

A4**FOR ADVANCED
D&D™ GAME**

Dungeon Module A4 In the Dungeons of the Slave Lords

by Lawrence Schick
AN ADVENTURE FOR CHARACTER LEVELS 4-7



Trapped in the dungeons of the Slave Lords! The hardy adventurers must find a way out, with only their wits and courage to help them. But can they do it before everything is destroyed by the dreaded Earth Dragon?

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This module contains a challenging scenario for experienced players, the tournament scoring system, and nine fully-equipped, playtested tournament characters. Also included are large-scale referee's maps, playing aids, notes, and background information. A4 is a complete adventure in itself, but can also be used in conjunction with A1 (SLAVE PITS OF THE UNDERCITY), A2 (SECRET OF THE SLAVERS' STOCKADE), and A3 (ASSAULT ON THE AERIE OF THE SLAVE LORDS). Be sure to look for other exciting adventure modules from the Game Wizards at TSR.

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IN THE DUNGEONS OF THE SLAVE LORDS

by Lawrence Schick

Background:

For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns on the Sea of Gearnat. Although these marauders were certainly not welcomed by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding among the lords and lack of funds prevented all but the gradual fortification of towns and an occasional naval skirmish with the villains. Recently, however, the slaver's attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns, enslaving everyone they capture.

The lords of the afflicted states finally determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. The lords traced the slavers to one of the ports from which they launch their swift attacks on the coast — the despoiled city of Highport in the wasted Pomarj. Rather than send troops, the lords first cautiously dispatched bands of adventurers. Their mission: find the ultimate stronghold of the slavers and destroy the Slave Lords, thus ending their power.

With cleverness and courage, the adventurers followed the route of the Pomarj. After penetrating the outer defenses, they came through to the slavers' mountain fastness in the heart of the Drachensgrab, the rocky spine of the mountain wall to see a town on an island in the middle of a vast crater lake. This was Suderham — the Aerie of the Slave Lords.

The adventurers attacked the Slave Lords in their lair beneath Suderham, but on the verge of victory, the party was defeated by an impassable sleeping-gas trap. The sleeping adventurers were ignominiously stripped of their belongings and dragged to the *dungeon cells* beneath Drachen Keep, the forbidding tower on a plateau above the town.

MODULE BACKGROUND:

The dungeon portion of this module was used as the final round of the ADVANCED DUNGEONS & DRAGONS® Open Tournament at the GEN CON® XIII gaming convention, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct this tournament. For this purpose, the scoring system and the characters used in the AD&D™ Open are included. Occasionally, information presented in the dungeon portion will not apply to tournament use, and these instances are clearly marked. The DM should take special note of such instances to prevent confusion.

Notes for the Dungeon Master

In the Dungeons of the Slave Lords has been designed for six to eight characters of moderate levels (4 to 7). However, the unusual nature of the dungeon makes it uniquely suited to adaptation for play by characters of almost any level by simply increasing or decreasing the number of hit dice of the monsters.

In this module the player's skill, not the character's level, will determine success. However, a party attempting to complete this module should contain several fighters and at least one cleric, one magic-user, and one thief. The characters provided at the end of the module are ideally suited for the scenario, as certain aspects of the module were designed with their capabilities in mind.

Before commencing play, the DM must read the module *thoroughly* and become familiar with the scenario. Otherwise the DM may give information away accidentally, and may have to spend a lot of time during play carefully reading the encounter areas. This disrupts the flow of play, and can cause serious time problems if the tournament scenario is in use. After reading, the DM should decide whether to use this module as part of a regular campaign, or as if in the tournament it was designed for. If the latter course is chosen, special attention should be paid to the **TOURNAMENT NOTES** section.

As in the other A-series modules, the information in the key is usually divided into two sections. The boxed material includes the information that will be obvious to the characters upon casual inspection of the encounter area. Unlike the other modules of this series, in this module the boxed text is NOT to be read to the players word-for-word. The DM should convey the information to the players in the standard style of description and question-and-answer. The unboxed text is DM information which players may or may not uncover, depending on how things go in the encounter area.

This is an unusual scenario in that the characters start almost totally bereft of equipment and spells. Many players think of their characters in terms of their powers and possessions, rather than as people. Such players will probably be totally at a loss for the first few minutes of play. It is likely that they will be angry at the DM for putting them in such an "unfair" situation. They will demand or beg concessions. DO NOT GIVE THEM ANY HELP, even if they make you feel sorry for them. Inform the players that they must rely on what they have, not what they used to have, and that this includes their brains and their five senses. Good players will actually welcome the challenge of this scenario. All players will ultimately enjoy the module much more if they get out on their own resources, rather than with what hints and clues the DM gives them.

The dungeon labyrinth is far from a normal AD&D dungeon. To escape, the player characters will have to make the best of the **opportunities** offered by the contents of the various encounter areas. These opportunities may seem meager to the players at first, but this dungeon contains more than enough material for the players to escape from any of the exits if they have the wits and resourcefulness to recognize and utilize it. However, this module is also a test of the ability of the Dungeon Master! It is a virtual certainty that good players, forced to rely on their own initiative, will attempt to use what they find to do things not covered by the rules. In these situations, it is entirely up to the DM to handle these requests with fairness, objectivity, and imagination. Some things the DM can think about ahead of time; for example, how will the party make light, or ropes, or mark their way? Consider such things, but be prepared also, for the players will probably think of things that never occurred to you.

An essential mechanism of this scenario is the impending earthquake and volcanic eruption which will destroy the dungeon and Suderham. The earthquake (and its attendant foreshocks) serves two purposes: it prods the players on to act quickly in the dungeon, and it sets the stage for the island scenario at the end of the module. A number of tremors precede the earthquake, each of which should be slightly greater than the last. The first comes as the DM reads the **START** section to the players. The second should come shortly after the players wake up in area 1. (Describe the walls trembling, sand shifting underfoot, dust and grit falling from the ceiling, and a deep growling from within the surrounding rock.) After that, the tremors should be brought back at regular intervals, with a slight increase in magnitude each time. The following schedule is suggested: stage a tremor after 40 minutes of play, the next one after 35 more minutes, the next after 30, then 25, 20, 15, etc., until the tremors are rocking every couple of minutes, if the players haven't escaped yet. (Be discreet; clever players will notice obvious clock-watching.) This is a chance for

the DM to inject some drama and suspense into the game. Above all, never let the players suspect that the ceiling *won't* really fall on their heads, and that the whole dungeon will collapse behind them as soon as they escape! Make them think that they will all be killed if they don't get out in time (which is exactly what happens in the tournament scenario).

There is another purpose which the final earthquake can serve. If the players are totally unable to escape the dungeon, because of damage, inadequacy, or some fatal error, the earthquake can a) kill them all and put them out of their misery, or b) open an escape route to the outer world. The DM may choose to award fewer or no experience points for the labyrinth if the latter expedient proves necessary.

Starting fires: Certain materials have been placed in the labyrinth to enable quick-witted players to gather the wherewithal from which to construct a fire. It is likely that every group of adventurers will at one time attempt to use these or other materials in a manner not intended or foreseen by the author. In all such cases, the carefully considered judgement of the DM must be the final authority. It would be quite impossible to anticipate every given action a party might take and give instructions here on how to handle the situation. However, a few tips are listed below covering the starting of fires, which is one of the most crucial and clear-cut problems facing the adventurers.

— Sharp blows of flint against ferrous metal (iron or steel) will produce a spark. For example: the rusty dagger (area 4) and flint spearheads (area 6). Flint striking flint, bone, or other rock will *not* produce sparks.

— The wood found in area 5 is too crumbly to be rubbed together to produce a flame. If this is attempted, the wood will merely break into smaller fragments.

— The glow-fungi (area 11) and fire beetles (area 15) give off *light* but not *heat*, in the manner of fire flies. It is a total waste of time for a party to try to set a fire with these.

The above notes are intended as a supplement to the information provided under the encounters themselves.

Climbing: all of the walls in the dungeon caves can be climbed by thieves at normal percentages except where indicated otherwise.

Fighting in the dark is at -4 "to hit" for characters without infravision.

Infravision will enable characters to note the general outlines of cave walls and the presence of creatures, but that's about it. Everything non-living in the dungeon is about the same temperature as everything else. Characters with infravision will be able to see fish and other creatures in the water at area 10 and 12. Infravision does *not* enable a character to read a scroll! Reading parchment requires visible light.

Footprints and other marks on the floor will be wiped out by the shaking of the sand with each earth tremor, and thus will not be reliable "road marks".

Resting: Characters may decide at some point to rest and/or sleep, particularly in order to regain clerical spells. There are several ways to dissuade them from this. One way is to tell the players, "You rest for 40 minutes but then there is an earth tremor, slightly larger than the last. Your rest is spoiled." The best way to deal with this in a time-important situation such as a tournament is to have the characters' rest time equal real time. To do this, the DM simply leans back and does nothing, responding to hurry-up exhortations with, "You're still resting." Most parties will catch on within a minute or two and give up on this particular ploy.

Mapping: No mapping is possible by players until characters acquire something to map with! Mapping requires light and a reliable writing instrument. (Note: a pricked finger is too messy and the blood will keep coagulating.) Characters do not know which way north is (unless they have a Stoutish halfling with them who thinks to check for direction); all directions should be given to them in terms of right and left. This will make it difficult for the players to keep track of where they are and where they've been, but not impossible. If they think they've been some place before, do not confirm or deny it; describe the place and let them decide.

Travelling: This may be difficult without light. Characters without infravision will have to feel their way through the dark, and the party will be able to move no faster than 1/2 the speed of its slowest member with normal vision. Ultravision is of no use here. If the group travels without linking hands or using some other method to keep together, each unlinked character with normal vision has a 20% chance of making a wrong turn at an intersection. If the party is accidentally split in this way, it will take 1-2 turns to notice the split and reform the party (possibly longer, if the group is attempting to remain silent).

Standard Monster Statistics: For the convenience of the Dungeon Master, monster statistics are given in the following abbreviated format: Armor Class (AC), Movement (MV), Hit Dice (HD) or Level and Class (LVL), hit points (hp), No. of Attacks (#AT), Damage (D), Special Attacks (SA), and Special Defenses (SD). For example: "1 pseudo-dragon (AC 2, MV 6"/24", HD 2, hp 12, #AT 1, D 1-3, SA poison, SD chameleon power, 35% magic resistance) is riding on the magistrate's shoulder."

TOURNAMENT NOTES

Originally run at GEN CON® XIII convention, this module contains only part of the seven-part ADVANCED DUNGEONS & DRAGONS® Open tournament. The first six parts of the tournament are contained in modules A1 (**Slave Pits of the Undercity**), A2 (**Secret of the Slavers' Stockade**), and A3 (**Assault on the Aerie of the Slave Lords**). In the original tournament, modules A1, A2, and part of A3 were used for the first rounds, the second part of A3 was the semi-final, and the **labyrinth** part of this module was the final round. A1 and A2 each contain two interlinked scenarios. Therefore there are 5 first rounds, each requiring nine players, for a total of 45 players in the tournament (minimum). Since this number of players is beyond most groups wishing to try tournament play, it is suggested that each of the first 3 modules be handled as one entire round instead of two.

Certain conventions are followed in tournament play of this module to insure that many situations are handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items (if any). **Players may not add to or alter this list**, except through play. This will guarantee that all players start with the same chances. Players should be allowed the use of the **Players Handbook**, but not of the **Monster Manual** nor the **Dungeon Masters Guide**, although all magic items they possess will be completely known and understood by the owner.
2. Except where noted, monsters will fight to the best of their ability, and show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
3. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions.

4. To standardize time spent in the labyrinth from team to team, the DM should describe the turns and distances of each tunnel section traversed by the party. This should be done in a measured, steady voice. Description should be something like the following: "You leave the chamber and go roughly straight for about 30 feet, turn left approximately 90 degrees and go 20 feet, turn right about 75 degrees and go 25 feet, go left around a 30-foot curve and then go straight for 30 feet, turn left about 90 degrees and go 40 feet, and now characters with infravision can see another chamber ahead of you." Doing this for all of the tunnels the party passes through can become tedious for both DM and players, but it is necessary to ensure that all parties spend about the same amount of time when covering the same amount of ground. If several DMs are running this tournament round, they should practice together a little bit beforehand to ensure that they are all describing at the same speed.

START

The characters have been kept in separate cells in a dungeon for an unknown period of time. The only clue as to the duration of their imprisonment is the fact that all of their wounds have healed. Spell-casters' spells are all long gone from their memories, cast in desperate and clever attempts to escape from the dungeon. Unfortunately, all attempts were failures, though they succeeded in giving the jailers a very hard time.

Clerics have received special treatment: the jailers, knowing that clerics can regain their spells by prayer after sufficient rest, have not allowed the clerics to sleep more than three hours in succession, and have given them even smaller rations of food and water than the other characters have received. Despite this treatment, the clerics' faith has enabled them to persevere, and the jailers have occasionally slipped up in their routine abuse. This has allowed the clerics to quickly pray for (and receive) spells useful to their current condition: **cure light wounds, purify food and drink, resist cold, create water.**

Something finally occurs to break the monotony of imprisonment: the stone shudders and the earth growls as a large tremor rocks the island. Dust filters down from the ceilings of the cells, and the adventurers can hear much shouting and commotion among their captors. After a short period, the doors to the dungeon clang open, and in walks the stronghold's evil High Priest, surrounded by guardsmen. "The Earth Dragon has spoken!" he announces. "He is hungry, and the time has come to feed you to him, as is our sacred custom. O miscreants, now you shall pay for the havoc you have wrought. Guards, subdue them with the Smoke of the Little Death."

He turns and leaves, and the guards go with him. Shortly, however, there is a click as a small aperture is opened in the dungeon door. Through it comes the end of a tube, which spews out the green sleep smoke the characters remember so well....

Standard Dungeon Features

The ceilings of all dungeon tunnels and chambers are approximately 10 feet high, except where otherwise noted. The tunnels vary from 6 to 12 feet in width, averaging about 9 feet wide. All tunnels and chambers are of fine sandstone, except in wet and drippy areas, where the walls are limestone. (This is strange geology for a volcanic island. Perhaps it can be explained by the legend that the Earth Dragon wanted a pleasant isle for his crater lake, so he carried away an entire tropical island and dropped it here. But perhaps not.) Except where noted, it is not possible to chip rock pieces out of the wall to get weapons or slingstones. The limestone is too hard, and the sandstone is too crumbly. The floors of the tunnels and chambers are covered with fine sand to a depth of one foot. The floors in the limestone areas are generally smooth. Stalactites and stalagmites are too thick to break off except as noted.

1. ENTRANCE TO FEAR

The party awakens in a place where there is no light and no sounds but their own. Characters with infravision can ascertain that all party members are present. The place they are in looks and feels like a natural cave, about 30 feet in diameter. There are four 10' high exit tunnels somewhat evenly spaced around the perimeter. Characters with infravision cannot see a ceiling; apparently it is too high. The floor is covered with sand.

None of the party have any possessions save a dirty cotton loincloth. They have no weapons, no food, nothing; only their wits, and a small closed cloth tube which rests on the floor in the center of the room. It is a foot-and-a-half long, about the size of a wand or scroll tube.

If the players look down the exit tunnels, they will see nothing down three of them, but they will see a distant, dim light down the fourth (northernmost) tunnel. This light occasionally flickers and moves slightly.

It is 110 feet to the ceiling of this room, where a heavy stone block plugs the hole the characters were lowered through. The walls are crumbly and will not support a climber's weight above a height of 15' even if the climber is using a **spider climb** spell to adhere to the walls.

The scroll tube is made of cloth, with a light wooden ring at each end to give it its shape. (It can be used to hold one breath of air, or two if covered with pitch — see area 10). The tube contains three scrolls, one with spells for illusionists and two for magic-users. There is also a short note. All of the spells listed are at the seventh level of ability. (Note: C means casting time, R = range, DR = duration, S = segments, r = rounds, t = turns.)

Scroll A:

Audible glamer (C 5s, R 13", DR 21r)

Dancing Lights (C 1s, R 11", DR 14r)

Wall of fog (C 1s, R 3", DR 2-8 + 7r)

Invisibility (C 2s, R touch, DR special)

Scroll B:

Spider climb (C 1s, R touch, DR 8r)

Feign death (C 1s, R touch, DR 13r)

Dig (C 4s, R 3", DR 7r, 5' cube can be dug each round)

Scroll C:

Affect normal fires (C 1s, R 3½", DR 7r)

Light (C 1s, R 6", DR 7t)

Jump (C 1s, R touch, DR special, 3 leaps possible, see *PHB*)

Read magic (C 1r, R 0, DR 14r) This spell is permanently written in a common magic-user's script (as in a spell book), and will not disappear once read, unlike the other spells on the scrolls.

Of course, it is impossible to read normally with infravision, so these scrolls must remain a mystery to the party until they can find a light source. The special **read magic** spell will enable magic-users to read the scrolls. (An illusionist does not need a **read magic** to read illusionist writings.)

The tube also includes a note, which reads: "This is the best I could do to help. May your gods be with you. If you escape, your equipment is being held on the Slave Lords' private boat, the Water Dragon, at the Suderham docks. Signed, your Friend from the Gate."

If the players think of it, they will find that it is possible to make crude blackjacks with their loincloths and sand, which they can wield at -2 "to hit". Wet sand is better, as it is heavier, and use of such will cause the attacks to be made at only -1. (All the sand in this room is dry.) Sand blackjacks will strike for 1-4 points of damage, but only half of this will be permanent damage.

If the party does a careful hand-search of the floor of the chamber, they will find 12 small sling-sized stones. (These have fallen from the crumbly walls, and have not yet been collected by the kobolds at area 6.) The characters may attempt to make crude slings from their loincloths. These will have only half the range of normal slings with stones, i.e. short range = 2", medium range = 4", and long range = 8". Of course, any character not proficient in the use of the sling will suffer the usual "to hit" penalties applicable to a non-proficient member of his or her class. Sling stones inflict 1-4 points of damage.

2. THE LURE OF LIGHT

The faint flickering light down this passageway seems to move away slightly as characters approach.

This is an ancient, feeble will-o-wisp (AC -8, MV 18", HD 6, hp 21, #AT 1, D 1-8, SD: the only spells that affect it are **protection from evil**, **magic missile**, and **maze**). The creatures of this labyrinth have learned to avoid it, and it has not fed for a long time. As characters approach its position, it will gradually recede, attempting to draw the players to area 3., the abode of the sandling. If it is successful in luring the party into a battle with the sandling, it will hover about during the fight, waiting to consume the life force of dying creatures. If 3 or more creatures are killed (including the sandling), it will feel strong enough to defend its lair at 4. Otherwise, it will flee to the dead end and become as dim as possible, hiding until the party is long gone.

3. REALM OF THE SANDLING

This shaded section of tunnel is the territory of a sandling. (See listing at the end of the module.) As the party enters this area, one member (chosen at random) will feel something rasp across his or her foot. Almost immediately thereafter, other characters will feel something touch *their* feet. Infant sandlings are scurrying all about this area, running into characters just by chance. They are invisible to infravision, and cannot be caught due to their speed and mutable forms. Though players may be somewhat alarmed by these creatures, they are harmless.

Their parent is not harmless at all. When the party reaches the center of the territory, the adult sandling (AC 3, MV 12" (6"), HD 4, hp 20, #AT 1, D 2-16, SD immune to **sleep**, **hold**, and **charm**-type spells) will attack the foremost character. If no light source is being used by the party, it will surprise on a 1-5 (d6); otherwise it will surprise only on a 1-3. The will-o-wisp will not be near enough to act as a light source until the second round, when it will come rushing to the battle.

4. WEALTH OF THE WISP

This is the lair of the will-o-wisp (at 2.). The aged creature's treasure consists of only two items: a human skull, and a rusty dagger. (Over the years, the sandling has corroded and destroyed the wisp's other possessions.) The skull can be thrown with the same range and damage as a club, but it is useless as a hand-to-hand melee weapon. The lower jaw of the skull is missing. The rusted dagger has a 35% chance per successful hit of snapping off at the hilt.

5. LOST TREASURE

Lying here on the floor of the tunnel are an intact human thigh bone and about 2 pounds of pine wood, smashed to flinders. The thigh bone can be wielded as a club, but the pieces of



wood are too small to be used as weapons, including "wood daggers". The wood is quite dry. The party will stumble over these things even if they can't see.

6. KINGDOM OF THE KOBOLDS

This is the lair of the remnants of a kobold tribe. They have been gradually dying out for decades, and now only 16 are left. They were driven down into the labyrinth when the Slave Lords came and took over the upper caves. They have been barely surviving ever since. Their weapons are all constructed of bone and flint, and only the leader has a shield (thus their armor classes are worse than the usual 7). They have forgotten the use of fire and live entirely on raw fish, which they catch in the pool at **6C**. They are dying out and they know it; they will attack any intruders with desperate fury, fighting to the death. If an alarm is raised, all of the kobolds will come to defend their lair except the female guarding the kobold cubs at **6C**. All of the caves and passageways are natural, except the 4' tall tunnel from **6A** to **6E**, which was carved out.

6A. ENTRANCEWAY

A party entering this area will notice that the floor is clean of sand here, and is quite smooth. There is a shrieker next to the wall where the corridor begins to turn. Beyond it a faint green light glows from a 4' high tunnel opening.

The tunnel floor has been swept clean of sand all the way up to chamber **6B**. The shrieker (AC 7, MV 1", HD 3, hp 6, #AT 0, D nil) will howl for 1-3 rounds if any non-kobold approaches within 10', or if any flaming light source comes within 30'. Shrieking will alert the kobolds, who will take up defensive positions in **6B** and **6E**. This shrieker was raised by the kobolds from a tiny fungus; they feed it, and it recognizes them as no threat.

6B. CHAMBER OF THE HUNTERS

There are four male adult kobolds in this chamber (AC 8, MV 6", HD ½, hp 3 each, #AT 1, D spear for 1-6 or sling stone for 1-4). The smooth passageway slants slightly upward towards this room, and if intruders approach, the kobolds will dump a six-gallon skin of fish oil down the tunnel. (This oil will spread 20' down the passageway in one round.) All characters are probably in their bare feet, and any character attempting to move across the slippery area will have to roll his or her dexterity score or below on a d20 to avoid falling. Fallen characters will lose a round as they regain their balance and footing, and the kobolds will be able to strike at any front-rank fallen characters at a +2 "to hit". Two fallen characters will block the passage until they regain their feet. (The fish oil, incidentally, is quite flammable, but the kobolds are not in it and will not burn if it should somehow be set alight.) The kobolds will then take up a defensive position at the mouth of the tunnel: two in front will wield spears set vs. charge (double damage on a hit if opponents charge into them), and the other two will stand behind them on a slab of rock, slinging over the heads of the spearmen as long as they can.

This chamber contains very little, all total: 4 sand mounds where the kobolds sleep, a pothole full of sling bullets (18 in all), and two half-finished spears. All of the kobolds' spears are constructed of bone, with flint spearheads. They are held together by animal sinew.

6C. KOBOLDS' KITCHEN

A waterfall-fed pool of water in the northeast corner dominates this chamber. The water rushes out of a hole in the ceiling and falls into the pool, where it drains out of another hole. (Neither is large enough for even a halfling to pass through.) Fish occasionally come in with the stream, and



the kobolds catch them in a much-repaired 2' diameter net which hangs beneath the falls. The pool is only 2 feet deep. The stream brings in food and water, and carries off refuse. The whole room has an extremely offensive dead-fish smell.

There is a 2' high niche or horizontal crack in the northwest wall of the chamber, and various things are stored there, including: two bone knives, a flint knife, some sharp seashell scraping tools, another skin of fish oil (3 gallons) a third skin with lumps of fish fat in the bottom, and 47 fish heads in various stages of decomposition.

There are also two kobolds in this room, a male (AC 8, MV 6", HD ½, hp 3, #AT 1, D spear for 1-6 or sling stone for 1-4) and a female (AC 8, MV 6", HD ½, hp 2, #AT 1, D club for 1-6). Both will run to aid the males in **6B**.

6D. NURSERY

In this chamber are 1 female (AC 8, MV 6", HD ½, hp 2, #AT 1, D club for 1-6) and 4 young kobolds (AC 10, MV 6", HD ½, hp 1 each, #AT 0, D nil). If the lair is attacked, the female will hustle the children into the west end of the chamber and will take up a defensive position behind the stalactite columns that divide the room. She will defend the young to the death. The room is otherwise bare except for some raw fish and a few kobold-child toys (rat bones, etc.).

6E. CHIEFTAIN'S CHAMBER

This is the kobold chieftain's chamber, and it is considerably more elaborate than the others. The room is lit by a dim green glow from patches of phosphorescent mold on the walls. The walls themselves are covered with lurid murals done in black and red-brown (tar and blood), depicting savage scenes of kobolds triumphing over huge enemies, and the like. There is a crude raised seashell mosaic of Kurtulmak, god of the kobolds, on the south wall. The chieftain's throne is a pile of rocks and sand between three large stalagmites. Many raw fish are scattered around — some have obviously been here too long. There is a 2' high pile of stones across the mouth of the short passage to **6A**. This serves as a barricade in case of assault, providing the kobolds with 50% cover (+4 armor class bonus vs. missile fire).

In this room are 4 females (AC 8, MV 6", HD ½, hp 2 each, #AT 1, D club for 1-6), 3 males (AC 8, MV 6", HD ½, hp 3 each, #AT 1, D spear for 1-6 or sling stone for 1-4), and the chieftain, Klobt-a-lozn (AC 7, MV 6", HD 1-1, hp 6, #AT 1, D short sword for 1-6). Klobt wields an ancient short sword, a sacred tribal relic which his fathers had for generations. He is also the only kobold with a shield, an elaborate affair made of hide and bone. Klobt will direct the defense intelligently, but he will not surrender.

Buried under the pile of sand and rocks that serves as the chieftain's throne is the kobold's great treasure. In a small pit, covered with a flat stone, are 4 cp, 6 sp, one-half of a gold piece, and 3 white pearls, each of which is a base 100 gp gem.

7. POOL OF PITCH

At this point in the tunnel there is a small pool of tar, or pitch, off to one side. A party seeing only by infravision will not notice the pool until one member steps in it. This black gooey substance will burn slowly if ignited, and it is useful for torch-making. A torch coated liberally with this pitch will give standard torch illumination (40' radius), and will burn for 6 turns. There are about two gallons of tar in this small pool. If it is all removed from the pit, the pool will gradually re-fill itself, but this will take days, as the pitch oozes rather than flows.



8. GIANT ANTS' LAIR

As characters near this area, they will detect a bitter smell which will become much stronger as they approach. They will also hear scuttling and clicking noises. As they round the final bend, their progress will be blocked by a chasm, 20' across and of greater depth than vision can determine. Beyond the chasm, the corridor widens into an oval cul-de-sac, the walls of which are pierced by 17 one-foot-wide openings. Giant ants are moving all about on the other side of the chasm, on the floors, walls, and even the ceiling, darting in and out of the holes. They are carrying food, larvae, or other nondescript organic material. At any given time, there are at least a dozen giant ants in view, all occupied with their own business. They will pay no attention to observers.

Two worker ants are working industriously at the wall on the lower right-hand side of the cul-de-sac, apparently carving a new tunnel. One holds a sharp stone in its mouth, and the other is using what looks like an iron spike.

The walls on either side of the chasm are of slick, porous rock. A continual film of water runs down their surfaces, feeding a slimy algae which lives on the rock.

There is a slim bridge across the center of the chasm, of astounding construction: it is made entirely of dried giant ant bodies, linked together by locked mandibles, clawed legs and some dried mortar-like substance.

Giant ants' mandibles are not strong enough to carve quickly through the soft rock, so two of the ants are employing tools. One is using a sharpened piece of flint and the other is holding an iron spike. This spike has been sharpened by long use, and can now function like a dagger, if taken from the ants. (The spike was stolen from humans on the surface.)

The wet side walls are extremely slippery, and are impassable to man or ant.

The bridge will support up to 300 pounds (3000 gp weight) before collapsing. It is about 2 feet in diameter, and very irregular, as ant heads, thoraxes and legs stick out in all directions. Any character attempting to walk across this bridge must roll his or her dexterity score or below on a d20 to avoid falling into the chasm (fallen characters are considered lost). Any who attempt to cross the bridge on all fours may do so safely.

The most unusual aspect of the bridge is that characters may find it to be easily portable. The entire bridge weighs only 300 pounds, as the ant bodies are but dried husks. There is a place near the center where several ant jaws can be easily unlocked (or locked), breaking the bridge down into two sections, one 9' long, one 11' long.

Any character who crosses the bridge to the giant ants' side will be attacked by 7 worker ants (AC 3, MV 18", HD 2, hp 9 each, #AT 1, D 1-6) and 2 soldier ants (AC 3, MV 18", HD 3, hp 14 each, #AT 1 D 2-8, SA: if mandibles hit, soldier ants will attempt to sting for 3-12 points of damage, save vs. poison to 1-4 points) attempting to repel the intruder(s). Additional giant ants will come to their aid, one per round; every fifth reinforcement will be a soldier. They will issue at random from the exit holes.

Characters killed by the ants will be dismembered by workers, and the pieces will be carried off into the nest to serve as food. Each round another limb or extremity will be severed and carried off, the whole process taking 8 rounds total.

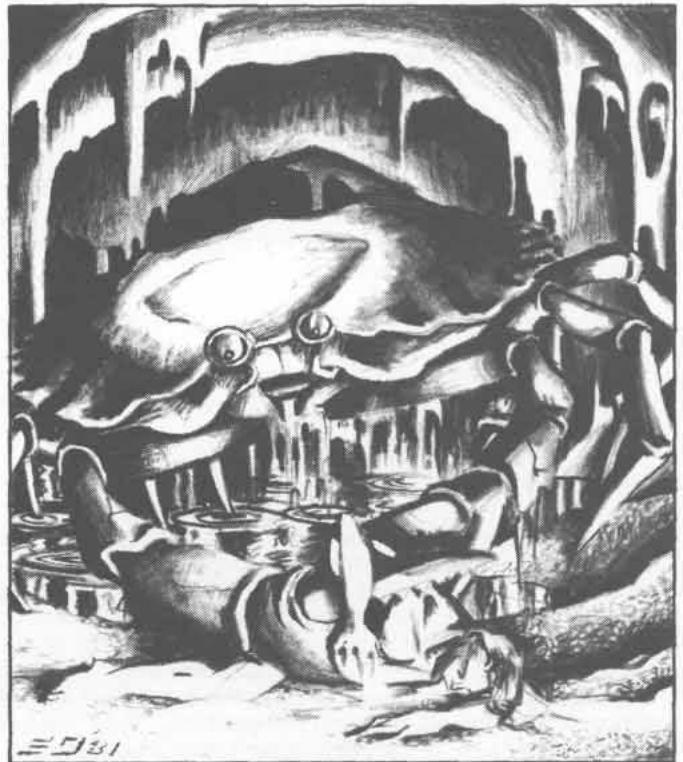
Though it is not likely that characters will be able to enter the nest through the one-foot-diameter ant-holes, the unlikely often happens in AD&D™ games, so some information about the nest will be given here.

The maze of the giant ant nest includes well over 300 miles of tunnels and several dozen chambers. Some of the tunnels lead to the surface, and ants forage both above ground and below ground. They also grow edible fungus in several chambers, fertilizing it with rotted organic material and excrement. At the very bottom chamber of the maze is the queen's chamber. The queen is huge, being 6 feet in diameter and 20 feet in length, and having 10 hit dice and 45 hit points. However, she does not move or attack, and cannot leave the chamber. She is surrounded by the pretty baubles and objects that her subjects have stolen for her from the surface. These include 3 gems of 10 gp size, 1 base 50 gp gem, 2 base 500 gp gems and 1 base 5000 gp piece of jewelry. There is also a **potion of extra-healing** and a **potion of delusion**.

9. HANGING ROOTS

The tunnel must near the surface at this point, for here long taproots from plants above pierce the ceiling. Three long, hairy roots dangle from the ceiling to the floor. Though these roots are harmless, the DM may wish to lead the players to think otherwise by describing how wiry and tough they appear. (If there has been a tremor recently, they may still be trembling!) Also, the corridor is narrow at this point, only 5' wide, and it is impossible for characters to pass without touching a root.

These roots are flexible, but very tough. A hard sharp object, such as a dagger, flint knife or sharpened seashell, is needed to saw through the tough fibers (they could also be "cut" by fire). Each root is ten feet long. More length cannot be pulled down through the ceiling. If used as improvised ropes, they are easily strong enough to support the weight of several characters.



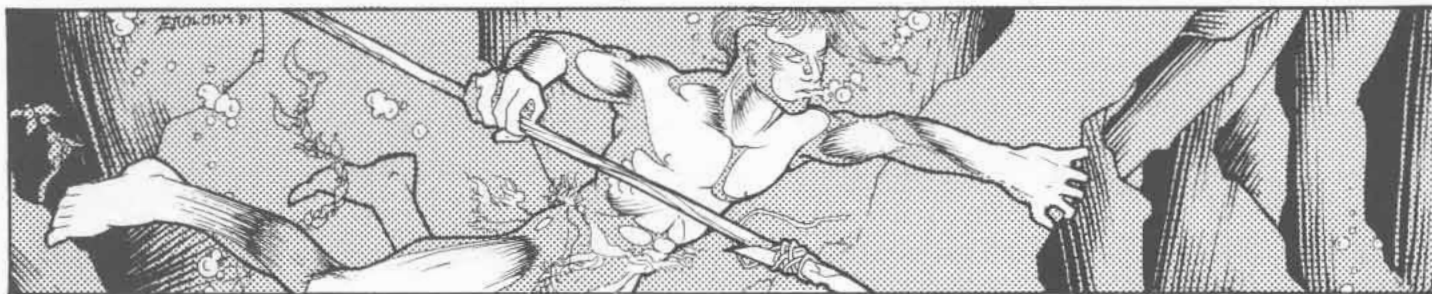
10. CRABS' TUNNELS (EXIT)

This chamber's far end is taken up by a deep pool. There are several fair-sized fish in the pool, but not blind, white cave fish: they appear to be normal fresh-water fish. Two pieces of wood are washed up on the sandy shore of the pool.

This room is the lair of a giant crab (AC 3, MV 9", HD 3, hp 18, #AT 2, D 2-8/2-8, SA surprise on 1-4). It will be hiding in the pool when a party approaches, watching with its tiny stalked eyes. If anyone comes within 10' of the pool, the crab will rush out and attack, surprising on a 1-4 (d6). The crab will chase prey as far as 50' down the corridor.

The fish in the pool are harmless, but they are wary and not easily caught without a net, spear, or hook and line. In fact, only a ranger can catch them by hand, scooping up a number of fish per hour equal to his or her level. The two pieces of wood are long and sturdy enough to be used as clubs.

There is an underwater exit from this room, one of the three ways by which resourceful characters can escape the labyrinth.



Swimming and Drowning:

Unencumbered characters can swim underwater 100' per round (or 10 ten-foot squares on the detail map); in other words, 10' a segment. Encumbered characters (for example, any person holding anything in one of his or her hands) cut movement by 1/3. A character may remain underwater without drowning ("hold his breath") for a number of segments equal to his or her constitution score. Thus, a character with a 16 constitution could remain underwater for 16 segments and could swim 160', or 16 squares. After 16 segments (in that character's case), the character would cease all activity and would begin to drown. Drowning takes 3-18 segments, and during this period the character can do nothing but writhe in panic, though it is possible he or she could be dragged to safety. Such a saved character will suffer hit points of damage equal to the number of segments spent drowning. If not brought to air before the segments of drowning are up, the character is dead. If any cure spell is cast on the character within 5 rounds of death, the character will revive to the 1 hit point level. One breath of air taken, for example, from a sealed scroll case or worm tube (see below), will enable a swimmer to remain underwater for another time period equal in segments to his or her constitution score.

Explanation of the Detail Map:

Area 10A is the entrance, the lair of the giant crab. Area 10B is a niche where strange giant underwater tube worms live. The worms feed on passing plankton and tiny water animals. The gray tubes are 2'-3' long, and are anchored to the rock. They are about 2" in diameter. The bright red worms live within these tubes, and protrude from the end, retreating if endangered. They protect themselves by issuing a mild electrical discharge if disturbed. Each time a worm or its tube is touched, it inflicts 1 hit point of electrical damage on the toucher. If a tube is struck a decent blow it will snap off at the base, killing the worm. (The attacker, of course, will be zapped for 1 point of damage unless using a non-conductive weapon such as a wood club.) Clever players may note that, if the worms are

removed, the tubes are watertight, and if sealed properly (with worm membranes, for example), they can be used by a swimmer to carry an extra two breaths of air. There are only 8 adult tube worms — the young ones growing here are quite tiny.

Area 10C is another cave with a sandy beach. The distance from the air in A to the air in C is 140', or 14 squares. Thus, a character of 14 or better constitution could swim the distance underwater. The separate cave to the rear of the beach is the lair of another giant crab (AC 3, MV 9", HD 2, hp 9, #AT 2, D 2-5/2-5, SA surprise on 1-4), a smaller specimen than the one at A. It will attack suddenly from this second cave.

Area 10D is a dead end, a death trap to any who swim this far without extra air.

Area 10E marks the place where the ceiling rises high enough to allow breathable air. This tunnel leads to freedom, a water cave on the lake in the volcanic crater. The distance from A to E is 180'; from C to E the distance is 150'. There is no light here, as it is still quite a way to the exit.

Area 10F is the exit onto the beach of the island.

The DM should be careful to keep swimming characters informed as to how far they have gone, and how well they're holding out. (For example: "You feel like your air's about half used-up.") Be sure that they have an opportunity to tell you they're turning back. If a character is exploring alone, separate from the party, tell only that player what he or she sees, in case the character doesn't make it back.

The dividing passageways may cause the players some concern. Any swimmer who attempts to look for currents to give him or her the right direction will notice a slight flow toward the exit. This will not cost the player any lost time.

11. FEARSOME FUNGUS

A party approaching this area will notice a dull green glow from ahead, starting at about 60' from the chamber (unless the party has a light source of their own, in which case they won't notice the glow until they enter the area).

This is a damp chamber, where the slow dripping has formed stalactites and stalagmites. There are about a dozen (piercer-sized) stalactites hanging from the ceiling. One has recently fallen, and shattered bits lie on the floor in the center of the chamber. The glow comes from 17 round phosphorescent fungi clustered in the center of the chamber. Each is about 6" in diameter. In the center of the fungus cluster stand two larger fungi. Both are man-sized, and both resemble shriekers, but one has four 4' long branches.



The branchless fungus is a shrieker (AC 7, MV 1", HD 3, hp 19, #AT 0, D nil), but the branched growth is a violet fungus (AC 7, MV 1", HD 3, hp 20, #AT 4, D flesh-rotting poison). The branches of the violet fungus form a protective canopy over the shrieker and the glow-fungi, for if any creature comes within 4' of the big fungus, it will lash out with its oozing branches (able to attack any given target with two of its branches). If characters attempt to harvest the glow-fungi with sticks or attack the violet fungus by staying just outside its range, they will find that the violet fungus can suddenly shamble forward several feet and attack them nonetheless! Any creature struck by a branch must save vs. poison for each successful strike — failure means death due to the powerful flesh-rotting poison that oozes from the branches.

The shrieker, of course, will shriek if anything comes within 10' of it. If the violet fungus moves, the shrieker will also move in order to keep up with it.

The glow-fungi are also mobile (MV 1"), and will get out of the way if the big fungi start moving, scuttling frantically to keep near but avoid being crushed, while making annoyed little squeaking noises. A single glow-fungus will shed decent (though green) light in a 10' radius, two will provide a 20' glow, and three or more will give a good light in a 30' radius. If set down, however, they will walk away.

The fallen stalactite shattered into six good-sized chunks with sharp edges, but these are also in the center of the room, around the bases of the fungi. (Other bits fell outside the range of the fungi, but scavengers have taken them, leaving the only chunks in the danger zone.) If used as weapons, these stones will inflict 1-4 points of damage if thrown (short range 10', medium range 20', long range 30') or used as hand-held bludgeons. If used as tools, they can be used to snap off further stalagmite and stalactite edges, thus arming the whole party. Thirteen more chunks can be removed in this manner.

12. POOL OF THE OLD ONE

All entrances lead here to the edge of an underground pool. The depth varies from 7 to 15 feet. If a light source is in use, it is possible to look right through the still, crystal-clear waters. The bottom of the pool is covered by clumps of white cave-shellfish. Occasionally, observers will see blind white fish and crayfish. A small stream trickles into the pool from the mouth of one of the tunnels (the passageway that leads to area 15, from whence the stream comes).

This is where the kobolds (at area 6.) obtain their shellfish. The shells of these creatures are long and oval, like mussels, and if sharpened, they will make serviceable daggers or tools: As daggers they can be used to strike at -2 to hit, and they will inflict 1-4 points of damage. However, they will have a 35% (non-cumulative) chance of breaking on each successful hit.

Section 12A on the map is the visible part of the pool, that occupies the northern portion of this cavern. Actually, the pool extends much further (Section 12B), under the rocks where there are no air pockets. Deep in 12B is its secret source and exit, both too small for a person to pass through. Characters may wish to investigate 12B. The DM is referred to area 10 for rules on swimming underwater.

Section 12B is also the home of a giant crayfish (AC 4, MV 6"/12", HD 4+4, hp 20, #AT 2, D 2-12/2-12) which will attack anyone who intrudes into that section, surprising on a 1-3 (d6). This 9' horror is truly the king of the pool, having eaten all of its competition. Unlike its tiny blind cousins, it has full vision. The ancient crustacean is used to creatures passing through 12A, but any who trespass into 12B will be savagely attacked. It will even pursue the intruder into the outer cavern (12A), halting only if its prey should somehow escape into the dry tunnels. It will then retire to its own section.

13. MINERAL CORNER

13A. An irregular-shaped outcropping here is the source of flint for the kobolds (at 6.). No large chunks of flint can be gotten out without tools, but there are many tiny flint chips about.

13B. There is a vein of soft coal in the wall at this point. It will be noticed only if a light source is being used — infravision will not differentiate it from the rest of the wall. If tools are used, about 6 pounds of coal can be dug from the wall; if no tools are used, only one pound may be obtained. If ignited, one pound of coal will burn for three hours, casting light in a 40' radius. Coal burns much hotter than most combustibles, and requires more than just a spark to light it (i.e. a full fire is necessary).

14. THE BEASTLY BADGER

This is the lair of a giant badger (AC 4, MV 9", HD 3, hp 12, #AT 3, D 1-3/1-3/1-6). It once had a tunnel connected to the surface, but the Slave Lords' hunters drove it permanently underground, and the escape tunnel has collapsed. It has learned to live on shellfish grubbed out of the pool (area 12.) and whatever else it can catch, including the occasional kobold. It is an ill-tempered beast, and will attack any creature that enters the section of tunnel it considers its territory.



15. MUSHROOM GARDEN

A small stream runs from this chamber down the tunnel to the pool (area 12.). The water drips steadily from the ceiling of this damp chamber, creating large (and unbreakable) stalagmites and stalactites and providing a humid environment for the scores of strange fungi and molds that grow here. These come in all colors, shapes, and sizes, including some mushrooms that are 9' tall, and have thick log-like trunks. The room is faintly lit by a reddish, flickering glow.

None of the growths in this chamber are harmful unless eaten (60% chance of being safe, 30% chance deadly poisonous, save vs. poison necessary, and 10% chance causes hallucinatory insanity for one week, no saving throw). The mushroom logs are light but fairly strong, and though they are easily portable, it will take crude tools at least to hack the giant mushrooms apart.

Also in this chamber, near the northwest wall, are three fire beetles (AC 4, MV 12", HD 1+2, hp 7 each, #AT 1, D 2-8), the source of the reddish glow. These giant insects live on the many types of fungus found here. They will ignore intruders unless they come within 5', in which case the beetles will consider them attackers and will fight. If removed, the three glowing glands from each beetle will radiate light for 1-6 days, illuminating a 10' radius.

16. ABODE OF THE MYCONIDS

In general, all of these chambers are quite damp, with water practically running from the ceiling in places. Excess water seeps away through cracks in the floor. Stalactites abound here, except where the myconids (see below) have cleared them away. All of the chambers are dimly lit by glow-fungi (see area 11). Some huge, one-foot-diameter specimens may even be encountered, ambling about slowly and grumbling to themselves. (These large ones each give light in a 20' radius.) Every nook and cranny of these chambers is occupied by fungi and all growing luxuriantly to sizes rarely seen elsewhere. Except where noted, these are harmless unless eaten (see area 15.).



16A. WELCOMING COMMITTEE

The entrance to this chamber is flanked by two 7' tall shriekers (AC 7, MV 1", HD 3, hp 23, 22, #AT 0, D nil). They will begin to howl as soon as they sense any non-fungus movement within 10' of them. On the second round after shrieking, a motley collection of gate guards will appear from among the stalagmites and giant mushrooms. They will attempt to prevent further progress into this area, fighting if they must. This group consists of the following creatures:

A rotting, zombie-like *kobold* (AC 9, MV 6", HD ½, hp 2, #AT 1, D flint dagger for 1-4). This creature looks as if it died two weeks ago. Its body is covered with slime and mold, and toadstools grow out of its eye sockets.

Two *giant worker ants* (AC 3, MV 12", HD 2, hp 7, 6, #AT 1, D 1-6). Their antennae droop and drag on the ground, they make no noise, and they move more slowly than normal giant ants.

A *fire beetle* (AC 4, MV 9", HD 1+2, hp 5, #AT 1, D 2-8). It does not glow, and it seems to move more slowly than normal.

A *human corpse* (AC 10, MV 9", HD 1, hp 4, #AT 2, D bony claws for 1-3/1-3). Very little flesh is left on this skeleton, but it still moves. In many places, a bulbous purple fungus seems to have taken the place of flesh and blood. Mixed in with the purple is a yellow fungus-like growth. (This is a yellow mold colony. There is a 40% chance each time the corpse is hit that the mold's spores will erupt in a 10' x 10' x 10' cloud. All within this cloud must save vs. poison or die.)

These dead creatures were all animated by special spores secreted by the myconid king (see listing at end of module for full details on myconids). They strike last in any melee round, but they are not undead and cannot be turned. The myconids rely on these guards to deter intruders, and they will not investigate a battle.

16B. FUNGUS FOREST

This is a huge domed chamber, 80' in diameter and 50' high at its apex. A phosphorescent mold on the ceiling casts a weird blue glow over the giant mushrooms and toadstools of the fungus forest which covers the floor. There is no breeze, but the fungi occasionally seem to rustle and sway, as if a wind were passing through. Trails wind through the towering mushroom forest, connecting the exits and often leading seemingly nowhere.

This chamber houses the myconid village, though this fact will not be immediately apparent to visitors. The myconid houses are actually huge hollow puffball-shaped fungi which dwell among the other growths — 32 in all are scattered randomly around the chamber. The myconids enter and leave their houses through 5-9' tall oval ooze-membranes. These membranes are self-sealing; the myconids merely step through them.

The myconids in this chamber are all at rest in their houses. Active myconids will usually only be found in areas 16C, D, and E. Unless their homes are meddled with, there is only a 30% (non-cumulative) chance per turn spent in this chamber that visitors will encounter a myconid (AC 10, MV 9", HD 2-5, #AT 1, D variable, equal to d4 x HD, SA spore attacks, see information at the end of the module, SD poisonous skin, touch causes 1-4 hit points of damage). A 2 HD myconid will flee at the sight of strangers, running to a house to contact an elder. A 3 HD or greater myconid will approach the party and attempt to open communications by spraying the lead member with *rapport* spores. (This will enable the fungus man to communicate by ESP with the target on the next round.)

If the myconid is allowed to communicate with the enspored character, it will ask what the party is doing here. If the party asks for help, it will offer to lead them to its king (in 16E). If the party is rude or arrogant and demanding, the fungus man will simply turn and leave, moving by the shortest possible route to inform the king about the intruders. If the myconid is attacked, before or after communication is attempted, it will defend itself while releasing a cloud of *distress* spores. These spores will alert every myconid in the huge chamber within 4 rounds, and one-quarter of them will join the fray each round. The reinforcements will also release *distress* spores, eventually alerting every myconid in the colony.

There is one "circle" of myconids at rest in the various houses of the village. This group consists of four of each of the following types:

HD	hp	Size	D	Spores
1	4 each	2'	1-4	<i>distress</i>
2	8 each	4'	2-8	+ <i>reproducer</i>
3	12 each	6'	3-12	+ <i>rapport</i>
4	16 each	8'	4-16	+ <i>pacifier</i>
5	20 each	10'	5-20	+ <i>hallucinator</i>

AC 10, MV 9", #AT 1, SD poisonous skin, touch causes 1-4 points of damage.

If the party attempts to escape when confronted by myconid reinforcements, they will be allowed to go, so long as they

leave by way of **16A**. If the party fights, the myconids will attempt to incapacitate party members with *pacifier* and *hallucinator* spores whenever possible. Those not ensored will be threatened by many myconids unless they surrender. Captured or surrendering characters will be taken before the king.

16C. FUNGUS FARM

This large but low cavern is lit by many glow-fungi. Edible fungus of all different types grows here in neat rows, circles, and other geometric designs, for this is the myconids' agricultural cave. A "circle" of fungus men equal in number and type to those in **16B** are working here amongst their strange unearthly crops. Among the other fungus crops is a row of tiny myconids.

16D. MYCONID MELD

This small chamber is the myconids' melding chamber, where a "circle" of beings the same as that described in **16B** sits in hallucinatory rapport. The rapport will be broken if *distress* spores are sensed.

16E. ROYAL CHAMBER

This is the chamber of the king (AC 10, MV 9", HD 6, hp 30, #AT 1, D 6-24, SA all myconid spore clouds, SD poisonous skin, touch causes 1-4 hit points of damage). It is a bare chamber, lit only by several glow-fungi.

The king coordinates all activities in the myconid city, resolves disputes, and deals with outsiders. It is always eager for news of the labyrinth, and will quiz the party by means of *rapport* spores about what they have seen and what they have done. If the party cooperates and answers the king's questions, and then requests aid of the king in escape from the labyrinth, the king will bargain with them: if the party will kill the giant crayfish (at **12**), and bring back proof that they have accomplished the deed, the king will tell them how to get to an escape route (the chimney at **19**). The king sees the giant crayfish as the greatest local threat to myconid foraging parties.

If the party doesn't agree to slay the giant crayfish, or if the party had to be subdued and taken to the king after attacking the myconids, the king will still ask them questions about doings in the dungeon. However, the party will then be totally divested of all belongings and escorted back out into the labyrinth. The party will not even be allowed a glow-fungus. A "circle" of myconids will make sure that the party leaves the area.

The small room behind the king's chamber is where the myconid leader keeps a supply of potions, used only in emergencies. All of these potions were made by the king using fungal alchemy, but they duplicate the effects of normal potions. They are in potion bottles made from the heads of giant ants. The potions are: **extra-healing, growth, healing, invisibility, speed, and water-breathing.**



17. ROPER'S LAIR

There is a steady drip, drip of water from the ceiling at this nexus of tunnels, and there are many stalactites and stalagmites on the floor and ceiling.

One of the stalagmites is actually a half-grown roper (AC 3, MV 3", HD 5, hp 25, #AT 1, D 2-12, SA 6 sticky strands that cause *weakness*, SD 45% magic resistance, immune to lightning, takes only half damage from cold). The roper's strands can extend to a 20' length, and the creature will attack as soon as any are within this radius, surprising on a 1-4. A hit from one of the roper's six strands causes *weakness*: the victim loses 50% of his or her strength in 1-3 rounds. Furthermore, the hit person will be dragged 10' per round toward the roper's toothed maw. The chance for breaking a strand is the same as for opening a door. Successive hits by strands do not cause cumulative weakness — only 50% of strength will be lost. Strength will return to weakened characters in 6 turns minus a number of turns equal to the character's constitution bonus to hit dice, if any.

If the roper is killed, it will immediately go completely limp, relaxing its strands to their full length of 20' each. If severed from the roper, these strands will make strong rope, each holding up to 400 lbs. (4000 gp) of weight. Within the roper's gizzard are three gems, 1 of base 100 gp, 1 of base 500 gp, and 1 of base 5000 gp value.



18. CHASM

At this point the floor of the tunnel disappears into a 20' wide chasm that blocks further progress. The sides of the chasm are sheer, and the pit itself is 200' deep. At the bottom there are no exits. The walls around the chasm are dry rock, and a thief can climb them at his or her normal percentage. Check every 10', i.e., twice if the thief is climbing to the other side of the pit.

19. CHIMNEY (EXIT)

The corridor ends here in a 20' wide chamber. The walls are covered in a slimy, greasy mold from the floor up to the ceiling, 20' above. The center of the ceiling is pierced by a 4' wide opening, a rock chimney. This chimney goes straight up to the limit of vision.

This is another possible exit-way for the characters. The walls of this chamber are slippery and unclimbable, and furthermore the slime mold which covers them has a high acid content, *burning exposed flesh* for 1-3 points on contact.

There are several ways by which players might reach the chimney 20' from the floor. The ant bridge from 8 or stacked giant fungus logs from 15 or 16 could suffice. A human pyramid could do it, provided it is constructed intelligently (strongest on the bottom, lightest on the top, etc.), and at least 6 people are used to form it. Resourceful players may come up with other feasible methods. Note that a **jump** spell only allows a 10' vertical leap.

The chimney is about 4' wide, and a series of ledges make it easy to climb, even for a non-thief. The chimney goes up 120' — to a dead end. However, when a character or characters have gone to the top and ascertained that the chimney is a dead end, the person(s) will be attacked half-way down on his or her way back by a huge trapdoor spider (AC 6, MV 18", HD 2+2, hp 14, #AT 1, D 1-6, SA poison, save at +1 on the die roll), which will leap out from behind its secret door, surprising on a 1-5 (d6). It will attack the lead person, if more than one are present. Characters will be -2 to hit while fighting in the chimney, due to the constricted quarters and the necessity of hanging on.

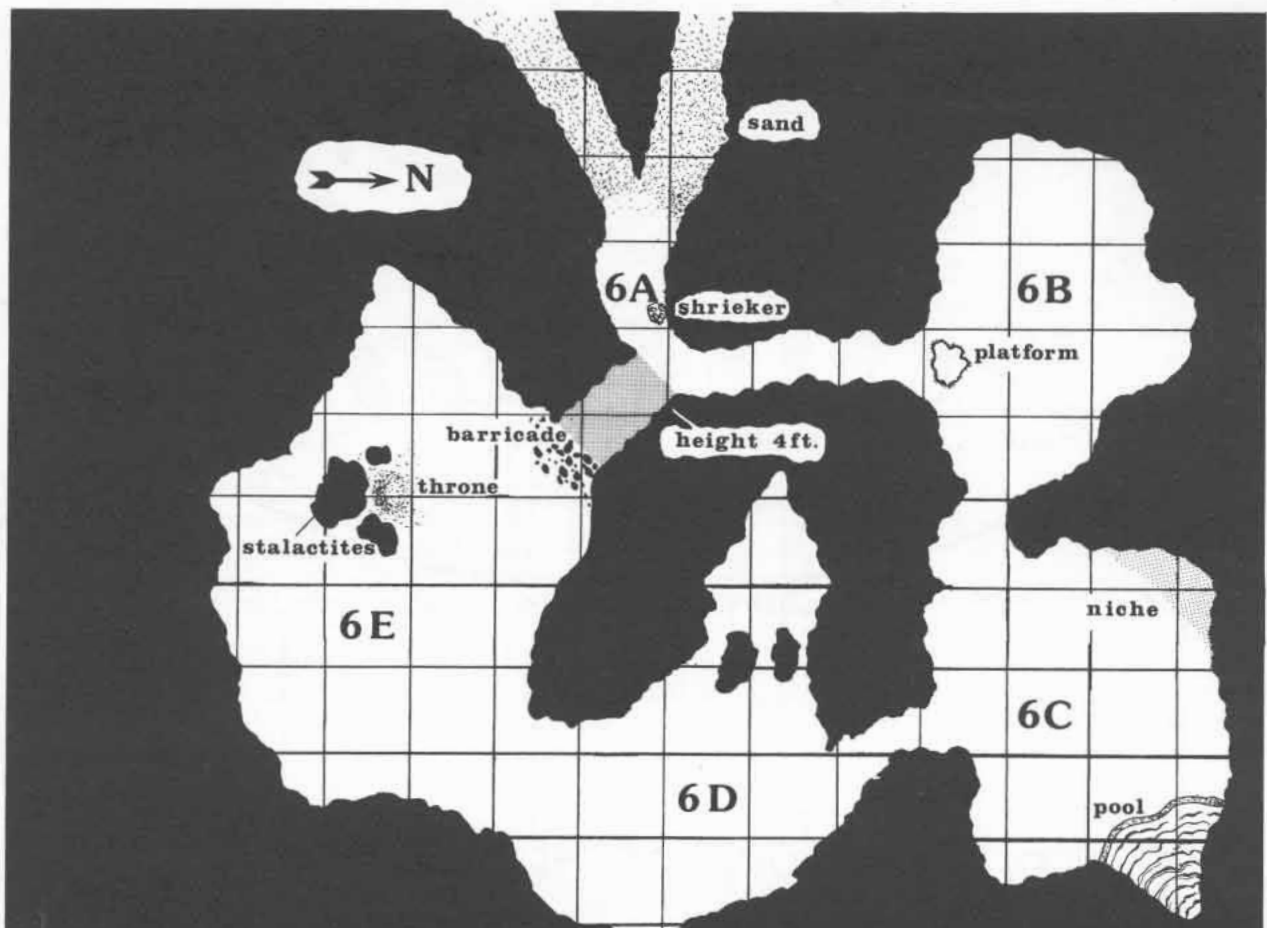
The spider's lair is a chamber about 5' in diameter, 60' up from the opening in the ceiling below. Amidst the brush and litter of the spider's nest is a small leather pouch, still attached to the belt the owner wore. In the pouch are 27 electrum pieces and two base 500 gp gems.

There is one small crawlway exit from the spider's lair, a tight, winding tunnel that leads up 40' to the spider's secret trapdoor exit to the surface. This is concealed behind a fallen tree in an overgrown beech grove.

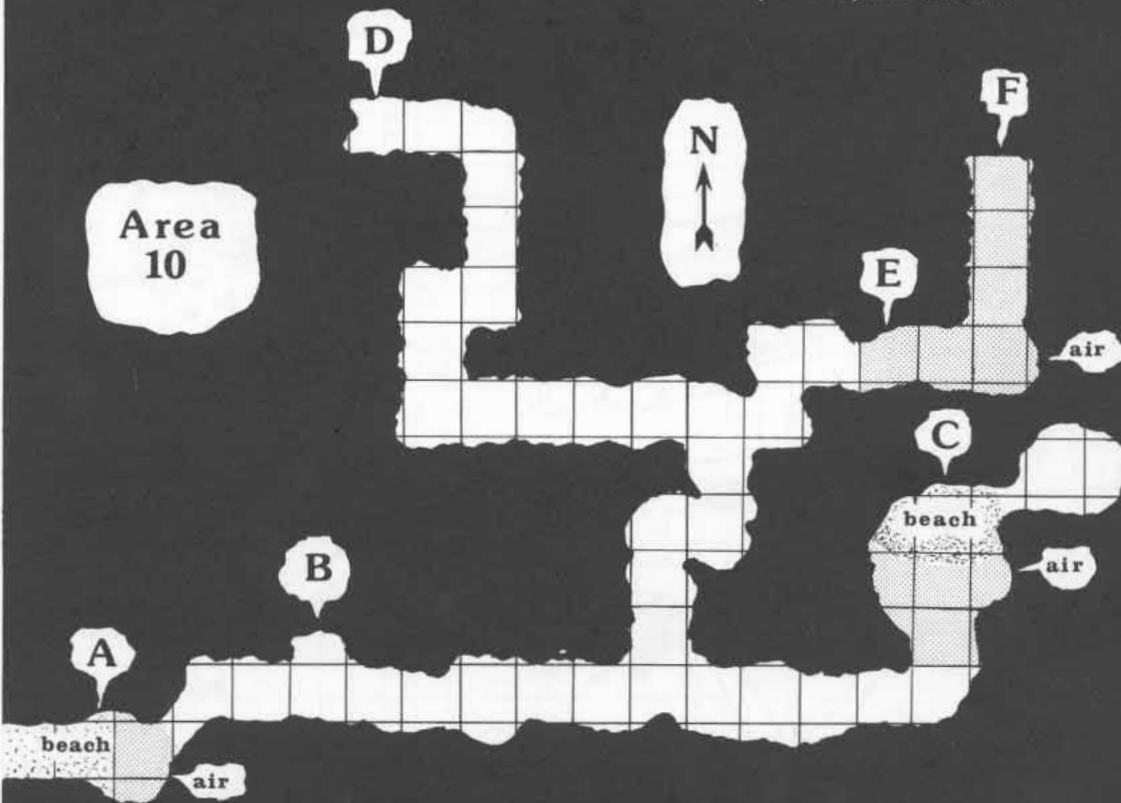
20. PIERCER PERIL

This another nexus of tunnels, a damp area of stalactites and stalagmites.

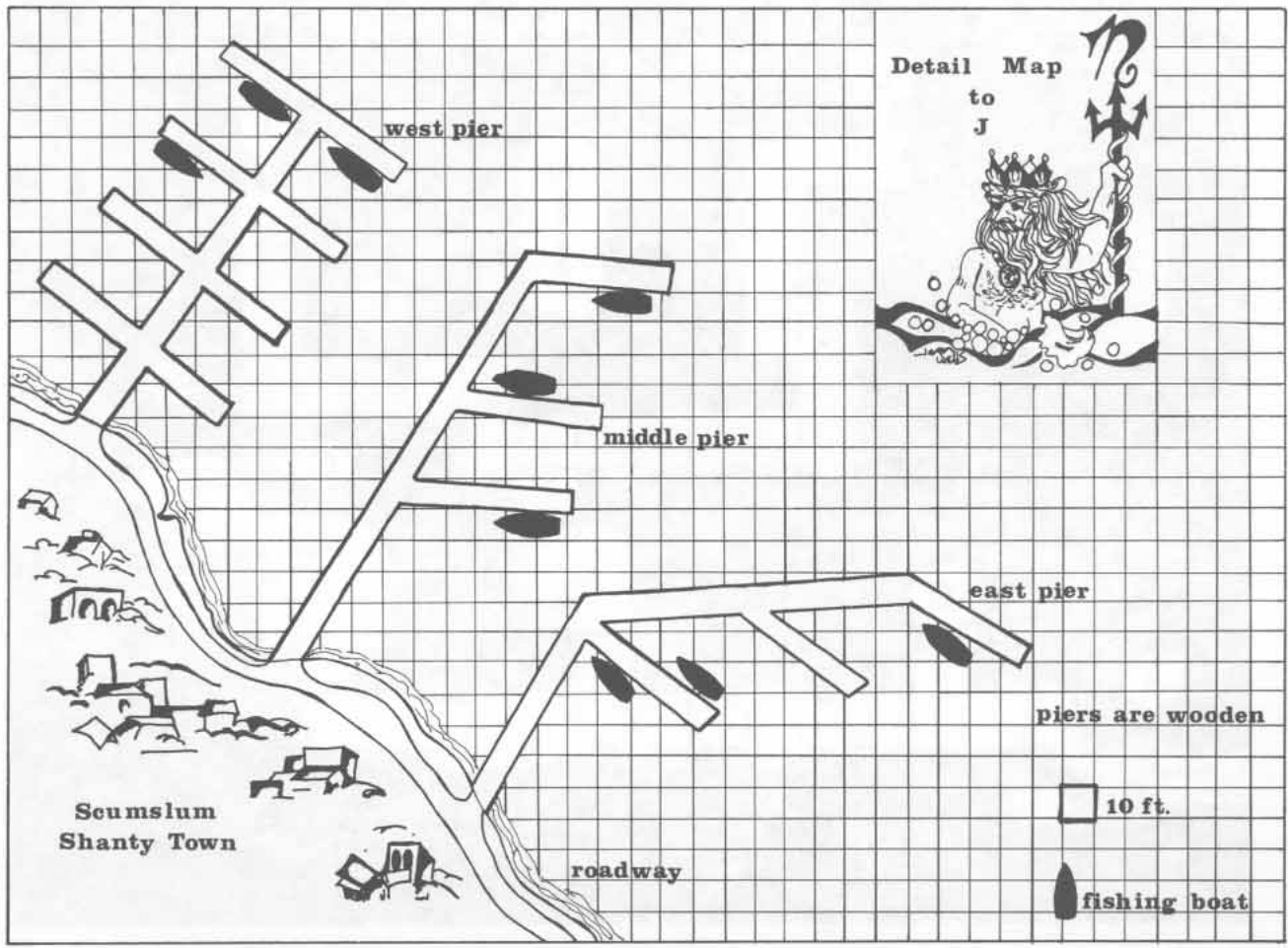
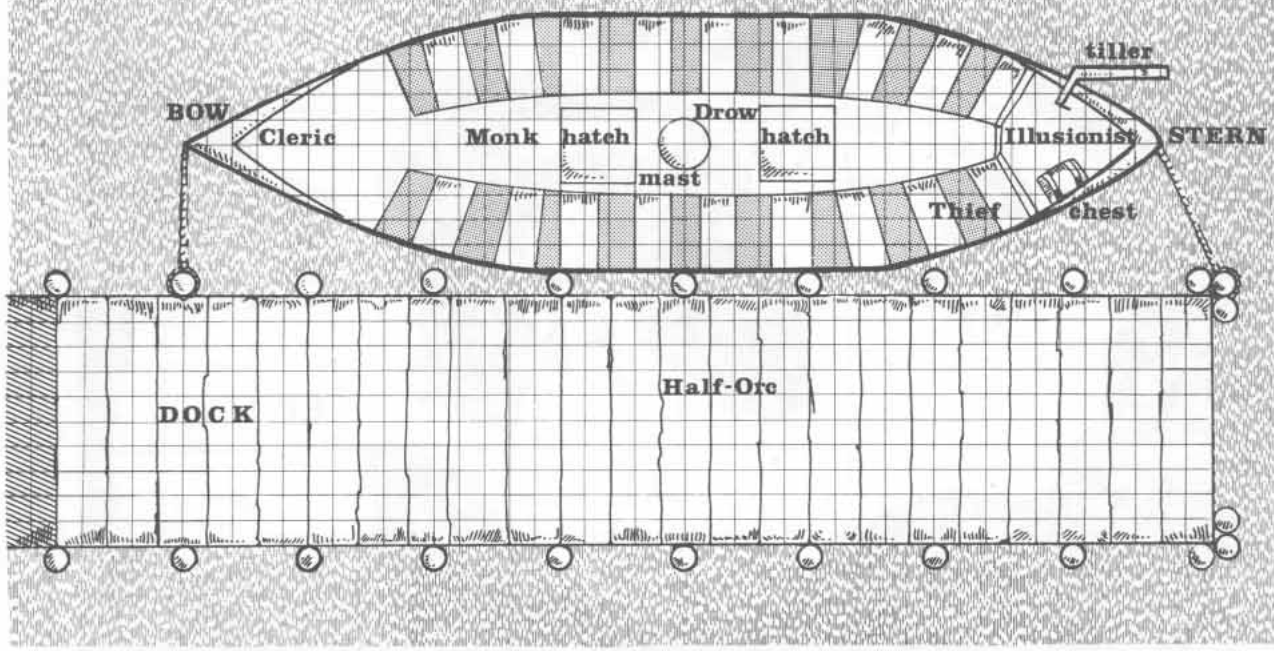
Six piercers (AC 3, MV 1", HD 3, hp 9 each, #AT 1, D 3-18) hide here among the stalactites. They cluster on the ceiling in the center of the chamber. If any people pass through the center of the room, the piercers will drop and attack. If characters move around the outside of the room, the piercers will be unable to attack and will ignore them.



Each square equals ten feet



The Water Dragon



TOURNAMENT CHARACTERS

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Class	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3' 10"	6'	5' 3"	6'	3'	6' 1"	5' 8"	5' 4"	5' 6"
WEIGHT (lbs.)	131	183	129	175	60	162	204	123	98
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	10	10	7	9	6	10	6	10	8
HP	54	45	40	42	25	25	25	25	25
MV	12"	12"	12"	12"	12"	12"	12"	12"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHA	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	8	14	14	10	13
PETRIFY	12	12	14	12	11	13	13	13	13
RODS	8	13	15	13	8	11	11	14	11
BREATH	13	13	16	15	15	15	15	16	15
SPELLS	9	14	16	14	9	12	12	15	12
ATTACK ADJ	+1	+2	0	0	0	0	0	0	0
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	+1

OTHER NOTES

Blodgett's thieving abilities are as follows:

Pick Pockets 65%	Open Locks 62%	Find/Remove Traps 50%	Move Silently 60%	Hide in Shadow 56%	Hear Noise 25%	Climb Walls 75%	Read Language 20%
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Karraway's spells are: **cure light wounds**, **resist cold** and **create water**.

Eljayess' spells are: **cure light wounds**, **purify food and drink**.

TOURNAMENT SCORING

For tournament purposes, only the *dungeon labyrinth* part of this module is used. The following method of handling the final round is suggested: read the **Start** section to the players, the "start the clock". The team now has 4 hours to escape from the labyrinth. Prepared character sheets are handed out to the players. They may take as long as they like to inspect them and get ready. When they tell the DM they are ready, he or she should start with the party waking up at area 1.

Scoring is simple, and is based upon group success in getting out safely.

SCORING

- | | |
|--|-------------------------------|
| 1. Each character who gets out alive: | +30 points (maximum 270 pts.) |
| 2. Each minute spent getting out: | -1 point (maximum -240 pts.) |
| 3. Each encounter area where risk is taken or benefit gained*: | +5 points (maximum 100 pts.) |

*One award per encounter area, #1 is not counted. Encounter areas that the party passes right through without stopping or noticing do not count.

If the party does not escape before the time is up, the final earthquake collapses the labyrinth and the party is killed. If all competing teams end up with negative points, the team with the least negative points is the winner.

Use the blank area below for recording notes and encounter areas passed through during play.

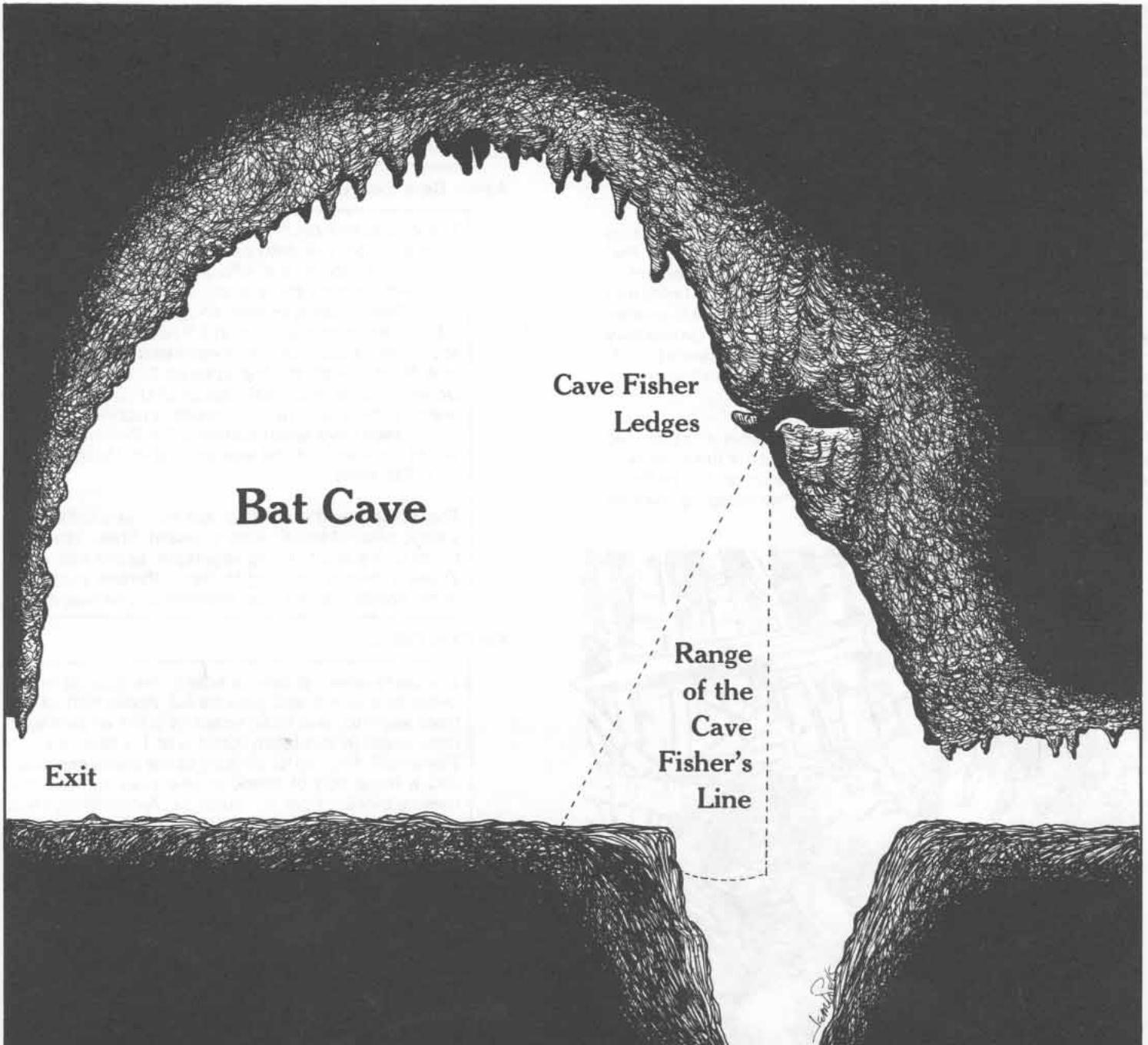
21. CAVE OF THE BATS (EXIT)

Here the corridor opens into a large chamber, at least 60' x 60', with a ceiling 60' above the floor. There is an exit on the far side of the chamber and a slight breeze definitely moves towards it. The ceiling is swarming with bats, and they can be seen leaving and entering the tunnel on the far side of the chamber. Unfortunately, a large pit separates the main floor of the chamber from the tunnel into the labyrinth. The pit is 25' across and appears bottomless, but the sound of distant running water can be heard rising from the depths.

The pit is 170' deep and ends, not in running water, but on a rock ledge. A short side passage leads to a place where an underground stream touches air at the only point along its entire length. There is no escape here.

On hidden ledges, 40' above the pit, 3 cave fishers lie in wait (AC 4, MV 0', HD 3, hp 15, 12, 12, #AT 2, D 2-8/2-8, SA adhesive trap filament, shot as if by 6 HD monster — see listing at end of module for complete information). Each fisher's filament is already strung from its hiding place to a point on the western edge of the pit, hoping to catch a stray bat. (If a magic-suer casts a **jump** spell to leap the pit, he or she has a 50% chance of colliding with and sticking to one of the trap lines.) If a party finds a means to cross the pit, or somebody starts climbing the walls to pass around it, the cave fishers will silently reel in their lines and start shooting at whatever targets are offered. Once one cave fisher snags a target, the others will ignore it, leaving that victim to their fellow. The fishers cannot shoot at any targets on the east side of the pit, but they *can* shoot up to 10' west of the west edge of the pit. (See the diagram of the chamber below.)

The tunnel on the west edge of the chamber twists and turns for 520' to an exit in the side of the cliff. Freedom!



ESCAPE FROM THE ISLAND

Explanation of the Island Map

The numbered points (10, 19, and 21) mark the exits from the dungeon labyrinth (and also correspond to the appropriate encounter area in the dungeon from which the players made their escape). The lettered areas (A through L, except I which has been deleted from this list) are outdoor encounters.

Notes for the Dungeon Master

Only the labyrinth part of this module should be used for tournament play. For tournament purposes, just getting out of the labyrinth in time is enough, but this leaves too many unanswered questions for campaign play. The following outdoor scenario gives the characters a chance to escape from the island, regain their equipment, and finally crush the Slave Lords for all time.

The general situation the characters encounter upon their escape from the dungeon is not good. The same earthquake that caused the labyrinth to collapse has devastated the rest of the island. Suderham and Drachen Keep are in ruins, and Scumslum is ablaze. The "extinct" volcano is now erupting steadily, oozing lava and poisonous gases, and sending up a huge cloud of smoke and ash that blots out the sun. Worst of all, the mischievous magmen (see the monsters at the end of the module) have come out with the lava flow and are leaping about the landscape, igniting every combustible they can find. It is a disaster rapidly reaching epic proportions.

As in the labyrinth, the general theme of the outdoor adventure is escape. It should become clear to even the slowest party that staying on the island would be fatal mistake. If characters move south or west, they will encounter burning forests or fields and the magmen. If they try to move through Suderham or the valley south of it, they will be deterred by poisonous gases. Unless they swim for it (see **Leaving the Island**), player characters will probably end up at the docks area. There they will find possible escape boats and the surviving Slave Lords.

To aid the DM in describing the situation, a paragraph is included herein on what the characters can see from each of the three exits from the labyrinth. Use the appropriate description, but be familiar with all three, in case the characters, after escaping, wander into one of the other areas.



Water Cave Exit (10.)

The cave behind the party has collapsed pushing water out in a big wave. The party has emerged on the shore of the crater lake. The lake froths as white-capped waves toss wildly back and forth, colliding and building on one another. Everywhere fish, lake eel and fresh-water squid leap from the surface of the lake, crazily trying to escape the unaccustomed vibrations. The far rim of the crater lake, a mile and a half away, seems to tremble slightly as the characters look at it.

On the island behind the characters is a 30' tall bluff. Parts of it seem to have just crumbled, and stones are dislodging themselves and tumbling down in the continuing tremors. A huge dark cloud rises from somewhere on the western part of the island beyond the bluff and fills half the sky. The island quivers and quakes continuously. Just to the north and south of this point begin beaches which run around the curve of the island. In both directions the bluff recedes from the beach and trees (many now fallen) grow in the space between hill and lake. A fishing boat making its way with great difficulty toward the outer shore, can be seen on the lake about half a mile to the north. Southwest, maybe a quarter of a mile away, crackling flames leap above the treetops.

Spider Cave Exit (19.)

The characters push their way out through the spider's trapdoor exit onto a slight slope in a thick grove of beech trees. About 40% of the trees have been knocked down by the quakes, and the grove is a tangle of fallen trunks, broken boughs and leafy debris. (Movement through this is at 1/3 normal rate.) To the southwest, south, east, and northeast the slope rises to a 30' tall bluff; the top appears to be unwooded. Downslope to the west, about 300' distant, there seems to be a road running roughly north-south, but many trees have fallen across it. To the northwest it would appear that the woods end in cleared land, 200'-300' away.

The whole island rumbles and shakes, and to the west a huge pillar of smoke rises skyward. There seems to be lot of fire and burning vegetation to the west also. There is distant shouting to the northwest, and to the north hoofbeats and loud bleating can be heard.

Bat Cave Exit (21.)

The party emerges from a hole in the ground in the midst of a beech and pine forest. About half of the trees seem to have been knocked down or damaged (movement in this fallen forest is at 1/3 normal rate). The woods seem to be burning to the south and west, and a huge pall of black smoke rises beyond the flames, blocking out the sunlight. A continuous low growl comes from the direction of the smoke, and the ground rocks beneath the characters' feet.

Northwest, a few hundred feet away, there is some sort of great commotion, with a loud, animal-like roaring and snapping of branches. The cause of the trouble cannot be seen from this point. About 300 feet north the forest ends, with a road running east to west at its edge. Far to the north there seems to be a great deal of shouting and screaming. Eastward the characters can only see more tangled forest, with the land beginning to slope upward.

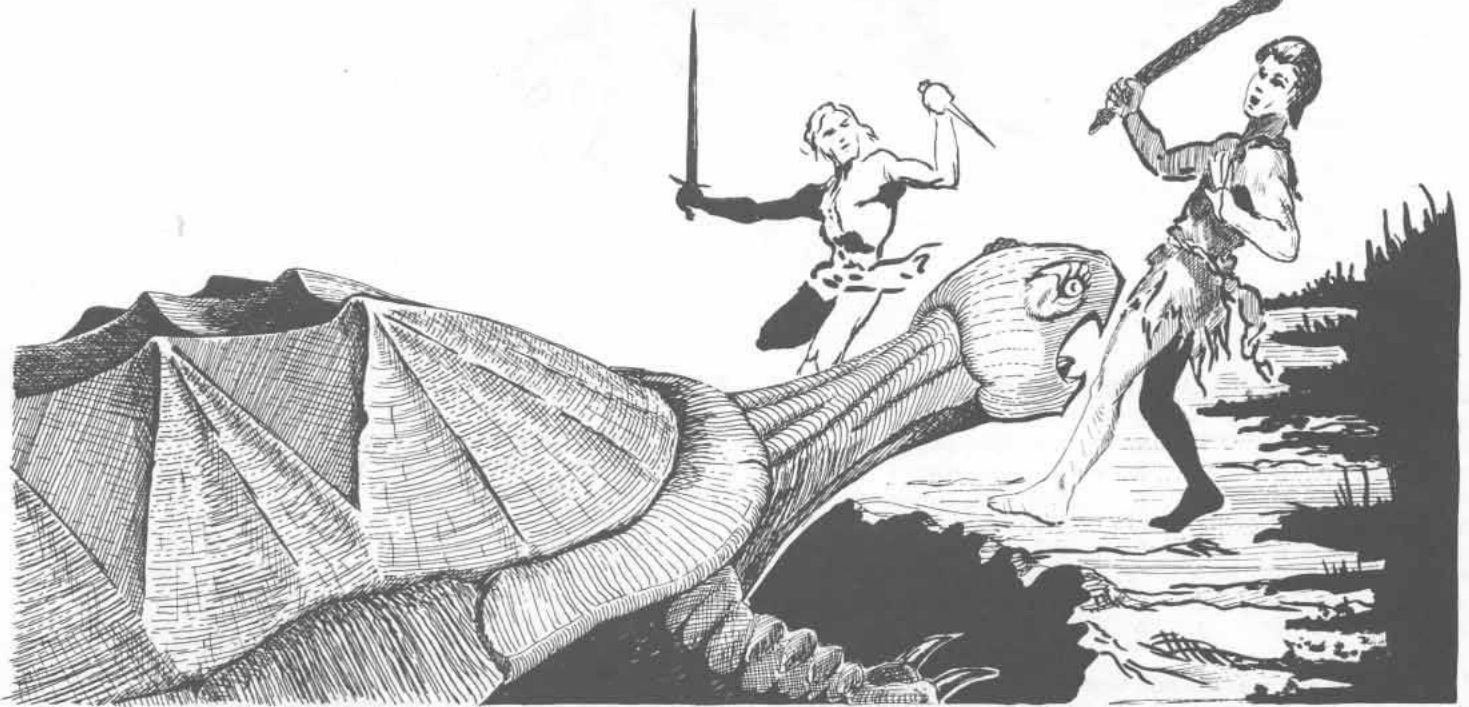
KEY TO THE ISLAND ENCOUNTERS

The letters on the map indicate the approximate locations of these encounters.

A. GREEN SLIME

This section of beach is covered with wrack and wreckage tossed up by the waves. Sticks, seaweed, thick algae, and flopping fish cover the sand in windrows of organic debris.

One of these globs of thick algae is actually a green slime (AC 9, MV 0", HD 2, hp 15, #AT 0, D nil, SA turns flesh into green slime, SD weapons and most spells cannot harm it). It lies across half of the beach, and if characters do not state that they are avoiding or inspecting the patches of algae, there is a 40% chance that a party member will step in it. Even if the slime is scraped off immediately, the character will take 2-16 points of damage. This slime normally dwells in the muck on the bottom of the lake, but it has been dislodged by the tremors and washed up by the waves.



B. ENRAGED SNAPPER

A giant snapping turtle has just swum up to the beach at this point. It is not yet full-grown (AC 0/5, MV 3"/2", HD 6, hp 25, #AT 1, D 3-18), but it is a formidable creature nonetheless. Normally bad-tempered, this reptile has been whipped into an absolute fury by the changes in its habitat. It is hiding in a pothole at the edge of the water, and will attack any creature that comes within 10', suddenly extending its long neck to bite with its powerful beak. Attacking this way, it will surprise on a 1-4 (d6). If creatures pass its position beyond 10 feet away, it will attack regardless, shambling out of its pothole in a short but surprising burst of speed (6").

The snapper's shell is AC 0, but its head, neck and limbs are armor class 5. If they are withdrawn into the shell, the extremities become armor class 2. The snapping turtle is too crazed and stupid to know when it is losing, and will fight to the death.

If anyone takes an hour to dismember the body, they will find some human or human-like bones, some rotting leather, and a silver bracelet worth 375 gp in its gullet.

C. FRENZIED GOATS

This is a large field of grain, now being trampled by a herd of four giant goats (AC 7, MV 18, HD 3+1, hp 15 each #AT 1, D 2-16, SA +4 damage when charging). These giant goats were kept in a pen at Drachen Keep, but sensing the imminent earthquake, they broke out and ran downhill to this field. The Slave Lords' men originally captured them in the nearby hills, and had hoped to domesticate them. Their methods consisted of cruelty and mistreatment, and this, combined with the quakes and fires, has driven the goats totally amok. They will charge any people that come within 200' of the center of the field, seeing in them their former persecutors. They will not pursue beyond the edges of the field.

D. SQUAD OF LOOTERS

A motley crew of degenerate mercenaries is here making its way up the road toward Drachen Keep. A watchful party, proceeding through the woods or farmland with caution and

alertness, will hear the ruffians shouting at each other when the characters reach a point within 120' of the section of road marked **D**. The looters will not be visible from this point and the party will be unable to clearly distinguish words or languages. A party that fails to behave cautiously or is blindly running will not hear the looters until closing to within 60' of them. In these circumstances, the looters themselves will hear the noise of the party's approach and will immediately cease their talking and draw their weapons. The party will thus be unable to **surprise** them. Because of the trees or crops, neither group will be visible to the other at this point. The looters will *not* leave the roadway to investigate the noise, but will warily continue on their way.

This band is a savage and unscrupulous lot: two town guardsmen, two hobgoblins, a groll, an orc archer, a half-orc fighter/assassin (all of the above in chain mail, the guardsmen with shields), a bandit from Scumslum, and a thief (the latter two in leather armor). Their statistics are given on the following table for easy reference:



Looter	AC	MV	HD/LVL	hp#AT	D	Weapon
Guard #1	4	6"	FTR 1	9 1	1-8	long sword
Guard #2	4	6"	FTR 1	6 1	1-8	long sword
Hobgoblin #1	5	9"	1+1	8 1	1-8	long sword
Hobgoblin #2	5	9"	1+1	7 1	2-8	long sword
Gnoll	5	9"	2	13 1	1-10	two-handed sword
Orc	5	6"	1	5 1	1-6	short sword or bow
Half-Orc	3	6"	FTR 3	15 1	1-8	long sword
Bandit	8	9"	0	4 1	1-6	short sword
Thief	6	9"	2	9 1	1-6	short sword

This unsavory lot was outside Suderham, drinking and gambling, when the earthquake hit. As the town tumbled down, the thief instantly realized that Drachen Keep must likewise have fallen, and he persuaded the others to go after the great riches they think are kept within. Each is trying to impress the others with his ferocity and toughness, and they will certainly attempt to slay anybody they encounter, just to show each other they can't be pushed around. However, if five of them are slain or otherwise knocked out of the fight, the others will have second thoughts and attempt to flee.

When they attack, the guards, hobgoblins and gnoll will wade right into the melee. The half-orc will try to attack the most powerful party member, while the bandit will be looking for the weakest or most-wounded opponent. The orc archer will try to pick a good spot from which to shoot, and the thief will attempt to slip around to the enemy's rear to try *backstabbing*.

The guards each have 5 gp; the first hobgoblin has 2 ep, 7 gp and a 10 gp gem; the second hobgoblin has 12 gp and 2 pp; the half-orc has 3sp and 15 gp; the bandit has 8 sp and 2 ep; and the thief has 10 sp, 12 ep, 25 gp, 3 pp, and a base 50 gp gem.

E. RAMPAGING FIRE LIZARD

Here, in a small glade, a fire lizard is thrashing about, rolling on its back and snapping at everything. The party will be able to hear the reptile's frenzied movement and outcries at a distance of 120' from the center of the glade. Because of the trees, however, they will be unable to clearly see the cause of the disturbance without venturing to at least the edge of the glade. Any loud noise or quick movement will attract the fire lizard's attention. The wounded creature (AC 4, MV 9", HD 10, hp 23 (45), #AT 3, D 1-8/1-8/2-16, SA breathe puff of flame 10' for 2-12 points, SD immune to fire-based attacks) is covered with patches of burned skin. Aware of its immunity to fire, this huge dragon-cousin became overconfident, and tried to take a bath in molten lava! Its fire-resistant nature kept it from being instantly cooked, but the resultant unaccustomed burns sent it rampaging across the island. Now it is attempting to scrape imagined tormentors from its skin. If it sees anyone, it will assume that they are its tormentors and attack immediately. It will fight until all its opponents are dead or have fled.

The fire lizard lived in a cave north of Dragon Meadow (see Island Map). The devotees of the Earth Dragon took it for a wingless red dragon and have given it offerings of livestock regularly. The Slave Lords allowed it to remain on the island, pretending to have control over the beast and occasionally invoking it as a threat.

F. SLAVES' REVENGE

Here several dozen nearly nude people (obviously ex-slaves) are in the process of impaling their former masters. A few of them are hurriedly making stakes from a stack of logs. Nearby,

several struggling overseers and guardsmen are being held, each pinned by several ex-slaves. As soon as a stake is finished, another slaver is brought forth and impaled, and a cheer goes up from the mob.

If the party approaches this group wearing few clothes (as they were in the labyrinth), they will be taken for more escaped slaves, and the mob will let them by as long as they cause no trouble. If the party tries to free the slavers and/or stop the impaling, or if any of the party are wearing clothes obtained from the squad of looters (area D), the most aggressive of the ex-slaves will attack, wielding a motley assortment of knives, daggers, and stone bludgeons.

The statistics of the attacking ex-slaves will vary slightly, but for convenience an average is given here. Nineteen ex-slaves: AC 10, MV 12", LVL 0, hp 4, #AT 1, D 1-4. They have no treasure. They are subject to normal morale as per the **Dungeon Masters Guide**, and will flee if things go against them too badly.

A character with high charisma in a non-hostile party may be able to sway this mob to do as he or she asks, as long as what the character wants will hurt the minions of the Slave Lords and not endanger the ex-slaves unduly. The DM will have to adjudicate such situations. The slaves will certainly want to finish impaling their captives before undertaking another task. They cannot be persuaded to attack the Slave Lords' boat (at H.), as they still fear the Slave Lords' power.

G. A FRIEND INDEED

This is the beginning of the docks area. To the west, the rattletrap houses of Scumslum are going up in flames, the fire leaping from one to the next. Northeast remove is the first dock. Only one boat is tied there, a small galley emblazoned with a finned dragon. Without warning, a man dressed as a Slave Lord lieutenant runs toward the party from behind a nearby house, shouting loudly.

This person is a secret agent of the pirate-troubled Lords who hired the party; he was the beggar who met them at the gates of Suderham (Module A3, **Assault on the Aerie of the Slave Lords**), and the mysterious benefactor who dropped the scrollcase into the labyrinth for the party to find when they awakened. It was while performing the latter deed that he assumed the role of a lieutenant of the Slave Lords. If the party allows him to get within 20' without killing him, somebody will recognize him from the encounter at the gate.

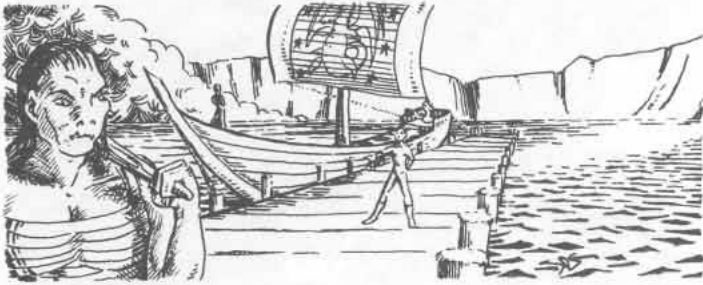
The agent's real name is Selzen Murtano, (AC 4, MV 9", LVL 6 thief, hp 30, #AT 1, D 1-8 from long sword, S 7, I 16, W 6, D 18, C 15, ch 14, AL neutral good). He is wearing leather armor with the characteristic Slave Lords' insignia. He'll tell the party that he was hiding out from the ex-slaves, trying to figure out how to get on board the *Water Dragon* before he was either burned, impaled, or eaten by monsters. The *Water Dragon* is the Slave Lords' private galley, the boat at the end of the first dock. On that boat is all of the player characters' equipment, and a portion of the Slave Lords' treasure, as well as the Slave Lords themselves. If they are allowed to escape, they will be able to continue their operations from another headquarters. Unfortunately, the boat is heavily guarded and the bandit chiefs are getting ready to leave right now.

Murtano will give the party two scrolls he managed to filch from Drachen Keep: a clerical scroll of four spells (**cure serious wounds** and 3 **cure light wounds**), and a magic-user's scroll of five spells (**sleep**, **invisibility**, **strength**, **dispel magic**, and **hold**



person). All spells are at the 7th level of use. He will also give the characters a crystal monocle with a permanent **read magic** cast on it, to enable the spellcasters of the party to make immediate use of the scrolls.

Murtano will stay near the back of the party in any combat, preferring to "guard the rear". He will fight if he must.



H. THE WATER DRAGON

Tied up to the northwest side of the far end of the pier is the *Water Dragon*, the Slave Lords' private galley. It is being readied for immediate departure. A score of bedraggled islanders cluster halfway out on the pier, too frightened of the Slave Lords and their minions to advance any further. Near the end of the pier three guards warily eye the mob. One is an ogre in a suit of banded mail (AC 2, MV 9", HD 4+1, hp 20, #AT 1, D 3-12 from two-handed sword), the other two are serjeants of the Slave Lords' troops (AC 4, MV 6", LVL 2 fighters, hp 12, 9, #AT 1, D 1-8 from long swords).

Beyond these guards 14 men are loading and preparing the boat. Eight of these are men-at-arms (AC 7, MV 9", LVL 0, hp 5 each, #AT 1, D 1-8 from long swords); the other six are the surviving Slave Lords (see below). The detail map of this area shows the starting positions of the guards and the Slave Lords.

If the party approaches the end of the pier (including by swimming — the guards are watching the water very closely for lacedons), the Slave Lords will order their men-at-arms to back up the guards at the first sign of trouble. At the first indication that the characters are more than just an ill-assorted crowd of mercenaries, the Slave Lords will recognize them and immediately spring into coordinated action:

The **evil High Priest**, Stalman Klim, will cast offensive spells from the bow of the boat for as long as possible, and then he will leap to the attack. He will start by trying to **silence** any spell-casters among his opponents. He may **command** enemies near the edge of the pier or boat to "Dive!" The cleric is AC 3, MV 12", LVL 11 cleric, hp 31 (52), #AT 1, D 4-9 (d6+3), S 15, I 14, W 17, D 17, C 13, Ch 11, AL neutral evil. Klim wields a **footman's mace +2** and is wearing **bracers of AC 6**. His spells are: **command** (x2), **light**, **silence 15' radius**, **continual light**, **cure blindness**, **dispel magic**, **divination**, **neutralize poison**, and **true seeing**. (His other spells have been previously used, as explained later on in this section.) In a pouch at his belt, carefully wrapped up, is a jeweled idol of the Earth Dragon worth 4000 gp.

Stalman Klim is the high priest of the Earth Dragon cult, and he blames the adventurers for stirring up the wrath of the Sacred Scaly One.

The **half-orc fighter/assassin**, Theg Narlot, will wade right into the heart of the battle, trusting to his combat ability to carry him through. He will shout and charge, trying to attract attention away from the Slave Lord spell-casters and the thief. Theg is AC 7, MV 12", LVL 7 fighter/7 assassin, hp 35 (53), #AT 3/2, D 2-9 (d8+1) SA poison (see below), S 17 (+1 to hit, +1 to damage), I 16, W 12, D 10, C 17, Ch 7, AL lawful evil. Theg's

sword is envenomed with insinuating poison, type A (see **ADVANCED DUNGEONS & DRAGONS™ Dungeon Masters Guide**). On a successful hit, the victim must save vs. poison at +4 or take 15 additional hit points of damage in 2-5 rounds. This blade venom wears off with use: it will do full damage on the first hit, half damage on the second hit, and by the third hit it will be gone. An opponent has a 80% chance of noticing the venom on the blade before the attack phase.

Theg is wearing leather armor and a shield. In a pouch at his belt are 50 pp and a diamond worth 1,000 gp (this is his "emergency escape fund" pouch). Also in his belt is a scroll listing all of the Slave Lords' agents among the Lords of the Gearnat area, and an order for the assassination of all the relatives of the adventurers that can be found. Theg Narlot is in charge of all espionage activities for the Slave lords.

The **Drow fighter/cleric**, Edralve, will try to **silence** opponent spell-casters. She will then try to cast **levitate** on the enemy's best fighter and raise him or her 20' into the air. She will then join the melee. Edralve is AC 5, MV 12", LVL 5 fighter/4 cleric, hp 20, #AT 1, D 3-10 (d8+2), SD 60% magic resistance, and save vs. spells at +2, S 9, I 17, W 11, D 16, C 10, Ch 15, AL chaotic evil. She wields a +2 long sword and wears black leather armor, a black shield, and a **ring of warmth**. Her natural Drowic spells are **dancing lights**, **faerie fire**, **darkness**, **detect magic**, **know alignment**, **levitate**, **clairvoyance**, **detect lie**, **suggestion**, and **dispel magic**. Her remaining clerical spell is **silence, 15' radius**.

Edralve is an exile from Erelhei Cinlu, from which she barely escaped after an abortive coup. The other Slave Lords both respect her abilities and fear her devious cruelty. She devised the morale-breaking fear tactics employed by the slavers in their raids. In a pocket she has 5 Drow brooches, each worth 500 gp.

The **illusionist**, Lamonsten, will cast **hypnotic pattern** at the party. He will save his **fear** spell until he has a clear shot at the party without hitting his allies. Lamonsten is AC 8, MV 12", LVL 8 illusionist, hp 21, #AT 1, D 2-5, SD **cloak of displacement**, first attacks will miss, S 7, I 16, W 10, D 17, C 15, Ch 12, AL lawful evil. If he must fight, he will use his **dagger +1**. His spells are: **wall of fog**, **hypnotic pattern**, **invisibility**, and **fear**.

In a water proof case on Lamonsten's back is a deed to mining rights in the hills near Hardby, worth 1200 gp, and his spell book, which contains the following spells:

FIRST LEVEL:

Change self
Detect illusion
Detect invisibility
Hypnotism
Phantasmal force
Wall of fog

SECOND LEVEL:

Detect magic
Hypnotic pattern
Invisibility

THIRD LEVEL:

Dispel illusion
Fear

FOURTH LEVEL:

Improved invisibility
Phantasmal killer

Lamonsten specializes in using **phantasmal killer** on the enemies of the Slave Lords.



The **thief**, Slippery Ketta, will immediately dive overboard and swim under the dock, planning to climb up behind the party at the right moment and *backstab* somebody. Her normal chance to move silently is 88%, but when wet, this will decrease to 68%. She is AC 2, MV 12"/15"-18", LVL 10 thief, hp 30, #AT 1, D 1-8, S 10, I 15, W 13, D 18, C 12, Ch 16, AL neutral evil. She is armed with a long sword, wears **leather armor +2** and **gauntlets of swimming and climbing**, and backstabs at +4 "to hit" for quadruple damage. She wears a pair of earrings worth 700 gp each and a jeweled dagger worth 900 gp.

Ketta's corps of thief infiltrators are present in all the towns along the Sea of Gearnat, and it is through these informants that the slavers always know exactly when to strike.

The **monk**, Brother Kerin, will leap to the dock and into the fray, supporting Theg Narlot. He is AC 6, MV 20", LVL 6 monk, hp 21, #AT 3/2 (open hand), D 2-8, SD **feign death**, immune to **slow**, S 15, I 12, W 16, D 17, C 16, Ch 10, AL lawful evil. Brother Kerin is unarmed.

Brother Kerin was second-in-command to Brother Milerjoi, and took his place when his superior died (in either the earthquake or in the fight at the end of *AD&D™ Module A3*, depending on how the DM has handled this). Brother Kerin is the representative of the Scarlet Brotherhood, who helped finance and set up the Slave Lords.

All of the Slave Lords will fight to the death, as they are in desperate straits and they know it. Only these six survived the earthquake and the resultant chaos. Most of them were wounded in their flight to the docks, and the group's cure spells were all expended in healing some of their wounds. (The half-orc and the cleric are still slightly wounded.) Several of the illusionists' spells were also used in fighting their way to the Water Dragon.

Most of the Slave Lords' riches and equipment are buried under tons of rock, but they did manage to grab some of the more valuable items and bring them along. In a locked wooden chest at the stern of the galley is the following treasures:

a gold brooch with gems worth 3,000 gp.

a platinum ring set with a fire opal worth 5,000 gp.

a gem-studded ceremonial silver dagger of the Earth Dragon cult worth 1,100 gp.

a scroll of drawings of the demons of the Abyss by the great Drow artist Ool Eurts, worth 900 gp.

a box of gems, containing 21 moonstones (base 50 gp), 10 pieces of jade (bases 100 gp), 5 white pearls (base 100 gp), one black pearl (base 500 gp), a tourmaline (base 100 gp), an amethyst (base 100 gp), a topaz (base 500 gp), and an emerald (base 1,000 gp).

In addition, all of the equipment taken from the characters when they were captured is stored below in the tiny hold. It was to be sent to the coast to be **identified**, and eventually sold. The equipment is stored securely among other trade goods (these goods are worth a total of 350 gp).

NOTE: If the players are using the characters provided with the module, the stored equipment will include the following magical possessions (some of which, such as magic arrows, may have been lost):

Elwita's **shield +1** and **war hammer +2**

"Ogre's" **battle axe +1**, **splint mail +2**, and 5 **arrows +1**

Freda's 4 **arrows +2**, **chain mail +3**, and **bastard sword +1**

Karraway's **sling of seeking**

Blodgett's **+1 sword of speed**, **ring of protection +1**, and **boots of elvenkind**

Elgath's **bracers of AC 6** and book of spells

Phanstern's **cloak of protection +2** and book of spells

Eljayess' **spear +1** and book of spells

Kayen Telva's **javelin of piercing**

Their other normal possessions are also stored here. If the above characters are not being used, the listed equipment will NOT be there! Instead, the equipment the characters were carrying when they were captured will be there in its place.



J. PANIC AT THE DOCKS

There seems to be a huge melee under way on and around these three docks, but it's not always clear who is on whose side, if there are any sides. There are three fishing boats at each of the three long piers. Several more out on the lake are moving toward the far shore and one appears to be capsized. Townsfolk, slum-dwellers, guardsmen, ex-slaves, and assorted humanoids are all fighting over possession of these boats. To add to the confusion, a number of grotesque gray-green humanoids are climbing out of the water and falling indiscriminately on the other combatants, biting and clawing them to death. There are at least 200 figures battling it out in this area.

The easternmost pier is a terrible scene of carnage. (See detail map J.) The boat at the end of the long dock had been taken over by 13 hobgoblins, who were just figuring out how to use the oars when 8 lacedons (marine ghouls: AC 6, Mv 9"/9", HD 2, hp 9 each, #AT 3, D 1-3/1-3/1-6, SA paralyzation) clambered out of the water and attacked. The battle is still in progress: 2 lacedons and 5 hobgoblins are down, and the rest are fighting back and forth in the boat. On the pier, 30' away, stands a mixed group of 9 humans, watching the battle. If the lacedons win, the humans will flee, but if the hobgoblins win, the humans will attack the weakened squad and attempt to take the boat from them.

A band of Slave Lords' mercenaries (16 in all) are contending with 13 city guardsmen over possession of the other two boats. The city guards have been pushed to the end of the dock and are gradually being cut down by the mercenaries. Both groups are 0 level fighters in leather armor (AC 8). Neither group has noticed that the westernmost of the two boats is slowly sinking — a hole was stove through the side when the guardsmen wrested the boat from its original owner.

The middle pier is one huge swirling melee, strictly every man for himself. Involved are 32 townspeople (0 level), 19 ex-slaves (0 level), 9 men-at-arms (0 level), a thief (level 3), a fighter (level 2), a cleric (level 2), 4 orcs, and 3 lacedons who are picking off stragglers and wounded. The northernmost boat has caught fire somehow. An organized, coordinated group could push its way through this mob, but it would have to fight some of them for possession of a boat.

The westernmost pier is a bizarre scene of greed over fear. At the second cross-pier six huge gnolls (AC 5, MV 9", HD 2, hp 16, 15, 13, 13, 12, 11, #AT 1, D 1-10) armed with halberds are holding at bay a mob of nearly a hundred screaming townspeople (0 level). With the gnolls is their leader, a man in black leather armor and shield (AC 7, MV 9" LVL 5 assassin, hp 20, #AT 1, D 1-8, from long sword), who is only allowing people to pass to the boats if they will give him 50 gp or more. Naturally, few of the townspeople are carrying this much wealth. Some of the people are trying to organize a rush on the heavily-armed gnolls, without much success, while others are fighting and robbing each other to get the 50 gold pieces. At the end of one of the docks, seven people are ripping up the flooring to make a raft. Beneath the pier, 4 cunning lacedons wait patiently for the rafters to come down to the water.

The lacedon colony normally lives off shore, where they devour the dead bodies (mostly slaves), garbage, and unusable fish parts the town dumps in the lake. Occasionally one or two would sneak into Scumslum and grab a derelict, who as likely as not would never be missed. They are taking advantage of the chaos to slay as many of the hated nondead as possible.

K. RUINED SUDERHAM

The guard towers of Suderham have fallen, but the outer walls are mostly intact, except for the south wall. Ugly yellow vapors from the volcano are flowing down the shallow gorge, over the tumbled south wall, and into the town. Wisps of the ground-hugging gas occasionally pass around the corners of the walled town. Wherever people encounter the vapors, they cough and choke, and flee if they can.

Less than an hour after the beginning of the eruption, Suderham is already a town of the dead. The poisonous gases flowing into the town have asphyxiated all those who could not or would not leave. The vapors are heavier than air, but they are gradually rising as more gas flows down the shallow gorge and is trapped within the walls of the town. Eventually it will reach the top of the walls and spill over, sending toxic gases out over Scumslum and the docks area.

If any characters are foolish enough to enter into or permit themselves to be enveloped by these vapors, they will suffer the same fate as befell many Suderham unfortunates. The first round of breathing will produce uncontrollable coughing and choking in the victim. For each round thereafter spent in the gases, the character must save vs. poison at +2 or die. (The DM can use this threat to spur on the players, if the approaching magmen aren't enough. If the players pass close to the town, they may see enough to make them aware of the danger. If not, they will hear of it from Selzen Murtano or a fleeing citizen. It will be dramatic if, just as the party is escaping the island, the vapors start to pour out of Suderham and cover the north end.)



L. MAGMEN ON THE MARCH

There are three magmen (AC 6, MV 9" (6"), HD 2, hp 9 each, #AT 1, D 3-24, SA **combustion touch**, SD +1 or better weapon to hit, immune to fire-based attacks; see information at the end of the module) at each of these locations. In general, they are having a grand time setting everything they contact on fire. The woods on almost the entire south end of the island are ablaze. Two groups of magmen are igniting the corn and wheat fields west of Suderham. One group has reached the ruins of Drachen Keep, and is gleefully setting the whole place ablaze.

If any creature comes within 30' of a magman, the para-elemental will move up to it and "attack" with its **combustion touch**. Its purpose is just to have the poor cold creature join the fun of the flaming ones. A magman will pursue for 2-5 rounds, and then become distracted and set something else on fire.

The magmen groups are converging on the northeast part of the island at a rate of 200' a turn. Unless something stops them, they will burn the whole island clean and then return to the volcano, before they stiffen from the cold.



Leaving the Island

The only way to leave the island of the Slave Lords is by crossing the lake. The rim of the crater lake is 1½ miles in any direction from the island. The lake surface is choppy, with whitecaps. Due to the eruption, the waves are irregular and unpredictable.

If characters try to swim for it, they will find it difficult but not impossible. To swim the distance successfully, an unencumbered character must roll his or her constitution score or below on 3d6. (Unencumbered in this context means basically naked. Light, tight clothes and a belt with a dagger are about the limits of this class.) Encumbered characters must roll one-half their constitution or below (round up) on 3d6. Encumbered characters will notice the excessive weight and drag of their possessions, and should be given a chance to dump them.

If characters decide to make a raft (assuming reasonable materials are available), the DM should take into account the approach of fire and gas and decide if they have time to do it. If they succeed in time, it will take them at least two hours to paddle to shore.

If characters commandeer an intact fishing boat, they should have no trouble reaching shore. If they succeed in capturing the *Water Dragon*, they will have a harder time of it. The galley sports a small sail, but only characters with sailing experience will be able to handle it properly. If the sail can be used, no more than eight additional people are needed to man the oars, plus one on the rudder. If no one can handle the sail, at least twelve oarsmen will be needed.

It is conceivable that the characters could beat the Slave Lords across the lake without actually tangling with them first; for example, by successfully making a raft or commandeering a fishing boat. Should this occur, the DM may wish to arrange a meeting of the party and the Slave Lords on the other side of the lake on a road or trail leading to the nearest place of refuge. The DM should take care that if such an encounter does occur, the characters have a reasonable chance of winning (either through Murtano's help or from some other anti-Slave Lord source).

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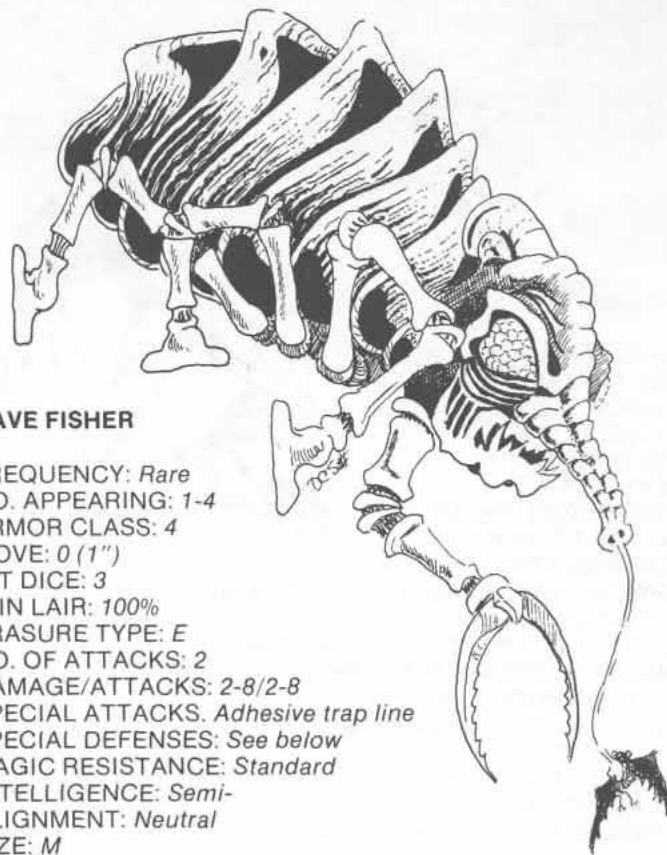
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Special thanks to Harold Johnson for part of the concept of this module.



CAVE FISHER

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 0 (1")
HIT DICE: 3
% IN LAIR: 100%
TRASURE TYPE: *E*
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 2-8/2-8
SPECIAL ATTACKS: *Adhesive trap line*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/85 +3 per hp*

Cave fishers are hard-shelled, many-legged creatures that live by trapping animals in the subterranean world. To trap its prey, a cave fisher employs a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60' long, and tipped with a powerful adhesive sucker. A cave fisher can shoot this filament from its proboscis with great speed and accuracy, striking as a 6 hit dice monster. It will then "reel in" its prey at a rate of 15' per round, using a complex organic winch housed in an armored protuberance behind the creature's head. A cave fisher can pull in prey weighing up to 400 lbs. (4000 gp weight). The adhesive on the sucker-head also coats the filament, and it can be dissolved by liquids with a high alcohol content or a cave fisher's blood (which also contains a lot of alcohol). The filaments are so strong that they can only be cut by a +1 or better edged weapon, and so thin that there is only a 20% chance of noticing them within 10', and no chance beyond that distance.

When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's eight legs end in powerful claws. The other six the creature uses to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive its filament is coated with.

Cave fishers prefer to hide on ledges over much-traveled areas, with their filaments already strung across a likely spot for catching small flying creatures. If something enters the cave fisher's range but does not blunder into its filament, the creature will silently reel its filament in (taking one round to do so) and then fire at the potential victim. If it misses, it will try again, as long as the prey is in range.

A cave fisher's ledge or niche is usually covered in the bones and belongings of its victims. If the local animals learn to avoid a cave fisher's abode, it will dissolve its bindings and crawl on to a new area where the prey is less wary.



MAGMAN

FREQUENCY: *Very rare*
NO. APPEARING: 2-24
ARMOR CLASS: 6
MOVE: 9" (6")
HIT DICE: 2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 3-24
SPECIAL DEFENCES: +1 or better weapon to hit; immune to fire-based attacks.
SPECIAL ATTACKS: *Combustion touch*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: S (3')
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: III/ 97 +2 per hp

The magmen are creatures of the *para-elemental plane of Heat* (see *ADVANCED DUNGEONS & DRAGONS DEITIES & DEMIGODS™* Cyclopedica). Occasionally they pass into the *Prime Material Plane* through gaps created by the great pressure and heat of subterranean lava. The molten rock of the *Prime Material Plane* has a different "taste" from that on the *plane of Heat*, and the magmen like to visit it to absorb its essences.

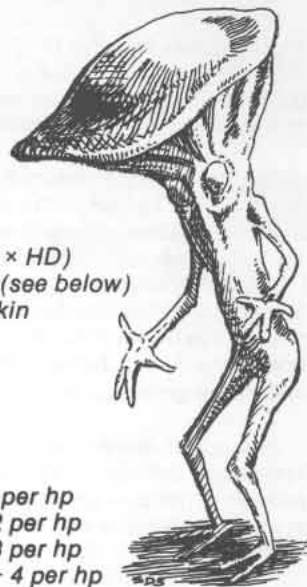
Magmen especially like to swim around in active volcanoes, for when they erupt, the magmen are released to engage in their favorite sport of igniting all the combustibles they can reach. They are not very smart, but they are mischievous, and love to watch creatures of the *Prime Material Plane* scurrying away from the (to them) harmless flames.

Magmen are not really interested in fighting, but whenever they encounter a creature they will try to set it afire, just for fun. Their **combustion touch** ignites all the inflammable items of any creature they hit, burning for 1-8 points of damage each round for 3-6 (d4+2) rounds (plus incidental damage from inflammables like carried flasks of oil). Combustible magic items, such as scrolls, gain a save vs. normal fire. If attacked and actually hurt, a magman will run away, but if cornered, it will defend itself, striking with a molten fist for 3-24 points of damage (fire-resistant creatures, including those protected by magical means, take only half damage.) However, magmen are not easy to hurt: a +1 or better weapon is required to hit them, but any weapon of less than a +2 bonus that contacts a magman will melt! In addition, they are immune to all fire-based attacks.

Magmen are small (3' tall) glowing human-shaped creatures. Small puffs of flame burst constantly from their skin, and each magman radiates heat like a small bonfire, making the area near them quite uncomfortable. Magmen are simple beings who just love to set things on fire; it never occurs to them that other creatures might be actually hurt. Magmen can only stay out of lava for 6 hours before they stiffen and become immobile. They rarely stay out more than 2 or 3 hours, as they consider anything under 1000 degrees to be cold. Magmen speak no *Prime Material Plane* languages.

MYCONID (Fungus Man)

FREQUENCY: *Rare*
NO. APPEARING: 1-12 (20-200)
ARMOR CLASS: 10
MOVE: 9"
HIT DICE: 1 to 6
% IN LAIR: 70%
TREASURE TYPE: S (x2)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 to 6-24 (d4 x HD)
SPECIAL ATTACKS: *Spore clouds (see below)*
SPECIAL DEFENSES: *Poisonous skin*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful neutral*
SIZE: S to L (2' per hit die)
PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: 1 HD: I/14 + 1 per hp
 2 HD: II/28 + 2 per hp
 3 HD: III/50 + 3 per hp
 4 HD: IIII/150 + 4 per hp
 5 HD: IV/205 + 5 per hp
 6 HD: V/425 + 6 per hp



The myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy, and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. Personal contact with a myconid in most places will result in 1-4 points of damage to the toucher. Each of their pudgy hands has two stubby fingers, with a thumb on either side. The myconids live deep underground, in conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a myconid are unknown, but they must be detrimental, or the fungus men wouldn't fear it so.)

Myconid society is based on "circles", extremely tight social groups linked by group work and melding sessions. Each circle's "day" is rigidly structured: eight hours of rest, followed by eight hours farming the fungus crops or doing other necessary work, followed by eight hours of *melding*. For the myconids, melding is entertainment, worship, and social interaction combined. The fungoids gather in a tight circle, and the elder members release *rapport* and *hallucinator* spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for existence. Only *distress* spores will bring a circle out of meld early.

A myconid circle usually consists of twenty members, four of each hit dice size from 1 to 5, i.e. four 1 hit dice mycos, four 2 hit dice mycos, etc. As myconids age, they continue to grow in height and weight, gaining 2' of height with each hit die. A 1 hit die myconid is only 2' tall, but the 6 HD king stands 12' tall. The damage they do in melee combat also increases with their size. Fungus men fight by clubbing with their clasped hands, doing 1d4 points of damage per hit die of size, i.e., 1 HD mycos do 1-4 points of damage, 2 HD mycos do 2-8 points, etc., up to the 6 HD king who inflicts 6-24 points of damage on a hit.

The myconids also have the ability to spew forth clouds of specialized spores. The number and kind of spores they can emit increases as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day each type of spore can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its hit dice. For example, at three hit dice, a myconid will be able to spray 3 different types of spores, and each may be sprayed 3 times a day. The spore types are listed and explained below, in the order in which the abilities are gained:



Distress: This spore type is used to alert other myconids to danger or a need for aid. The quickly-expanding cloud will gain the immediate attention of all myconids around the emitter, expanding at the rate of 40' per round. It will expand to 120' maximum. This ability is gained at the 1 hit die level.

Reproducer: These spores are emitted only at the proper time for growing new myconids, so that the population may be properly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2 hit dice level.

Rapport: These spores are used primarily in the melding process. However, they can also be used by the myconids to communicate with other species (since the fungus men do not talk). A small cloud of spores may be puffed at one creature; if the being fails to save vs. poison, it will be able to go into telepathic rapport with myconids, speaking mind-to-mind in a normal manner. Willing recipients of the spores may deliberately fail their save. The duration of the effect is equal in turns to the HD of the myconid originator. This spore-ability is gained at the 3 hit dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails to save vs. poison, it will be unable to do anything, becoming totally passive. The affected creature may only observe; it may take no action, even if under attack. This effect lasts for a number of rounds equal to the HD of the myconid spore-spewer. The *pacifier* spore ability is gained at the 4 HD level.

Hallucinator: These spores are also primarily used in the melding ritual. However, they will affect other creatures as well. The spore cloud may be shot at one creature, and if that creature fails its save vs. poison, it will suffer violent hallucinations for a number of turns equal to the HD of the myconid responsible. Hallucinating creatures will react as follows (d20):

Die roll	Effect
1-10	cower whimpering
11-15	stare into nothingness
16-18	flee shrieking in a random direction
19-20	attack closest creature to kill

The ability to emit *hallucinator* spores is gained at the 5 HD level.

Animator: This spore ability is gained at the 6 HD level, the level which only the king may achieve. The king can use these spores to infect a dead person or animal body. A purple fungus will cover the corpse, taking over the dead body systems and putting them back to work, animating the corpse so that it resembles a zombie. It is not undead, however, and cannot be turned by a cleric. The animated bodies are slower than they were in life, and they always strike last in a melee round (another resemblance to zombies). The body continues to rot and the fungus gradually replaces missing parts, specializing to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, at rest at last. Animation takes place 1-4 days after infection, and the corpse will be animated for 2-5 weeks before it decays. Animated creatures will follow simple orders (given by the animator with *rapport* spores) to the best of their ability. Orders take priority over self-preservation.

The myconid king is always the largest member of the fungoid colony, the only member at the 6 HD level. It is also the only myconid who is not a member of a circle. The other myconids regard separation from their circle with horror, and pity the lonely king. The leadership role is thought of as a very unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5 HD myconid always assumes the role of the new king. The king must remain outside circle affairs to ensure that it will remain objective and pay close attention to the duties of leadership. The king animates guardians for the colony so that the myconids need not commit violence. It coordinates the work schedule, and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions which may be useful in a time of trouble.

In general, the myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence adversely affects their meld hallucinations. However, accord has never been reached between fungoid and humanoid: each views the other as a disgusting threat, and population pressures in the limited underworld inevitably cause conflicts.



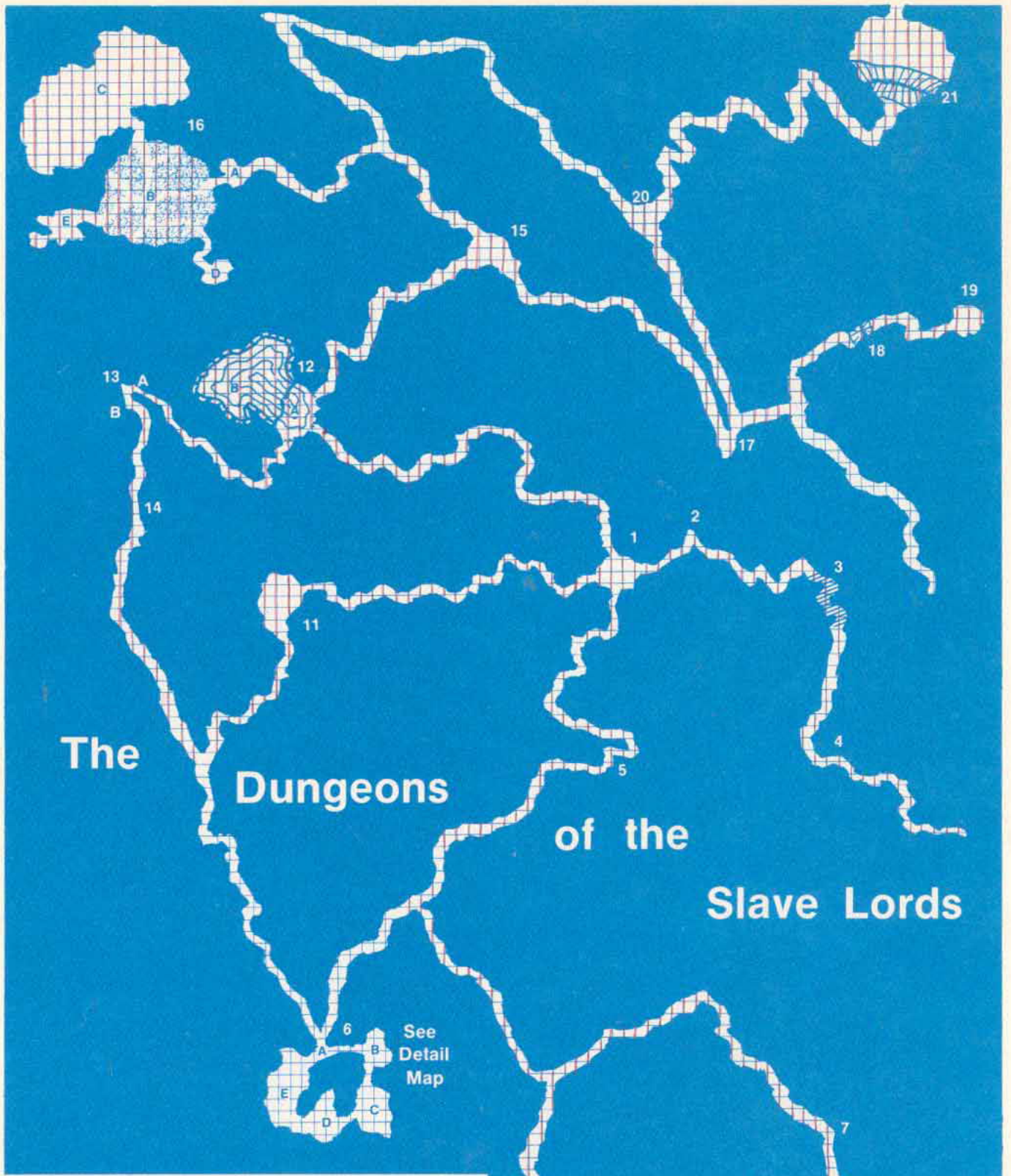
SANDLING

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12" (6")
 HIT DICE: 4
 % IN LAIR: 65%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACKS: 2-16
 SPECIAL DEFENSES: *Immune to sleep, hold, charm and other mind influencing spells*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *None*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X. P. VALUE: *III/85 + 4 per hp*

A sandling appears to be an amorphous mass of moving, sliding sand. An adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial, and will attack any creatures that trespass upon their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault (thus the armor class of 3). If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a **slow** spell, and will cause the sandling to strike for only one-half damage (1-8).

Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the *Elemental Plane of Earth*. A sandling grows until it reaches full size (10' diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2" in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than ½' in diameter. When one grows above this size, the parent sandling perceives it as a threat, and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can).

Sandlings sense heat, sound and moisture. They dislike wetness, and will burrow underground to avoid rain or water (unless already defending their territories). There have been reports of huge sandlings three times as large as normal adults, but these have not been substantiated. Sandlings are always the same color as the sand of their territories. They are also the same temperature as their surroundings, and thus are invisible to infravision.



The Dungeons of the Slave Lords

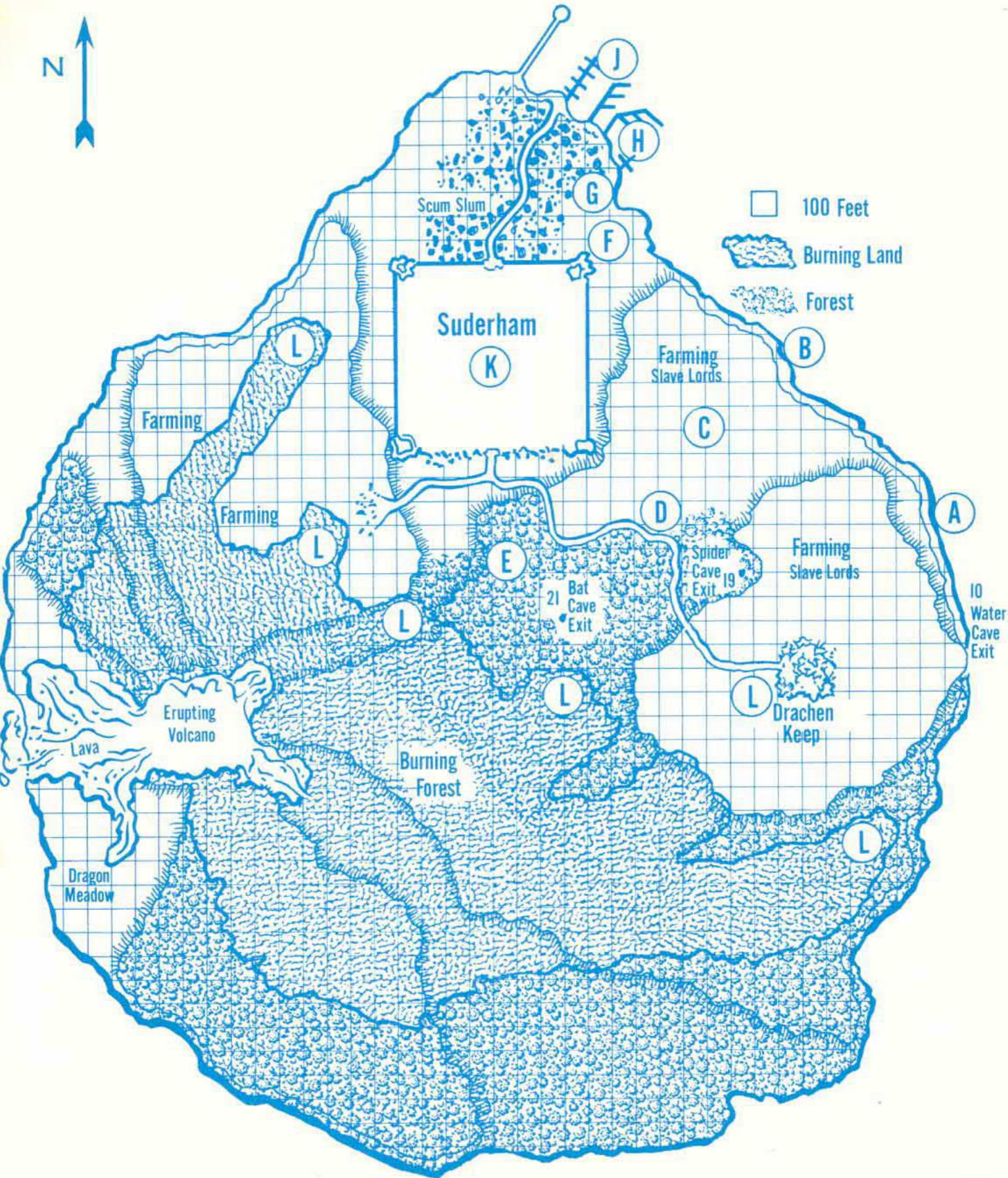
KEY

-  Ant Bridge
-  Myconid Village
-  Chasm
-  Pool
-  Lair of the Sandling
-  Underground Pool

□ 10'

Tournament play - IIII







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