE:** *Standard*  
**INTELLIGENCE:** *Low to Average*  
**ALIGNMENT:** *Chaotic evil*  
**SIZE:** S (2-3')  
**PSIONIC ABILITY:** *Nil*  
 Attack/Defense Modes: *Nil*  
**LEVEL/X.P. VALUE:**  
 1/10 +1 per hit point

Living in steamy tropical forests, these creatures are rarely seen by man. Shy and malicious, they prefer to lurk in the tree tops where they may surprise the weak and unwary. Adapted to life above ground, they are slow and clumsy when forced to earth, adopting a semi-erect posture. They are quick and nimble in the arboreal passageways, however. Masters of stealth, tasloi surprise on a 1-4 (d6). They may also hide in shadows 75% of the time.

They have infravision and are suited to dark jungles. Full daylight will cause a -1 on their "to hit" rolls.

Tasloi will eat anything, but they particularly like all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they will use their nets. If a party is too vigilant or prepared, the tasloi will attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi will attempt to steal the dead of an enemy after an attack.

The tasloi live in loosely-structured bands of several families. For every band of 70 or more, there will be a chief (5 HD). There



is a 30% chance that any band will have a shaman. Tasloi shamans may advance up to fifth level. The composition of a band is as follows:

Small shield and javelin (AC 5)	20%
Club and javelin	40%
Short sword and small shield (AC 5)	10%
Javelin and net	15%
Short sword and net	10%
Javelin and lasso	5%

When using a shield, the armor class of the tasloi becomes 5. Javelins and shields are customarily carried on their backs when traveling through the trees.

When found in their lair, in addition to the males, there will be 70% more females and 50% young. Females will fight as normal tasloi and the young will not fight at all. The lair will consist of a series of 1-6 large trees with 4 to 24 platforms 50 to 100 feet from the ground. All the trees will be connected by vines and ropes. There is a 60% chance of the tasloi having 1-6 trained giant spiders and a 20% chance of their having 2-8 trained giant wasps. It is said the tasloi are able to ride wasps great distances.

Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have also learned a pidgin Common that they use when trading.

Tasloi are long-legged, flat-headed humanoids. They walk with a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color. Their feet are long and prehensile. Often they can be heard at night, speaking in their high and whispery voices.

## YELLOW MUSK CREEPER

	Plant	Zombie
<b>FREQUENCY:</b>	<i>Rare</i>	<i>Rare</i>
<b>NO. APPEARING:</b>	1	1-2
<b>ARMOR CLASS:</b>	7	<i>Variable</i>
<b>MOVE:</b>	0"	<i>Variable</i>
<b>HIT DICE:</b>	3	2, for attack
<b>% IN LAIR:</b>	100%	<i>Nil</i>
<b>TREASURE TYPE:</b>	<i>Any</i>	<i>Nil</i>
<b>NO. OF ATTACKS:</b>	2-12	1
<b>DAMAGE/ATTACK:</b>	<i>Special</i>	<i>By weapon type</i>
<b>SPECIAL ATTACKS:</b>	<i>Nil</i>	<i>Nil</i>
<b>SPECIAL DEFENSES:</b>	<i>Nil</i>	<i>Nil</i>
<b>MAGIC RESISTANCE:</b>	<i>Standard</i>	<i>See below</i>
<b>INTELLIGENCE:</b>	<i>Non-</i>	<i>Non-</i>
<b>ALIGNMENT:</b>	<i>Neutral</i>	<i>Neutral evil</i>
<b>SIZE:</b>	L	M
<b>PSIONIC ABILITY:</b>	<i>Nil</i>	<i>Nil</i>
Attack/Defense Modes:	<i>Nil</i>	<i>Nil</i>
<b>LEVEL/X.P. VALUE:</b>	111/65 +3 per hit point	11/28 +2 per hit point

The yellow musk creeper is a large light green climbing plant with leaves like ivy, dark green buds, and flowers like those of an orchid, bright yellow with splashes of purple. Each plant will have 2-12 flowers and 1-4 buds and will cover an area up to 20' square. The plant will attack all creatures approaching within 10', the flowers swaying before the victim. A successful hit indicates that one of the flowers has puffed dust, smelling of

musk, into the victim's face. The victim must then make a saving throw vs. Spells or be entranced and walk into the mass of the plant, resisting attempts at restraint. Once the victim reaches the heart of the plant, tendrils attach to his or her skull (no "to hit" roll required) and his or her brain is devoured at the rate of 1-4 intelligence points per round. Any hit on a tendril will cause it to release, but so many tendrils will be attached that the intelligence drain cannot be prevented by this means. The only way to kill the creeper is to stab at its bulbous root.

The effects of the intelligence drain varies. If the draining reduces the victim to 0 intelligence or below, the victim is dead. A bud will open and a new flower will appear. If the victim's intelligence is reduced to one or two points at the end of a round, the victim immediately becomes a yellow musk zombie. The draining stops and the plant injects a seed into the victim's skull. He or she is now under the control of the plant. The zombie will fight for the plant for 2 months, attempting to find new victims, after which it wanders away and dies. Intelligence loss in those not killed or transformed into "zombies" is temporary and will be regained at the rate of one point per day of rest.

Yellow musk zombies retain the same hit points, armor, weapons and belongings they had prior to "capture;" however, in melee they attack as two hit dice monsters. They will not be able to use any spells or psionic abilities they might have had. Dexterity and wisdom bonuses do not apply, although those for strength do apply. A yellow musk zombie is not a true undead and cannot be turned by a cleric. It is immune to the effects of all **charm, hold, illusion**, and other mind-influencing spells. A yellow musk zombie may be cured by the casting of **neutralize poison** and **heal**. Four weeks of rest will then be required. If the zombie is slain, but the body is not destroyed, a new yellow musk creeper will sprout from the body within one hour.

For more information see FIEND FOLIO Tome of Creatures.

## YUAN TI

FREQUENCY: *Very Rare*

NO. APPEARING: 1-4

ARMOR CLASS: 4/0

MOVE: 12" or 9"

HIT DICE: 6-9

% IN LAIR: 70%

TREASURE TYPE: C

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *Spells*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: 20%

INTELLIGENCE: *Genius*

ALIGNMENT: *Chaotic evil*

SIZE: *M*

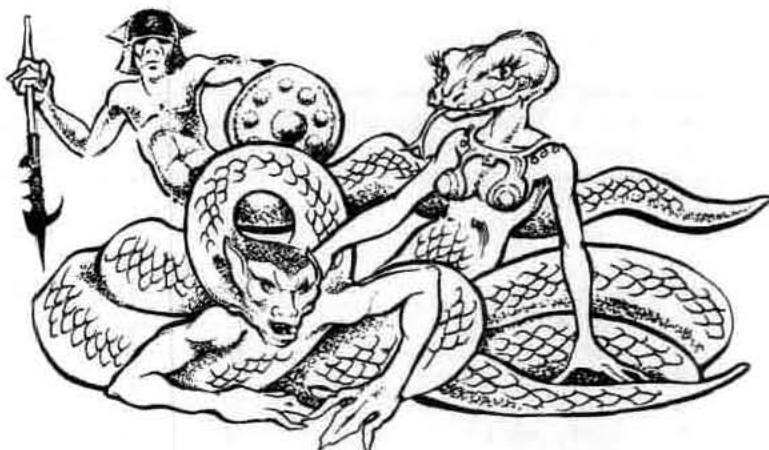
PSIONIC ABILITY: 150

Attack/Defense Modes: *B, D/F, I, J*

LEVEL/X.P. VALUE:

*Variable*

Living in tropical jungles, the yuan ti are a degenerate and corrupt race of creatures who were once human. All are devout demon worshippers and have a high regard for all kinds of reptiles. Through dark and unknown practices, their blood has become fouled, thus producing monstrosities. There are three types of yuan ti; purebloods, halfbreeds, and abominations.



**Purebloods** are the weakest of the yuan ti, having only 6 hit dice. They are human in appearance, except for some slight difference —scaly hands, a forked tongue, or a somewhat reptilian look about them. They are able to pass as humans 80% of the time. They normally handle affairs with the outside world, and may travel far and wide doing so.

**Halfbreeds** are highly distinctive. Some part of their body is that of a snake, while the rest is human. Appearance may be determined by the table below (rolling once or twice), or the DM may select the changes.

- |   |  |
|---|--|
| 1 | Snake head                             |
| 2 | Torso can bend and move like a snake's |
| 3 | No legs, ends in a snake's tail        |
| 4 | Has snakes instead of arms             |
| 5 | Body is covered by scales              |
| 6 | Snake tail is growing from backside    |

If any combination seems impossible or unworkable, the result should be ignored. The DM may also create other results involving snakes and humans.

In attacks, a snake-headed halfbreed will bite for 1-10 points of damage, snake-headed arms will bite for 1-6 points, and a tail will constrict for 1-4 points. Otherwise the yuan ti will be able to handle weapons as a normal person. All snake parts will have an armor class of 0. Halfbreeds have 7-8 hit dice.

**Abominations** are the strongest of the yuan ti. All have 9 hit dice. In appearance they are often confused with nagas and other snake creatures. Abominations are either totally snake-like or only have some human feature (such as a head or arms). Their bite (unless human-headed) will do 1-10 points of damage.

All yuan ti with human legs may move 12" per turn. Those with snake bodies move 9" per turn and are able to coil around pillars and the like. Human headed yuan ti are able to cast the following spells once per day:

**Cause Fear**  
**Darkness, 15' radius**  
**Snake charm**  
**Sticks to snakes**  
**Neutralize poison**  
**Suggestion**  
**Polymorph other**

Yuan ti speak their own language. They may also speak with any snake or snake-like monster. Those with human heads also speak Chaotic and Common.

## CHARACTER ROSTER

The following tables list twenty characters and suggested magic items for those characters. Listed are the important statistics for each character. These characters may be used instead of creating player characters or they may be used as NPC's to round out a party. If the tournament is to be played, the players should use the first 6 characters listed. The names listed are only suggestions, the players may change them if they wish. Players should be permitted to outfit their characters normally.

### Characters

No.	Name	Race	Sex	Class	Level	AL	S	I	W	D	C	Ch	HP
1	Nasaldromus	H	M	MU	5	NG	10	18	10	13	12	15	15
2	Bruti	D	M	F	6	CG	18	13	8	11	16	7	42
3	Daniel	H	M	C	6	LG	13	9	18	15	10	16	30
4	Theala	H	F	Mk	5	LN	15	9	16	18	11	12	18
5	Olaf Peacock	H	M	Bd	1*	LN	15	13	15	18	12	17	40
6	Hieroman	½E	F	Dr	5	N	12	13	14	15	12	18	25
7	Orrem	H	F	C	6	CG	12	13	17	15	14	10	28
8	Prandalas	E	M	F/MU	3	NG	13	13	10	8	12	11	14
9	Jarl	G	M	I	4	LG	6	17	12	16	11	13	10
10	Donnela	H	F	Th	7	N	11	9	12	13	15	8	25
11	Gavin	½	M	Th	6	NE	7	11	8	16	10	12	30
12	Roland	½E	M	MU/C	3	CN	9	13	13	8	14	12	9
13	Black Morran	D	M	F	5	CG	17	13	8	9	12	14	31
14	Fairburne	H	M	Pal	6	LG	18	12	12	14	12	18	38
15	Ursh	½O	M	C	4	LE	9	10	12	11	13	10	14
16	Marcella	H	F	R	7	CG	17	13	15	11	17	7	52
17	Andrea	H	F	MU	7	NG	10	12	10	12	15	11	16
18	Morgana	½E	F	F/MU	4	LG	13	14	11	11	6	15	12
19	Stephanos	E	M	MU/T	3	N	13	15	10	17	8	15	9
20	X the Mystic	H	M	MU	7	LG	13	16	9	10	9	14	22

\*6th level Fighter and 5th level Thief.

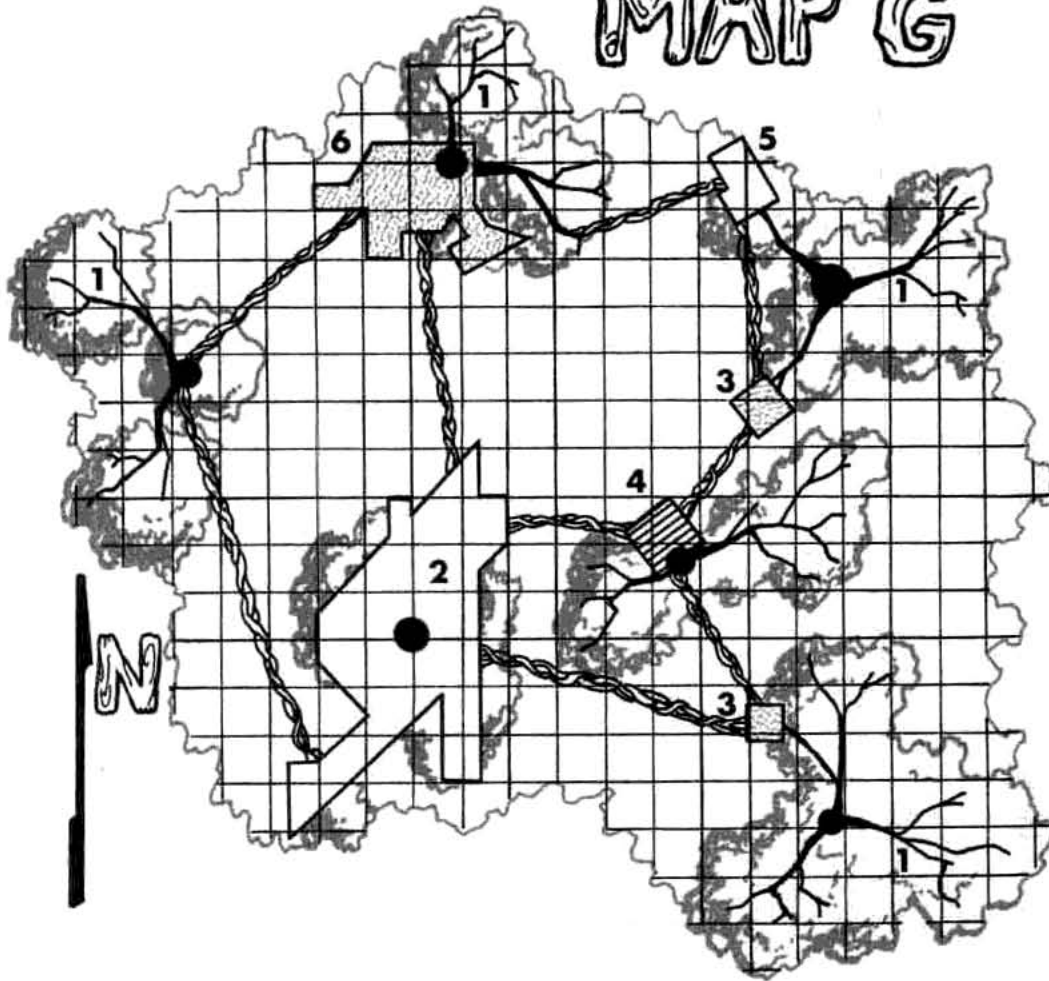
The following magic items are suggested. The number for each listing matches the number of the character above. If the tournament is played, the magic items listed below for the first 6 characters should be assigned to the proper characters.



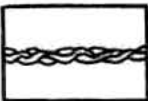



### Magic Items

No.	Items
1.	ring of protection +2, wand of frost (4 charges)
2.	chain mail +1, shield +2, throwing axe +2, potion of levitation
3.	plate mail +1, mace +2, scroll of cure serious wounds
4.	ring of free action, crossbow of accuracy (light)
5.	chain mail +1, bastard sword +1 (NSA), potion of extra healing
6.	net of entrapment, potion of healing
7.	hammer +2, philter of persuasiveness
8.	ring of fire resistance, alchemy jug, amulet of proof against detection and location
9.	dagger +2, scroll of protection from elementals
10.	sling of seeking +2, gauntlets of swimming and climbing
11.	sword +1, +4 vs. reptiles (NSA)
12.	potion of animal control
13.	sword +1, +3 vs. regenerating creatures (NSA), potion of diminution
14.	plate mail +1, shield +1, sword +3, Frost Brand
15.	wand of negation, helm of underwater action, potion of clairaudience
16.	shield +2, potion of healing
17.	ring of spell storing, potion of extra healing
18.	helm of comprehending languages and reading magic
19.	dagger +2, wand of illusion
20.	potion of healing, scroll with mirror image, ice storm, slow

The above characters may also be used by the DM as NPCs. If used as NPCs, characters will not reveal their level and magic items to the players. Depending on the character, the exact alignment may or may not be revealed.

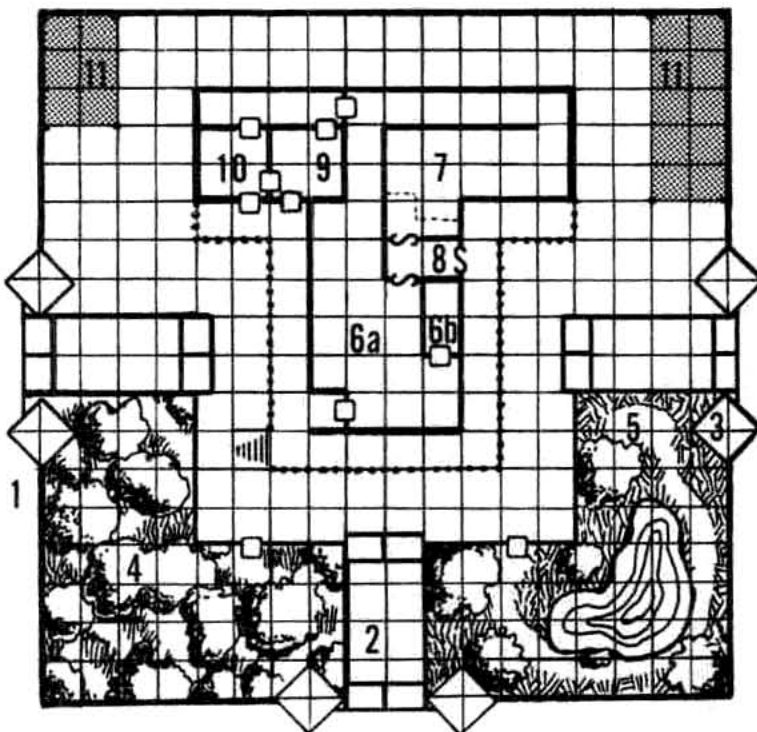
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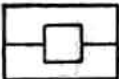
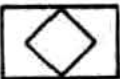
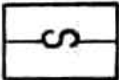
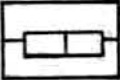
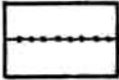
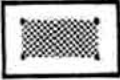

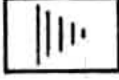



-  Trunk
  -  Solid branch
  -  Vine paths
  -  100' platform
  -  150' platform
  -  200' platform
- 1 square = 10 feet

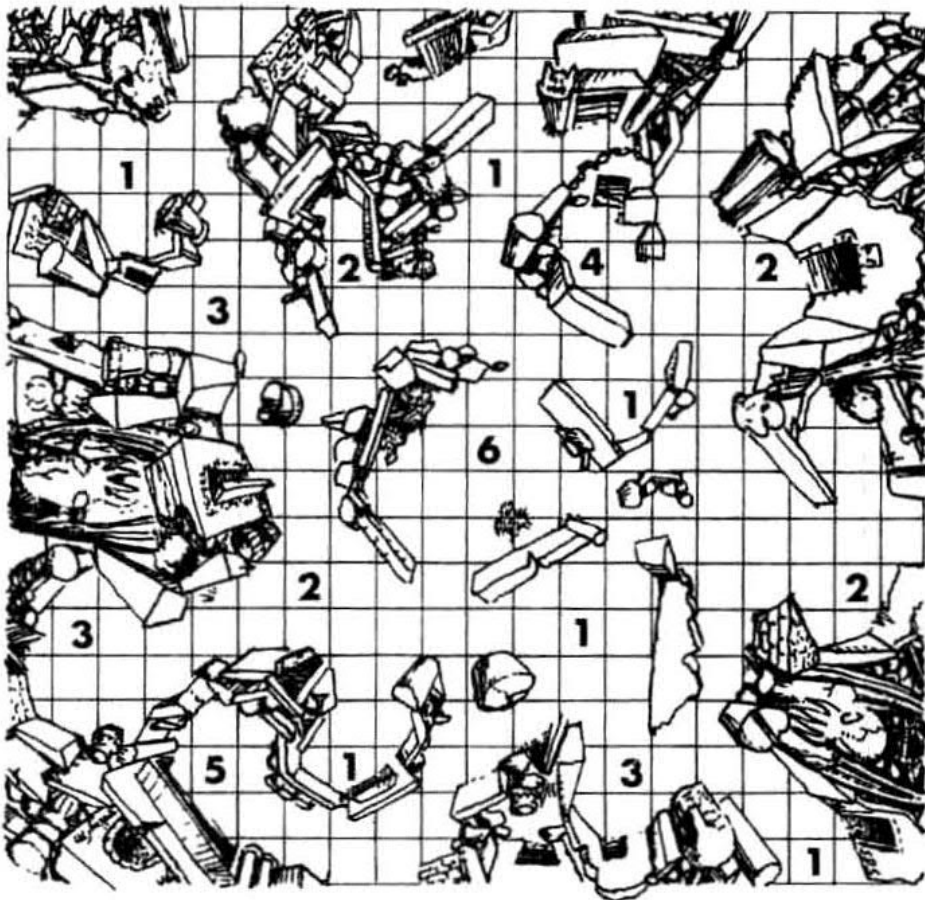
# MAP H

# KEY:



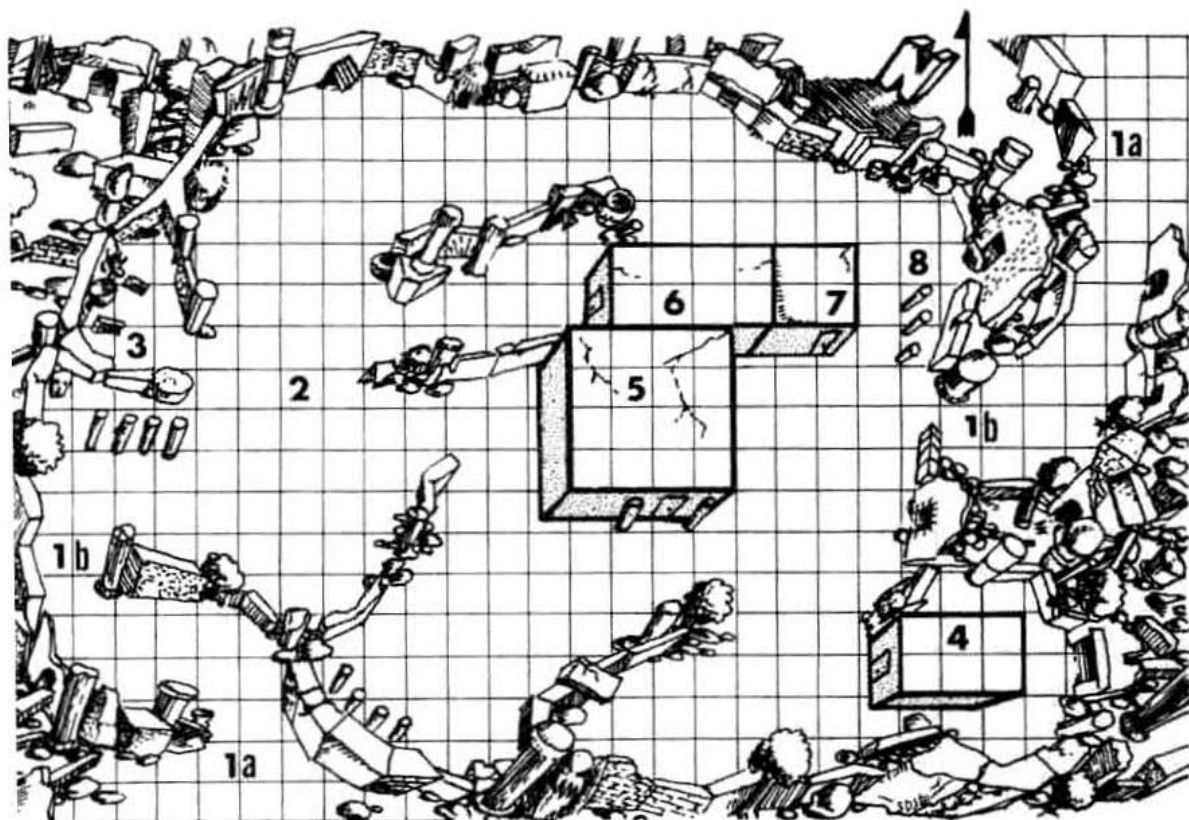
- |  |             |   |       |
|--|-------------|---|-------|
|  | Door        |  | Tower |
|  | Secret door |  | Gate  |
|  | Porch rail  |  | Shed  |
|  | Pool        |   |       |
|  | Steps       |   |       |
|  | Garden      |   |       |
- ↑ N

# MAP I



Impassable  
ruins

1 square = 10 feet



## Map J



Prisoner  
poles



Door



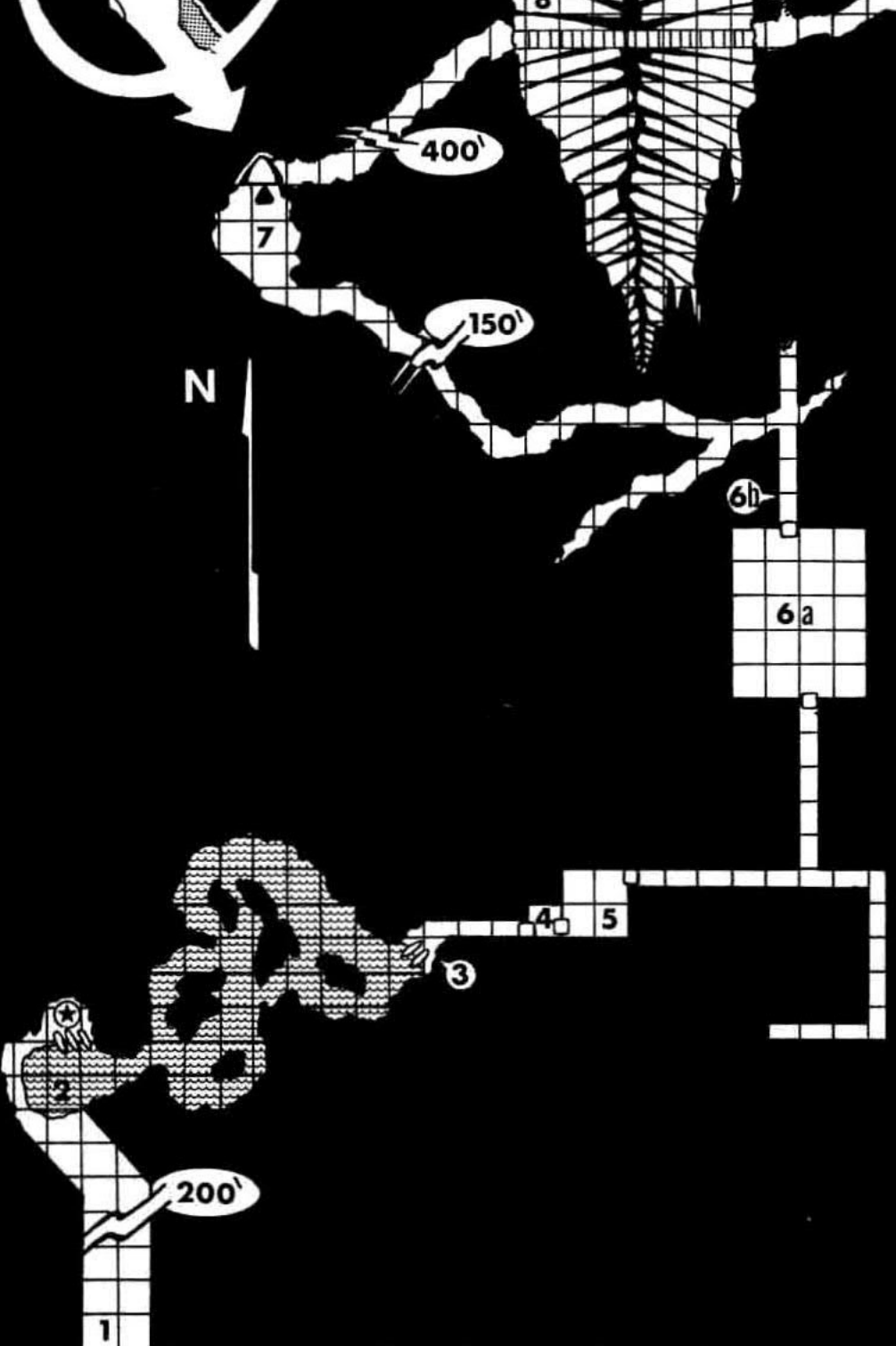
Impassable  
ruins

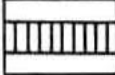
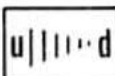
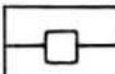
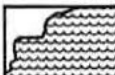




1 square = 10 feet



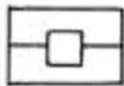
# Map A

To A9  
and A10



-  Bridge
-  Stairs
-  Door
-  Lake
-  Canoe
-  Statue
-  Chasm
-  Vine

1 square = 10 feet



Door



Cave entrance



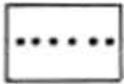
Waterfall



Pool



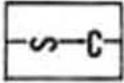
Stream



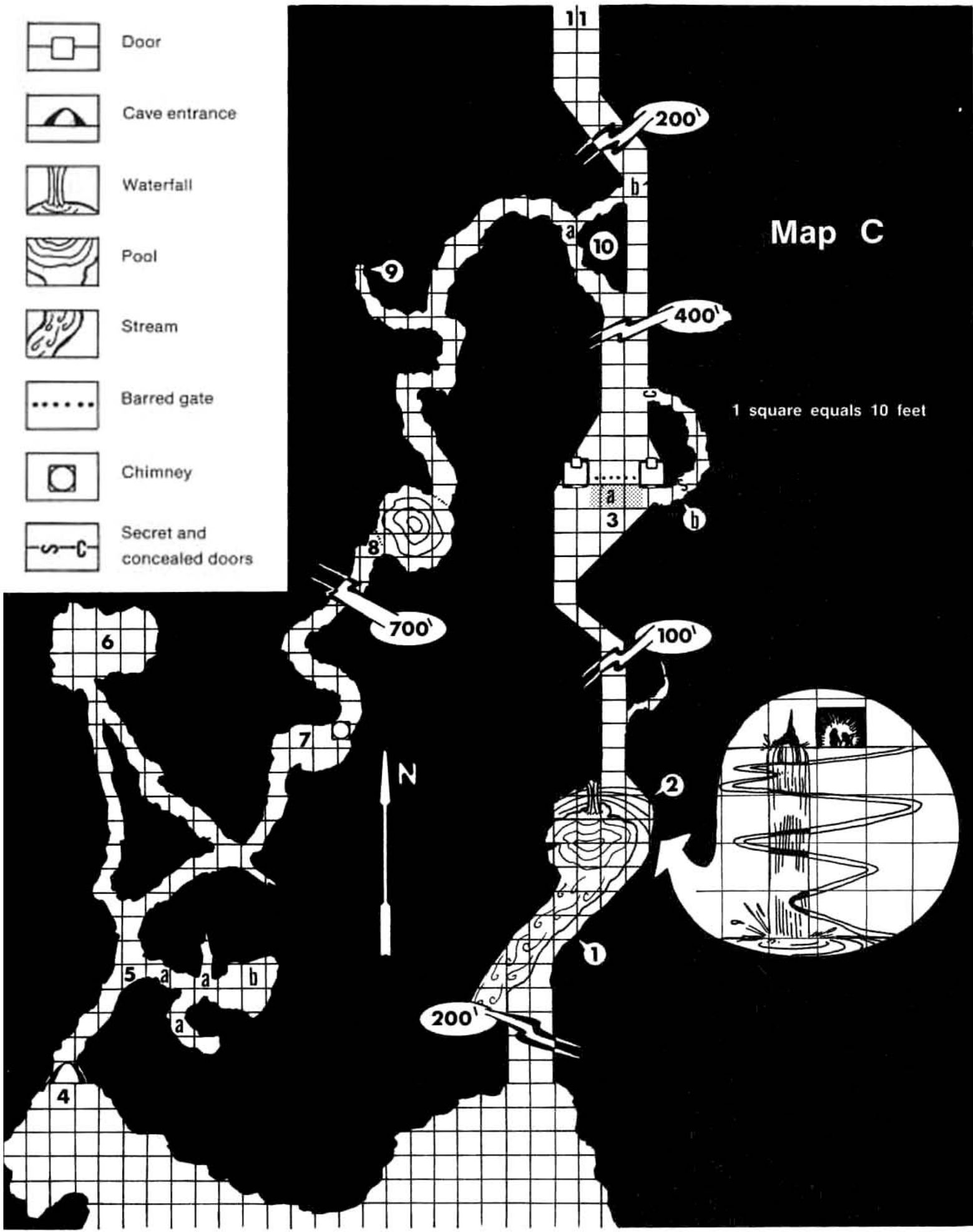
Barred gate

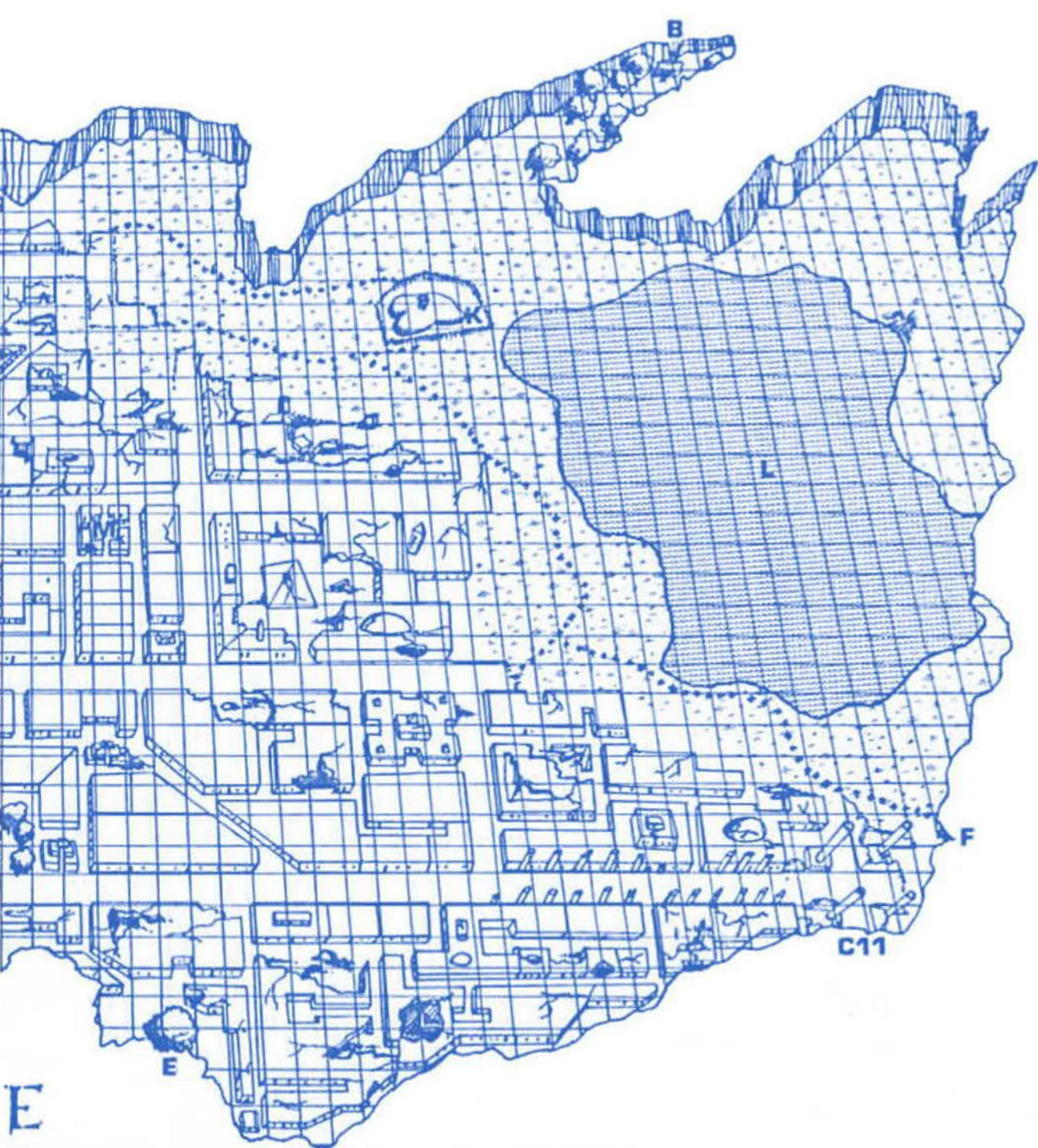


Chimney



Secret and concealed doors





# E BIDDEN CITY



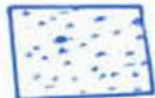
**Ruins**



**Lake**



**Trees**



**Swamp**



**Buildings**



**Trail**

50 feet



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G1-2-3  
FOR ADVANCED  
D&D™ GAME

# Dungeon Module G1-2-3 Against The Giants

by Gary Gygax

THREE ADVENTURES FOR CHARACTER LEVELS 8-12



*This material was originally published as three separate adventures; G1 (STEADING OF THE GIANT CHIEF), G2 (THE GLACIAL RIFT OF THE FROST GIANT JARL), and G3 (HALL OF THE FIRE GIANT KING). Contained herein are referee notes, background information, maps, and exploration keys for three complete adventures using the ADVANCED DUNGEONS & DRAGONS™ rules. This module can be used alone or as the first in a series of adventures that includes Dungeon Modules D1-2 (DESCENT INTO THE DEPTHS OF THE EARTH), D3 (VAULT OF DROW), and Q1 (QUEEN OF THE DEMONWEB PITS).*

*If you enjoy this module, watch for future releases in the AD&D™ line from TSR, The Game Wizards.*



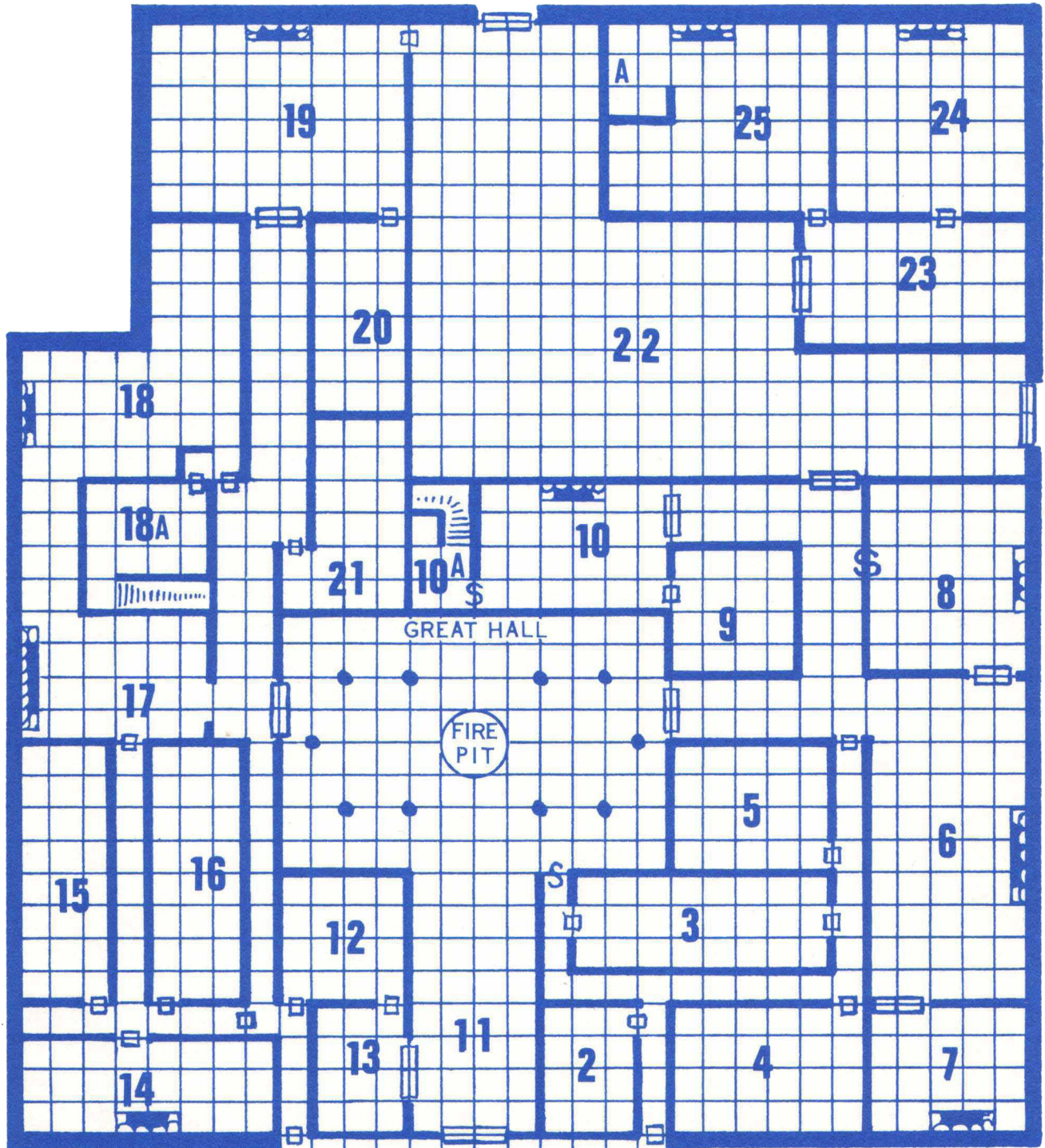
Origins '79  
Tournament  
Module

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# UPPER LEVEL

1 SQUARE = 10'



DOOR



DOUBLE DOOR



SECRET DOOR



STAIRS DOWN



STAIRS UP



FIREPLACE

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ISBN 0-935696-59-8

## The Steading Of The Hill Giant Chief

**Background:** Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places, for life and property loss means failure of the vows of noble rulers to protect the life and goods of each and every subject — and possible lean times for the rulers as well as the ruled. Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants. These adventurers must deliver a sharp check, deal a lesson to the clan of hill giants nearby, or else return and put their heads upon the block for the headsman's axe! Yet this charge is not as harsh as it may seem, for all have been fully equipped with all standard items needed for both wilderness and dungeon exploration; and each member of the party has likewise been given the finest horse available. Guides are available to help, and the leader has a splendid map showing exactly where the great timber fortress of the chief of the hill giants in the area is. This chief, one Nosnra, is a grossly fat and thoroughly despicable creature, sly and vicious, loving ambush and backstabbing. Furthermore, the party has been cautioned to expect a secret force, some motivational power behind this unusual banding of different races of giants. More surprises might be in store . . . Finally, the party has been instructed to keep any and all loot they chance upon, this to be their reward for the perils they are to face. They are to follow any clues discovered if such point towards the sinister hand suspected of guiding the rising, but to return at once if they should determine exactly the reason or force behind the unholy alliance. Some relic of great evil might be at hand.

**CAUTION:** Only strong and experienced characters should adventure into these areas if the party is but 3 or 4 characters strong. The optimum mix for a group is 9 characters of various classes, with an average experience level of at least 9th, and armed with 2 or 3 magical items each. For a small party the most important thing is **experience**, and even a party of 3 or 4 highly experienced 9th level characters can expect a reasonable chance of survival if they use their knowledge and cunning to best advantage.

**Start:** It is assumed that the party has safely arrived at a spot near the giants' stronghold—a small cave, well hidden, where they can be assured of being undetected. They come to the place of the giants just at dusk. There are no windows visible, but no giants—or any other creatures—can be seen about the place, although occasional bursts of shouting and laughter can be heard faintly from within. Their map warns of two giant guards at the great doors to the Steading, but none are there. (If the party comes a second time after once entering, there **will** be guards.) The time has come to see what is afoot!

If the party decides to retire between forays against the Steading, they may be assured of relative safety at the hidden cave base camp—provided they take moderate precautions not to leave a plain trail or be followed to this sanctuary. There are sufficient supplies there for several weeks' stay. Each time they return to this base camp they may receive experience points benefits, if any, accruing to them because of the previous adventure. It may likewise be assumed that magic-users have their spell books hidden there.

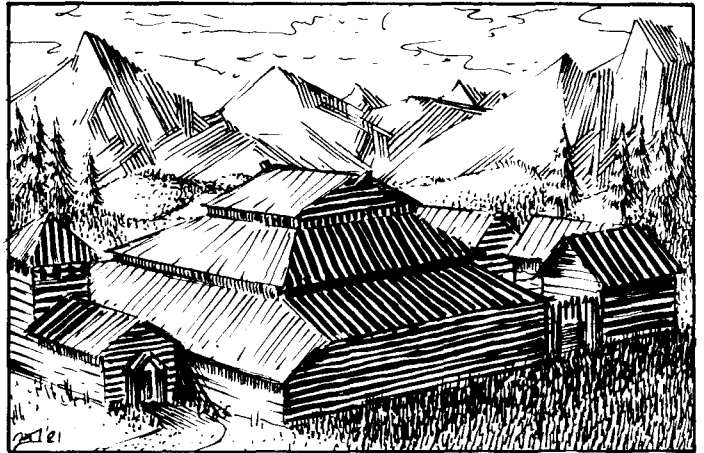
### Notes For The Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, as Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend

and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale should not be a factor in most giant actions.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is given in the latter scenarios, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.



**Upper Works:** The map shows the huge timber stronghold of the local clan of hill giants. All outer walls are of logs of at least 3' diameter. Inner walls dividing rooms and the like are about 2' thick, and doors are great iron-bound log affairs of 1' thickness—single doors being approximately 7' wide and 6' high. All inside floors are of stone. Ceiling height varies from about 16' at the edges to 32' at the center, and there are great blackened rafters above which hold up the roof. The Steading is in a nasty damp area, where hard rain is a daily occurrence and wet fogs a nightly event. All wood in the place is very damp. (Normal fire will have only a 2% chance per round of burning or setting the place afire, and even magical fires will have only an 8% chance per round of the same.) If the party should manage to set the upper works of the Steading aflame, they will be forced to wait a week before trying to discover a way into the lower (dungeon) level, for hot embers will prevent entry before this period of time. Note also that ALL loot from the upper works will be lost in such a fire, but that all giants from location 11 of the upper level will escape to safety in the lower level, going to location 26.

A normal die score is required to open all doors due to their great size and weight. Doors will stay open if left that way. Fireplaces are indicated, but the locations of cressets and braziers are not. Location 22 is an open stockaded yard, while rooms 23-25 are an outbuilding which is connected to the main lodge by a huge palisade of tree trunks 3' in diameter and 30' tall.

**Giant's Bag Contents:** There will be numerous occasions when bags and chests will be searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5 d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the CONTENTS TABLE.



## KEY TO THE UPPER LEVEL

### Giant's Bag Contents Table: Dice Roll      Item In Bag or Other Container

01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10'-120' coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

*It is suggested that no item be duplicated; roll again if a duplicate item is indicated by any given roll.*



### Wandering Monster:

1. 4-12 orcs rushing to get shields for platters
2. 2 hill giants from 11. going to sleep off a drunk
3. 3 ogres from 11. going to get on of the guards
4. 1 hill giant from 11. taking a stroll

Great Hall to 11.: Encounter 1 in 8 ("1" on d8)

1. 1-4 hill giants heading for 13 from 11.
2. 1 cloud giant from 11. heading for front gate
3. 2 stone giants from 11. heading for front gate

Eastern Section: Encounter 1 in 12 ("1" on d12)

1. The giantess coming from 11. to get her cave bear
2. 1 hill giant with 1-4 dire wolves from 22. going to 4.
3. The chief and 2 ogres going to get some trophies from 6. to show off in the Great Hall
4. 2-8 young giants from 3. heading through 22. to raid the pantry at 18.

### Rooms and Areas

1. **ENTRY AND CLOAK ROOM:** The place is bare, but there are many pegs along the walls, and various items of giant outerwear (capets, cloaks, etc.) and bags hang from them. Use random bag contents for any opened. Noise could alert A. or B. below:
  - A. 2 snoring hill giants, supposedly guarding the entrance (H.P.: 40, 34). There is a nearly empty keg of ale between them. Unless attacked and slain immediately, any molestation will enable one to alert the other guard at B. There is 1 chance in 20 that any well-planned scheme to kill them will fail, otherwise they can be slain simultaneously and quiet maintained.
  - B. Steps leading up to the watch tower where another hill giant guard (H.P.: 27) is dozing. A flagon which contained mead is at his hand. An iron hoop and straight bar hanging on ropes from a rafter above will alert the place if struck together. The giant wears a belt with a gem-set gold buckle. The 6 gems are worth 100 g.p. each. The gold in the buckle is worth 100 g.p., but as a piece of jewelry the item has a value of 1,400 g.p.
2. **SUB-CHIEF'S ROOM:** This place contains a scattering of furnishing (hides on the floors, a bear skin on the wall, a chair, a stool, a huge chest, and a vast bed mounted with furs). On a shelf 9' above the floor are a beaten silver comb set with four 50 g.p. gems (value 300 g.p.), a copper mirror (200 g.p.), and a large gold hair pin with a 500 g.p. pearl (800 g.p. value). Under the furs on the bed is a sleeping giantess (HP. 29) who will awaken on a 1 in 4 or if a loud noise occurs in the room. The chest contains 980 c.p., 320 sp., and 1,500 g.p.
3. **DORMITORY:** Here 12 young giants (H.P.: 26, 24, 3 x 21, 18 x 17, 2 x 16, 14, 13) are rollicking, and beefy smacks, shouts, laughter, etc. are easily heard. All these creatures have weapons and will fight as ogres. (Note that noise from here will be regarded as the "kids" having fun ...) There is no treasure, but by wearing the young giants garb, with suitable padding, the party could pass as the youngsters if not seen closer than 20'.
4. **BARRACKS:** 2 soundly sleeping giants (H.P.: 39, 38) can be heard snoring among the 10 beds and 10 chests in this room. There are items of clothing hanging from walls and a couple of torches are smoldering in wall cressets. No treasure is in the room, save a small pouch in the first chest searched, which will contain 110 p.p.
5. **MAIDS' CHAMBER:** 4 giantesses are in this room (H.P.: 34, 27, 24, 23), and there are the usual furnishings about the place. Only the nasty old matron (the strongest of the 4) is inclined to fight, but she dominates the others. If the matron is slain the 3

others will not fight, and will even co-operate with the party by describing rooms 8., 9., and 10. (the chief's sanctums) and telling how to get there safely if they are allowed to have the matron's hoard of treasure. In an iron chest under the matron's bed are 3 bracelets worth 2,000—8,000 g.p. each, 3,000 g.p. and 4 potions (**extra-healing**, **hill giant control**, **healing**, **poison**). **Note that the maids do not particularly want the potions.**

6. **HALL OF THE CHIEF:** Numerous interesting things fill this place. There are 2 tables, 5 chairs, 2 stools, and rugs, hides, and skins on the floors and walls. The tables have pottery flagons and platters on them, and pots and kegs are all about the place. There are trophies on the walls: heads (dwarven, human, and various animals and monsters), skulls, skins, and some arms and armor. Directly across from the fireplace are 8 shields, one of which is +3 magical (but only a **detect magic** spell will reveal it as such). There is a brass jar on the mantle of the fireplace, but it has no value. A skull there is also valueless, but inside is a large gem worth 2,000 g.p. — one of the kids was playing with it and stuffed it inside the skull and it has been forgotten.
7. **CHAMBER OF THE CHIEF'S WIFE:** She is at 1 1 . , but the room has her pet cave bear (H.P.: 35) which acts as a guard and will immediately attack any intruder, for it can smell the person at the door. The bear makes no noise. There is a bed, small table, chair, stool, 2 chests, a coffer, and rugs, hides and the like in the chamber. The chests contain only clothing, as she wears her jewelry, but hidden in the straw mattress is a leather pouch with 29 gems in it: 1 5,000 g.p., 3 1,000 g.p., 4 500 g.p., 8 100 g.p., 5 50 g.p., and 8 10 g.p. value.
8. **CHIEF'S CHAMBER:** This room is hung with rugs and skins and there are hides on the floor. There is a bed, 2 chairs, a small table with a tun of cheap wine on it, an old shield and some of the chief's weapons (in the corner), a chest with his clothing, and other clothing hanging on pegs. A thick chain (for his cave bear) is set into one wall. Nothing of value is in the place.
9. **ARMS ROOM:** This is the location of the better trophies and personal armor, shields, and arms of the chief. There are also 4 huge fur capes. Although there is no real value to most of the items herein, there are 5 **javelins of lightning** wrapped in an old rag which is stuffed under a cloak thrown into a far corner and shielded from sight by 3 spears and a club leaned against the wall in front of it. Of the other dozen or two items in the place, only one of the capes, a giant otter fur (2,000 g.p. value), has any worth to the party.
10. **SMALL DINING ROOM:** This room is also used for the council meetings of the chief. It contains a long table, a great chair, a lesser chair, and 6 stools. There are several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, and old knife, a rock paperweight, etc.). There are hides on the walls and floor. The secret door to 10A. is merely a hidden door concealed behind a manticores hide hung on the wall. A rough skin map of the area, showing past and planned raids, hangs on the wall opposite the fireplace.
  - 10A. Several scroll tubes are concealed in this room, under a stack of logs in the alcove to the northwest. Only one tube has anything in it, this one being sealed and marked with a triangle containing a Y. Inside is a set of instructions on the next raid, written in giantish, and signed "Eclavdra". Also in the tube are the plans for the Steading, but this plan does not show the lower level. **Note that the steps lead to the secret area of the dungeon level.**
- 1 1 . **LONG HALL:** This 80' long passageway is dim, shadowy, and generally deserted and ignored, for all of the feasting and fun is beyond in the Great Hall. A few torches burn smokily along either wall.

**GREAT HALL:** This place contains trestle tables, benches, stools, etc. To the north of the fire pit (where a whole ox, 2 sheep, and 4 pigs roast) is a higher table where the chief, his wife, the cloud giant, the sub-chief and the 3 stone giants are seated. On the wall directly behind the chief is a small ballista which he uses as a crossbow (30" range, fires 1/round, 2-18 vs. man-sized, 4-24 vs. larger creatures). It fires spears, and there are 6 there. Barrels and kegs of ale, beer, and mead stand here and there. All of the tables are full of various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, etc.). There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise. The following creatures are in the hall:

Chief Nosnra & wife:	H.P.: 65, 41 (he fights as a frost giant, she as a male hill giant)
Sub-chief:	H.P.: 49
Cloud giant:	H.P.: 63
3 Stone giants:	H.P.: 51, 48, 43
22 Hill giants:	H.P.: 44, 3 x 40, 39, 5 x 38, 5 x 37, 3 x 36, 33, 30, 2 x 27
8 Ogres:	H.P.: 31, 29, 3 x 28, 27, 26, 20
Cave bear:	(beneath chief's table) H.P.: 43

Each giant wears 1 to 4 pieces of jewelry worth 200—1,200 g.p. each. Ogres wear but half that amount worth 200-800 g.p. each. The sub-chief will have 4 pieces. The chief and his wife also wear 4 pieces of jewelry, each worth 1,000-8,000 g.p. The chief's pet bear has a jewel studded collar with 6 rubies worth 1,000 g.p.

Note that various servants and orc slaves will be entering the Great Hall from the west.

12. **ARSENAL ROOM:** There are 30 helmets, 26 shields, 22 spears, 9 clubs, and 3 great axes around the place. None of these are of use to the party.
13. **WEAPONS ROOM:** Spears, shields, clubs, and axes are abundant here — no fewer than 12 of each, all sized for giants, of course. There are 4 great swords (two-handed with respect to man-sized creatures), 2 huge iron maces, and a sheaf of 6' long spears the giants use for javelins. All shields are against the walls, and behind the 7th one checked will be found a magic **war hammer +2**. One other hammer is out of sight in a corner, and it is seen by close inspection. This weapon has a **magic mouth** spell placed on it to speak to a dwarf: "Here's a kiss for you, runt!" so until it has spoken it will radiate magic very strongly.
14. **MAIN GUEST CHAMBER:** The cloud giant and the 3 stone giants (now at 11. ) are lodged here. There are 6 beds, 4 chairs, 4 stools, 7 chests, and two tables in the room. Various skins and hides cover the floors, several hang on the walls, and there are giant garments on several pegs. All found are worthless, as are the contents of all chests and the 4 bags tucked under the beds. One torch burns smokily at the west end of the room in a wall sconce; at the other end is what appears to be an unlit torch, but it is actually a **giant slaying sword** belonging to the cloud giant, and if it is touched the special illusion is dispelled. Note that the sword is unique, with 14 intelligence, 8 ego, and speaking hill, stone, and frost giant languages in addition to the common tongue and the language of Neutral Good (which alignment the weapon is). It detects enemies, but the sword has no other powers. It is +2 in general and +4 versus any sort of giant (scoring that plus in damage, of course).
15. **COMMON ROOM:** The place has 10 cots, 10 boxes, 4 stools, 1 table, 2 benches, and various odds and ends—all of which are of absolutely no value.



16. COMMON ROOM: This place is almost identical to 15. above, with a few cloaks, some hides on the floors and walls, etc. A small chest on a stool in the northeast corner of the room contains some dwarven and elven ears, and one of them has an earring in it with a 100 g.p. gem.

17. KITCHEN: This is a typical giant kitchen with counters along the walls, several tables, benches, a stool or two, and various items for cooking and baking (pots, kettles, bowls, knives, forks, spoons, ladles, spits, and so forth). There are 29 orc slaves about the place who will run away from any strong-looking party. The 5 giantess serving maids and 11 young ogre servants will also run, but they will call for help. (Assume all creatures herein have absolutely average hit points, the ogres having but 12 due to their age.) There is nothing of value. (See 18. below for further details of the items about the place.)

18. KITCHEN WORKROOM: This is also a ready storage area and eating place for servants. There are 3 tables, a long counter, stools, benches, and kitchen gear about. There are numerous sacks, boxes, and barrels containing flour, dried meat, dried fruit, honey, etc. Various cheeses, smoked meats, and sausages hang from the rafters. There are several casks and tuns of ale, beer, mead, and wine. Loaves of bread are stacked on one table.

18A. This is a storage room with more provisions as above, as well as the stairs leading to the lower level.

19. SERVANTS' QUARTERS: This large common room has various sizes of cots, tables, chairs, stools, and the like. It is cluttered with old clothing and junk. In it are 6 giantess maids (non-combatants) and a "handsome" giant warrior (H.P.: 43) who will immediately do battle in order to show off for his admirers. He will not raise a cry for help unless brought to 50% or less of his hit point strength. On the round this happens, he will raise help by shouting with a 60% chance each round of being heard. (This giant is the dire wolf keeper—see 22.—and he has a whip hanging beside the door to the east. The whip need only be shown to the wolves to make them cower and fall back.)

20. ORC SLAVE QUARTERS: This hall is a messy and smelly place filled with pallets and junk. All but 2 of the slaves are working elsewhere, the 2 in this place being too injured (since giant kicks break bones) to labor. They will happily aid a party

which will spare their lives and set them free. These orcs know about the rebellion in the dungeons, and they will tell the party that any orcs they see there should be hailed as friends. Otherwise, they know only the kitchen area and the Great Hall.

21. OGRE QUARTERS: The hill giants employ ogres for scouts, messengers, servants, and the like, for the ogres are trusty flunkies as well as hard workers and fighters. In addition to those in the Great Hall and the young at work in the kitchen area, there are 5 of them here (H.P.: 26, 23, 18, 16, 15) playing at knucklebones and drinking small beer. Amidst the heaps of skins on which they sleep (there are 22 such heaps) is hidden a leather sack (heap 15) containing a potion of **storm giant strength** and a **delusion** potion. Locked in a great iron chest with the key held by the strongest ogre (now at 11.) are 955 s.p., 705 g.p., and 79 p.p. The strongest ogre in the room wears a 1,000 g.p. gem on a thong around his neck. The creatures have 381 c.p. as stakes for which they are playing. Noise from this place will attract no attention whatsoever.

22. OPEN COMPOUND: 14 dire wolves run free here (H.P.: 25, 23, 22, 2 x 10, 19, 3 x 18, 2 x 17, 15, 13, 12), and they will immediately attack any non-giant or non-ogre entering their area. **Note that if they see the whip (room 19.), however, they cower and make no sound, but otherwise they howl and bite!**

23. GUARD ROOM: There is a huge horn to wind to call the dire wolves. It rests upon the small table in the center of the room. There are 8 stools and 2 benches along the walls. A sheaf of 18 spears is by the door. A line of 7 giant-sized shields and 4 clubs stands along the south wall. No creatures are in the room.

24. BARRACKS ROOM: This room contains 10 beds, 10 chests, 10 stools, 2 tables, 1 bench, and miscellaneous junk. There are a few hides on floors and walls. Several broken weapons and dented helmets are strewn about. The place is deserted.

25. BARRACKS ROOM: Identical in contents to 24 above.

A. This alcove off the barracks belongs to the sergeant of the guards who is now away feasting. There are 3 chests in his area, all filled with clothing and equipment for the troops and himself. A sack on the wall holds giant-sized boots, and one at the bottom holds 1,300 g.p. and 8 100 g.p. value gems. Another sack under his cot has nothing but old helmets in it.

## KEY TO THE DUNGEON LEVEL

**Note Regarding the Dungeon:** It will be evident from merely descending the stairs and observing the walls that the masonry work is quite good, certainly superior to orcish work, except in a few places. The observant party will note that most of the stonework is old, even that which bears recent chisel marks or is patched with new mortar and shored up with newly hewn stone. Passageway ceilings are arched and buttressed every 10', with the peak of the arch about 17' overhead. Ceiling height in most smallish rooms in the dungeon is 20' or so, again arched and buttressed. In the large rooms and chambers the ceilings are 30' high. The overhead in the natural cavern area (19-21.) is of varying height, passages about 10', and large areas about 20' or more. The roof of cavern 23. is about 40' high. All natural cave areas have stalagmites.

### Wandering Monsters:

All Non-Natural Areas: Encounter 1 in 12

1. 4 ogres (H.P.: 23, 22, 20, 27) seeking some orcs
2. The Keeper (see 2. below) and his pet out inspecting
3. 12 orcs (H.P.: 9, 8, 7 x 7, 6, 5, 4) with 2 heavy crossbows (2 poisoned bolts—see "B" below) out raiding for food

Other Areas: Encounter 1 in 20

In 19.-20.: 1-4 Subterranean lizards (from 21. below)

In 21: 1-3 carrion crawlers coming up from the sink holes

### Rooms and Areas:

"B": Boulder wall and orcish strong point (see 19).

"G": Posts for rebel orc guards.

"W": Watch points for bugbear guards.

1. **MARSHALLING AREA:** This room is primarily meant as the place where slaves are rounded up and sent about their tasks under guard. It is also used for the revels of the other dungeon crew when off duty. There are a few smoky torches burning along the walls. The benches and tables are pushed out of the way against the walls, revealing a floor of blackish stone, much worn by the tread of countless feet.
2. **CHAMBER OF THE KEEPER:** The Keeper is a ghastly hill giant, hunchbacked, twisted, and with but one good eye. He is thoroughly wicked and evil, strong (H.P.: 49), and remorseless. He is never without one of his 2 pet carnivorous apes (H.P.: 29, 26), and both are in his lair, one guarding to the north of the door, the other on a platform built above it! The Keeper has a chain shirt which makes him AC 3, and he fights with a **battle axe +3** (+3 to hit, +3 hit points of damage). His room has many skins on the floor, a bed, table, chair, 2 boxes, several crates and barrels, 1 chest, and odds and ends of armor, weapons, furniture, tableware, and so forth. None has any value. A loose stone in the floor hides his treasure: 5,400 g.p., 5 500 g.p. gems, 4 100 g.p. gems, and a large earthenware jug which holds 4 potions of **water breathing**.
3. **CELL BLOCK:** In the outer guard room are 2 bugbear guards (H.P.: 17, 14) armed with morningstars. If not engaged immediately, they will raise an alarm by striking a large brass gong near the door. If they are prevented from doing this, and are faced by an obviously superior enemy, they will direct the opponents to cell iv. (see below), and when the party is occupied the bugbears will smite the alarm and flee. The room contains a table, 2 stools, torches, and keys to cells i, ii, iii, and v.

In the cells are:

- i. 1 human prisoner, a merchant, now quite insane.
- ii. 1 human prisoner, an engineer, kept alive to help with the excavation of new areas of the dungeon. He cannot aid his rescuers, but he will take service.

iii. An elf fighter/magic-user (5/8 levels but no spells and wounded from torture—31 hitpoints now 14) chained to the wall. He has 17 strength, 17 intelligence, 14 wisdom, 16 dexterity, 15 constitution, and 11 charisma. He will serve with any character of **good** alignment for 1 year after rescue without pay in gratitude for his freedom.

iv. **TRAP:** 3 skeletons, each wearing a brass ring with a glass gem. The bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical about them. They have no key to the cell to back up their tale, but the lock can be forced with ease. As soon as the cell door is opened, the 3 skeletons spring to attack with swords previously covered from view by dust and dirt. Each skeleton takes 8 HP.

v. Large cell with 5 captured orc rebels. 3 others of their number have already been tortured to death and eaten, so they will be very willing to help any creature promising them escape from the toils of the giants. These orcs will lead the party to 19. if they wish, and will see them safely past the guards behind "B" if they can handle the bugbear at "W" to the west of that place.

4.-8. **BUGBEAR QUARTERS COMPLEX:** Each of these areas will have a few torches and braziers burning. There will be a few hides and skins on the walls and floors, straw and similar litter mounded for bedding, a few stools and small crates, boxes, and the like for (worthless) personal belongings, and tables with scraps of food and odds and ends of eating utensils upon them.

4. 12 bugbears at ready (H.P.: 20, 4 x 15, 6 x 14). Each has a spear and morningstar, the former for hurling. They have 2-8 g.p. each.

5. 12 bugbears asleep. These monsters are identical in all respects to those described in 4. above.

6. 12 bugbears as in 5. above.

7. Chamber of the bugbear captain: 5 bugbears (H.P.: 24, 4 x 19), the captain and 4 lieutenants, are sitting around a crude table drinking ale and discussing a plan to wipe out the orcs in area 19. The captain attacks as an ogre and is equal to AC 4, doing +2 on damage and having a +1 chance to hit. All these bugbears have bastard swords. The lieutenants have 20-80 g.p. each. The captain has that plus 31 10 g.p. gems, the latter hidden in a pouch under his armor.

8. 6 bugbear guards: These alert fellows are readying for an attack. One always is at the south exit watching "B" to the east. They are armed with hand axes and morningstars (HP.: 21, 3 x 17, 16, 13).

9.-11. **SLAVES' QUARTERS (GOOD BEHAVIOR AREA):** These areas have a few smoky torches on the walls and moldy straw strewn on the floor. Some benches are built into the walls. Each door is barred from the outside with a heavy iron rod.

9. 24 unarmed orc slaves, very poor morale.


10. 30 unarmed orc slaves, very poor morale.

11. 24 unarmed orc slaves, very poor morale.

12.-14. **SLAVES QUARTERS (UNRULY):** Note positions "W" have 1 bugbear (H.P.: 16) each hand axe and morningstar armed, constantly alert and watching. Each area is secured by a barred gate through which the bugbears can see. Each set of bars is secured by lock and chain as well as bolt. The chambers are unlit, have only scanty straw, and are quite noisome with orc odor.

12. 48 unarmed orc laborers, fair morale.
13. 24 unarmed orc laborers, fair morale.
14. 16 unarmed orc laborers, highly anxious to attack their captors, good morale.
15. **TORTURE CHAMBER:** This large area contains various implements for torturing prisoners large and small. There are an iron maiden, 2 racks, thumbscrews, iron boots, chains, whips, branding irons, strappadoes, etc. A fire put in the center of the room gives it all a hellish light. There are 2 dozing hill giants (H.P.: 39, 36) behind the large rack to the north, one with a gold chain set with a fire opal (2,000 g.p. as jewelry, 1,300 if damaged).
16. **ARMORY AND SMITHY:** Here are stacks of giant arms and armor, being repaired or fabricated. In the area first entered are 19 pike-sized spears, 41 6' spears, 16 battle axes, 9 two-handed swords, and other weapons and armor usable only by giants. A bit further on are some helmets balanced on shields and propped up by 6 each war hammers and maces, and if these are touched the whole will fall with a clatter to warn the Armorer and Smith of trouble. These two are fire giants (H.P.: 57, 50) who will immediately raise a shout and come to fight. They are by the forges and bellows in the eastern section of the area. There are 7 dwarves chained there, forced to labor making weapons. Six of the latter are useless to the party, being intent only on immediate escape, but one is an 8th level fighter (18/29 strength, 8 intelligence, 11 wisdom, 10 dexterity, 17 constitution, 6 charisma; 70 hit points) who will serve with the party as long as he gets a treasure share equal to his level and a chance to fight giants. The fire giants each have a sack filled with 4,000 g.p.
17. Passage to 17A., blocked by stones: Orcs have piled finished and rough stones before the door to close it. The wooden door itself is bound with moldering bands of bronze, and a heavy bronze bolt secures it. The corridor is disused, dusty, and reeks disgustingly.
  - 17A. **WEIRD ABANDONED TEMPLE:** This room is of faintly glowing purplish green stone, carved with disturbing shapes and signs which seem to stare out from the walls and columns, to shift position when the watcher's back is turned. Touching the walls makes one chilled, and contact with a pillar causes the one touching it to become nauseous. At the far west end of the temple is an altar of pale, yellow-gray translucent stone. It feels greasy to the touch, but it has no effects upon those who touch it. Behind this altar is a flight of low, uneven steps which lead to an alcove with a concave back wall of purplish-black, glassy appearing substance. If any creature stands before this wall and gazes upon it for one round, a writhing amorphous form of sickly mauves and violets will be seen stretching its formless members towards the viewer. This sight causes the creature seeing it to have a 50% chance of becoming insane. If the creature does not go insane, a touch upon the curving will cause a **scarab of insanity** to appear upon the altar for the first one so doing, and a 5,000 g.p. gem for the next.
18. **VESTRY (?):** The visible walls of this place bear faint traces of disgusting murals and bas-relief depictions of nasty things. A flight of ridged, step-like stones slants steeply downwards toward the south, but this way is completely blocked by tons of stone blocks and rubble.
19. **NATURAL CAVERN:** This place is part of the large area of natural caves and caverns which the ancient builders of the dungeon came upon. It is now inhabited by 78 escaped orc slaves, rebels against the hill giants, for whom the place is a sanctuary. (See "G" above.) The orcs are armed with clubs, axes daggers, and various cast-off

weapons, although there are 7 crossbows amongst them. There are 3 leader-types (11, 10, 9 hit points, fighting as gnolls, and doing +1 damage), 12 guards with great strength (8 hit points each), and 63 others with 5 hit points. They obtain food from raids, supplemented by fungus found in a subterranean cave which is entered through the sink hole in the southwest of the cavern. They have an uneasy truce with the troglodytes (see 20, hereafter), and trade food to these creatures for water. The total of the orcs' treasure is 45 g.p., 23 s.p., and 119 g.p. if approached in a non-hostile manner they will become agreeable if fighting against bugbears and/or giants is mentioned.

20. **TROGLODYTE CAVERN:** A small tribe of trogs' are forced to dwell there. There are 20 males (H.P.: 45, 2x14, 2x13, 12, 6x10, 9, 5x8, 7, 6), 13 females (13, 3x11, 10, 9, 8, 2x7, 6, 2x5, 4), and 7 young (all 2 hit points each). Being trapped between the orcs at 19 and the lizards at 21 they are trying to make do until they can escape. The leader has 4 500 g.p. gems, and there are 7 100 g.p. and 2 50 g.p. gems amongst the other males. They are regarded as holy things by the trogs, and any creature touching the gems will be savagely attacked.
  21. **LIZARDS' LAIR:** A mated pair of exceptionally old and large subterranean lizards (H.P.: 47, 40) have chosen this spot to raise their 4 young (H.P.: 25, 22, 20, 19). These reptiles occasionally dart forth on forays to hunt and devour troglodytes or orcs, but their main hunting ground is the series of caves beneath their own, the entrance to which is through the sink hole at the east edge of their lair. (The lizards feed upon the fungus and the fungus eaters.) They are without treasure.
  22. **PARTIALLY CLEARED PASSAGE TO CISTERN:** The well-like chamber at the end of the broad passage is filled with a deep pool of water. This dark liquid is cool and wholesome to drink, and nothing dwells in it. It is an emergency water supply fed from several spouting springs which come through holes in the wall to the west. The pool is 14' deep, and at the bottom is a small outlet (large enough for a man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting, upwards access to the stream which flows through cavern 23. Any creature going down the stream will come out about a mile below the Steading in a small pond.
- 
23. **CAVERN OF THE CARRION CRAWLERS:** All carrion crawlers in the whole complex of caves and caverns come to this area from time to time to breed. Over the years a litter of bones has built up from the prey these creatures have dragged here to devour at leisure. All sorts of bones, human and otherwise, are heaped and piled here and there. Seldom does any other sort of creature venture into the place, for any that do usually end up by adding their bones to the litter. There are 2 crawlers (H.P.: 19, 16) in the northeast finger of the cavern. Every turn there is a 30% chance that 1-3 more of these monsters will appear (dice for hit points) from the north or south along the stream or by one of the sink holes. There is treasure in the place, but it will take 3 persons to search a 10' x 10' square area in 1 turn. Each area thoroughly checked might discover some treasure, but each such area may be searched but once. Use the following table to determine what is found.

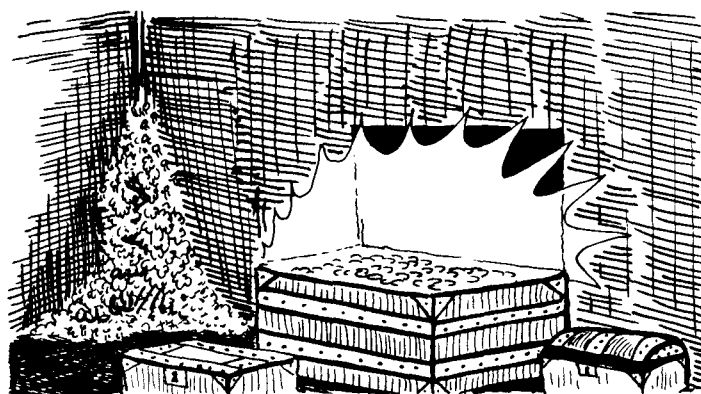
**Die Roll****Result**

01-25	no treasure
26-35	1-100 c.p.
36-45	1-100 s.p.
46-55	1-100 e.p.
56-65	1-100 g.p.
66-70	1-20 p.p.
71-75	1-8 gems
76-82	1 piece of jewelry
83-87	1 potion
88-91	1 scroll
92	1 ring
93	1 wand (or rod or staff)
94	1 miscellaneous magic item
95-97	1 sword or misc. weapon
98-00	1 armor and/or shield

24. **STORAGE ROOM:** (This area will house any ogres surviving from a burning of the upper level if applicable.) The chamber is filled with scattered tools for digging and stone masonry. There are shovels, pickaxes, hammers, drills, chisels, baskets, and so forth, many sized for giants, others for smaller creatures. The door to the north is locked with a huge padlock.
25. **WINE CELLAR:** The door to this room is also padlocked. In addition to several large casks, 11 big barrels, and some various kegs, there are 13 tuns (5 gallon) of exceptional wine stored here. Each has a bung seal with a blob of black wax impressed with a death's head. If the wine is tasted it is 75% probable that the taster will continue to quaff it until in a drunken stupor. (One quart will make a giant reel, while a gill will make a human tipsy. It is the property of the creatures masterminding the attacks by the giants, a gift to the chief for his good services, but the party can at best guess at this fact. The wine is black, has a slightly earthy smell, and tastes like no other such drink.) It has a market value of from 200 to 800 g.p. per quart.
26. **GALLERY UNDER CLEARANCE:** (Note that here, and at 27., will be the location of giants surviving a burning of the upper level of the Steading.) The north face of this area is being cleared, and a few tools are in that area. The place is otherwise unremarkable and empty.
27. **CHAMBER UNDER CLEARANCE:** Another unlit and unremarkable place with a few tools left laying around.
28. **QUARTERS FOR STONE GIANT MINERS:** 3 stone giants (H.P.: 47, 44, 39) who are subordinates of the leader in the Great Hall above make this their abode. There are piles of skins about, 5 cots, several stools, 2 tables, and several chests and sacks containing personal gear. These monsters are the master miners and engineers for all work in the dungeon. There are 14,230 g.p. in the third chest opened.
29. **EMPTY CHAMBER:** At first glance the whole place will appear to be unused, but there will be a faint glint of light from the far wall (western). Was that the gleam of light reflected from a gem? Entering to see what the glitter was will reveal a pile of coffers, one tipped so as to spill its contents of (phony) gems and jewelry. The dotted area to the east shows the spot where thick iron bars will drop to trap intruders. (See 30. and 32.)
30. **PRISON:** This area holds 4 insane manticores (H.P.: 51, 48, 45, 40). These monsters are caged here by Nosnra to guard his treasure. They are fed kitchen garbage dumped down a chute from above, and the manticores are wild with rage at their captivity. They will insanely attack any creature if the opportunity presents itself. The dotted areas to the north show where bars are (the south line) and where others will drop (the north line) after the monsters enter chamber 29. The bars which hold them

prisoned are thick, and close set, so the manticores cannot fire their tail spikes through the gaps; but those bars which are to the north are not so closely set. (See 32.)

31. **MINOR TREASURE ROOM:** This place is the storage area for the excess coinage of the chief. There are 7 chests and some empty boxes. The chests contain:
- 13,000 c.p.
  - 27,300 s.p.—scything blade trap which inflicts 2-12 h.p. damage, chopping off a member on a score of 20.
  - 7,140 e.p. and a **poison** potion.
  - 27 copper ingots each worth 400 c.p.
  - empty.
  - 11 ivory tusks worth 1,000 g.p. each
  - 980 gems of 1 g.p. value each—poison needle trap in lock, another in (empty) false bottom.
32. **SECRET ROOM:** This hidey-hole is provided with spy holes for the chief so he can look out upon areas 1. or 29. (There are also spy holes at about 5' height which the hill giant has never noticed.) There are three levers on the west wall of the room; each raises and lowers one of the sets of bars which are described at 29. and 30.



33. **THE CHIEF'S TREASURE ROOM:** The hidden pit with a snapclosed trap door cover has 4 iron spikes set into the floor 10' below, and each is poisoned. There is a 50% chance to fall into the pit, each person passing over the area checking—a second line having but a 25% chance of falling in if persons in a leading row drop into the trap. The room has various items which will immediately be noticed:

Large Chest: 23,840 g.p.  
 Iron Box: locked, 4,139 p.p.  
 Small Coffers: 41 100 g.p. gems, 13 500 g.p. gems, and 8 1,000 g.p. gems.  
 Small Coffers: 17 pieces of 500 g.p. jewelry (no gems)

In addition, there are 3 empty and broken boxes, and in the southeast corner what appears to be a broken barrel. The latter is an illusion, for it is actually a well-made and water tight cask which contains a map showing the **GLACIAL RIFT OF THE FROST GIANT JARL** and an obsidian box. In the latter is a chain of weird black metal and instructions written in hill giant on a sheet of human skin. The instructions show that the chain is a magical device which is to be looped into a figure 8. Thus shaped, it will transport up to 6 persons in each circle of the figure 8 to the Glacial Rift if one of their number holds the map. It will appear that a large growth of **YELLOW MOLD** covers the southwest corner of the room, but this is another illusion hiding the following items hung upon the wall: a quiver of 11 **magic arrows +2**, a **magic spear +3**, and 2 **flaming swords** (#1: Chaotic alignment of either good or neutral, intelligence 10, ego 12, detects gems, including kind and number, communicates by empathy; #2: Neutral alignment, either good or lawful, 6 intelligence).

THIS ENDS THE EXPEDITION TO THE STEADING

## The Glacial Rift of the Frost Giant Jarl

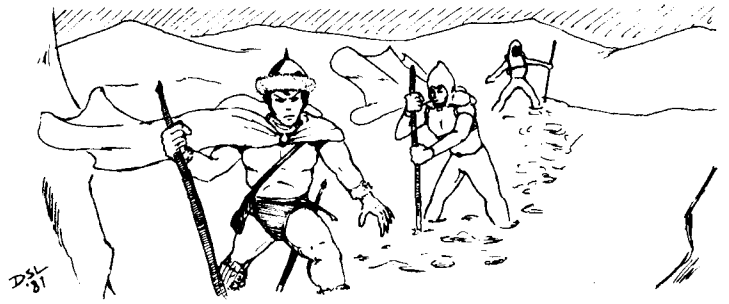
**Background:** Some dozens of leagues to the north and west of the STEADING OF THE HILL GIANT CHIEF amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been amongst those who have been in the reaving bands, the party is to deal with them as the hill giants have been dealt with. Death and destruction are to be meted out to the frost giants in the same measure they gave to the peoples below. Those members of the party who have participated in the raid upon the STEADING will know that their most important mission, however, is to garner intelligence as to what or who is behind the unholy alliance of hill, stone, frost, and possibly other types of giants as well. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face—and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the hill giants.

**Start:** It is assumed that the party has either followed a map obtained at the Steading, or used the magical chain found there, to arrive in the neighborhood of the Glacial Rift. If they spend a few hours searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and even treasure if they take minimum precautions with respect to keeping their hiding place secret, i.e. do not lead pursuers to the spot, make undue noise there, etc. In any event, the same search will also reveal the Rift. The thick arrow indicates the beaten path which the giants follow to enter the place. There are two icy ledges along either face of the Rift. Both slope slightly downward, with occasional high steps which combine to make the paths progress from 250' above the bottom of the Rift at their beginnings to about 150' above at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift, and the openings along it are the entrances to the caves and tunnels in its face. Caves and caverns will be from 25' to 45' high, tunnels and passages will be from 20' to 30' ceiling height. The party may travel on the surface of the glacier—mountain (over the caves shown) to circumvent the whole Rift if they so desire. Ropes can be lowered to gain the ledges below—from 50' to about 150' depending on position. As the rim and the ledges are covered by ice and snow, each turn that the party is moving along them a die is to be rolled; 1 in 6 indicates a member of the party has slipped an fall, and there is then a 3 in 6 chance that the character falling will continue to slip and slide over the edge. If the party is roped together, when 1 member slips over the edge, the next must be rolled for with a 2 in 6 chance of following. If more than half of the party goes over the edge, all fall. Each member falling to the bottom of the Rift takes 1 six-sided die of damage for every 10' falling distance, 10 dice maximum due to the cushioning effects of snow drifts.

The whole place is windy and very cold. Visibility atop the Rift is about 150'. The wind at the bottom of the Rift is worse still, and visibility there is only 30'. The floor of the Rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up here and there like fangs. Movement through this howling maze of cold is reduced to 50% of normal. Due to wind force and eddying currents, levitation or flying there will cause movement in a random direction equal to one-half the distance flown or levitated. (Use d8 to determine direction, 1=north, 2=northeast, 3=east, etc.)

The map the party has shows only the entrance to the Rift, and they have no idea as to which path they should follow or what they will encounter (other than the certainty of frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store.

If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning. Of course, magic-users must have their spell books in order to regain spells used. When the party does retire to rest and recuperate, experience points should be awarded for treasure taken out and monsters slain.



### Notes for the Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, the Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale checks for the giants should not normally be made.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is shown, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

**Upper Areas (Caves and Rift Floor):** The northern section of caves and caverns is basically formed from ice, with a few areas of rock here and there. In these areas a faint greenish light will make torches or similar lights unnecessary. Fireballs used in such areas will make the footing within the area of effect very slippery (slip and fall 2 in 6 per 10' moved). For from 2 to 5 turns after such magical fire is used, the area will also be filled with a thick fog which will reduce visibility to 5'. Boulders blocking movement require 3 persons of normal strength to move them, success being indicated by a 1 or 2, just as if a resisting door were being opened. Characters with 18 strength can move these boulders alone, but a 1 or 2 on a six-sided die is required for success. If they are cooperating with other party members to move them, then a 1 is added to the probability of success for each 18 strength character in the group attempting to move the boulder, i.e. if 2 of the 3 were 18 strength characters, the boulder is moved 4 in 6. If the party is on the floor of the Rift and fleeing from pursuing monsters, any change in direction by the party will entitle them to a die roll to determine if the monsters continue to follow, with 1 or 2 on a six-sided die indicating that pursuit continues, 3 through 6 meaning that they have successfully eluded the monsters. This is allowed due to the blizzard-like conditions in this area.

## KEY TO THE UPPER AREAS

### Wandering Monsters:

Encounter occurs 1 in 12 (d 12), checking each turn.

1. 2-5 yeti
2. 1-3 frost giants
3. 4-16 ogres
4. 2-8 winter wolves

*Note: Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.*

### Encounter Areas et al.:

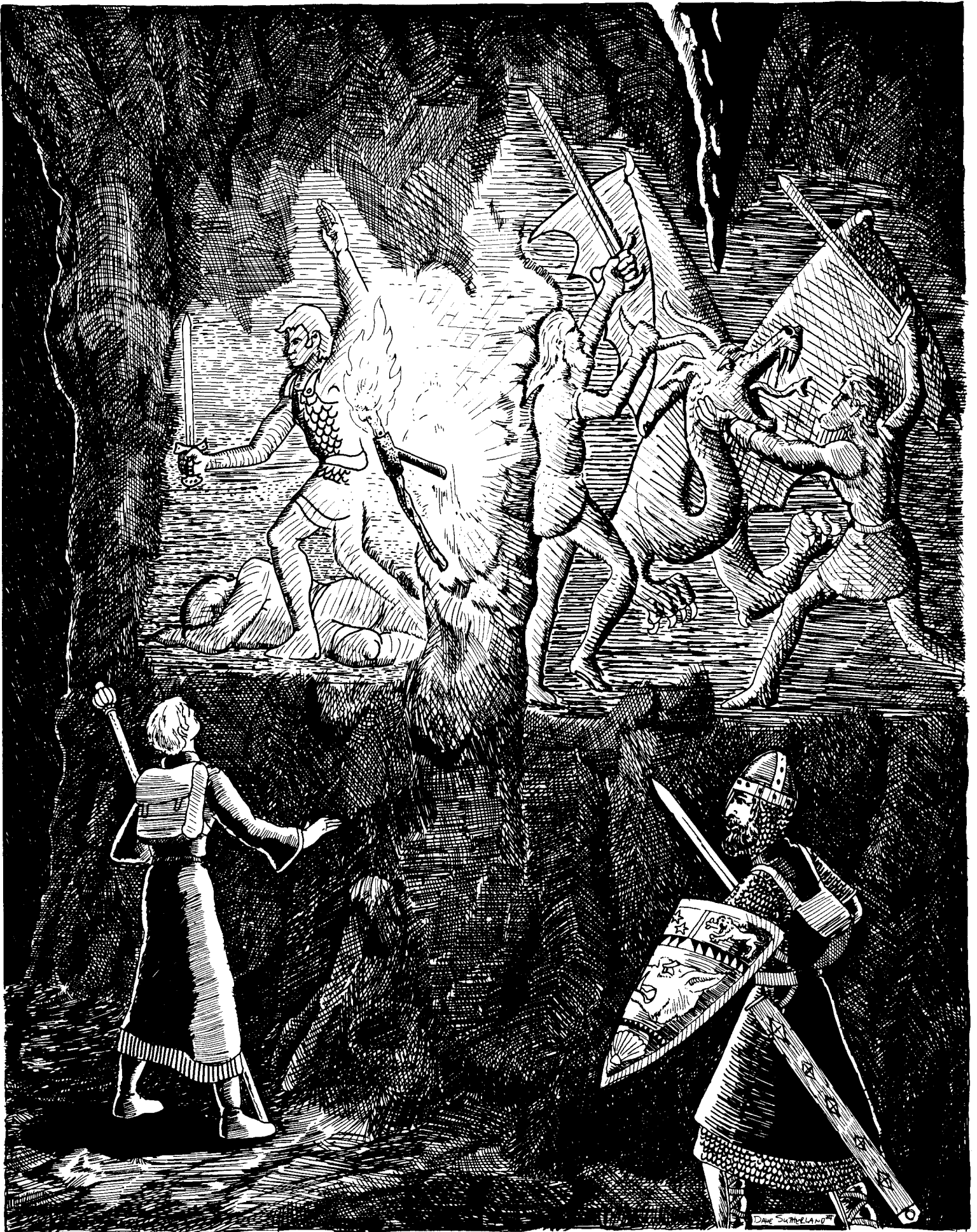
b. "b" positions are large boulders.

1. GUARDROOM ICE CAVERN: 4 frost giants (H.P.: 49, 47, 46, 44) lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at 9. and 10. There are 4 piles of hides, 4 giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately meleed. Their treasure is at 6. See also 2 hereafter.
2. GUARDROOM ICE CAVE: 3 frost giants (H.P.: 50, 42, 41) on standby guard. If they hear noise from area 1. they will rush there to help, or if they are attacked they will raise a cry to bring the guards from 1. to aid them. There are 4 piles of sleeping skins, and 2 bags in the cave. Under the third pile of skins is a silver belt worth 1,600 g.p., one giant wears a jeweled chain on his wrist (3,000 g.p. necklace), and one sack holds 4,128 g.p. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.
3. EMPTY ICE CAVE: If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave.
4. SMALL ICE CAVE: Den of 5 winter wolves—a male, female, and 3 half-grown young (H.P.: 36, 31, 19, 18, 16). If the young are molested, the parents will fight at twice normal values. They have no treasure, although there is a litter of bones and the like in the place.
5. ICE CAVERN: The giants have frozen 8 corpses of mutilated victims, standing them upright in blocks of transparent ice. Evidently these are meant to "frighten off" any trespassers. The bodies are obviously hacked and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice: 1) is dwarven with a **battle axe +1**, 2) is elven with a long case at its feet (cold wand with 16 charges), 3) is human and wears a jeweled belt (worth 7,000 g.p.), 4) is human and has a tube in its hand (a scroll of **protection from elementals**), 5) is dwarven and has a spilled pouch of (37 10 g.p. base value) gems at its feet, 6) is human and wears a **fire resistance ring**, 7) is half-elven and grasps a sack with a burst seam showing silvery coins (471 s.p.), and 8) is a human in gleaming armor (magic **armor of vulnerability -2** but appears as +2 until actually struck in combat). If a **fireball** is used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% per block cumulative chance of causing the ceiling of ice and icicles to collapse and inflict 6-60 hit points of damage on each creature beneath.
6. ICE PROVISION CAVE: There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 3,000 g.p., 4 1,000 g.p. base value gems, and a cleric spell scroll with 1 **cure serious wounds** on it inside a silver tube worth 300 g.p.
7. CAVERN: This natural rock cavern is covered with ice formations, so that unless the party pays particular attention, only the lack of the light which pervades the ice caves will make this place different from earlier caves and caverns. There are 4 (or more if ogres from the Steading

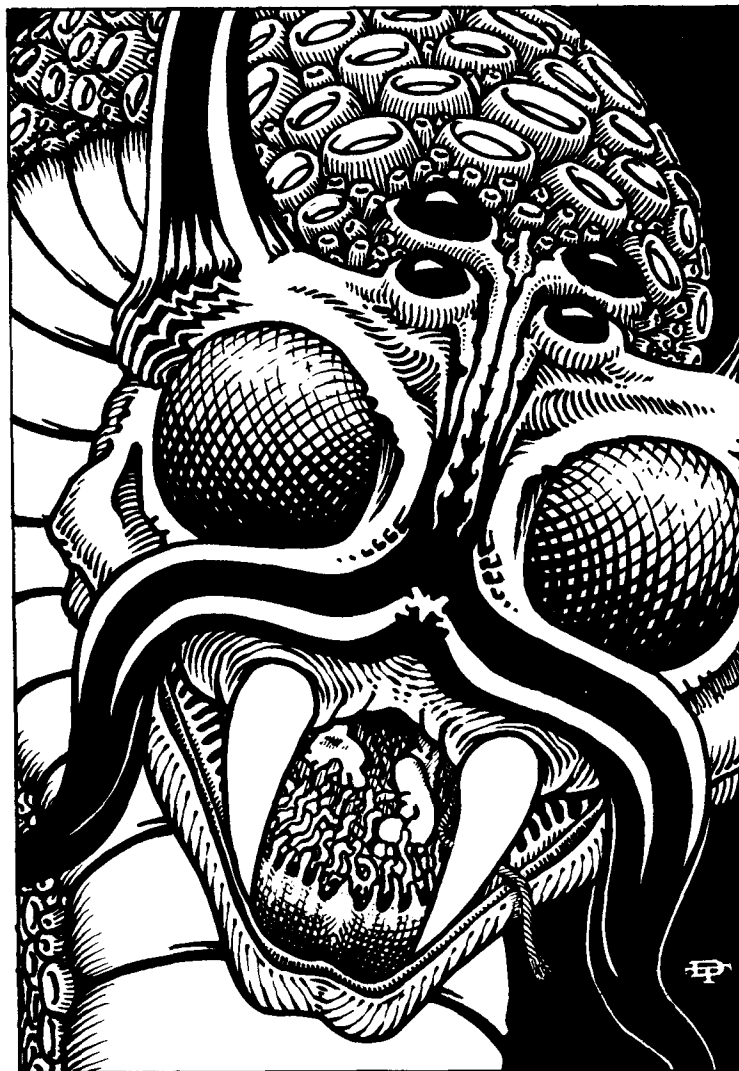
survived for they will also be here) big heaps of furry hides near the southeastern end of the place. They cover 4 ogres (H.P.: 24, 22, 21, 19) who await audience with the Jarl. Any noise will awaken them, and they will give the alarm to 8. and attempt to give the party the slip and warn the giants, too. Each ogre has from 100 to 400 g.p. and 1-4 100 g.p. base value gems.

8. SOUTH CAVERN: Ogre mercenaries serving Jarl Grugnur dwell here. There are currently 12 ogres (H.P.: 30, 28, 27, 2 x 26, 24, 3 x 23, 2 x 22, 20) here. All fight fiercely. Also in the place are 5 chests, 12 sacks, and 3 barrels, as well as many piles of the usual skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 1,300 c.p., 2, 1 1 1 s.p., 792 e.p., and 5,300 g.p. Sack #9 contains 6 pieces of silver jewelry (100 to 600 g.p. value each) and 8 pieces of gold jewelry (200 to 800 g.p. value each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are 2 **healing** potions and a gold armband with an inset ivory and amber bear (jewelry value 2,000 g.p. — damaged value 700 g.p.). The latter is a pass to the Jarl.
- 9.-10. CAVERN GUARD COMPLEX: Giants here are always alert. The position of each guard is shown by a circled number. These guards will co-operate and attempt to set up ambushes by the movement of those in area 9. eastwards to 10. via the north passage, while those at 10. move clockwise into area 9. to come into the rear of attacking forces.
  9. 4 frost giants (H.P.: 55, 52, 46, 44). Each has his regular weapon plus 1 boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure.
  10. 4 frost giants (H.P.: 59, 50, 45, 40). Each wears an armband exactly as described in 8. above. There are 8 bags piled into the corner at guard position eight, each holding 200 to 1,200 g.p. There is also a rock ledge at about 9' height which has a stone box on it; inside this box are 6 more armbands and a pouch of 21 base 100 g.p. value gems. The stone box will not be seen unless it is actively looked for by a creature within 5' able to view something that far off the ground.
11. CAVE OF BONES: This place is the disposal area for unwanted bodies and similar refuse which is tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered amongst all the bones, there are only a few coins—1-6 each c.p., s.p., and g.p.—and some broken weapons, pottery shards, and the like. It takes 1 turn to search a 10' square area, and the toads from 12. below will come into the place to look for expected food when they hear noise. Roll each turn, giving a 1/6 greater chance per turn, with a 1 in 6 probability on the first turn.
12. LOWER BONE CAVE: This place has many bones and skulls littering it, and it is the lair of 5 ice toads (H.P.: 37, 31, 26, 22, 19). These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (base value 5,000 g.p.) which resembles a toad. They have it on a protuberance in the middle of their cave, and it is worshipped by them as a god. The toads rest on small ledges from 8' to 12' above the cave floor, and they will hop down and savagely attack anything which touches it.
13. ICE CAVERN: This place is the home of a band of yeti who are scouts for the frost giants. 6 yeti are here (H.P.: 26, 25, 2 x 24, 23, 20) but have no treasure. The leader is at location A:
  - A. Yeti leader (H.P.: 31) with a neutral magic sword (+3 **frost** longsword) with no special intelligence. The leader fights with this weapon. He has a hoard of 11 ivory tusks (400 g.p. weight, 800 g.p. value each) under a mound of snow.





14. **MISTY ICE CAVE:** Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to 3', and the floor is very slippery (with a 2 in 6 chance of falling). Check to see if the fall causes the fumbling and dropping of whatever the party has in hand. Dropped items (which are not too large) have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.
15. **ICE CAVE:** This is the den of 2 snow leopards (H.P.: 24, 19) which are the "hunting dogs" and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise (1-3) or complete surprise (4-6). They have no treasure.
- 16.-19. **BARRACKS CAVERN COMPLEX:** This area houses the band of frost giants currently readying for a raid into the lands of mankind and his associates. Each of the sub-areas have piles of hides for sleeping, a table and stools, and a few extra giant-sized weapons around, but there is no treasure except as indicated. All have club, spear, and 4 boulders to hurl.
16. 4 frost giants (H.P.: 49, 46, 43, 39).
17. 4 frost giants (H.P.: 48, 47, 42, 40).
18. 6 frost giants (H.P.: 55, 52, 50, 3 x 45). At location "X" is a clear spring of water about 2%' deep, at the bottom of which are 278 clear rock crystals with a base value of 10 g.p. each.
19. 4 frost giants (H.P.: 51, 48, 44, 41).
20. **ICE STORAGE CAVE:** This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies.
21. **ICE CAVERN:** A rune of warning carved into the ice floor clearly shows that this place is to be shunned. (Any party member able to speak the language of frost giants, or if a **comprehend languages** spell or the like is available to the party, will immediately understand this as a dire warning!) Only 10' beyond the west bend of the cavern, the walls appear to be covered with old, rough ivory—it is full of brown mold. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure.
22. **GUARD ICE CAVE:** 2 frost giants (H.P.: 49, 47), 1 watching at the cave mouth, 1 sleeping on a pile of hides. Each is armed, and there are 8 throwing boulders in the cave. They each have a sack, but neither have any treasure.
23. **GUARD CAVE:** 4 frost giants (H.P.: 48, 46, 44, 42). 1 giant watches down each passage while the other 2 sleep on heaps of skins. Each has his weapon and 4 boulders to hurl. There are 4 sacks in the cave but no treasure.
24. **VISITORS' CAVE:** 5 hill giants (H.P.: 40, 38, 37, 35, 34) are camped here awaiting a summons from the Jarl. The cave has 5 heaps of hides and 5 giant-sized bags. Bag #4 has a gold-inlaid skull with a report from the hill giant leader (Chief) to the Jarl inside. It is a pass to the Hall of King Snurre, also, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant King. Each hill giant wears a fur cloak worth 1,000 to 6,000 g.p.
25. **VISITORS' CAVE:** 5 stone giants (H.P.: 55, 52, 39, 46, 42) of very large size have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They will fight only if attacked. Each has a weapon and 3 rocks handy. Amongst the 5 piles of skins in the cave is a jeweled crown worth 15,000 g.p. (9 gems worth 1,000 g.p. each, 2,000 g.p. worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.
26. **SPECIAL VISITORS' CAVE:** This location is warmed somewhat by volcanic activity, and it is lit by dim reddish light. In it are 3 fire giant messengers (H.P.: 60, 58, 55) who have delivered their message and are about to depart for their own land. There are 3 huge piles of furs and skins in the place, a rude table, a bench, 3 stools, a large brazier, and 3 sacks, each with 3,000 g.p. plus the usual contents. The strongest fire giant carries a token of the Jarl's fealty to King Snurre, a solid silver statue of a bear, rampant, with topaz eyes (500 g.p. each) and ruby fangs (8 gems worth 500 g.p. each) worth 6,000 g.p. (silver is worth 100 g.p.). The statue is carried in a bag at his belt.
27. **WINTER WOLF PACK:** This wild pack of 7 animals (H.P. 39, 33, 30, 29, 28, 26, 25) is encouraged to roam the place by the frost giants. They have no treasure.
28. **SNOW COVERED DOME OF ICE:** This formation has been caused by the creature which lairs inside, a remorhaz 30' long (H.P.: 58) which has recently moved into the rift. A number of skeletons are around its icy den, one of a human with a **ring of 3 wishes** on its bony finger and a bastard sword (+2 **giant slayer**, no special intelligence, align to suit the party if desired, otherwise it is Lawful Good). If the monster is destroyed by heat (**fireball, lightning, wall of fire, fire elemental, etc.**, the treasures are lost—destroyed or sunk into the ice non-recoverable).
29. **WHITE PUDDING:** Note that there are 2 of these monsters, 1 at each place 29 is shown on the map. They are simply white colored variants of the usual black pudding. 1 has 77 hit points, the other 66.
30. Ice coated sink hole around 12' diameter and 100' deep which gives access to level #2, area 2.



## KEY TO THE LOWER AREAS

**Referee's Notes:** This area is basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about 25' high, while the roofs of small caverns are 30' to 40' high, those of the large ones 45' to 60' tall. Light in this area comes from torches and cressets which are actually cages for fire beetles, the latter mostly in the part inhabited by the Jarl. Survivors of attacks on the level above will most likely make a stand in area 1. below or attempt to hide in area 3 below if weak and hotly pursued.

### Wandering Monsters:

Encounter occurs 1 in 10 (d 20), check each turn.

1. 4 frost giant guards making the rounds
2. 3-12 ogres on an errand for the Jarl
3. 3 frost giantesses and 3 ogre servants out for a walk
4. 1 frost giant and 2-5 winter wolves searching for possible intruders (ONLY IF PARTY IS KNOWN TO BE AROUND)

### Encounter Areas et al.:

b. "b" positions are large boulders.

1. GRAND ENTRY CAVERN: This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. **Note: the boulder closing the passage to the west is well concealed and looks much like the normal cavern walls, so treat it as a hidden door.**
2. VAULTED CAVERN: The noise of moving the boulder which closes the place off from the rest of the complex will awaken the 2 white dragons kept herein. A **large ancient** male (56 hit points) rests atop a heap of treasure: 72,000 s.p., 17,320 e.p., 2,966 p.p., 8 silver boxes filled with ivory (weight 3,000 g.p. each, value 4,500 g.p. ivory, 1,500 g.p. each per box), 1 alabaster statue (4,000 g.p. value), 7 white marble statues of no great worth, a scattering of 1,900 1 g.p. base value gems, 11 pewter serving pieces of small worth, 24 various weapons (a **dagger +2** amongst them), 9 shields, 8 suits of armor (including a silvered set of black **chainmail +3**, 27 urns of small value, and 61 bottles and flasks which have no value except for 1 which holds poison, 1 which is a potion of **fire resistance**, and another 2 which hold potions of **diminution** and **polymorph (self)**). He is directly against the portion of rock which splits the entry to the lair into a north passage and an east passage, and he will surprise intruders on a 3 in 6 basis. His mate (H.P.: 42) is at A.
  - A. This location is a ledge with a cave-like recess, the whole being about 30' above the floor of the cavern. On the ledge a **medium-sized, very old** female dragon, the mate of the ancient male, hides and watches to see who enters the place. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his wife who bring tender morsels to their pets. The female dragon will fly silently to the aid of the male, surprising opponents 4 in 6. She hides 12 1,000 g.p. base value gems (8 opals and 4 diamonds).
3. STORAGE CAVE: The place contains some remnants of carcasses, a few broken boxes with provisions which are spoiled, some split sacks containing moldering grain, casks of wine turned to vinegar, and stove-in ale barrels.
4. DESERTED CAVERN: There are broken items of giant furniture here and there—tables, benches, stools, chairs. Burned out torches are in wall cressets. There are 3 skeletons of frost giants plainly visible near the center of the cavern. 4,000 g.p. are scattered around these bones, and a man-sized **shield +1** also lies nearby. The monsters at B location will attack any creatures.

A. Frost giant skeleton half buried under stone rubble: The clear indication here is that the giant was attempting to flee north for escape from the cave-in of a passage south (behind the rubble) but he failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows the GRAND ENTRY CAVERN, area 2, as a storage place, area 3., area 4. as the "GREAT HALL OF THE JARL", and a passage south (where the rubble is) which supposedly leads to various barracks room, the Jarl's private chamber, and a treasure room, the passage going 60' south and then leading to a complex of 10 caves and caverns. Of course, this is a ruse, cleverly laid by those who motivate the giants . . .

- B. 6 ice toads (H.P.: 35, 31, 25, 22, 17, 16). They are very hungry, and if any creatures come near they will seek to kill and devour them.
5. ENTRANCE CAVERN: This is the actual entrance to the Jarl's complex. It is always guarded by 2 large frost giants (H.P.: 62, 60) with weapons and boulders. 1 will fight while the other sounds a great iron horn hung on iron chains from above. The horn requires 1 full round to reach, and another round to wind. No treasure here.
6. EMISSARIES' CAVERN: 5 ogre-magi (H.P.: 34, 2 x 29, 27, 26) recently arrived from the Lord of their kind. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of OGRE-MAGI 100,000 g.p. value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory. Each monster bears a pouch with 10 500 g.p. gems (tokens from the Jarl). A small iron casket holds a gift to the Lord of OGRE-MAGI—a trick box with 18 plates of platinum (100 g.p. value each), 18 plates of electrum (10 g.p. value each), and 18 plates of silver (2 g.p. value each). They slide in secret combination to open a small magical **box of holding**. (Although the container is but ten inches long, by six inches wide, by four inches deep, it will hold 3 cubic feet of material or 3,000 g.p. weight, whichever is the lesser). The box opens by sliding plates on the left, then the top, then the right end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch through the member holding the box (hits any armor class on 12 or better, -4 on poison saving throw). The box contains 2,000 g.p. and 2 potions (**frost giant control** and **cloud giant strength**). The leader of the group wears a **necklace of fireball missiles** (5 missiles of 7, 2 x 5, and 2 x 3, hit dice respectively) and he will not hesitate to use it. The positions of the ogre-magi are indicated by circled numbers.
7. GUEST CAVERN: A torch lit, tapestried place, with skins and hides covering the floor, and a bed heaped with pelts. There is a chest, a bag, a table, 2 chairs, and a small cabinet here. The cloud giant (H.P.: 70) who is the current guest has just agreed to join the Jarl as his chief henchman. The chest holds 11,000 g.p., and the giant wears a silver belt set with ivory and gems (1 1,000, 2 500, 4 100, and 12 50 g.p. base value gems).
8. PRISON CAVERN: Several torches light the place dimly. A storm giantess (H.P.: 94) who is comely to those of her ilk (and is strong and fights as if she were a male) is chained on the north wall with huge manacles at wrists and ankles. A fur rug in the middle of the place bears a table and 2 chairs. Upon the table are heaps of food on golden platters (500 p.p. each x 6), in silver bowls (100 g.p. each x 3), and 2 huge flagons of ivory set with gems (6 gems each, base value 100 g.p.) set to tantalize her into submitting to the Jarl's will and becoming his leman. This duration vile makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration.
9. SERVANTS' QUARTERS CAVERN: 16 ogres (H.P.: 30, 28,

- 27, 2x25, 24, 2x21, 3x19, 18, 2x17, 16, 14) dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garments, and a sack. Each ogre has from 1 to 100 each s.p., e.p. and g.p. in his box or bag. They serve the Jarl willingly and fight fiercely.
10. ANTECAVERN: 4 frost giant guards (H.P.: 51, 48, 44, 43) are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if intruders enter their area. They have no treasure.
11. GREAT CAVERN OF THE JARL: This is where all the special functions and feasts take place. Various tables and benches now line the east and west walls—pushed out of the way until a time of need. Caged fire beetles dimly illuminate the place, and it appears completely deserted, for guard posts A. and B. are more than 30' above the floor and hidden in dark shadow.
- A. & B. Each of these ledges holds a watchful frost giant (H.P.: 53) armed with a ballista (hits as a frost giant, 3-18 h.p. damage vs. man-sized targets 5-30 vs. larger) which he can fire once per round. Each has 4 spear-missiles for his ballista, 2 boulders, and his club. Neither has any treasure.
12. AUDIENCE ALCOVE AND THRONE DAIS: A huge ivory and bone throne, decorated with skulls, silver, and gems rests at the back of the place (6,000 s.p. weight of silver, 40 10 g.p., 2050 g.p., 10 100 g.p., 5 500 g.p., 3 1000 g.p. and 1 5,000 g.p. gems). Behind it is a white dragon hide, and before it is the skin of a huge polar bear. An alabaster table and 3 ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. It is unlit and empty now.
13. GUARD AREA: 2 frost giants (H.P.: 56, 52) look east and west at all times. They have clubs and 2 boulders each. If an intruder is seen, they will sound a large gong on the north wall. They have no treasure.
14. KITCHEN CAVE COMPLEX: 3 fire giantesses (H.P.: 46, 42, 40) and 4 ogres (H.P.: 25, 22, 20, 17) are in the west spur roasting a horse over the natural fire pit there and otherwise readying the Jarl's food. Various food and furniture and utensils are about the main room and the east arm. Amidst heaped foodstuffs to the north are 4 human captives in a cage, being saved for a feast. They are not fighters or otherwise useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 15, 16, and 17.
15. WEAPONS CAVE: Here are stored 62 throwing rocks, 16 shields, 29 spears, 10 clubs, and 9 helmets, all of frost giant size. There are also 9 battle axes which the giants can hurl, and a chainmail shirt of giant size.
16. COMMON QUARTERS CAVERN: There are 1 male (H.P.: 49), 12 giantesses (H.P.: 40, 39, 4x38, 4x35, 34, 32) and 9 young (H.P.: 24, 21, 20, 3x19, 18, 16, 14) about the place. There are bed piles of skins and hides, a few stools, 11 large boxes, 5 chests, and many pegs with 14 capes and 9 bags hanging from them. Under the 9th box is a hole with 19,560 g.p. in it. If the male is killed, the others will not fight unless they are also attacked.
17. KENNEL CAVE: The Jarl's hunting pack of 4 huge polar bears are kept here. There are 2 males (H.P.: 41, 39) and 2 females (H.P.: 36, 33), the males with jeweled collars with 8 100 g.p. base value gems, the females' collars having 6 such gems each. Treat these huge animals as cave bears for attack purposes. They are very quiet, surprising 4 in 6, and will attack immediately.
- 18.-19. CAVERNS OF THE CARLS: These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. They are lit by torches and a few fire beetles.
- There are many pegs holding cloaks, capes and bags along the walls. 4 huge lockers, 3 hampers, and 6 wardrobes are in various places. Each male giant in the place has 2,000 to 8,000 g.p. plus his armband (as described in 8. of the upper level). Each female has 1,000 to 4,000 g.p. The young have no treasure:
18. 9 males (H.P.: 58, 2x55, 53, 50, 2x49, 48, 46) and 11 females (H.P.: 43, 2x40, 39, 5x38, 36, 33) with 8 young (H.P.: 24, 2x21, 3x20, 18, 15).
19. 3 males (H.P.: 61, 57, 52) and 4 females (H.P.: 40, 37, 34, 32) with 5 young (H.P.: 25, 22, 18, 17, 14).
20. JARL'S ANTECAVERN AND TROPHY HALL: The western spur of the cavern is a private audience hall, with pelts and skins on the walls and floors, a table, and 4 chairs. On the end wall hang 2 normal shields, a **heavy crossbow of speed**, 2 normal two-handed swords, and a pair of huge ivory tusks of no value. Some worthless scrolls are on the table. There are 3 chairs and 2 tables in the western area, the trophy hall, which has actual rugs upon its floor. On the south wall are a cave bear pelt, a sumonster hide, a wyvern skin, a rack from a giant stag, the teeth and claws of an amber hulk, giant scorpion claws, the horn of a woolly rhino, a pair of mammoth tusks, a pair of mastodon tusks, a normal bow and a quiver with 16 normal arrows, a giant boar head, a griffon skin 2 shields (#2 is +2), a dwarven skull with an iron crown (no value), 2 crossed spears and a flail (all normal), a tapestry (worth 1,875 g.p.), a case of crossbow bolts (11 **bolts +2** and 14 normal bolts), the wings of a giant eagle, a great axe (normal), a suit of plate mail (normal) of human size, 2 walrus tusks (1 is actually an ivory covered **iron horn of valhalla**), a normal shield, a suit of dwarven splint mail (normal), a tapestry (worthless), a shedu head, a huge iron mace (normal), a giant lynx pelt, the jaws from a subterranean lizard, a suit of elven plate mail (+2), a normal shield, a light crossbow, and a tapestry (500 g.p. value). **Note: If the magic shield is taken down it releases a spear trap which fires straight ahead, hitting on 5 or better, and causing 3-18 h.p. of damage; if the walrus tusks are touched, the shedu skull will scream "ALARUM! ROBBERS!" in frost giant until it is smashed to pieces.** Some worthless furs and tapestries hang on the short north walls. There are several illuminated by caged fire beetles. There are well-worn steps, each about 3' rise, at the eastern end of the place. Thick leathery hides screen the cavern from area 21.
21. JARL'S PRIVATE CAVERN: The forepart of this area is filled with a huge table, 4 chairs, 3 wardrobes, 5 chests, 5 trunks, and 7 coffer. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. The Jarl (H.P.: 80) sits at the table in his chain jack, with a huge shield (+1, +4 vs. missiles) nearby (AC 1 with his shield, 2 without), his sword (+4 two-handed) at his hip, and a platinum drinking horn set with 8 gems (1,000 g.p. value each, jewelry value 9,000 g.p.) in his hand. Across the table is his "Lady" (H.P.: 70), with a cloak of sabertooth tiger hide about her, an iron mace at her hip, and a gold flagon set with 8 gems (500 g.p. value each, jewelry value 6,000 g.p.) in her hand. Grugnur fights as a cloud giant with respect to damage (6-36, +4 for the sword), she fights as a fire giant in all respects (5-30 hit points of damage per successful hit, AC 4). There are 2 huge winter wolves (H.P.: 40, 37) crouching under the table, and these pets will note even invisible intruders due to their keen sight, hearing, and sense of smell. All the various containers in the room contain clothing and useless items except as follows: chest #2 holds 3,800 p.p.; chest #5 has 15,570 g.p.; box #4 has a covering of old socks but underneath them are 8 potions (**speed, extra-healing, delusion, storm giant strength, poison, oil of slipperiness, healing, human control**); coffer #2 has 9 pieces of jewelry (1,000 to 10,000 g.p. value each); coffer #6 has a contact poison on it and holds 198 gems (10450 g.p., 51 100 g.p., 36 500 g.p., 6 1,000 g.p., and 1 5,000 g.p. base value).

The eastern portion of the cavern is partially screened off by hangings. There is a huge bed, a small table, a chair, 2 stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no worth. The lid of the trunk has a secret drawer in it which contains 6 parchment scrolls in tubes: #1 is worthless, #2 is a **curse scroll**, #3 is a map to the HALL OF THE FIRE GIANT KING, #4 is a **protection from magic** scroll, #5 is a scroll of gibberish with **explosive runes** on it, and #6 is a scroll with two spells—9th level spells **crystal brittle**, which will turn any one metal item touched by the magic-user to brittle crystalline substance (even something as large as and iron golem!); and **energy drain**, a spell which enables the magic user to touch an enemy and drain two life energy levels (just as a vampire does). These tubes will be taken by the Jarl if he is forced to flee and has time to get them.

A. Behind the wall hangings on the eastern portion of the north wall is a hidden escape tunnel. It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove to the northwest appears empty, but if it is examined with care there is a

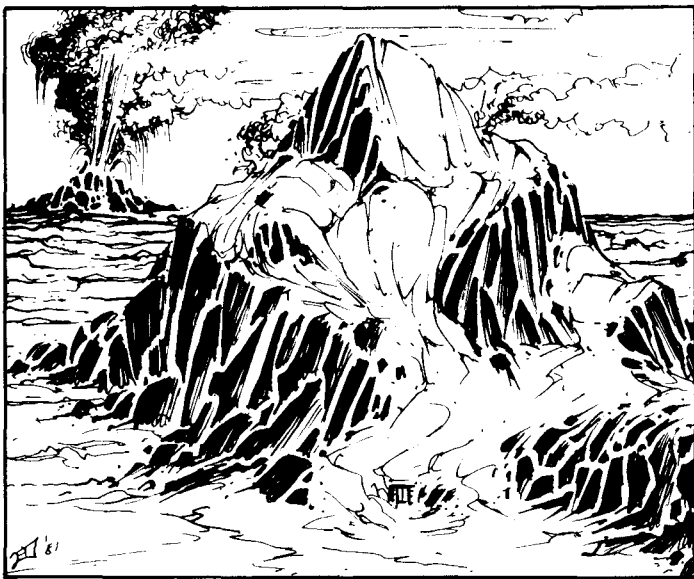
1 in 6 chance per person examining the area that they will note a thick iron bar protruding from the wall at about 10' above the floor. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some 50' distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King). An apparently empty ledge along the southwest wall is the resting place of an iron box, totally invisible, and strongly locked. Unless a special magic (**true seeing/sight spell, gem of seeing, etc.**) is available to the party, it is detectable only 1 in 6, with but 1 chance for any party, for the magic on the chest is strong and it does not radiate **any** magic or clue. The box contains poison gas which will form a cloud 30' per side, and any within it must save versus poison at -3 (the contents are to be taken to the fire giant's stronghold and given as gifts to the powers behind the uprising). In the iron box are: a **hammer of thunderbolts**, a **pearl of wisdom**, a set of 8 small jars of pigments (**Nolzur's Marvelous Pigments**), a **ring of invisibility**, and a **wand of paralysis**.

THIS ENDS THE EXPEDITION TO THE GLACIAL RIFT OF THE JARL.



### Hall of The Fire Giant King

**Background:** Just as the trail led from the STEADING OF THE HILL GIANT CHIEF to the frozen wastes where was found the GLACIAL RIFT OF THE FROST GIANT JARL, so the adventure in the latter place has led (or transported) the intrepid party to what they hope will be their last challenge. They are about to venture into the hot and smoking barrens which are in effect Muspelheim, the home of fire giants. In the vast rocky halls of the fire giants' doughty liege lord, the dread King Snurre Iron Belly, they hope to find both the answer to the riddle of what or who is behind the strange alliance of many different types of giants as well as great treasure. Surely here in the stronghold of the fire giants will be encountered the evil genius—or genii—controlling the uprising and planning the well-executed attacks, for Snurre is said to be far stronger than smart. It is a sad fact that all encounters here will be worse than those the party has faced elsewhere, for fire giants are ferocious opponents, and their associates and helpers will undoubtedly be proportionately stronger and more fearsome than those of the lesser hill and frost giants. Sobering thought indeed! However, the rewards for success cannot fail to be greater, for the fire giants—and their masters perhaps?—will have more loot to take. If the party has actually been to the other two places—or if at least one or more of the characters have—they will know that there is a charge upon them to report definite information to the rulers who have sent them forth to inflict punishment on the rapacious giant raiders. They are to slay fire giants and all who associate with them. Failure means death, no longer from the nobles, but from the monsters the party must face. Success means the right to keep all the loot taken, plus the possibility of reward from the rulers of the lands which the giant bands warred upon. And now the brave adventurers stand before the black and smoking slag hill which holds the Hall of the Fire Giant King. They have penetrated near the heart of the matter into a fell realm where even the strongest need beware!



**Start:** The party might have arrived before the huge obsidian valves which bar entrance to the Hall by means of the transporter found in the lair of the frost Giant Jarl, and in this case they will have to search to find a place of safety to rest and recover their strength between forays into the Hall. If the group journeyed hence by some other form—horseback, mounted on hippogriffs, etc—they will have noted such a place about 2 miles distant from Snurre's sooty palace. This hidden refuge will prove to be safe from detection as long as the party leaves no plain trail to it, and as long as they are not followed to it. (If they thrice venture forth from the cave to raid the Fire Giant Hall there will be a 10% cumulative chance per additional raid that the hideyhole will be found by the giants, i.e. a 10% chance the fourth raid, 20% the fifth, etc.). The ravine which is near the safe cave leads directly to the spiny, broken heap of slag which is indicated as the site of the Hall by their map—or obvious to them otherwise, for it has a wide, well-trod path leading up to two great slabs of black stone, obsidian

portals which give access to Snurre's Hall. But these gates will open to the party if one of their members has fire giant strength (or greater) and mass, **or a chime of opening** to employ, or one of them can cast a **knock** spell. Each valve is 29' tall, 10' wide, and no less than 3' thick.

The plain about is most evil and drab appearing. The sky is gray and filled with sooty clouds. A distant volcano can be seen, and far to the south a glowing river of molten lava moves sluggishly down a slope and out of sight. It is hot, and the air smells of heated rock and metal. The ground is full of cinders and sharp rocks. The place is lit by night with dim red light from flaming gases shooting forth from the earth and from molten rock. On the second and any successive raids upon the place, there is a 50% likelihood that the gates will be ajar, and some guard will be watching for the attackers in order to alert the Hall.

### Notes For The Dungeon Master

The pile of lava, slag, and jutting black rock which houses the Hall of Snurre is a steeply rising hill about 300' high at its summit. It is difficult to scale, but the party may do so if they desire. Everywhere are vents which smoke, and some of these holes spurt out jets of flame from time to time. The party will never locate any other entrance into the place, and there is a 2 in 6 chance that any member investigating a vent hole will be struck by flaming gases for 2 hit dice of damage (2d6).

The upper two levels of Snurre's Hall are lit by torches, braziers, natural gas jets, and even molten lava. Most of these lights will be extinguished if the place is heavily attacked. The lower level is unlighted except where the matrix indicates otherwise. Passageways in the Hall are vaulted and some 30' high. Halls, chambers and rooms are 40' to 60' high. The floors, walls, and ceilings in the place are of black, reddish-black, dark gray, and dull brown rock. In some places it has been hewn, but in others it appears to have been fused by heat. All doors are made of iron plates. Opening them requires giant strength, so normal probabilities of opening resisting doors are cut in half. Pillars in passageways and other places are of black stone.

The lower level is mostly natural, and the details of the place will be given hereafter. When the party gains this level, do not be too precise in calling direction or distance. As with any such map, the twists, turns, and irregularities are very difficult to map anyway, and general directions and descriptions will suffice for the mapper and make the whole more realistic in any case, for such an area would be nearly impossible to accurately map under existing conditions.

As has been said in the previous adventures in this series, while considerable detail has been given, it is up to you to fill in any needed information and to color the whole and bring it to life. You, as Dungeon Master, must continue to improvise and create, for your players will certainly desire more descriptions, seek to do things not provided for here, and generally do things which are not anticipated. The script is here, but you will direct the whole, rewrite parts, and sit in final judgement on character's actions. If you have already taken your players through the first two adventures, you will wish to be particularly mindful of how their behavior there will have altered what is shown here on each level matrix. Use the parameters given to design your own epic. Be disinterested, and be just. This is a very difficult scenario, and the players might rue thoughtless actions, but do not allow this to temper what you have before you. Likewise, do not set about to entrap the party in a hopeless situation—allow their actions to dictate their fate. In any event, never reveal too much information to players. For example, if they learn about the Drow, give only scraps of details from your information sheet; determine a percentage probability of the particular bit of knowledge being known by whatever means is being employed (sage, **commune**, **legend lore**, **contact other plane**, or whatever), and roll the percentile dice for each scrap. Base your communication to the party upon this, but always judge for yourself if the information thus imparted is too much or too little.

## KEY TO LEVEL #1

### Wandering Monsters:

Encounter occurs 1 in 12 (d12), check each turn.

1. 2 fire giant guards
2. 2 fire giantesses with 12 gnoll workers
3. 4 young fire giants with 1-4 young hell hounds
4. 1 cloud, 1 frost, and 1 stone giant visitor looking around

Note: All wandering monsters are assumed to be creatures not accounted for on the matrices. Their appearance is mere chance, although they can actually reinforce existing monsters in the area if circumstances favor this action on their part.

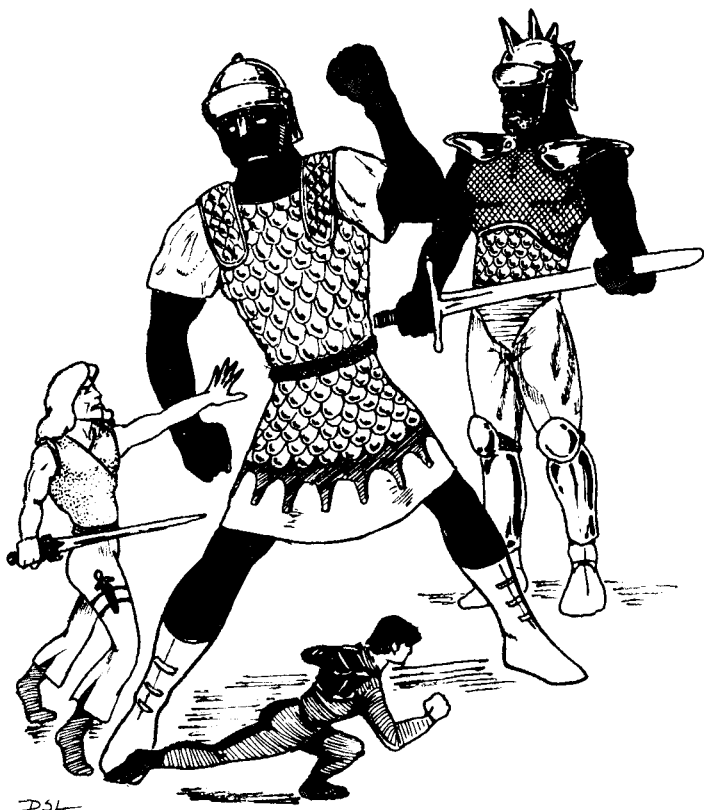
### Encounter Areas:

1. **ENTRY PASSAGE:** The floor here is polished obsidian, and greatwall hangings can be seen by the party as soon as they enter. The tapestries between the torches are done in bloody colors and show victorious fire giants. The door guard is in alcove A:

- A. The tapestry hanging before this post is loosely woven so as to allow the fire giant (H.P.: 56) in the dark recess to clearly see whoever enters. If intruders are spotted, he will wind his great bronze horn to warn the Hall. (See 2. hereafter.) The fire giant guard has a club as well as 4 boulders.

If the party severely defeats the giants in the Hall, a ballista (from 10A) will be set up at the far end of the hallway in anticipation of a second raid. This weapon will have a trip at 30' into the passage, and the trip will be nearly invisible (notice only 1 in 6, if the party is using lights, and check only once for all). The ballista will fire 6 spear missiles, with a 2 required to hit AC 10, and no adjustments for dexterity are to be given. Each missile causes 2 to 16 (2d8) hit points of damage when it hits.

2. **GRAND HALL:** 2 ettins (H.P.: 49, 44) are always here, using their four heads to watch all directions. Each is armed with a huge morning star of black metal (treat as +1 for both hit probability and damage) and a spear. If they throw the latter weapon, they will then arm their right hand with the morningstar and the left with a mace. If the guard at the gate sounds the alarm, these monsters will move to hold the mouth of the entryway until help arrives from 3., 18., and/or 21.-25. The floor of the Grand Hall is of reddish black, highly polished stone, the pillars are carved into the shapes of dwarves straining to hold up the figure atop them, and the light flickers weirdly from burning gases spurting from the walls. The tapestry on the south wall screens the entrance to the Royal Apartment.
3. **THRONE ROOM AND AUDIENCE CHAMBER:** 2 steps of white veined black marble lead up to this area. The floor is a deep red polished stone, the huge stone pillars of polished obsidian, between them a massive throne of jet and black and white banded onyx, the whole inlaid with sard (12 pieces of 1,000 g.p. value each) and set with 12 fire opals (1,000 g.p. each) and 12 rubies (5,000 g.p. each). The walls are inlaid with colored stone to show various scenes of victory by King Snurre over opponents. Behind the throne the wall shows the flaming skull which is Snurre's own device, flanked by fire giants with clubs over their shoulders. Huge torches burn in bronze cressets. (The secret door is actually one of the flanking giants inlaid on the wall. A cresset to the left of it is pulled down to cause it to swing inward). 4 fire giants (H.P.: 63, 61, 59, 58) in chain shirts (AC 2) guard the King at all times, and their positions are shown by the circled numbers. Each has a huge throwing hammer (5-20 hit points damage) and an axe. Crouching beside either arm of the throne are 2 large hell hounds (7 dice, H.P.: 49, 46) which are the King's constant companions. King Snurre (H.P.: 92) himself is seated upon the black seat of the throne. He is over 13' tall. Snurre is clad in his black iron armor (AC 0), and holds a huge two-handed



Remember also that these giants are both the toughest so far encountered and that they have the best advice immediately available to them. As soon as the party strikes and then retires, the attack will be assessed and counter-measures taken. Some notes to this effect will be found in the matrices for each level, but you will have to design some reactions personally. Even when the party first enters the Hall you will have to gauge the reaction of the giants if and when they learn that intruders are within. How will they react? From whence will they call in guards? Where will Snurre go? Most assuredly, he will not remain seated upon his throne when an attack is in progress! You have not ceased being a Dungeon Master by using this prepared scenario, you have simply had some details handled for you so that you can better script the more important material.

When the party retires from the Hall, the fire giants will lay whatever traps and ambushes they are able to under the circumstances. Lights will be put out, sentries will be posted, and so forth. In the play-test version, I had the giants who survived the first foray by the (exceptionally strong and well-played) party set several ambushes, each surprise being set to allow them to retire quickly behind a turn in a passage or through doors, gradually falling back on the corridor to the 2nd level. However, even the females and young fought, as the King had so ordered, and I assumed that their fear of him (and the Drow) was greater than their fear of the party—or at least equal. As the characters offered no quarter and slew every giant or other creature encountered with absolute ruthlessness, their opponents fought with hopeless abandon and sacrifice. How you will manage must be based upon knowledge only you, as judge and referee, can have. Regardless of what your players do, morale checks for the giants and their associates should seldom, **if ever**, be made. What hope have they? The rationale of this whole series of adventures is a fight to the finish. Only the leaders and those they take with them will normally seek to move to a place of safety, the rest will stand fast and battle to the end.

Finally, note that Drow weapons and armor do not radiate magic.

sword which has flames along its blade when it is swung (+4 to hit, +6 damage). The King fights as a storm giant (hit probability and 7-42 h.p. damage) when he is armed with his sword, otherwise he fights as a cloud giant. Snurre wears a necklace of coral skulls (15,000 g.p. value as jewelry) and has a broad girdle set with 66 (100 g.p.) garnets. He is hugely muscled and extraordinarily ugly, very broad, with bandy legs. His teeth are tusk-like and protruding, almost orange in color. Snurre's head beneath his iron helmet is bald, but his side whiskers and beard are bright orange and full. Note that he is clad in a cloak of white dragon hide which gives him +3 on saving throws against cold-based attacks and reduces cold damage sustained by 50%. He wears his crown of iron, set with 6 base 1,000 g.p. rubies, 6 base 1,000 g.p. diamonds, and a huge jacinth (base 10,000 g.p.) only when he is on his throne. Otherwise it is in his bag.

4. **CHAMBER OF THE QUEEN'S SERVING MAIDS:** The length of the hall and chamber proper are covered with hide rugs and wall hangings. Note the one which screens the entrance to the Queen's private chamber. There are torches on the walls, and 6 chairs and 3 small tables along the hallway. At the end there are 4 beds, 8 chests, 2 wardrobes, and 4 stools. There are always 4 fire giantesses (H.P.: 44, 42, 40, 39) waiting in the hallway outside the Queen's chamber, and 4 giantesses (H.P.: 45, 40, 38, 35) in the end chamber. Each fights fiercely to protect the Queen, and those at the end chamber will rush to aid the others. They have swords and fight as frost giants with respect to hit probability and damage. Each wears 2 to 5 pieces of jewelry worth 500 to 2,000 g.p. each. Amidst the 81 hides, pelts, skins, and furs in the end chamber are several of value—numbers 17, 24, 40, 59 and 77 are worth 1,000 to 4,000 g.p. each. There is no other treasure.
5. **QUEEN FRUPY'S CHAMBER:** The floors and walls here are covered with rich rugs and tapestries (of no great value). The place is well lit by torches and a large brazier, and this makes it very hot indeed. The Queen (H.P.: 74) is a veritable haradin, a sly and cunning horror. She is, if anything, uglier than Snurre. Topped by a huge mass of yellow orange hair which looks like a fright wig, Queen Frupy's face is a mass of jowls and wrinkles, set in the middle of a very large head which sits squarely upon her shoulders. Her body is lumpy and gross, and her skin is covered with bristles the color of her hair. Her little pig eyes, however, are bright with intelligence unusual in a giant. She wears garments of black dragon hide, set with iron studs, and this gives her an effective armor class of 2. She fights as a normal fire giant male, but she has a bonus of +2 to score a hit and a +4 on points of damage she scores. She wears 8 pieces of gem set jewelry (2,000 to 5,000 g.p. value each). She wields an iron sceptre as a weapon. Out of sight are her two pets, a pair of giant weasels (H.P.: 24, 19) which she dotes upon and which obey her every command.

Any intruders entering the place will be commanded by Queen Frupy to kneel in her August Presence and state their business, so that she may fairly dispose of their humble requests. Any so foolish as to do so will be sorry, as Frupy will call forth her pets and herself strike at the most powerful appearing of the intruders. She will strike at +4 due to the position, do +8 h.p. of damage (5-30 +4 +8, or 17-42!), and a score of a natural 20 on the die indicates she has decapitated the victim of her attack. She will then bellow for her serving maids to come to her aid.

Her chamber contains a huge bed covered with furs (of only 100 to 600 g.p. value each, 12 total), a small table and 2 chairs, a stool and dressing table with a huge silver mirror (value 1,000 g.p., and it shows invisible or magically changed creatures in their real form), an ebony and mother of pearl wardrobe (filled with her clothing), an iron chest, 2 bronze caskets, a huge chest of 12 drawers, and 2 small coffers of copper on each table. Each bronze casket has an asp inside; #1 holds 4,000 c.p., and #2 has a number of platinum pieces

covered by a spell so that they will appear as coppers until they are taken out of her chamber. The iron chest has a trick opening to the side which allows the person to get its contents (a jade box worth 5,000 g.p. with a hidden compartment which can only be detected by means of X-ray vision or **true seeing/sight** spell—the compartment having a scroll with 2 random 7th level spells: cleric, druid, or magic-user according to which character first examines it). If the lid of the chest is opened, a cloud of fire will englobe all within 10' of the chest, doing 6 dice of damage, with no saving throw. All but one of the copper coffers contain unguents and the like: coffer #3 contains 6 pieces of very fine, gem set gold jewelry worth 7,000 to 10,000 g.p. each, and a jeweled pendant with a stone which has flashes of color appearing from its inky depths (it is a **wizard eye** device fashioned by the Drow, and allows them to see through it). The drawers in the chest contain worthless personal articles, except the fifth drawer from the bottom there under some underthings Queen Frupy has concealed 3 potions—**fire giant control** (to be used by her on the King of course), a **delusion** potion, and a **mammal control** potion.

6. **CHAMBER OF THE KING'S GUARDS:** 4 fire giants (H.P.: 63, 61, 59, 58) resting before assuming active duty with Snurre—but all sleep lightly. They wear chain shirts (AC 2). There are 4 cots and four stools in the chamber. Under each cot are 2 lockers, each containing clothing and 1,000 to 3,000 g.p. Each guard carries 12 base 100 g.p. gems in a belt pouch, and each is armed with throwing hammer (cf. 3.) and sword. A table in the center of the room has several platters and flagons on it—all worthless—along with a small tun of wine and a cheese covered with mold (inside the cheese there are 48 100 g.p. gems, for it is the repository for the wealth of "on duty" guards). There are 12 boulders in the entry hall, 6 along either wall.
7. **KING SNURRE'S PRIVATE QUARTERS:** The great iron doors to this place bear the blazon of the flaming skull. 6 hell hounds (2 of 6 hit dice, 2 of 5, and 2 of 4; H.P.: 33, 30, 25, 22, 18, 17) roam the outer hall. The walls here are set with torched cressets and draped with crude tapestries. There are 6 chairs and 2 benches along the walls, and 3 tables are interspersed, each with a keg of ale, beer, or mead and leather or horn drinking vessels at hand. 8 normal shields and 8 normal swords decorate bare patches on the walls. There is a step up just at the pillar of reddish stone which ends the forehall and marks the entry to the chamber proper.

The bedchamber of the King contains a huge bed, a table, a small throne of ebony and 3 lesser chairs, a tall cabinet, 4 trunks, an iron chest at the foot of the bed, and a bench near the entry. The floor is covered with pelts, and the walls are hung with tapestries (worthless) and trophies: 2 shields, an axe, 4 swords, a flail (used to subdue the pyrohydra at 8.) and a hammer—all sized for giants and otherwise normal. A ledge on the south wall at 9' above the floor holds 39 skulls (human, dwarven, elven, giant, and other various and sundry monsters and creatures), 8 helmets and helms, and 5 sets of armor (2 human, 1 dwarven, 2 elven, of chain, splint, or plate as desired) of no particular worth. The 8 fur pelts on the bed are worth from 1,000 to 4,000 g.p. each. The containers in the room hold nothing but the personal gear (clothing, footwear, and bits of armor) of King Snurre. On the table are bits of carved ivory, some teeth of animals, bits of wood, and some stones (1 is 1,000 g.p. base value block of carnelian). Together these items serve the king as a divination device—quite worthlessly, of course. Flaming jets of gas and a huge iron brazier full of glowing coals light the whole place in an eerie manner. The secret door to the north is very well concealed, and it can be located only 1 in 10 by magical means, never by such normal means as possessed by an elf, for example. (The same is true of the door to 8., but magical means locates it 1 in 4, as it is not as well concealed and is only 1' thick.) A projecting stone to the left of the secret door, 12' above the floor, is pushed in to cause the 4' thick portal to pivot to form an opening 4' wide on either side, and 10' high.



8. CAVE: A 10-headed pyrohydra lurks to either the north (1-3) or south (4-6) if it hears any creature coming up the steps to its lair. It attacks by surprise 3 in 6 normally. It is very vicious, as the King beats it and torments it for fun, and it hopes to take revenge on virtually any other living thing. It attacks by biting (1-10 h.p./head) on the first attack. It breathes fire for 1 to 10 hit points of damage/head also.
9. KING SNURRE'S TREASURE CAVE: (Note that there is a chimney up in the southeastern wall.) The cave is filled with stuff—a pile of 28,000 c.p., 3 mounds of 4-16 worthless tapestries and furs, several dozen bales of valueless cloth, scores of various vessels and containers, and urns and vases of pewter and brass and bronze (plus 12 of silver and 6 of gold worth 200 to 1,200 g.p. each). There are 8 iron trunks, 6 chests, and 5 large coffer also:

Trunks are about 7' X 5' X 4'

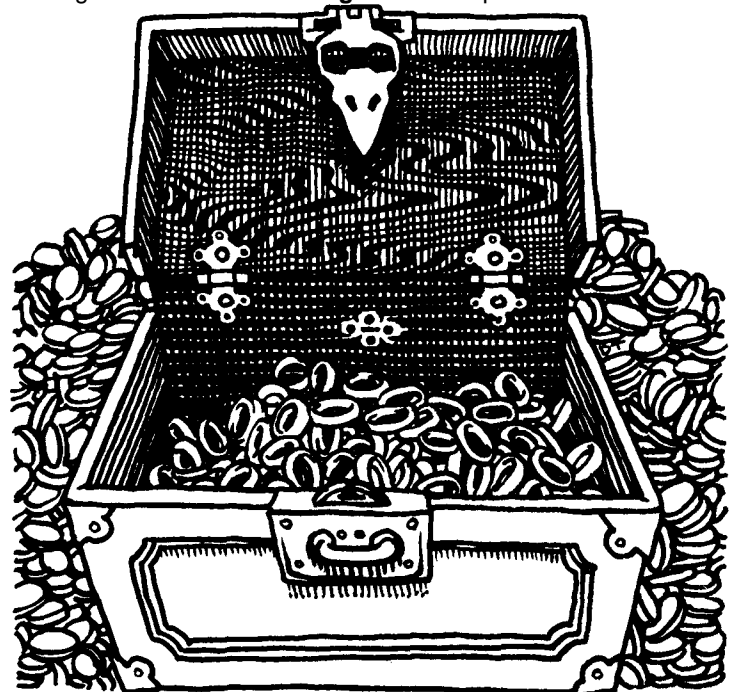
Chests are about 5' X 3' X 2'

Coffers are about 2' X 1' X 1'

Container	Trap Device	Contents
Trunk #1	None, but locked	72,000 s.p.
Trunk #2	None, but locked	Empty
Trunk #3	None	60,000 c.p. hiding a sack at the bottom with 11 pieces of jewelry (1,000 to 10,000 g.p. value each).
Trunk #4	Blade in lid chops down as fire giant for 3-24 h.p. of damage—it will ruin 2 cubic feet if it misses the players.	3 cubic feet of silk worth 3,000 g.p. per cubic foot
Trunk #5	None, but locked	8 pieces of rare wood inlaid with mother of pearl worth 1,000 g.p. each (each is mace-sized).
Trunk #6	None	13,000 e.p.
Trunk #7	None, but locked	12 fine ivory tusks each weighing 2,000 g.p. and worth 1,500 g.p.
Trunk #8	Holds 9 large asps of 6 h.p. each with +2 poison; <b>invisibility</b> hides all contents, including asps.	6 pieces of 1,000 to 4,000 g.p. value jewelry
Chest #1	Contains <b>weakness</b> gas which will form a 10' radius cloud.	empty
Chest #2	None, but locked	rocks
Chest #3	Squirts acid when it is opened (any before it take 3-12 h.p. damage), armor or other wear must be diced for to save or is destroyed; acid jet is 3' wide by 12' long.	12 potions and 8 scrolls, determined at random (no poison, <b>delusion</b> , or <b>cursed</b> items),
Chest #4	4 spikes fire forward, 4 backwards, 4 sides (each), as fire giant to hit, causing 2-12 h.p. of damage each, 15' range.	17,300 g.p.

Chest #5	None, but locked	Empty.
Chest #6	Lock and handles have contact poison +6 on them, all who touch thus save at -6.	1 black cloak, 1 pair of black boots, man-sized, give 75% chance to be invisible/move silently in dungeons.
Coffer #1	4 poisoned needles shoot inwards from sides when treasure is lifted and have a 25% chance of hitting any member thrust inside.	72 gold rings worth 20 g.p. each, but #4 is a <b>ring of protection</b> +3, #8 is a <b>ring of contrariness</b> , #21 a <b>ring of commanding water elementals</b> , #26 a <b>ring of delusion</b> with contact poison inside (no saving throw), and #56 is a <b>ring of 3 wishes</b> .
Coffer #2	None, but locked	1,325 p.p. under a layer of coppers.
Coffer #3	None, but locked	Packets of leaves and seeds and husks-hot spices worth 9,000 g.p. for the lot.
Coffer #4	See the treasure	7 highly crafted, carved statues, of unknown mineral and workmanship; each strange idol brings a (cumulative) -1/+1 curse to its possessor when it is carried, the curse affecting all hits, damage, saves, etc. in the worst application of the -/+ on the dice—all radiate a dim evil force.
Coffer #5	None, but locked	39 base 1,000 g.p. gems underneath a layer of 266 base 10 g.p. gems, topped by 500 1 g.p. gems of good size and fine appearance.

These locks cannot be picked by thieves and must be opened by "bending bars" or **knock** or **magic missile** spell.



10. **ARSENAL COMPLEX:** 2 fire giant guards (H.P.: 60, 57) are always at the ready here. If summoned or attacked, they bring the chimera at 1 . . . if they can. Each has a spear, sword, and 3 throwing rocks at hand. There are torches to provide light and a bench in the place.
- A. This wing contains 30 huge swords, 2 ballistae, 44 spears, 18 throwing hammers, 6 maces, 9 great axes, and a quantity of giant-sized throwing boulders. Hidden in the far southwestern corner under the spears is a **longbow +1** and a quiver of 20 **arrows +1**.
- B. This wing contains another supply of stones for use as missiles, 11 massive clubs, 17 fire giant helmets, 3 chain shirts, and 17 studded leather jacks — all armor for giants, of course. There are also 17 giant-sized shields here; one is a **shield of missile attraction -2**. 8 big barrels of oil are stored at the southern end of the place.
11. **CHIMERA PEN:** The fire giants keep a large (H.P.: 55) chimera here. This creature will attack on sight, as it hates everyone except fire giants. It has no treasure.
12. **ADVISORS' CHAMBER:** 8 gnoll servants/bodyguards (H.P.: 15, 14, 13, 2x12, 2x11, 10) are lounging here, for they obey only the commands of the Advisor or the King or Queen. The chamber contains a mixture of small, medium, and large furniture. There is a small table, a plush chair with a footstool, and a couch in small size. There is a long table, 2 benches, 2 chairs, and 12 chests sized for man-like creatures. There are 4 huge chairs, a table, and a footstool sized for giants. There are rugs on the floor, tapestries on the walls, and bronze cressets with flaming torches. The chests contain the bedrolls, personal gear, and 200 to 800 g.p. treasure of each gnoll — chests #3, #8, #10, and #12 contain bottles of wine and spirits and are locked. The Advisor is a grossly fat but very strong and quite fast renegade mountain dwarf, one Obmi. He is in his spartan study, room A:
- A: Obmi (H.P.: 79; Strength 18/94, Intelligence 18, Wisdom 18, Dexterity 16, Constitution 17, Charisma 16 (18); fighter/thief of level 9/11) is herein at work on the problems besetting his King. He has been Snurre's advisor for 25 years, spending 5 years as a slave before that. He is armed only with a dagger hidden in his boot, hard at work on several scrolls on the plain wooden desk in the room. There is a case against the north wall which contains various maps, scrolls, etc., all written in fire giant or dwarvish. He uses a plain wooden box as a footstool, and it seemingly holds old clothes of his, but in a false bottom are hidden gems whose base values are: 2 5,000 g.p., 8 1,000 g.p., 23 500 g.p., 41 100 g.p., and 18 50 g.p. Also in the cell is a rude wooden pallet he uses to rest on. Note: The door to this study appears to be locked from the outside. (Obmi is very clever...) He has a peep hole, and if he sees intruders who are winning he will yell for them to help him. The dwarf will claim the giants have held him — a prince — captive for 10 years, trying to trick information out of him, or to subvert his loyalty to dwarfdom, when torture failed. He will further claim that several humans in black robes aid the giants in their questioning. Finally, he will ask to be allowed his armor and weapons in order to gain sweet revenge upon Snurre, for he knows exactly where the King will be! If worst comes to worst, Obmi will bolt for room B. and bar the door.
- B: Obmi's Chamber: Here he has a soft bed, a small stand, a table and chair, a cabinet, 2 iron chests, an arming rack, and stores of food and ale. His **armor +2** and **shield +2** are laid out on a rack near the door, and his **axe +1** and **hammer +3** are on the wall above. Underneath the armor are his **gauntlets of ogre power** (+6 on h.p. of damage he inflicts, +2 on his striking ability). His **ring of invisibility** is on the small stand near his bed. Chest #1 contains 8,493 g.p. Chest #2 holds 904 p.p. and a silver ewer and silver bowl, each set with 9 base 100 g.p. and 3 base 500 g.p. gems (value 3,000 g.p. each as jewelry). Upon entering the room he will palm the ring, don the armor, put on the gauntlets, thong the axe to his belt, heft the hammer, and hold the shield. At first opportunity he will attack the party and raise a hue and cry for help, but he will do so only when he knows help will be able to come. He knows a bit about the Drow, and he will bargain that, or anything else, to save his life. If faced with no quarter to be given, he will fight to the very end.
13. **COUNCIL ROOM:** The King and his council meet here, but the place is now empty. There is a long table and 5 great chairs around it. Against one wall is a stepped platform with a small chair beside it. There are hides covering parts of the polished black floor, and rude tapestries adorn the walls. There are several torches in the room, but none are lit.
- A. Alcove: Within is a table with a flat chest upon it. If the chest is lifted or moved, 6 poisoned arrows shoot from the north wall, striking at the same hit probability as fire giants have, and inflicting 2-8 h.p. of damage. The arrows strike the south wall and shatter if they miss interposing creatures. The chest is locked and full of stones. There is a map of the area hanging on the wall. There are large chests against both the north and south walls, the northern one filled with 8,438 s.p., the southern one with 4,188 g.p. and 6 bone batons with runes of fire giant upon them. Each is a pass saying: "OFFICIAL BUSINESS ON BEHALF OF KING SNURRE THE FEARSOME". Both chests are locked, of course.
- B. Alcove: 4 extra chairs are stored here, and a huge cabinet holds 83 scrolls and 367 pieces of paper or parchment. Most are worthless, but the 68th scroll tube contains a set of instructions for the King, telling him to gather forces of hill, stone, frost, and fire giants, along with whatever strength he can raise in ogres, ogre-magi, cloud giants, and any other creatures for an all-out attack on the provinces to the east and northeast. The scroll promises powerful help from "Drow". It is signed "Eclavdra". The papers are message copies to and replies from various types of giants and others already mentioned above. One says: "The fire giant of stone left and left elbow," in dwarvish.
14. **DOOR GUARD:** 2 fire giants with swords stand guard here at all times. Each has 58 hit points.
15. **KITCHEN:** The place is typically filled with busy workers: 1 fire giant matron (H.P.: 60, fights as a male) who is huge and fat, 4 fire giantess servants (H.P.: 44, 40, 39, 37) and 12 gnoll thralls (H.P.: 14, 12, 3x11, 2x10, 4x9, 8). There are benches, counters, a table, several stools, 3 cupboards, various bins and barrels, and miscellaneous kitchen gear around the place. The area to the east is a natural fire pit, where flaming gases are used to roast whole creatures. The circle to the northwest indicates where a 6' diameter chute goes down to the lava pool on level #2. It is slippery and greasy from garbage, and it empties 2' above the lava. The servants and gnolls will fight only under the direction of the matron.
16. **STORAGE CHAMBER:** This place is jammed full of barrels of ale and mead, boxes, sacks, hampers, smoked sides of meat, smoked fish, cheeses, sausages, etc. There are smaller boxes of salt, and spices (worthless hot peppers) in a copper container. There are tuns of wine and casks of beer near the door. Heaps of hard bread are everywhere.
17. **GUEST CHAMBER:** The doors to this room are closed on the outside by a great bar, as King Snurre does not fully trust the 3 rakshasas (H.P.: 40, 39, 36) who are the "guests" therein. Naturally, the party entering will see the three creatures as trusted friends and associates. There are 4 beds, 2 tables, 2 chairs, 2 stools, 2 wardrobes, 3 chests, and 1 **foot stool** (in reality a chest with an **illusion** cast upon it), rugs, tapestries, and flaming torches in the place. There is no apparent treasure in the place, but each rakshasa carries 100 to 400 g.p. and 2 to 12 100 g.p. base value gems. The disguised chest



holds a jeweled sceptre worth 10,000 g.p., 4 potions (**extra-healing, undead control, ESP, and invulnerability**), and a scroll of 5 cleric spells (**detect lie, true seeing, continual darkness, cure critical wounds, and symbol of persuasion**).

18. **BARRACKS:** Currently only 6 fire giants (H.P.: 62, 59, 57, 54, 53, 50) are housed here. They typically lounge around sharpening weapons and telling lies about their amatory prowess. There are 8 cots, 8 stools, and 8 hampers in the place. Each cot is heaped with skins. The hampers contain the giants' personal gear. Pegs on the walls hold their bags and cloaks. There are 5 clubs, 3 axes, 6 spears, and 8 shields scattered about. The place is lit by flaming gas jets. There is no treasure around, but one of the clubs is hollowed out to hold the "boys" party fund: 149 p.p., 271 g.p., 160 e.p., 233 s.p., 184 c.p., and 31 100 g.p. gems.
19. **GIANTESS' QUARTERS:** 8 fire giantesses (H.P.: 45, 43, 3x41, 2x40, 38). This torchlit chamber has 12 cots, 8 stools, 8 boxes, a table, a bench, and pegs with various garments and the like. Each giantess wears 1 to 3 pieces of silver jewelry worth 100 to 400 g.p. each, but worth only 1/10th value if harmed.
20. **COMMUNAL QUARTERS:** 5 giantesses (H.P.: 50, 47, 43, 41, 39) care for 15 young giants and giantesses (H.P.: 33, 31, 2x30, 28, 27, 2x26, 2x25, 22, 21, 19, 17, 16). All have weapons (kids' toys for the youngsters) and will fight. There are 6 cots and 12 bunks along the walls. In each wing is a bench, 3 chairs, 6 stools, 1 long table, and various boxes, hampers, and cupboards. The only treasure in the place is the giantesses' gold jewelry: each wears 1-3 pieces worth 200-800 g.p. each, 1/10th value if harmed.
21. **ENTRY HALL TO THE KENNELS:** 6 young hell hounds (5 dice; H.P.: 30, 27, 26, 24, 22, 21) scuffle and play hereabouts. They are part of the pack at 22, and will flee to there by the safest route if threatened.
22. **KENNEL CHAMBER:** 4 large (7 dice; H.P.: 47, 45, 42, 40), and 2 medium (6 dice; H.P.: 37, 34) hell hounds are here. If the young at 21, are attacked and yelp, the six beasts will split into two groups, half circling southwest, the other half circling

south and then west. They love their handler at 23. No treasure.

23. **KENNEL KEEPER'S QUARTERS:** Here dwells the Keeper and his wife (H.P.: 68, 59). These fire giants will rush to the aid of their charges if they hear a commotion outside. Each has a sword and club. (The Keeper's wife fights as a male due to her size and strength, the Keeper fights at +1 to hit and +3 damage). Their chamber contains a large bed, a table, 2 chairs, a bench, a chest, a cabinet, 3 barrels (beer and ale), 2 buckets, and a crate (dried meat for the hounds). There are torches burning. Pegs hold wearing apparel and 2 bags. The second bucket has a false bottom which holds 199 p.p. and 68 50 g.p. base value gems. There is a shield, axe, and 4 **javelins of lightning** on the wall to the north. There are hides and pelts on the floor and walls. A number of skins and furs are heaped on the bed and bench. One of the 6 on the bench is a hell hound hide which allows the wearer to appear to all observers as a hell hound and if it is worn for 3 full turns the wearer gains the abilities of a 7 dice hell hound. If it is worn for 8 consecutive hours, the wearer becomes a true hell hound, and remains such forever. This magical pelt is used to wrap a **cursed sword -2**. There are 3 other hell hound hides in the chamber, all quite normal.
24. **GUARD POST:** 2 fire giants are on duty here at all times. Each has 59 hit points, is armed with sword and spear, and has 4 boulders nearby. An iron cylinder near the north wall is struck to sound the alarm if intruders are seen.
25. **BARRACKS:** 8 fire giants (H.P.: 73, 65, 58, 56, 2x55, 54, 51) loafing and gaming. There are 10 cots, 10 chests, a table, 2 benches, 4 stools, and a large wardrobe about the place. There are several pegs here and there, and they hold cloaks, capes, shields, and 5 bags. There are only worthless giant items in the chests and other containers. The guards here have swords and spears. The largest fights with a **battle axe +3** (man-sized) after throwing his spear. There are also 21 boulders in the place. The easternmost of the three pillars has a secret door and contains 7,842 g.p. and 3 pieces of gem-studded jewelry worth 1,000 to 8,000 g.p. each.

## KEY TO LEVEL #2

### Wandering Monsters:

Encounter occurs 1 in 10 (d10), check each turn.

1. 2 fire giants and 2 fire giantesses
2. 2 trolls escorting 3 hill, 2 stone, or 2 frost giants
3. 4 trolls with 4-16 gnolls (armed)
4. Draw fighter—magic-user (7—7) with 2-8 wererats

### Encounter Areas:

1. HALL OF DEAD KINGS: This dark hall contains 20 huge sarcophagi (lettered A-T) standing upright along the walls, and 4 even larger ones (letter U-X) lay upon the floor. Those upon the floor are of stone, and U and V have stone likenesses of fire giants carved upon their lids, while W and X are blank. Those that line the walls are stone (A, B, C, F, G, H, J, O, P, Q), iron (D, E), bronze (I, K, L, M, N, R), and brass (S, T). All of them bear likenesses of fire giant kings and queens (13 and 11 respectively). Examination will reveal that these burial vaults contain only the remains of the king or queen, moldering garments, a few corroded weapons, and similar things. (Wererat grave robbers have taken anything of value long ago.) The secret tunnel in the southeast corner is about 2' diameter. It twists and turns so that any person using it will lose all sense of direction. It exists on level #3 at area 2.
  2. ETTIN GUARDS' CHAMBER: 4 ettins (H.P.: 53, 49, 48, 46), who are not on duty but generally serve as guards at level #1, location 22 are asleep and the other 2 are quite alert. Each is armed with **morning star** (+1) and spear, although those sleeping have their weapons to the side. The chamber has a rude table, a bench, 2 stools and 4 cots. Torches light up the place. There are 9 pegs holding clothing and 6 bags. In the far corner is a hamper with 6 sacks of coppers, each sack holding 5,100 to 5,800. This is the ettins' accumulated pay...
  3. VISITORS' CHAMBER: This room houses 4 stone giants (H.P.: 47, 45, 44, 40) who have been working for the King as engineers. Each has a club, and there are also 11 boulders in the place. The room is torchlit and contains 4 cots, 4 stools, 4 lockers, a table, a big barrel of beer, and pegs holding clothing and 4 sacks. A haunch of meat is on the table along with various mugs and platters of tin. Each giant has 1,000 to 4,000 g.p. and 3-12 base 100 g.p. gems.
  4. STORAGE ROOM: This area has been cleaned out to serve as quarters for either 5 hill giants (H.P.: 46, 40, 38, 37, 36) club armed, or the hill giant Chief (H.P.: 64, AC 2; fights as a frost giant), his wife (H.P.: 41; fights as a male hill giant), and 1 or 2 cave bears (H.P.: 42 for the Chief's bear, 35 for his wife's) if they survived. In the former case the room will have 5 heaps of skins for bedding, a table, 2 benches, and 2 chests. In the latter case the place will have 2 cots, 2 trunks, a chain, 2 stools, a table, and a coffer. Usual hill giants will have only 200 to 1,200 g.p. each. The Chief will have brought along whatever he could salvage and carry here. In any case, the room is illuminated by 4 torches set in wall cressets.
  5. COMMUNITY QUARTERS CHAMBER: In this large area are housed the following fire giants — 1 "sergeant" (H.P.: 66), 3 other males (H.P.: 60, 58, 55), 6 females (H.P.: 53, 50, 47, 44, 41, 40), and 8 young (H.P.: 37, 36, 33, 28, 25, 23, 20, 17). There are 2 large beds, 5 cots, 7 bunks, 2 large cabinets, 2 tables, 4 chairs, 4 stools, 3 buckets, 4 chests, 6 hampers, a crate, and 3 small boxes here and there. There are torches on the walls as well as pegs holding clothing and 7 bags. Miscellaneous gear, eating utensils, and odds and ends are scattered about the place, too. Each male has 200 to 400 g.p. in his bag, and the females have 100 to 300 g.p. each hidden in their personal areas. All are armed with various weapons, even the young, and there are 20 throwing rocks in the chamber.
  6. SMITHY: You might wish to announce that a hammering, obviously of metal, occasionally is heard in this area. In any event, the hall outside this place is tinged a bloody red with the light from the lava bed and gas jets in the smithy. A knotty-limbed, burly fire giant (H.P.: 70) is working here. He is the weapon and iron smith. His exceptional strength gives him +2 to hit and +4 h.p. damage. The molten lava is used to heat the items he works. With him are 2 trolls (H.P.: 40, 38) who serve as his assistants. About him are 3 giant swords, some various pieces of armor and several axe and spear heads. He is fashioning a special **mace** (1 to 12/1 to 8 versus man-sized/larger opponents), one of black metal which is a +4 magical weapon he is merely doing a bit of repair work on. If he is attacked, there is a 2 in 6 chance per melee round that he will toss the mace into the lava bed and destroy it if the encounter is going against him.
  7. TORTURE CHAMBER: The steps lead down to this cluttered room with a 50' ceiling (which enables even very tall victims to be hung in chains well above the floor). Vision range is 15'. The King's Torturer (H.P.: 59) and the Royal Headsman (H.P.: 63) are playing knucklebones with stakes of 7 pieces of jewelry (1,000 to 4,000 g.p. value each), and 2 piles of gems (totalling 68 base 10 g.p. and 39 base 50 g.p.). The Headsman has his gigantic axe at hand—a +2 weapon only when a creature at least as strong and massive as he is employs it. If he hits with a natural 20, he severs an arm (1 or 2), a leg (3), or a head (4, 5, or 6). Damage from the weapon is 12 to 42 (10d4+2 weapon only) hit points. The Torturer has a sword nearby. If both are meleed, they will react as follows: The Torturer will grab his opponent and attempt to throw him or her into the *iron maiden* (position shown by a circle A) and slam it shut (causing 10 to 100 hit points of damage to the victim and trapping him or her therein until released). This requires a "to hit" score success (which indicates that the grab and hurl score were successful) plus another successful "to hit" score, this time at +4, to slam the device shut. If the Headsman is closely pressed he will grab and toss his opponent down the well (position shown by a circled letter B), thus inflicting 9d6 of damage (but modified by discarding all 6s rolled, as the water 90' below breaks the fall, so actual damage will range from 0 to 45) and trapping the victim, possibly to drown. The Headsman requires only a "to hit" success to do this. The Torturer will likewise follow this course of attacking, tossing as many victims as possible down the well until the room is cleared of opponents. The Headsman will generally use his axe. The stairway and the torture chamber are lit by torches. The chamber contains a large rack, a smaller one, and 5 other pieces of appropriate equipment, in addition to the iron maiden and well. Various chains, bats, irons, whips, ropes, wires, and the like are festooned about it. A table, 2 chairs, a stool, and a large barrel of ale complete the picture.
- CELLS: All cells are indicated by a "C" preceded by the cell number. "G" is the guardroom for the cell complex. Cells have rings set in the walls, chains, buckets, and straw heaps.
- 1c. Elven female for sacrifice in the Temple. She is of highly noble birth and will send her rescuers 10,000 g.p., 20 **arrows** +1, an **arrow of giant slaying**, and a set of **cloak and boots of elvenkind** if she escapes. The reward will come from 1 to 2 months after she leaves to return home.
  - 2c. 8 male elves meant for sacrifice in the Temple. They are normal elves only.
  - 3c. Merchant being held for ransom. He is a normal human, and he cannot pay.
  - 4c. Empty cell. There is a one-way invisible door at the back of this cell which opens only with a key held by the Drow at 12.
  - 5c. 2 noble centaurs (H.P.: 30, 27) imprisoned and bound for torture and execution. They will offer at least minimal help to any who free them.

- 6c. Empty cell.
- 7c. 3 gnolls being punished for insubordination, 1 is dead.
- 8c. Empty cell.
- 9c. Troll (H.P.: 36) being used for torture practice, as it was disliked and caused trouble. It is mindless and enraged, so it will attack instantly if given a chance, but it otherwise sits motionless. It hits with a +1 bonus for both attack probability and damage.
- 10c. 7 gnolls (H.P.: 14, 2x13, 12, 2x11, 9) caught stealing gold. They will not help any creature and if freed they will simply run away as fast as possible.
- 11c. 2 humans skeletons.
- 12c. Human female (11th level thief: H.P.: 61; Strength 15, Intelligence 15, Wisdom 8, Dexterity 18, Constitution 16, Charisma 17) chained to the wall. She will gladly admit to being a thief caught trying to find the King's treasure room, and volunteer to aid the party faithfully for a chance to escape. If opportunity presents itself, she will heist as much in gems and magic as she can and then slip away, but until then she will actually help the party. Of course, during this time she will be casing each character to learn what he or she carries. . . .



- 13c. Fire giant (H.P.: 82) hanging in chains as punishment for failing to be properly deferential to Snurre. He is Boldo, the King's chief lieutenant, and he will do anything to get back into Snurre's favor. So he will happily lie to the party and tell them he is here because he tried to prevent Snurre from taking his current hostile course, and if he is freed he can get several other fire giants to aid them in overthrowing and slaying the King. Boldo will betray them at his earliest opportunity. He is quite bright, and he will not be rash.
- 14c. Titan: This unfortunate is chained and drugged. He has 20 hit dice (126 hit points), is AC-1, and strikes for 7-42 hit points of damage per attack. He is able to employ spells up to 6th level clerical. If he were aware, he would help any party to destroy the inhabitants of this place, although he would certainly not mind seeing evil characters in any party die also. Only a **neutralize poison** spell will remove the drug from his system before 12 hours time (when it will be naturally eliminated).

- G. GUARD ROOM: 1 fire giant (H.P.: 58) and 3 wererats (H.P.: 22, 19, 18) in man-form are conversing here. The giant has his sword, a spear, and 2 boulders nearby. Each wererat has a +1 short sword (no alignment, abilities, etc.; these are black metal Drow-made weapons which are simply very hard and very sharp) and dagger. The room is torchlit, and in it are a table, chair, stool, bench, and several kegs. On the walls are pegs holding a bag, a cape, a shield, keys to the cells, and a shirt. Keg #1 holds small beer, #2 holds water, and #3 holds mead. A smaller keg on the table holds excellent wine (and also the drug which stupefies the titan with a mere quart or so . . .). There is a loose stone in the floor to the east of the door. It hides a cache of 321 e.p., 608 g.p., and 212 p.p. The guard wears a brooch on his cloak which is set with 650 g.p. base value gems around 1 of 500 g.p. base value. (He knows nothing of the secret tunnel to area 8.) If the encounter seems to be unfavorable, the wererats will turn into rats and escape down the drain at X in the room, thus alerting the Drow of the party. If this happens, the Drow will never be surprised by the party. The secret door to the east opens into a passage about 1' wide and 1/2' high. It is rough, and a man in armor could not hope to pass along its length. Even a halfling would have to worm down it.
8. SECRET ROOM: This place is pitch dark and is the lair of 7 wererats (H.P.: 24, 21, 19, 18, 16, 15, 14) armed in the same manner as those in the guardroom above. The strongest has poison on his dagger, and #3 and #7 use it on their swords. They will always attack by either *surprise* (1-3) or *complete surprise* (4-6). If the encounter is going badly, survivors will flee down the stairway to level #3, area 15, and warn the Drow (cf. the wererat action in the guardroom). In the secret room are 3 very heavy iron chests, all locked, and each has a poisoned needle in the latch which hits on a 12 or better. Chest #1 holds 7 pieces of 1,000 to 4,000 g.p. jewelry, 9 pieces of 1,000 to 10,000 g.p. jewelry, and 3,200 g.p. Chest #2 contains a **poison** potion, 8,000 g.p., and a scroll of **protection from lycanthropes**. Chest #3 fires 2 poisoned darts upwards when the lid is opened, the darts hitting AC 10 on a 6 or better, and the poison being such that saves are made at -1. The chest is empty, but an inscription covered by **invisibility** is written inside the lid, and it shows where a stone in the stairs down can be removed to reveal a **ring of shooting stars**, a **rod of cancellation**, a scroll of 7 cleric spells (determine at random), and 6 potions (**healing**, **diminution**, plus randomly determined). A very well-hidden secret compartment in the lid of the box holding the potions holds **pipes of the sewers**.
- 9.-11. TEMPLE OF THE EYE: Note the **illusion walls** which screen this area. This place is illuminated by a strange swirling light which seems to be part of the very air of the place. Eddies of luminosity drift and swirl here and there, causing the whole scene to be strange and uncertain. Distances and dimensions are tricky to determine in the shifting light of rusty purple motes and lavender rays. Globes of mauve and violet seem to seep and slide around. The ceiling of the Temple is out of visual range, 50' at the lowest, and well over 65' where it vaults upwards.
9. Giants' Worship Area: Each pillar radiates a sense of **unease and insecurity** (simulate this by making players uneasy in whatever way you find best' in a 5' radius. The wall to the west is a mural showing giants bowing to a cairn of black offering sacrifices, giving gifts, etc. The floor on this side of the column in the center is of porphyry, the pillars of serpentine, and their well-polished surfaces clash with each other and the strange light as well. The scenes on the west wall grow more horrific, showing human and giant sacrifice near the altar (north) end.
10. Servants' & Thralls' Worship Area: The polished floor of red and black hornblende seems to flow between the

obsidian pillars which close off this area. Each of these pillars radiates mild **fear** in a 2' radius, and if one is touched, the creature contacting it must actually save versus **fear** or run away in absolute panic. Passing between 2 pillars causes the creature to receive 2-8 h.p. electrical damage, or double that if wearing metal armor. The wall to the east shows a scene of various creatures crawling, then creeping, up to huge, vaguely squid-like creatures with 10 hairy tentacles. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, gnolls, orcs, trolls, halflings, ogres, goblins, etc. amongst the crowd. Those near the monsters are being torn apart and the bloody gobbets eaten as dainty morsels. There are 3 of these ghastly things, mottled in various shades and tints of purple and violet.

11. Priest's Area: The north wall of cloudy purple stone shows an amber-like inlay of a huge inverted triangle with a Y enclosed in it and touching the sides of the triangle. Beneath this, hanging on chains from the ceiling, is a black metal triangle and cylinder. The first tier of the area is of black stone shot through with veins of violet. The second tier is of dark gray stone, with specks of lilac and orange and purple. The third tier is dull black stone with whorls of plum and lavender and splotches of red. There is a great drum of blackened skin and chitinous material on the western third of the first tier. On the eastern third of this tier stands a rack from which depend 9 silver cylinders. (These chime tubes are hollow and are worth 1,000 g.p. each.)

On the second tier is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. To either side of it are ranked large bronze braziers whose corroded green coloration is particularly nauseating in this setting. To the left and right of these braziers, set in triangular form with the point to the south, are 2 sets of 3 candelabra, each candelabrum having 3 branches. These are made of bronze green with age, and each branch holds a fat black candle which burns with a flame of leaping lavender and deep glowing purple but never grows smaller.

Nothing save the metal triangle stands upon the third tier.

If the altar stone is touched by living flesh or hit, it will begin to fade in color, and in 3 rounds it will become a translucent amethyst color with a black, amorphous center. Any further touch when the altar is thus transformed will paralyze a creature touching it for 5 to 20 turns. If the drum is beaten, the chimes rung, and the triangle struck while the altar is changed, a glowing golden eye will swim into view from the stone's writhing center. All creatures seeing the eye must roll on the table below (d 12) to learn their fate:

1. death
2. insanity\*
3. rage (attack own party\*)
4. fright and weakness (50% strength loss)\*
5. age 1 to 20 years
- 6.-12. no effect (looked away in time)

\* cured by a **remove curse** spell

If the 3 tentacle rods (see area 12. hereafter) are present when the eye appears, however, and the braziers are lit, the altar becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle will come OUT of the altar and grab the nearest living creature, draw it INTO the stone, and whatever it was will be totally gone, destroyed. The altar will return to its dead state, and atop of it will be the thing most wished for by the party — or something which will

enable them to attain the end or state they most desire. If a second summoning of this Elder Elemental God is made within the same day, it will act as follows (d 12):

1. Seize and devour 1-4 more creatures and then not grant any desires
2. Strike everyone present totally blind and then not grant any desires
3. Raise the ability score of each character present by 1 in each category and take no sacrifice

4.-12. Ignore the whole thing

The large pillar to the east on the first tier is of malachite and is covered with graven signs and sigils. If the correct pair are touched, the creature touching them will be transported to level #3, area 18. (You should devise the 24 glyphs upon this pillar and select which 2 are the trigger mechanism.)

12. DROW CLERICS' AREA: The entrance is protected by a powerful magic spell, a **Wall of Tentacles**. It appears as rough brown-purple stone. This **Wall** will require 200 hit points of damage to destroy, it is AC -2, and can only be harmed by magic weapons or the following spells: **dispel magic** removes 50 of its h.p. strength), **disintegrate** (destroys 100 h.p. of its strength), or clerical **symbol (of persuasion)** which allows all those of the same alignment as the cleric who cast it, and the spell caster as well, to pass unharmed through the **Wall of Tentacles**. The **Wall** has 20 tentacles, each of 20' length which strike as 10 hit dice monsters and inflict 1 to 20 points of abrasion and constriction damage. Up to 4 can strike one creature at the same time. The wall also has 2 beaks which attack as 10 hit dice creatures and do 1 to 10 hit points of damage and are poisonous. Drow can freely pass through it. If any other creature touches the **Wall**, it will grasp it and set off a hissing and champing noise to alert the occupants of the chamber beyond it. If the thing is forceably attacked and damaged, it will then flail out with its tentacles and inflict damage. If it is damaged so as to be less than 100 hit points strength, or if it is attacked by any type of spell or spell-like magic (such as a wand attack) it will generate **darkness, 20' radius**, and begin biting with its beaks if any creature comes or is brought close enough. (Note that the dark is only on the outside of the **Wall**.)

The inner chamber is lit by sconces with the same non-self-consuming black candles as are in the Temple, so the illumination is dim and eerie. The walls are hung with purple cloth, and the floor is thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with thickly carpeted in black. The inner room is screened off from the other by a brocaded hanging of black with orange, gold, lilac, and mauve. There are 3 Drow herein, each of whom will be detailed hereafter. The antechamber is the quarters of 2 lesser priests. In it are 2 low black couches, each inlaid with silver. To one side is a round table and 2 arm chairs. At the foot of each couch is a low table with a basin and ewer of jasper (3,000 g.p. value per set). There are small stools and enameled coffers also. 2 chests hold personal effects. A huge wardrobe of ebony contains the clerics' vestments — 2 black underrobes, 2 mauve cassocks, and caps and sashes of black with mauve embroidering. Coffer#1 holds a scroll with a cleric spell (**word of recall**) and 3 bars of black metal (adamantite worth 3,500 gold pieces each) which weigh 100 g.p. apiece. Coffer#2 contains 100 of each type of coin, each type in its own black leather pouch, and a pouch of 100 base 50 g.p. gems. A copper brazier near the door gives off an incense smoke which is sweet, cloying, decayed-smelling, disgusting, and euphoric all at once.

The inner room is the sanctuary of the priestess. It is candle-illuminated, although two small braziers of black and silver are burning also. The walls here have certain tapestries of suggestive (or lewd) nature. The furnishings include a large bed, 2 small tables, 3 coffers, a buffet, a cabinet, a large

wardrobe, 2 divans with a low chest between them, a dressing table and chair, a large silver mirror (worth 500 g.p.), 2 hampers and 2 chests. All furnishings are of ebony or black stone. Silver inlay is usual. The wardrobe holds various garments and the priestess' vestments of mauve, black, and plum, stitched with gold. This garment is set with 10 violet garnets (500 g.p. each), 10 topazes (500 g.p. each), 10 black opals (1,000 g.p. each), and 10 oriental amethysts (1,000 g.p. each). (All stones are shown at base value.) Note that it is covered with a plain black wrapper to protect it. On the dressing table are 2 combs, a brush, 4 pins, and 10 unguent and cosmetic jars. These items are of onyx and silver, set with tiny gems. Each is worth 200 to 800 g.p. The chests and hampers hold her personal effects. The buffet and cabinet hold eating utensils, jars of spiritous liquors, tableware, etc. A coffer on the low chest between the divans has a poison gas trap (fills the whole area) and contains a scroll of 3 spells (**gate, unholy word, restoration**). A coffer near her bed contains 6 potions (**poison, fire giant control, human control, philter of love, polymorph (self), philter of persuasiveness**). Beside her bed on a small table is an ewer, basin, and goblet made from lapis-lazuli (each is worth 5,000 g.p.). A small screen of ebony, inlaid with amber (worth 1,500 g.p.) sets off a dressing area in the southeast corner near the wardrobe, where a low-backed chair stands with a gown thrown over it. (This effectively hides the use of the secret door.)

The Drow clerics in this chamber are:

**CURATE #1:** (4th level; H.P.: 24; Strength 9, Intelligence 17, Wisdom 16, Dexterity 16, Constitution 15, Charisma 15; AC 0 = +1 shield, +1 chainmail, and +2 dexterity bonus.) This male Drow is clad in black with violet trim. He is armed with a **lesser tentacle rod**, 4' long, with 3 tentacles of rubbery purple substance. When the cleric strikes at an opponent with this rod, each of the arms attacks as a 3 hit dice monster, +3 bonus, and causes 3 hit points of damage. If all 3 strike successfully, the victim suffers double damage (18 h.p.) and is slowed for 9 rounds. It is activated by the ring worn by the cleric. (The ring is of hematite with a rune carved on it and is worth 500 g.p.) He has the following spells:

**First Level:** cause light wounds, darkness, fear, fear, resist cold

**Second Level:** chant, hold person, silence (15' r.), snake charm

**CURATE #2:** (4th level; H.P.: 24; Strength 10, Intelligence 12, Wisdom 16, Dexterity 17, Constitution 10, Charisma 15; AC -1 = +1 shield, +1 chainmail, and +3 dexterity bonus.) This male Drow also has a ring and **lesser tentacle rod**, but this rod has arms of more reddish color and 3 simultaneous hits causes total weakness in either the right or left arm, making that member useless for 9 rounds. It is otherwise like the other of its kind. His robe of black has pale green trim. The spells he has prepared are:

**First Level:** cause light wounds, cause light wounds, fear, curse, resist cold

**Second Level:** chant, hold person, hold person, silence (15' r.)

**EHP'SS:** This strangely attractive female is dressed in silver-embroidered black garments, with a small black metal cap which allows her silver hair to float free. She is Eclavdra (10th level cleric/fighter; H.P.: 60, Wisdom 17, Dexterity 18, Constitution 10, Charisma 18; ArmorClass -8 = +3 shield, +5 chainmail, and +4 dexterity bonus), the one who fomented all of the trouble. She has a +4 mace on her belt. She



wears a ring of amber set with an amethyst (2,500 g.p.) to control her **great tentacle rod** of 6 violet arms which strike as 6 hit dice monsters, +6 bonus "to hit", and inflict 6 h.p. of damage per hit. If 3 hit simultaneously, the victim is **numbed** and strikes at -4 on attacks for 3 rounds, and if all 6 hit simultaneously the victim loses 1 point of dexterity, permanently, in addition to being **numbed** for 6 rounds. She has these spells:

**First Level:** cause light wounds, curse, darkness, fear, resist cold (x2)

**Second Level:** hold person, hold person, know alignment, silence (15' r.), silence (15' r.), silence (15' r.)

**Third Level:** blindness, dispel magic, prayer, disease

**Fourth Level:** cause serious wounds, cure serious wounds, poison

**Fifth Level:** flame strike, true seeing

In addition, all of the Drow can employ the following spells once per day:

dancing lights, faerie fire, darkness, detect magic, know alignment, levitate

The EHP'SS is also able to use these spells once per day:

clairvoyance, detect lie, suggestion, dispel magic

These Drow clerics speak all of the giant tongues, and troll and gnoll as well.

13. GUEST CHAMBER: 6 frost giants (H.P.: 61, 59, 58, 55, 52, 49) who are messengers from the Jarl will be here unless the Jarl and his wife survived the adventure in their area. If the Jarl and his wife (H.P.: 80, 70; AC 1, AC 4) are here, he fights as a cloud giant +4, she as a fire giant, and there will be but 2 of the others in the chamber to serve as guards near the door. The place is only dimly lit by a few torches. There are 8 cots, a long table, 2 benches, 2 chairs, 3 stools, 2 buckets, 6 chests, a large box, and a cabinet in the room. There are hides on the floors and pelts on the cots. Pegs hold clothing and several bags (2-5). Each giant has 100 to 400 g.p. The Jarl will have whatever loot he managed to salvage from his stronghold.
14. GUEST CHAMBER: 2 cloud giants (H.P.: 78, 64), a noble and his lady(?) from the Ulsprue Mountains, have come to hear King Snurre tell why his warfare will profit them, and make them more powerful. The giants have 2 spotted lions (H.P.: 34, 30) as watch-animals at the door. The male has a ring coat (AC 1) and both have great morning stars and throwing boulders nearby. The female wears a thick fur garment which makes her AC 2. The chamber contains 2 very large beds, 2 wardrobes, 2 small tables, a large table, 2 chairs, 2 stools, 2 buckets, a cabinet, a bench, and 4 chests. There are tapestries on the walls, rugs and hides on the floor, and furs on the beds. The place is torchlit. On the small table near the bed to the south is a platinum box set with moonstones and sunstones (value 5,000 g.p.). It holds 78 100 g.p. base value gems, a present to them from the King.



15. TROLLS' CHAMBER: 18 troll guards (H.P.: 41, 37, 3x36, 35 2x34, 33, 31, 3x30, 29, 28, 26, 24, 22) nest here. 4 of their number stay in the north passage, and 4 stay in the passage south. Each of their positions is shown by an X. The other 10 monsters remain in the large room. Each has a heap of sticks, bones, hide and skin scraps, and other nauseous material. Each has 10 to 100g.p. hidden in their nest. There are dozens of various pole arms, morning stars, and swords heaped in the middle of the room. These are to arm the gnolls.
16. THRALL PEN: 42 unarmed gnolls (assume each will take 10 hit points) dwell here. Each has a heap of straw and a hide cover. Although not free, they will never help humans for any reason. They will gladly arm to fight intruders if given the chance.
17. THRALL PEN: 28 unarmed gnolls (assume 12 hit points each) dwell here. See 16. for details.

## KEY TO LEVEL #3

**Referee's Notes:** Level #3 is all natural, the tunnels and caverns showing no marks of being hollowed out except for the entranceway to the level from above and where the exit from the level is (beyond the River of Lava in the northwest corner). The areas of the level are dark and still. Only a few are lit—such as the lava cavern and where the fire giants have gathered at area 5. All passages are at least 15' high, small caves are 20' or so from floor to ceiling vault, and large caverns are anywhere from 25' to 75' high (areas 7. and 19. - 20. should be treated as among the highest). A few patches of phosphorescent growth can be added — the light making it possible to see movement across it but not sufficient to illuminate an area. If the party were to remain still, they might hear water dripping and perhaps a far distant echoing of stone striking stone — but only a singular occurrence. As is usual with natural areas, do not worry overmuch about describing direction of passages and walls of caves and caverns, let alone size and shape. Primitive mapping techniques under stress conditions would develop just about the same sort of chart as your players will when they explore this level . . . wretched, but sufficient to get from place to place. If they have made it this far, they do not need any help from the DM!

### Wandering Monsters:

Encounters occur 1 in 12 (d 12), check each turn.

1. 3-12 wandering trolls
2. 2 fire giants and 2 hell hounds patrolling
3. 4 Drow watchers, 3 in 4 to pass the party unseen (1 fighter/magic-user of 7th/6th level and 3 2nd level fighters, all armed and equipped as is usual for Drow here).

### Encounter Areas.

1. CAVERN: 3 ropers (H.P.: 60, 48, 39) of 12, 11, and 10 hit dice respectively dwell here and conceal themselves amongst the natural stalagmite formations. They will be 75% likely to wait until prey is towards the center of the area before attacking. Each has 1 base value 100 g.p. gem per hit die in its internal digestive organ. Note that the cavern is fairly colorful, having many reddish, pale yellow, and shining blue-gray rock formations which glisten in the light of torches or lanterns.
2. GLOWING CAVE: This small offshoot of the cavern which runs north and south is filled with luminous plant growth and contains 12 hungry fire beetles (H.P.: 2x10, 9, 8, 3x7, 2x6, 2x5, 4). 1 to 4 of their number will be on the ceiling and drop upon any creatures entering their lair, always surprising them unless 1 or more of the party is looking upwards. These creatures served as a source of gifts for the frost giants in the past. They have no treasure.
3. CAVERN: As the long cavern hooks eastward and terminates, it provides a lair for 2 large fire lizards (H.P.: 66, 54), a mated pair of *false dragons* with a clutch of 3 eggs. Both are quite old and their skins are reddish gray with large mottlings of red orange, so at first glance they are 80% likely to be mistaken for red dragons. Their nest has several dozen shiny rocks, but none are gems.
4. CAVE: 4 hell hounds (H.P.: 41, 38, 35, 30) of 7 hit dice are on guard here. They will give voice if they detect any intruder. No treasure is here.
5. CAVERN: 8 fire giants (H.P.: 63, 62, 59, 57, 56, 55, 53, 49) are stationed here as a guard and reserve by Snurre's order (and he got his instructions from the Drow, of course). At either end of the place one of their number watches; these positions are indicated by a "G". Each giant is armed with a sword, spear, and has several boulders nearby for throwing. They have no treasure, although there will be piles of hides thrown for bedding, a hamper or two, some personal wear, and 8 bags in the place. In crisis situations, this is where King Snurre,



Queen Frupy, and/or other important fire giants and guests will retreat to. In the event they do, there will be whatever goods they salvage in the cavern as treasure.

6. GREAT VAULTED CAVERN. In the middle of this place is a permanent **illusion** of a huge sleeping red dragon atop a mound of treasure (cf. 7. below). What is actually there is a gorgon (H.P.: 43) which has been **charmed** and instructed to ignore such creatures as hell hounds and fire giants and trolls. It obeys Drow, of course. If any creature speaks to it in the common tongue or in the language of red dragons it has been instructed to stand quietly but to breathe upon the creatures as soon as they are seen and within range. There is no treasure in the cavern.
7. TREASURE TROVE CAVE: Here sleeps a real red dragon, an ancient male, very large, with 88 hit points and an armor class of -1. Brazzemal is his name, and he speaks and uses spells:

**First Level: detect magic, erase**

**Second Level: ESP, mirror image**

**Third Level: invisibility (10' r.), protection from normal missiles**

**Fourth Level: confusion, polymorph (other)**

If the boulder is moved he will certainly awaken and use his **ESP** spell to find out who intrudes upon his privacy. If cornered and in desperate straits, the dragon will swear to anything in order to save its life. Brazzemal is persuasive and deceitful, of course, and his real desire will be to slay and devour the party. He has:

Treasure Item	Kept
19,830 c.p.	Loose (in pile)
46,010 s.p.	Loose, 25,000 in 5 chests
8,700 e.p.	Loose
22,475 g.p.	Loose, 2 chests of 7,000 each
800 p.p.	In malachite box worth 1,000 g.p.
222 base 10 g.p. gems	Loose
51 base 100 g.p. gems	In silver egg worth 500 g.p.
31 pieces of jewelry worth 200-800 g.p. each	Loose
11 jeweled weapons, assorted man-sized, worth 300-1800 g.p. each	Loose
1 jeweled necklace worth 2,000 g.p.	In ivory case worth 400 g.p.
2 silver mirrors worth 300 g.p. each	Loose
1 gold service pieces worth 500 to 3,000 g.p. each	Loose
17 silver or electrum service items worth 100 to 1,000 g.p. each	Loose
12 ivory statues with inlays of gems and/or precious metals worth 200 to 2,400 g.p. each	Loose
4 jade carvings/figurines worth 1,000 to 8,000 g.p. each	Chest
1 idol of bloodstone worth 1,900 g.p.	Loose
1 scroll of 7 magic-user spells (determine randomly)	In crystal casket worth 3,400 g.p.
1 (red) <b>dragon slaying sword</b> in jeweled scabbard worth 6,000 g.p. (all abilities to be determined randomly)	Loose
1 <b>fire elemental gem</b>	Loose
4 <b>fire resistance potions</b>	Coffer
8 jars of rare unguents and perfumes worth 200 to 2,000 g.p. each	Loose
1 suit of <b>magic armor +4</b> sized for a human	Loose

All worthwhile treasures are covered by heaped coins. (To search through this pile will take a VERY long time!). Note that Brazzemal has another quantity of gems pressed into his stomach to protect it. There are 666 base 1 g.p. gems there. If struck by cold or electricity or similar magical attacks, from 60% to 90% will be destroyed when he is killed.

8. CAVE: This is a Drow guardroom, with 1 6th level (H.P.: 35), 2 4th level (H.P.: 24, 21) and 6 2nd level (H.P.: 14, 3x12, 2x11) fighters. The 3 leaders are equipped with +2 chain and +2 shield, which with dexterity bonus of +2 gives each AC -2. The others are in +1 chain and normal shield, AC 1 with dexterity bonus. Each is armed with +1 dagger, +1 short sword, and hand crossbow with a belt case holding 9 poisoned darts. (See the treatise on the Dark Elves herewith for details of this poison.) Two sentries are on duty at all times in the entry passage. The Drow are clothed in black capes, soft boots of black hide, and wear hoods over their helmets. The room has only their bedrolls and some miscellaneous gear. Each of the Dark Elves carries 1 to 10 p.p. per level. Remember the spell ability of these creatures!
9. WIDE PASSAGE: 12 piercers make this their home, and they await the unwary prey patiently. The floor of the place is strewn with shattered skulls and bones. Amidst these gleaming white remains glints a gold necklace set with 5 gems (1 500, 2 100, 2 50 g.p.) worth 1,100 g.p. The piercers are:

2 of 1 hit die each; H.P.: 5, 3  
 4 of 2 hit dice each; H.P.: 12, 11, 2x10  
 4 of 3 hit dice each; H.P.: 16, 13, 2x12  
 2 of 4 hit dice each; H.P.: 22, 19

10. SINGING CHAMBER: This small place has excellent acoustics, and the drops of water falling into the pool along the southwestern portion of the wall make a pleasant musical sound which can be heard for 60' in the quiet, and at 30' distance in normal conditions. The pool edge is lined by a huge gray ooze blob (H.P.: 24) and another (H.P.: 17) lays along a ledge 11' high in the southeast of the place.
- 11.-13. STINKING CAVERNS: All of these spaces are inhabited by troll servants of King Snurre, and the stink which comes from these creatures, their nests, and what they leave about is noticeable in the corridor which leads southwest from area 9. Their chieftain is in area 13. Note how they will support each other.
11. 13 trolls (H.P.: 37, 35, 2x33, 3x30, 2x26, 24, 22, 20, 19), each with the typical messy mound of sticks and bones and other noisome things. In each nest are 5 to 50 of each type of coin. If they hear a disturbance at 12., they split into two groups and move there to attack.
12. 16 trolls (HP.: 36, 2x34, 33, 32, 31, 30, 3x29, 2x28, 25, 22, 17, 14) as above. They move in 2 groups to area 11. if they hear combat.
13. 27 trolls (H.P.: 41, 39, 38, 36, 2x33, 4x32, 2x31, 29, 2x28, 27, 2x24, 23, 20, 18, 3x17, 16, 15, 12). The chieftain is the strongest (41 hit points), and the other 2 strong trolls are his lieutenants. If they hear suspicious noises, or if they are assaulted, the trolls will use the multiple passages to surprise and surround their attackers, leaping upon them to tear them to shreds. The 3 leader-types nest in the southeastern spur of the cavern, and each nest will contain 100 to 400 of each coin type. The chieftain will have 5 to 30 gems of base 100 g.p. value and a jeweled mace worth 6,500 g.p.

14. **NARROW CAVERN:** This place is striated with layers of blue and green and greenish-blue deposits and streaks. There is green slime growing on the passage roof and in the pool of water at its end. The slime on the ceiling covers about 40' of space just south of the pool, and it will drop 1 in 6 per creature per round, i.e. check for each member of the party under its growth area, a 1 on a six-sided die indicating that the slime has dropped upon them. There are 36 agates (base value 10 g.p.) in the pool of water, and any creature reaching in to get these stones is 50% likely to have the slime attack. The slime in the pool blends with the greenish rock of the pool.

15. **GRAY CAVERN:** This dark-colored place is the Drow strongpoint, and 2 guards watch each of the 6 ways which meet at this cavern. There are 6 other guards. These 18 Drow are all 3rd level fighters, each with 18 hit points. Each is equipped with +1 shield, +1 chainmail, and has a +2 dexterity bonus, so armor class is 0. All 18 are armed with +1 dagger, +1 short sword, hand crossbow, and 10 poisoned darts (1 in the crossbow, 9 in a belt case). To the east are several higher level Dark Elves:

- 5th level fighter (H.P.: 30) with +2 shield and +2 chainmail and a dexterity bonus of +4 AC -4, armed as above, but her sword is +3.
- 9th level fighter (H.P.: 54) with +3 chainmail and a dexterity bonus of 3 for AC -5; she is armed with +3 short sword, a +3 mace, and an atlatl with a poisoned javelin.
- fighter/magic-user of 4th/6th level (H.P.: 30) with +2 chainmail and a **ring of protection +3** with a +3 dexterity bonus for an armor class of -3. He is a minor noble with 8 strength, 17 intelligence, 12 wisdom, 17 dexterity, 9 constitution, and 12 charisma. He is armed with a +2 short sword, a +3 dagger which is poisoned in the usual manner, and a **wand of viscid globs**. The latter weapon is a metallic baton which has 79 charges; each glob covers an area of 4 square feet with a gummy substance which adheres various things together—hands to items held, arms to shields, members to bodies. That is, whatever is covered by it will stick permanently to any other such object. It is cut by alcohol, however. The wand has a range of 6". The bond of the glob is stronger than the substances bonded, and very strong creatures will tear themselves apart trying to get free if enough effort is exerted. A saving throw applies (but globs that miss must hit somewhere!). He has the following magic spells:

**First Level:** charm person, charm person, shield, ventriloquism

**Second Level:** ray of enfeeblement, mirror image

**Third Level:** lightning bolt, slow

Each Drow has 1 to 10 p.p. per level of his or her experience. Each above 4th level has 1 base 100 g.p. gem per level, double if multi-classes. Remember that the Dark Elves have innate spell abilities. All have:

**dancing lights, faerie fire, darkness**

Those above 4th level also have:

**detect magic, know alignment levitate**

All females (2 only here) have:

**clairvoyance, detect lie, suggestion, dispel magic**

16. **SMALL CAVERN:** Note that where the arrows are shown to the north of the entry passage there is a metal sphere trap. A fine trip wire is set so that as an intruder enters the

cavern it triggers a torrent of small iron spheres which pour into the last 20' of the passageway and first 10' of the cavern. These 1/4 inch diameter balls make a loud noise, and any creature in the area has a 5 in 6 chance of falling down for the first 3 rounds after they are released, and a 2 in 6 chance for the next 3 rounds thereafter, unless it instantly stands still and does not move its feet. Naturally, still targets are easier to hit, and dexterity bonuses are cancelled. Creatures which fall are not able to attack, and they lose both shield and dexterity benefits.

There are 9 female Drow in the place. 8 are 4th level fighters, special guards (H.P.: 28, 26, 25, 3x24, 22, 21). Each is equipped with +2 shield, +2 chainmail, and has +3 dexterity bonus, so armor class is -3. Each is armed with +2 dagger, +2 short sword, hand crossbow (on belt), case and 9 darts, and an atlatl and 3 javelins. All of these missiles are poisoned in the usual manner with a paralyzing agent which makes victims lose their senses for 2 to 8 turns. These 8 guards protect Nedylene, a cleric/fighter noble generally opposed to anything Eclavdra attempts. She is here to check up on her rival, and she will be suspicious of any creature entering her current abode. On the other hand, she will not be adverse to seeing her rival's plans go wrong. Nedylene is an 8th level cleric/7th level fighter (H.P.: 48; Strength 13, Intelligence 15, Wisdom 17, Dexterity 16, Constitution 11, Charisma 17) clad in +5 chainmail, with a +3 buckler (AC -6). She is armed with a +3 mace and a **demon staff**. (The magical **demon staff** allows the wielder to cause **fear** in whomever it touches — no saving throw, inflict 4-24 hit points of damage which can only be healed by the passage of 1 full day of time per hit point upon any creature it touches, call forth a Type 1 demon, or turn the holder into a Type III demon for 5 rounds. Each of these functions operates but once per day, and if the demon summoned is slain, the creator of the staff will exact a high price.) The latter weapon is a black leather-like staff, very strong, and carved with disgusting scenes and vile runes. Nedylene has the following spells in addition to those which all Drow of her level and sex have in common:

**First Level:** curse, cure light wounds, cure light wounds, cure light wounds, protection from good

**Second Level:** detect charm, find traps, hold person, hold person, silence (15' r.)

**Third Level:** blindness, dispel magic, prayer, remove curse

**Fourth Level:** cure serious wounds, neutralize poison

17. **JEWELLED CAVERN:** If light strikes these formations, the mineral deposits here make the place glitter and sparkle as if it were sown with jewels. It is breathtakingly beautiful, and is the current lair of 3 mind flayers (H.P.: 44, 41, 38) who have decided to see what is going on with their friendly enemies, the Drow. They plan to observe events, and the Dark Elves ignore them. Each mind flayer carries 2 to 12 base 100 g.p. gems (bribe money) and they have an **amulet of the planes** and a **tome of clear thought** in a small black metal box which can only be opened by persons of 18 or greater intelligence.

18. **SMALL CAVERN:** This is a guardroom which is exactly the same as area 8. above. Refer there for details.

19.-20. **RED CAVERN OF INFERNALNESS:** This huge space is lit up in reddish light by the bubbling, steaming river of molten lava which flows through the place. The cavern stinks of sulphur and heated rock, and the temperature there is very hot, although a strong draft cools it somewhat. The roof is no less than 60' high.

19. Venting gases of flame and smoke. Amidst this vaporous inferno are 2 salamanders (H.P.: 45, 38) who are enjoying a change of climate. The flames and smoke make them impossible to see beyond 30'. They are totally neutral with respect to whom they attack, although they know and respect the Drow. They have no treasure. Note that a rope bridge is suspended from this area to 20., about 15' above the lava river.

20. Secluded section of the cavern which serves as the meeting place and council chamber for Eclavdra and her minions. Currently at this place are 6 2nd level male fighters (H.P.: 14, 12, 3 x 11, 10), 34th level female fighters (H.P.: 30, 27, 23), and an 8th level female fighter (H.P.: 60) particularly favored by Eclavdra. The lesser fighters are AC 1 (+1 buckler, +1 chainmail, +1 dexterity bonus) and armed with a +1 short sword, +1 dagger, and hand crossbow with 10 darts. The commander has +3 shield, +5 chainmail, and a dexterity bonus of +1 (AC -5). She is armed with a +4 short sword, and a hand crossbow with 6 poisoned and 3 magical darts (**stunning** — causes creature hit and all within 10' radius to be stunned for 1-4 melee rounds, double that for target creature, due to concussion and noise; **blinding** — effects are the same as the **stunning** dart due to the flash of the dart when it explodes; and **vapors** — which generates a cloud of **stinking fog**-like vapors 30' x 30' x 20' in proportion when it impacts). Note that Eclavdra will be here with as many of her followers as survive if things go badly on level #2. In addition to bedding and a small amount of personal gear, there is a chest holding 2,000 p.p. and 200 gems of 100 g.p. base value hidden under an **illusion** to look like a rock formation in the far northeastern corner of the place. The commander has a small coffer which contains 2 **speed** potions and 2 **extra-healing** potions. These will be used by the Drow if necessary. A constant watch is kept on the east entry to the cavern, and if intruders come, the Dark Elvenfolk will know of it. If threatened by powerful characters, the Drow will flee to safety back down the passage from whence they came here, i.e. the one to the north-northwest: This way is protected by A:

A. This is the location of a huge, charmed lurker above (HP.: 63) which causes 2-8 hit points of damage when it constricts its victim(s), and it will smother such in but 2 to 4 rounds. It will fall upon any creatures which pass under it after a command is given to it by Eclavdra.

Equipment for a pair of hoists, derrick-like machines with straps for cargo of any sort — even large animals, will be found in nooks on either side of the river of lava. It will take several hours to set these hoists into working position, but once done they will not be disturbed. Your players will be able to move supplies and pack animals across the river of lava when they are ready for the next adventure!

**(Special Note to the Dungeon Master:** If your players have enjoyed these scenarios and you intend to continue it with the balance of the modules which follow, the party will find an adamantite tube when they search area 20., a scroll, and a map accidentally (?) dropped by one of the fleeing noble Drow. The scroll contains a **wish** spell. The map is a continuation of the Drow escape route, showing a vast maze of passages on a large scale. There are three cryptic areas on it, which could indicate the whereabouts of vast subterranean cities or other strange places which are far deeper than any dungeon known. This map will be included for your players in the next module, DESCENT INTO THE DEPTHS OF THE EARTH, ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE D 1-2. and a copy with full annotation will be included for the DM.).

#### **DROW** (Dark Elf)

FREQUENCY: Very Rare (at best)

NO. APPEARING: 5-50

ARMOR CLASS: 4 (and better)

MOVE: 12" (females 15")

HIT DICE: 2 (and better)

% IN LAIR: 0

TREASURE TYPE: Individuals: N(x5), Q(x2)

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50% (and better)

INTELLIGENCE: Mean: Highly intelligent

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Unknown

Attack/Defense Modes: Unknown

Agnes past, when the elvenfolk were but new to the face of the earth, their number was torn by discord, and those of better disposition drove from them those of the elves who were selfish and cruel. However, constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here, in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the Dark Elvenfolk, the Drow, found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And if they were strong enough to face and defeat their former brethren in battle, the Drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own. Yet they neither forgive nor forget, and above all else they bear enmity for all of their distant kin — elves and faeries — who drove them down and now dwell in the meadows and dells of the bright world. Though they are seldom if ever seen by any human or demi-human, the Drow still persist, and occasionally they enter lower dungeon levels and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

**Description:** Drow are black skinned and pale haired. They are slight of build and have delicate fingers and toes. Their features are somewhat sharp and ears are pointed and large, but this does not make them unhandsome. Their eyes are very large, being all iris and pupil. Male drow are of thin build, about 5' tall, have dead black skin and dead white hair, and the irises of their eyes are orange to orange-yellow. Females are slender and shapely, about 5½' tall, and have glossy black skin and shining silvery hair. The eyes of female Drow are amber, though a few are said to possess irises of lambent violet.

The usual Drow fighting/traveling garb includes a pair of black boots and a hooded black cloak which comes to the ankles of the wearer. The boots are simply black **boots of elvenkind** manufactured of a different sort of material. The cloaks are woven of spider silk and some unknown fiber which combined with the silk makes them very strong, slippery, supple, and nearly impossible to detect in dungeon-like surroundings. Thus, in boots and cloaks the Drow are 75% undetectable unless they are moving/attacking within 20', the former in direct view of an observer. **Drow cloaks** are usually not harmed by blows from weapons, as they slide aside and do not tear easily, nor are they easily burned (+6 on saving throws versus all fire attacks). However, these garments are very difficult to tailor, and to be effective, the cloaks must neither be above the ankles nor dragging on the ground. Any alteration of a Drow cloak requires a saving throw of 76% or better. Less than this score indicates the material frays and will ravel away when worn, so the cloak is useless.

Drow wear a fine mesh armor of exquisite workmanship. It is an alloy of steel containing adamantite, and even the lowliest fighters have in effect +1 chainmail, with higher level Drow having

+2, +3, +4, or even +5 chainmail. Small bucklers are also used, shields of unusual shape, those of greater experience level and importance in the society having bucklers fashioned of adamantite so as to be +1, +2, or +3 value.

The extraordinary nature of the Dark Elves' armor and weaponry, their magic-like but non-magical plusses, is due only in part to the adamantite alloy from which they are fashioned. The value of this alloy is that when it is exposed to the strange radiation in the Drow homeland (see MODULE D3, VAULT OF THE DROW) for a period of a month its magical bonuses come to the fore. If the item is kept from this radiation for more than a month, it loses the bonus and becomes merely a finely made item of normal sort.

Regardless of the number of Drow appearing, there will always be one higher level. Drow males are all 2nd level fighters. Some are as high as 7th level in fighting ability. Males are also magic-users, some as high as 12th level. The female Drow are also 2nd level fighters, some being as high as 9th level. Most Drow clerics are female, and no upper limit to their level of ability is known. No male Drow cleric is able to go beyond 4th level.

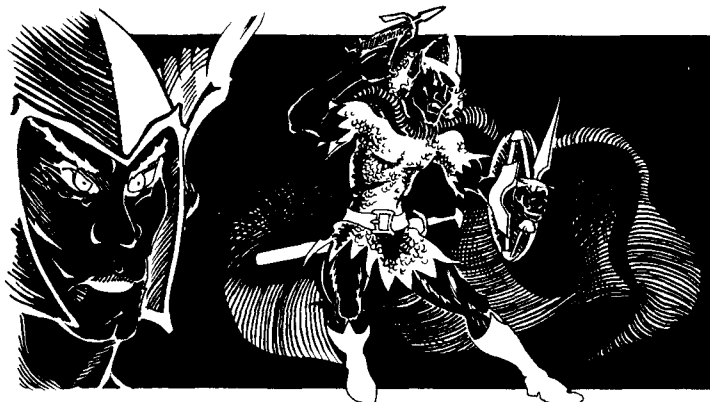
If more than 10 Drow are encountered there will be in addition a male who is a fighter/magic-user of at least 3rd level. If more than 20 are encountered, there will be a female fighter/cleric of at least 6th level clerical ability in addition to the male fighter/magic-user. If more than 30 Drow are encountered, 11 to 16 will be females, the leader will be a cleric/fighter of at least 8th/7th ability level, the male fighter/magic-user will be at least of 5th/4th ability level, and each will have an assistant of levels as previously shown for the type in smaller party sizes.

Somewhere deep beneath the earth there are rumored to be vast caverns which house whole cities of these creatures, cities of natural and carved stone and minerals, places of weird and fantastic beauty, metropolises of the Dark Elves which are filled with the precious metals and jewels delved from the very core of the earth. But these delicate crystalline cities are also said to be the haunt of such monsters as the dreaded mind flayer and other subterranean horrors. It is told that demons walk freely amongst the Drow, for the Dark Elves regard them as benefactors and friends and so actually consort with them gladly.

As described, all Drow move silently and with graceful quickness, even wearing their black mesh of armor. Each Drow carries a small amount of personal wealth in a soft leather bag worn around the neck beneath his or her mail. In addition, they arm themselves with long dagger and short sword of adamantite alloy (+1 to as high as +3 or +4 borne by noblefolk), 50% or more carry small crossbows which are held in one hand (6" range light crossbow) and shoot darts coated with a poison which makes the victim unconscious. Save is at -4. They inflict 1 to 3 hit points of damage in addition. Some few Drow also carry adamantite maces (+1 to +5) and/or small javelins (also poisoned) with atlatis (9" range, +3, +2/+1 to hit at short/medium/long range).

Drow have superior infravision of the 12" range variety, move with silence and blend into shadows with 75% likelihood of success. Thus, they are 75% likely to surprise opponents. The Drow are only 12½% (1 in 8) likely to be surprised by opponents. They are also both intelligent and highly coordinated, being able to use either or both hands/arms for attack and defense. They make saving throws versus all forms of magic (clerical included) spells, whether from the caster or from some device, at +2. Drow magic resistance increases by 2% for each level of experience they have, with multi-classed individuals gaining this bonus for but one of their classes (the highest). Thus, a 7th level Drow is 64% resistant to any magic, and he or she will save at +2 against any magic which does affect him or her.

Because the Drow have dwelled so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a **light** or **continual light** spell the Dark Elves are 90% likely to be seen, they lose 2 from their dexterity, and all attacks made are at -2 on "to hit" dice rolls — +2 on saving throws against such attacks as applicable. If they



are attacking targets inside the radius of **light** or **continual light** spells, the bright illumination causes them to suffer a "to hit" dice penalty of -1, and the converse +1 on saving throws against such attacks is awarded to the target creatures. If bright light exists, it is 75% likely that the Drow will retreat from the situation because of the illumination, unless such retreat imperils one of their number or would otherwise be harmful to their desired ends or expose some important feature to the light-bringing intruders. In any event, such light sources as torches, lanterns, magic weapons, fire beetle essence, or **faerie fire** do not adversely affect the Dark Elves' performance.

Drow are able to speak common tongue, gnome, elven, and their own language in addition to the other tongues which their level of intelligence allows. Many know the languages of the various races of creatures which speak and dwell underground. All of the Dark Elves also have a **silent language** composed of hand movements, and this means of communication is capable of conveying virtually any information. When Drow are within 30' or less of each other, they also use facial and body expression, movement, and posture. These latter alone are capable of conveying considerable information, and when coupled with hand/finger movements the whole is as erudite as any spoken speech.

All the Dark Elves can use the following spells once per day: **dancing lights**, **faerie fire**, **darkness**. Those above 4th level are able to **detect magic**, **know alignment**, and **levitate** once per day. Drow females can use the following spells once per day: **clairvoyance**, **detect lie**, **suggestion**, **dispel magic**. Drow have powers which are the same as dwarves with respect to stone and things underground. They also detect hidden or secret doors as elves do.

Drow abilities are determined as follows: Strength: 8 + 1-6 (6 + 1-4 for males), Intelligence 12 + 1-6 (10 + 1-8 for males), Wisdom 8 + 1-10 (8 + 1-4 for males), Dexterity 12 + 2-8, Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

**Special Note Regarding Drow Cloaks, Armor, and Weapons:** All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.

## NEW SPELLS

### Crystalbrittle (Alteration)

Level: 9  
 Range: *Touch*  
 Duration: *Permanent*  
 Area of Effect: *2 cubic feet/level*

Components: *V, S*  
 Casting Time: *9 segments*  
 Saving Throw: *Special*

*Explanation/Description:* The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, shield of metal, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a wish spell; i.e., dispel magic will not reverse the spell. The caster must physically touch the target item—equal to a hit in combat if the item is worn, wielded, or a monster. Any single metal item can be affected by the spell. Thus, a suit of armor can be changed to crystal, but the shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two pluses) chance to save, +5 magic armor a 25% chance to be unaffected, an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). *Artifacts* and *relics* of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

### Energy Drain (Evocation)

Level: 9  
 Range: *Touch*  
 Duration: *Permanent*  
 Area of Effect: *1 creature*

Components: *V, S, M*  
 Casting Time: *3 segments*  
 Saving Throw: *None*

By casting this spell the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (cf. spectre in **Monster Manual**). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material components of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is cast forth, and upon touching the victim the magic-user speaks the triggering word ("entropy", "nihil est", or whatever), and the dweomer takes effect instantly. There is always a 1 in 20 chance that the caster will also be affected by the **energy drain** and lose 1 energy level also when the victim is drained of two. Humans or humanoid brought to zero energy levels by this spell become *zombies*.

## TOURNAMENT SPELL LISTS

Flerd	Faffle
Cure Light Wounds, Detect Evil, Detect Magic	Light Shield, Magic Missile (x2)
Find Traps, Hold Person, Silence 15' r.	Detect Invisible, Invisibility, Web
Continual Light, Remove Curse, Speak with Dead	Haste, Invisibility 10' r, Lightning Bolt
Neutralize Poison (x2)	Confusion, Ice Storm
Commune, Dispel Evil	Conjure Elemental

### Gleed

Detect Magic, Charm Person  
 Magic Missile (x2)

Detect Invisible, Knock, Phantasmal Force, Web

Dispel Magic, Haste, Lightning Bolt, Monster Summoning I

Charm Monster, Ice Storm, Wall of Ice, Monster Summoning II

Magic Jar, Teleport, Wall of Stone

Stone to Flesh

### Roaky

Cure Light Wounds (x4)

Bless, Find Traps, Hold Person, Silence 15' r

Continual Light, Prayer Remove Curse (x2)

Cure Serious Wounds (x2), Neutralize Poison (x2)

Commune, Death Touch Dispel Evil, Raise Dead

Blade Barrier

### Fonkin

Charm Person, Magic Missile, Read Magic, Sleep

Continual Light, Levitate, Web

Fire Ball, Slow, Suggestion

Ice Storm, Wall of Fire

### Beek

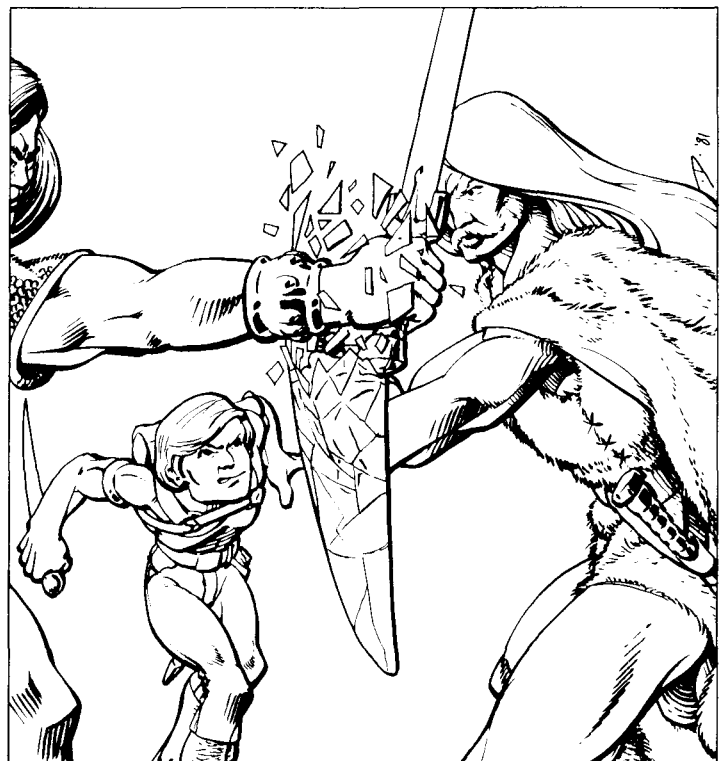
Faerie Fire (x2), Ventriloquism

## CREDITS

**Design:** Gary Gygax

**Editing:** Mike Carr, Timothy Jones, Jon Pickens, Lawrence Schick

**Art:** David C. Sutherland III & David A. Trampier, Jeff Dee, David S. LaForce, Erol Otis, Bill Willingham



# ORIGINAL TOURNAMENT CHARACTERS

Align

(Languages)	RACE	CLASS	LEVEL	S	I	W	D	C	Ch	ment	Armor	AC	hp	Move
1. Gleep Wurp the Eyebiter (Common, NG, Eivish Gnoll, Hobgoblin, Orcish, Kobold)	Human	Magi- user	12	10	16	12	15	16	13	NG	None	2/2	55	12"
2. Clover Bulse the Magsman (Common, N, Dwarvish, Orcish, Ogrish, Goblin)	Human	Thief	13	12	14	11	18	15	15	N	Leather 1	(-1)	53	12"
3. Roaky Swerked (Common, LN, Gnoll, Kobold)	Human	Cleric	12	16	10	18	12	16	17	LN	Plate	-2/1	70	12"
4. Frush O' Suggill (Common, LG, Eivish, Orcish)	Human	Fighter	14	17	11	10	14	17	13	LG	Plate	-5/1	104	12"
5. Fonkin Hoddypeak (Common, CG, Eivish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Fire Giant)	High Elf	F/MU	5/8	15	15	9	18	16	18	LG	Splint	-4A4	29	12"
6. Flerd Trantle (Common, LG, Dwarvish, Kobold, Hobgoblin)	Human	Cleric	9	14	12	16	17	16	18	LG	Plate	-2/-2	56	12"
7. Redmod Dumple (Common, LN, Dwarvish Gnome, Goblin, Kobold, Orcish, Hill Giant)	Dwarf	Fighter	9	18	11	8	15	17	8	LN	Plate	-1/1	82	12"
8. Faffle Dwe'o-mercraeft (Common, N, Dwarvish, Eivish, Gnoll, Goblin, Hobgoblin, Kobold, Ogrish, Fire Giant)	Human	Magi- user	9	16	18	17	17	15	12	N	None	2/2	33	12"
9. Beek Swenders of Croodle (Common, CG, Eivish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Frost Giant)	Half Elf	Ranger	9	15	14	16	17	18	16	CG	Chain +Shield	-3/0	93	12"

## Magic Items

wand of fire (20 charges), ring of protection +1, bracers of defense AC 4, robe of blending, scroll (confusion, mon. summoning III), potion of healing, 2 potions of extra-healing

short sword +2, displacer cloak, dust of disappearance (12 pinches), scroll (cestorm), bag of holding (1000 lb. capacity), potion of healing, 2 potions of extra-healing

mace +2, plate mail +2, shield +2, 2 potions of invisibility, potion of diminution, 2 potions of extra-healing

spear +3, battle axe +1, plate mail +2, shield +5, 4 potions of invisibility, potion of healing, 2 potions of extra-healing

sword +2, 6 javelins of lightning, splint mail +2, ring of protection +2, ring of regeneration, elven cloak and boots, scroll (cont. light, hold monster), potion of healing, 2 potions of extra-healing

staff of striking, hammer +1, plate mail +2, potion of healing, 2 potions of extra-healing  
dwarven hammer +3, plate mail +1, shield +1, ring of invisibility, boots of striding and springing, 2 potions of extra-healing

wand of frost (20 charges), cloak of protection +2, ring of protection +3, scroll (shield, phantasmal force, web, passwall), potion of healing, 2 potions of extra healing

sword +1, crossbow of speed, 30 bolts +2, chainmail +2, shield +2, elven cloak and boots, sneezing dust (5 pinches), dust of appearance (5 pinches), dust of disappearance (5 pinches), potion of healing, 2 potions of extra-healing

## Equipment

dagger, bulls-eye lantern, 2 oil flasks, 50' rope, 6 iron spikes, silver cross, backpack, small sack, 2 wine flasks, 2 wks rations, 20gp

dagger, short bow, quiver of 20 arrows, lantern, 4 oil flasks, 50' rope, 6 iron spikes, backpack, wine flask, 2 wks rations, 12gp

7 vials holy water, silver cross, 3 oil flasks, 12 iron spikes, garlic, 4 stakes and mallet, backpack, 3 large sacks, water skin, 2 wks rations, 14 gp

2 oil flasks, 5 torches, tinder box, 50' rope, 6 iron spikes, mallet, backpack, wine flask, 2 wks rations, 14 gp

3 oil flasks, backpack, 2 large sacks, 2 wine flasks, 2 wks rations, 10 gp

4 vials holy water, silver cross, 3 oil flasks, backpack, wine flask, 2 wks rations, 7 gp

5 oil flasks, 6 iron spikes, backpack, 2 wine flasks, 2 wks rations, 13 gp

dagger, 2 oil flasks, 50' rope, backpack, 3 large sacks, 2 wks rations, 12 gp

4 oil flasks, tinder box, backpack, 2 wine flasks, 2 wks rations, 6 gp



ICY PATHS  
ICY LEDGES  
PATH TO BOTTOM OF RIFT



BOTTOM OF RIFT  
ELEVATION ON LEDGES

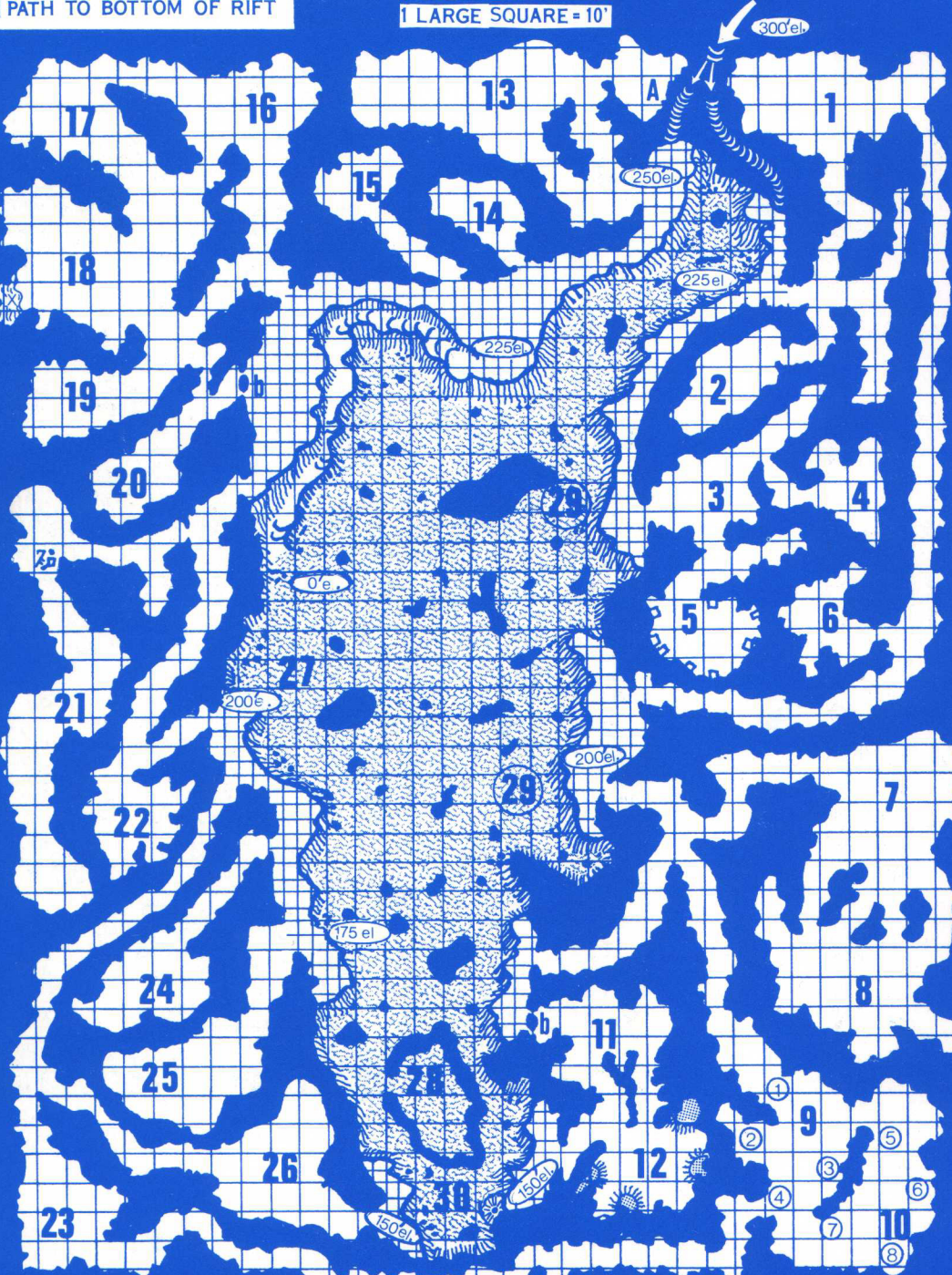


SMALL LEDGE  
IN CAVE



SINK HOLE  
RUNE MARK

1 LARGE SQUARE = 10'



Down to  
Level #2



BOULDERS



TAPESTRIES

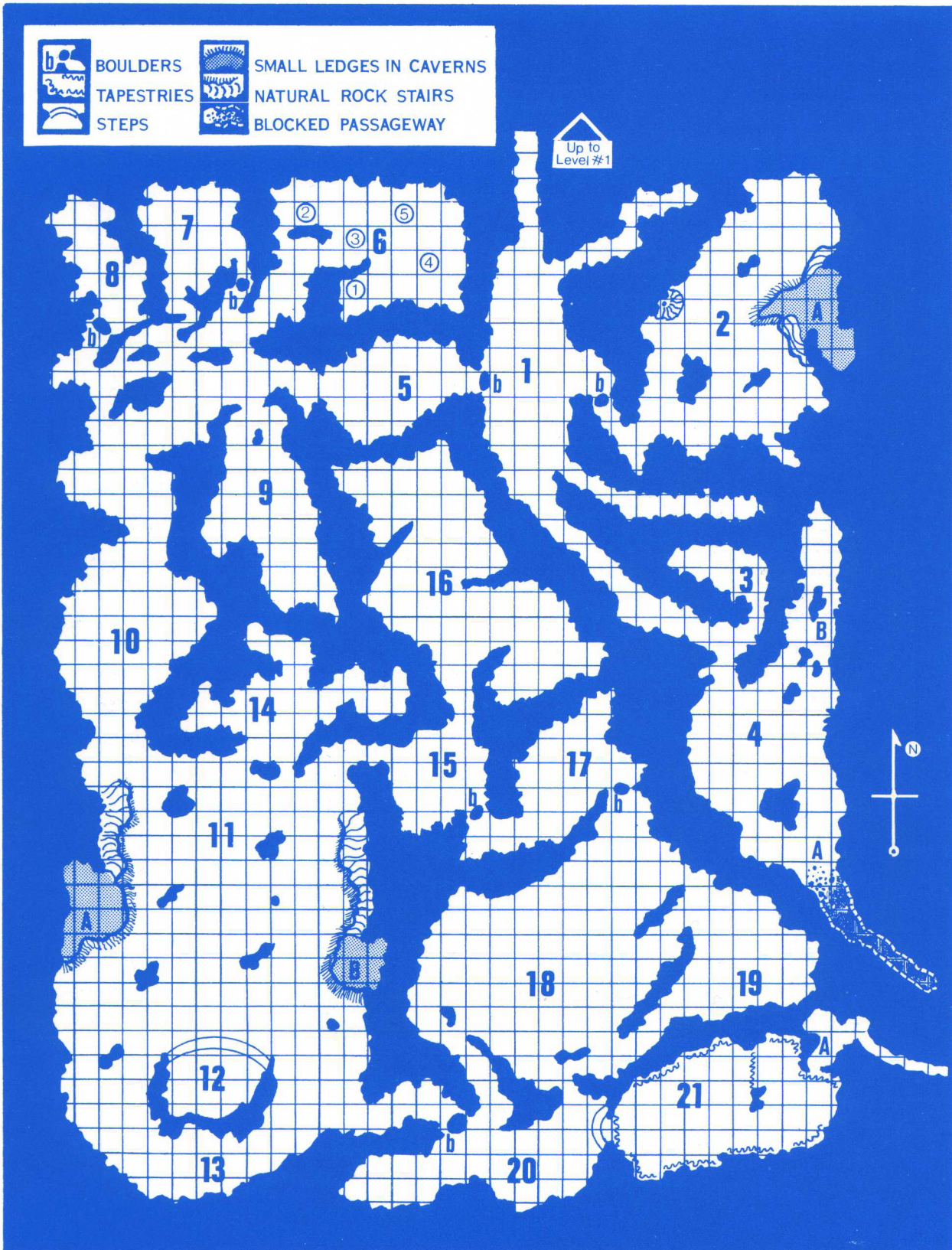
STEPS



SMALL LEDGES IN CAVERNS

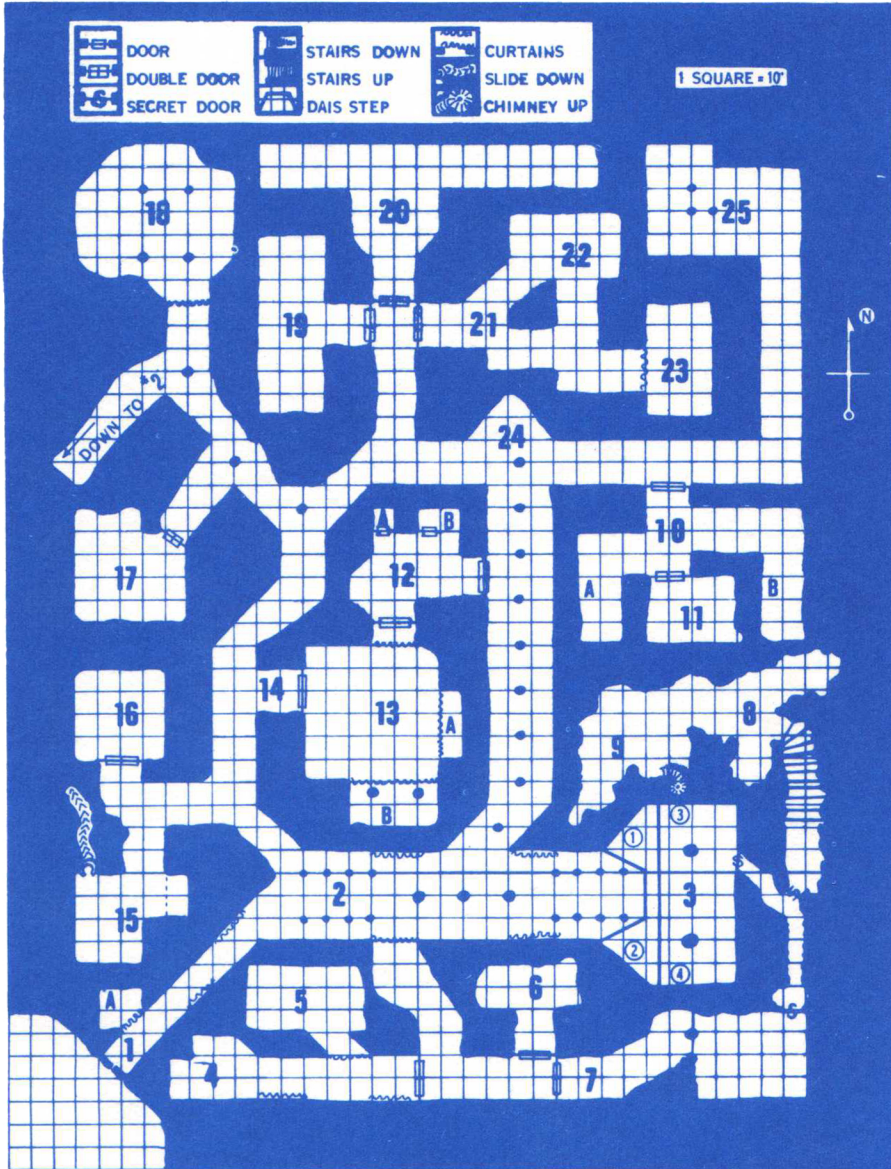
NATURAL ROCK STAIRS

BLOCKED PASSAGEWAY

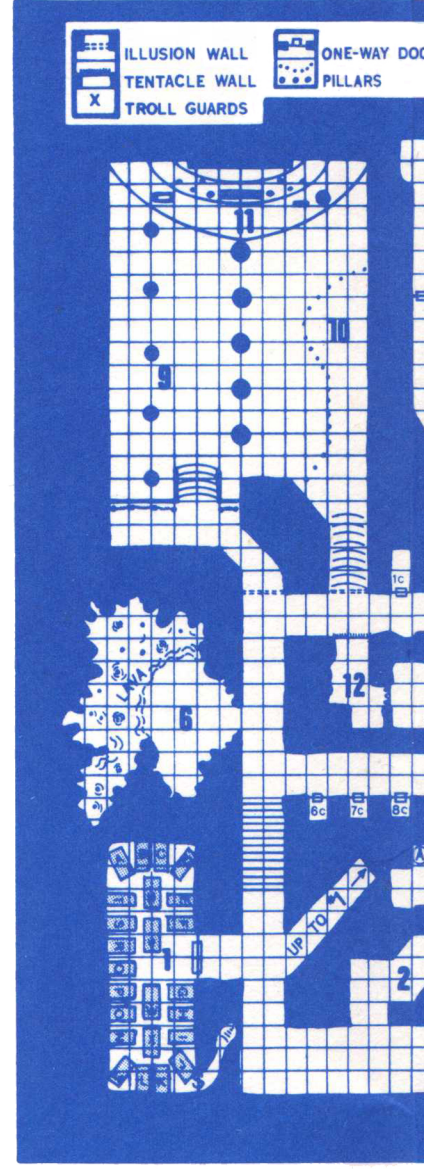




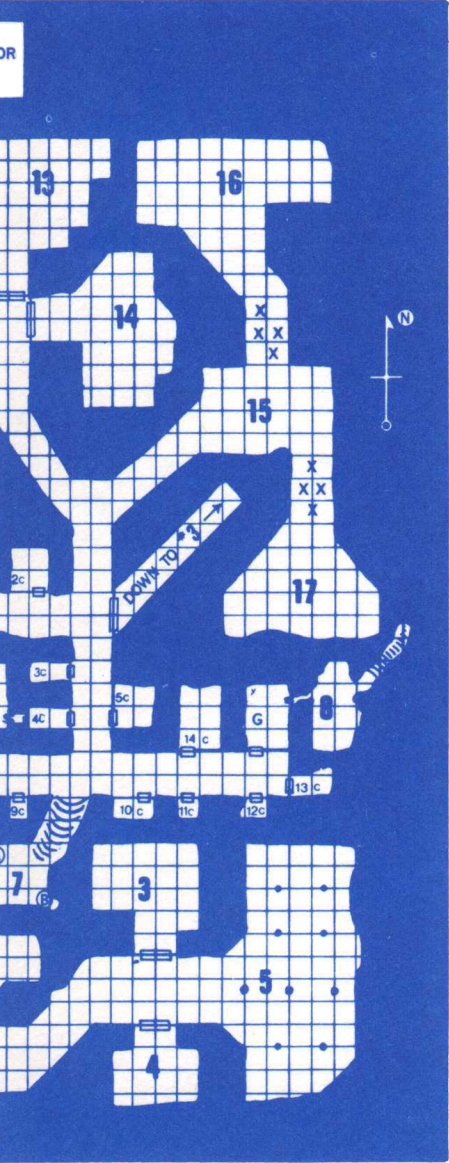
# ENTRANCE LEVEL



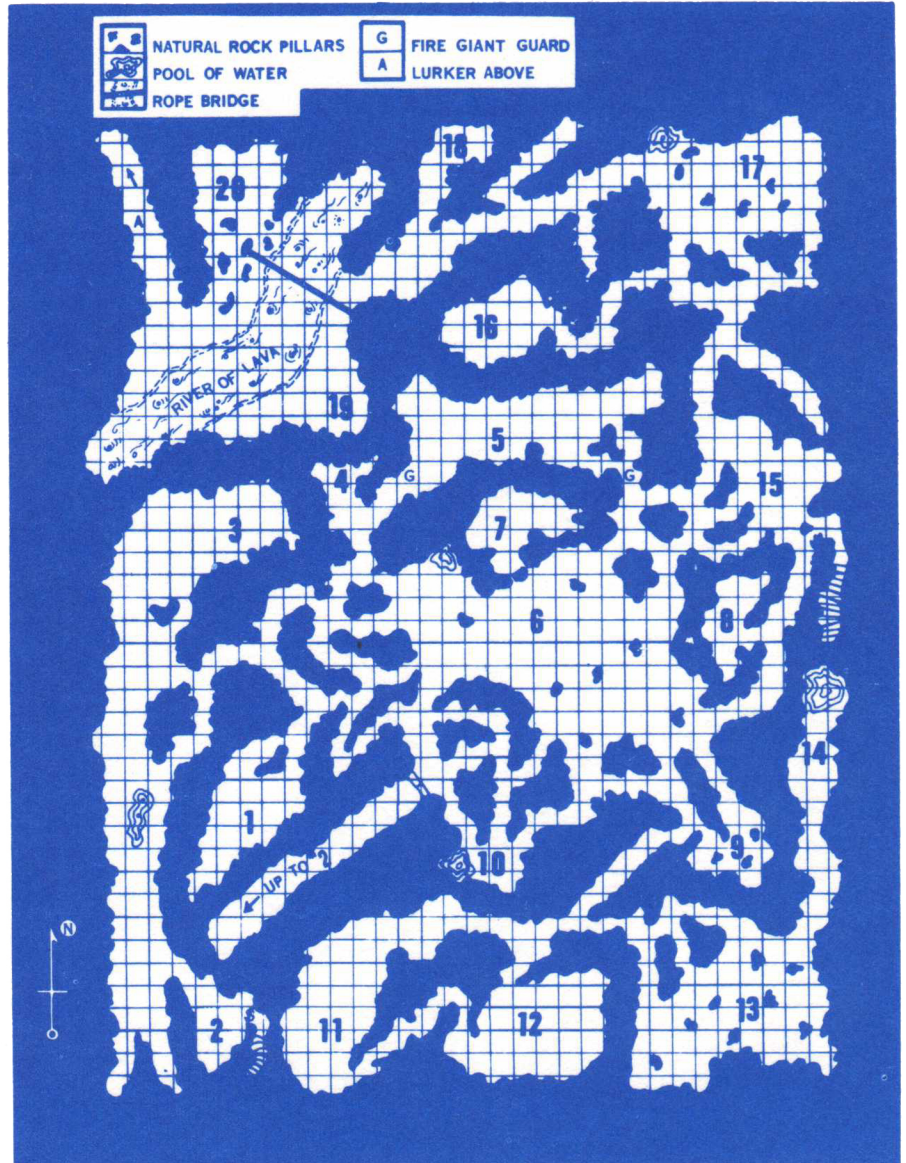
# SECOND



LEVEL







THIRD LEVEL

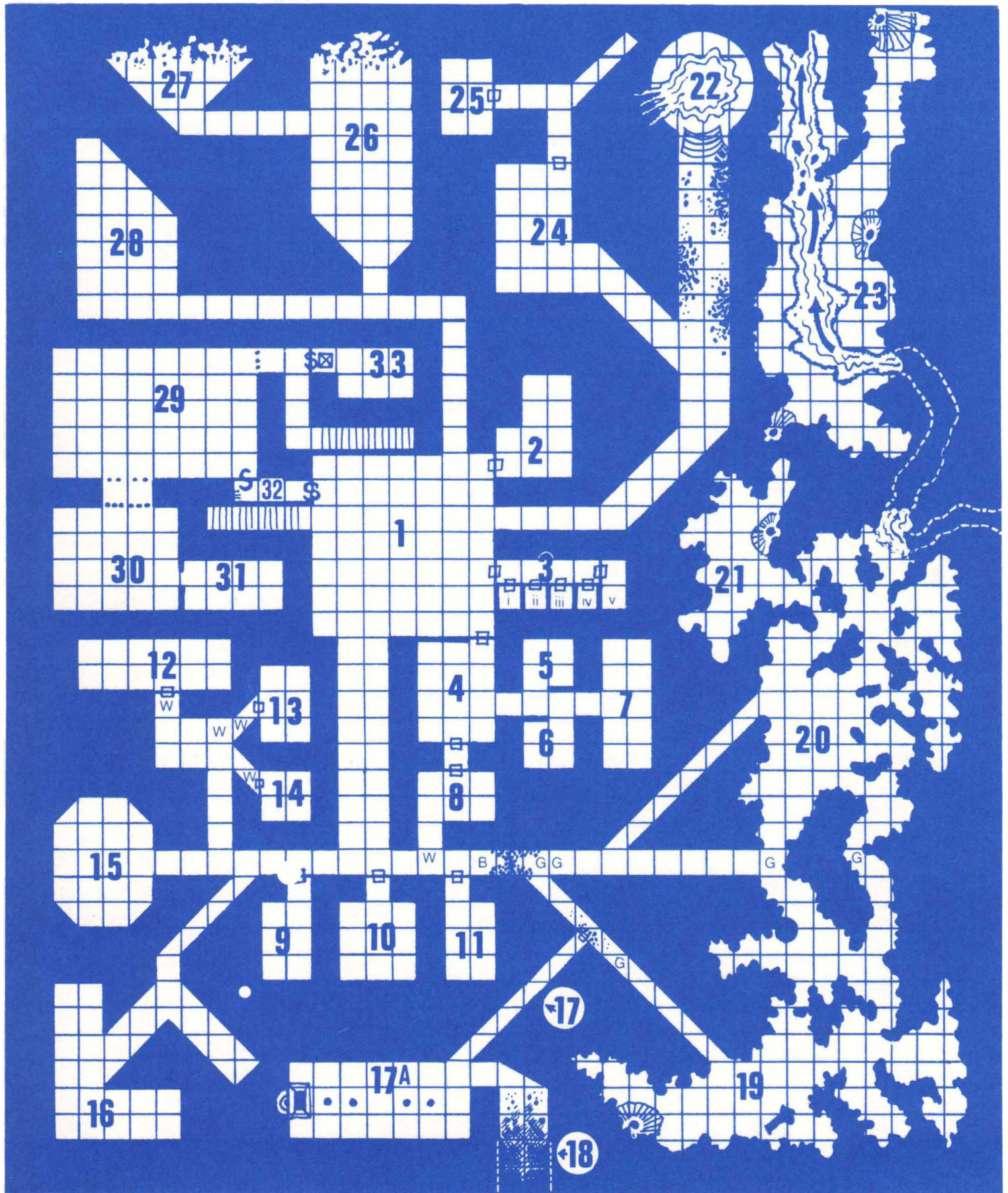


# DUNGEON LEVEL

 BOULDER WALL  
 PIT, COVERED  
 PORTCULLIS

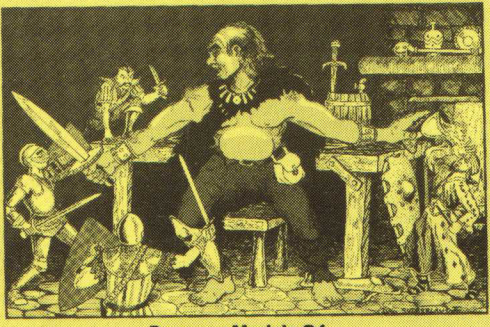
 BUGBEAR GUARDS  
 ORC GUARDS  
 PILE OF BOULDERS

 SINK HOLE  
 FLOWING WATER  
 BLOCKED PASSAGE



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