

RPGA™
Module
2

For DUNGEONS & DRAGONS®
Basic Game

Black Opal Eye

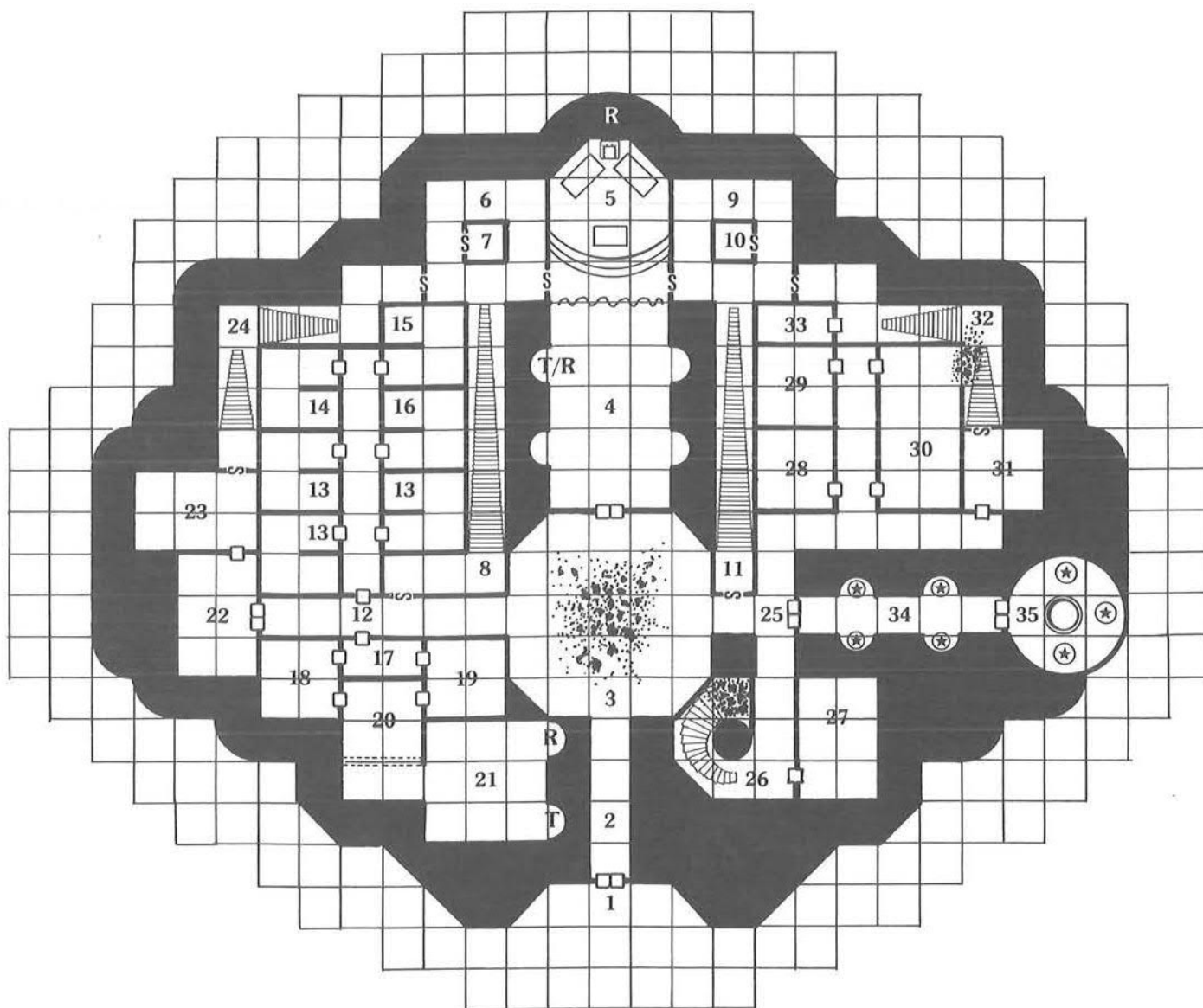
By Laura and Tracy Hickman

An RPGA™ D&D® Adventure for 5-8 Characters, Levels 2-3



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THE HALLS OF GRANDEUR



KEY

	Door		Spiral Stairs		Curtain		Teleport Receiver
	Secret Door		Statue		Shaft		Arch
	Double Doors		Crypt		Magical Barrier		Multiple Arches
	Barred Gate		Altar		Rubble		Magical Archway
	Stairs		Throne		Teleporter		Dais

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Dungeons & Dragons®
RPGA™ Module 2

Black Opal Eye is an adventure for 5–8 characters of Level 2–3. The module is designed to be played using D&D® Basic game rules. A copy of the game is needed to play this module.

black opal eye

PART 1: INTRODUCTION

STOP! The information in the rest of this module is for the use of the Dungeon Master (DM). Knowing the details of this module will spoil the surprises and excitement of the adventure for the players. If you plan to play in this module as a character, stop reading here.

DUNGEON MASTER'S BACKGROUND

The characters in this game are adventurers of L2–3 who, at the urging of the local village of elves, are seeking three witches within the ruins of a wizard's castle. The villagers are fearful, for the woods are growing dark and their magic is waning in the shadow of an evil power.

Two of the three witches, whose souls had been imprisoned in magic gems, have been set free and now inhabit the bodies of two elven women who the witches' servant had kidnapped. The elves' souls are now locked into the jewels where the witches had dwelt so long. The third witches' soul is still waiting in her stone.

The players in order to succeed must: rescue the elf women; and obtain, purify and place the Black Opal Eye in the Dragon Throne (see room 51 in **PART 3**). Replacing the Black Opal will destroy the three witches, destroy their evil, and restore the elf women to normal.

NOTES FOR THE DUNGEON MASTER

SECTION DETAILS. Each adventure section begins with a PROLOGUE. The prologue outlines the section and how the section works. Under ENCOUNTERS, each section is divided into individual areas that are numbered and keyed to the maps for easy reference. The details concerning each numbered room or area are then listed under the following subheadings:

Description: This is a description of the area as the characters first see it. The DM reads these boxed descriptions to the players. The descriptions were written with the assumption that the characters are using a torch to see by. A torch normally lights a 30' radius area.

Play: This outlines the general sequence of events that may take place in the room. For example: "Characters entering the room from the door must first encounter the **Trick/Trap**, which releases the **Monster**. Only by defeating the **Monster** can the **Treasure** be found." **Play** explains the general order that the sections should be used in. Additional size and dimension information about the area is also included here.

Monster: All important creatures that are encountered in the module, regardless of whether they are man or beast, good or bad, intelligent or not, are described in this section. The statistics of the creatures in this section are listed as follows:

Monster Name (Armor Class; Class Level or Hit Dice; Hit Points; Movement; Number of attacks per round; THACO; Damage; Saving throw; Morale; Alignment; and special abilities of the monster.)

Character: This is a description of human or demi-human NPCs encountered, how they might react, and what their attitude might be. Information that NPCs have that might be of use to the player characters (PCs) is also listed here. The personalities of the NPCs characters meet are left up to the Dungeon Master—so ham it up!

Treasure: All the treasure that can be found in the room or area is detailed here.

Trick/Trap: Traps, such as sliding walls, booby-trapped trunks, spears from the walls, etc., are explained in this section.

Lore: This section contains points of interest about the room or area, its purpose, its history, etc. These details will help you make your game more interesting.

TELEPORT AREAS. In many rooms of this module, characters can find teleporters, magical means of moving instantly from one place to another. Some teleporters are activated as soon as a character enters them; others require a magical word or a device to make them function. Most teleporters work in only one direction. In almost all cases, characters who go through a teleporter cannot return the way they came.

ABBREVIATIONS. The following is a list of the abbreviations used in this module.

AC = Armor	HD = Hit Dice	D = Damage
C = Cleric	hp = hit points	ML = Morale
F = Fighter	MV = Movement	AL = Alignment
M = Magic-User	(per round)	L = Lawful
M = Thief	#AT = No. of	
	Attacks	N = Neutral
E = Elf	THACO = To hit AC 0	C = Chaotic
PC = Player Character		
S = Strength	W = Wisdom	C = Constitution
I = Intelligence	D = Dexterity	Ch = Charisma

RANDOM ENCOUNTER TABLE

- 2–8 **Orcs** (AC 6; HD 1; MV 120'(40'); #AT 1; THACO 19; D 1–6; Save F1; ML 8; AL C).
- 1 **Elf** (AC 5; HD 1+1; MV 120'(40'); #AT 1; THACO 18; D 1–8; Save E1; ML 8; AL N).
- 2–8 **Goblins** (AC 6; HD 1–1; MV 60'(20'); #AT 1; THACO 19; D 1–6; Save NM; ML 7; AL C).
- 1 **Minotaur** (AC 6; HD 6; MV 120'(40'); #AT 2; THACO 14; D 1–6/1–6; Save F6; ML 12; AL C).
- 1 **Ogre** (AC 5; HD 4+1; MV 90'(30'); #AT 1; THACO 15; D 1–10; Save F4; ML 10; AL C).
- 1 **Cleric** (AC 3; C5; hp 33; MV 60'(20'); #AT 1, at +1; THACO 16; D 1–6+1; Save C5; ML 10; AL C). This is the Rahib, an evil cleric who laid a curse on the elven village in RPGA™ Module 1. He is currently in the service of the witches. He wears **chain-mail +1** under his black robe, and he carries a **mace +1**. His spells are: **detect magic, protection from evil, hold person, silence 15' radius**.

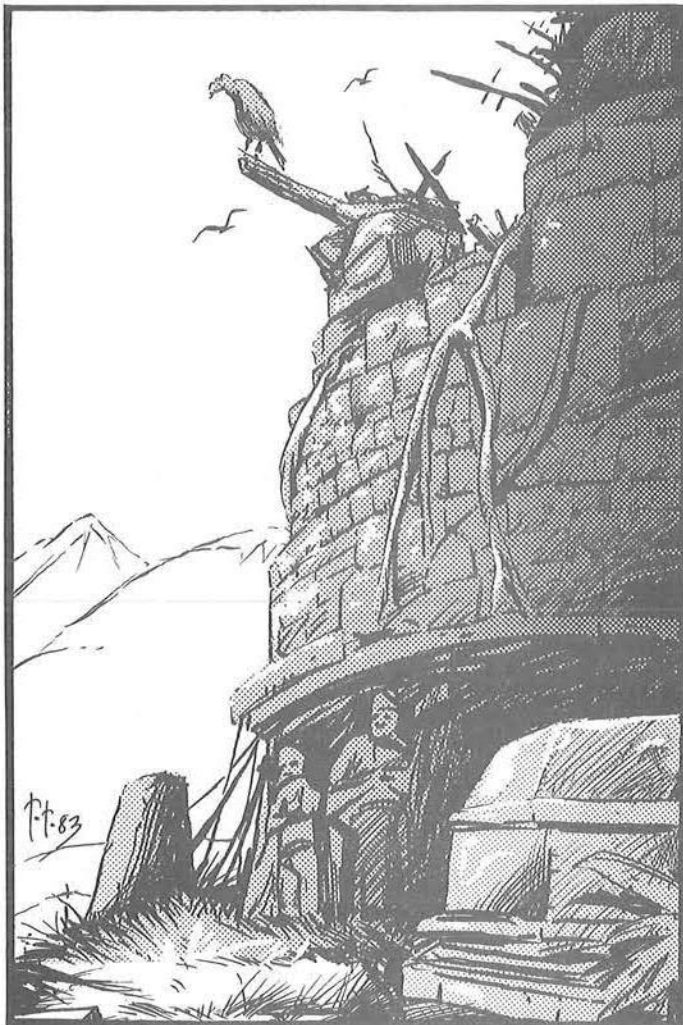
The party will encounter the Rahib **only** if they played in RPGA Module 1 **and** the Rahib managed to escape through the magical portal in his bedchamber. If the Rahib was defeated in RPGA Module 1, roll again on this table.

7. 1 **Gelatinous Cube** (AC 8; HD 4*; MV 60'(20'); #AT 1; THACO 16; D 2-8 + paralysis; Save F2; ML 12; AL N).
8. 3-18 **Giant Rats** (AC 7; HD 1-4 hit points; MV 120'(40'); #AT 1; THACO 19; D 1-3 + disease; Save F1; ML 8; AL N).
9. 1-10 **Giant Bats** (AC 6; HD 2; MV 30'(10')/180'(60'); #AT 1; THACO 18; D 1-4; Save F1; ML 8; AL N).
10. 2-8 **Zombies** (AC 8; HD 2; MV 120'(40'); #AT 1; THACO 18; D 1-8; Save F1; ML 12; AL C).
11. 1-3 **Black Widow Spiders** (AC 6; HD 3; MV 60'(20'); #AT 1; THACO 17; D 2-12 + poison; Save F2; ML 8; AL N).
12. 1-2 **Panthers** (AC 4; HD 4; MV 210'(70'); #AT 3; THACO 16; D 1-4/1-4/1-8; Save F2; ML 8; AL N).

BEGINNING THE ADVENTURE

USING THIS MODULE WITH RPGA™ MODULE 1: If the party completed RPGA Module 1 and returned to the elven village, use the **HOW TO BEGIN** and **PLAYERS' BACKGROUND** sections as written.

If the party entered this module by using the magic portal in room 40 of RPGA Module 1, they will not have learned the necessary information in the **PLAYERS' BACKGROUND**. In room 4, they will encounter an elf, Sallif, from Rahasia's village. He and another elf were sent to explore the tower. The two went down the west corridor into room 23, where the other elf was killed by giant rats. Sallif was bitten, and has lain here sick for two days. It is obvious that



he will soon die. He will tell the party the information contained in the **PLAYERS' BACKGROUND** and beg them to destroy the evil that is oppressing the elves. He will give them four bottles of **Purple Grapemash #3** (see room 23 for details), and a magical map like the one described in the **PLAYERS' BACKGROUND**. Four rounds after finishing his tale, he dies.

HOW TO BEGIN: The Dungeon Master should read the **PLAYERS' BACKGROUND** aloud to the players. If the player characters accept the quest, then the village will give them, in addition to the magical map described in the **PLAYERS' BACKGROUND**, one potion of **healing**, and a **sword +1**. As soon as the party is ready, their concentration on the map will teleport them to a location in front of the gates of the tower. If the characters look at the map after arriving at the tower, the map will look blank. After the witches are destroyed, the elf village will reappear on the map.

PLAYERS' BACKGROUND

You are honored guests at a wedding feast. You, as a group, are responsible for making this day possible, for you recently recovered the bride's dowry, which had been stolen. The groom, Hasan, and the grateful elves have rewarded you appropriately. This feast is as much in your honor as that of the wedding couple.

The feast has now passed and the evening's entertainment is about to begin. Your hearts are light for there has been rest here from your adventures.

"My brave friends," says Hasan as he rises from his chair beside his bride. "It is with gratitude that we do honor you this way! Would that our forest home could forever live in the peace that we do now enjoy. Alas, I fear that this will not be so and that our time of fall is now near at hand. It is with sadness that I must disturb your rest and bring to you a tale of woe.

"In the distant past, the Wizard Elyas visited our people. He asked of us a place to live, where he could work in peace and solitude. Because his heart was true and he respected our people and our customs, we gave him a place in the forest, where he built a stone keep. For many years we helped him and he protected us, for his magic was mightier than any other we have seen.

"Our friendship continued till dark disaster struck. Three witches, enemies of Elyas, attacked his keep. They sought the Black Opal of Elyas, for its power would make them invincible. Elyas imprisoned them within the keep, but perished himself in the battle. We never went back to the tower, for we respected his resting place.

"Now we are threatened again, as you have seen. The Darkness is once again spreading through the woods and our magic is waning in its shadow. The darkness centers in the ancient castle and two of our village maidens, Merisa and Sylva, have disappeared. We traced their footprints to the ancient tower. We fear that they share a fate from which you have saved my wife. Those of our people who tried to rescue them failed to return from the tower. We need your help to rescue them. You are adventurers of courage and skill. We ask that you go and uproot the evil seed that now grows there. Seek the Black Opal. If it still exists, it may have power to destroy the enemy. If you succeed in your task, the wealth of the tower will be your well-deserved reward. We seek none of it, for our treasure is the beauty and life of our homeland.

Hasan's bride reaches beside her and hands him a map case of oiled black leather. "This is a map given to the elves by the mage long ago. The elves were always welcome at his door in those times. When you are ready to accept the quest, you must concentrate upon the castle drawn on the map and your quest will begin. If you succeed it will bring you safely back again."



PART 2: HALLS OF GRANDEUR

HALLS OF GRANDEUR PROLOGUE

The upper floors of the tower were completely destroyed in the first combat between Elyas and the witches. Much of the remaining ruins were scorched by the fires that raged during and after the combat.

Check for a random encounter every three game turns with a roll of 6 on 1d6 indicating that an encounter takes place. If an encounter is indicated, roll 1d12 on the RANDOM ENCOUNTER TABLE to determine what type and how many of each monster is encountered.

1. GATES OF THE TOWER

Surrounded by a 9' high wall woven of brittle vines, the tower stands dark and silent in the middle of a glen. The walls are about 60' high. Only the lowest story of the tower is still intact. The upper stories and battlement are destroyed, and their stones are scattered across the meadow, as if hurled by some great force. Through a wide gap in the vine wall, you see the castle doors. The doors are made of some darkly stained metal and are covered with unrecognizable carvings.

Play: The vine wall can be climbed only by a thief, at a penalty of -25 on the "climb walls" percentage. The doors are the only entrance to the tower. The doors are unlocked, but are difficult to open; characters must apply 25 strength points to get the doors to open far enough to allow entrance to corridor 2.

2. CORRIDOR OF THE UNEXPECTED

You enter a long 10' wide corridor that rises majestically to an arched ceiling 30' overhead. The corridor leads north into the darkness of the tower. The walls, as well as the ceiling overhead, are heavily streaked with soot.

Play: The corridor is 40' long. Two thieves stand around the corner at opposite sides of the north end of the corridor. If the party enters through the main doors (area 1), the bandits will attempt to attack by surprise. If the party enters from room 3, they will try to bluff their way past the party. Each of the bandits carries **Treasure**.

Monster: Two Bandits (AC 6; T1; hp 6, 4; MV 120'(40'); #AT 1; THACO 19; D 1-6; Save T1; ML 8 AL C).

Character: Neither of these men have been in the tower very long. They have been down the west corridor and all they could find was a burned library and some wine. If the battle goes against them they will try to bluff or bargain their way out.

Treasure: The first bandit is carrying 30 sp in a pouch. The second is carrying 200 gp in a leather back pack and a 400-gp gem hidden in the hollow hilt of his dagger. Each bandit is carrying a bottle of **Sour Wine**. See the description of room 23 for the use of this wine and its effects.

3. HALL OF RUBBLE

You enter a tremendous hall filled with broken, charred beams and rubble. The rubble seems to have been moved into the center of the room. Overhead, the ceiling has been broken through and only a single shaft of light from a window high overhead penetrates the darkness. There is not even enough light to see by from its dim illumination.

Play: The northernmost 10' of the room slopes gently downward to the north. A dwarf has the normal chance to detect this if looking for sloping passages.

There is **Treasure** buried amid the rubble. Each time a character says he is searching the rubble, the DM rolls 1d6. If the result is a 1 or a 2, then the character has found one of the gems. Characters may search for as long as they wish but the DM should roll for a random encounter every turn after four turns of digging through the rubble. This is because such digging is noisy and will attract monsters.

Treasure: There are ten 100-gp gems in the rubble.

4. INNER HALL

A 30' wide hall with a flat ceiling opens darkly to the north. In the room are four empty alcoves, two in the east and two in the west wall. The alcoves are 10' high and 10' deep. A plush, red velvet curtain hangs across the north side of the room.

Play: The hall is 50' long, and slopes gently downward to the north. A dwarf has the normal chance to detect this. The northwest alcove is described in **Trick/Trap**. The remaining alcoves are non-magical. The curtain blocks out all light from room 5. The curtain is passable.

If the party entered the tower directly through the magic portal in room 40 of RPGA™ Module 1, they will encounter the **Monster**. Otherwise, there will be no encounter.

Monster: Sallif, an elf (AC 5; HD 1+1; hp 6; MV 120' (40'); #AT 1; THACO 18; D 1-8; Save E1; ML 8; AL L). He is wounded and close to dying. He carries **Treasure**.

Character: This elf is from Rahasia's village. He and another elf were sent to explore the tower. The two went down the west corridor into room 23, where the other elf was killed by giant rats. Sallif was bitten, and has lain here sick for two days. It is obvious that he will soon die. He will tell the party the information contained in the **PLAYERS' BACKGROUND** and beg them to destroy the evil that is oppressing the elves. He will give them **Treasure**. Four rounds after finishing his tale, he dies.

Treasure: Sallif carries four bottles of **Purple Grapemash #3** (see room 23 for details), and a magical map like the one described in the **PLAYERS' BACKGROUND**.

Trick/Trap: The northwest alcove is a unique two-way teleporter that connects with the one in room 40 in RPGA Module 1 **Rahasia**. If the Rahib escaped from the party in RPGA Module 1, he emerged here. The teleporter is controlled by a pair of magical words, one for each direction. Anyone who steps in this alcove and speaks the proper magical word will be sent to room 40 in RPGA Module 1. Only the Rahib knows the secret words. (If the party did not play in RPGA Module 1, it will not be possible for them to operate the teleporter.)

5. TOMB OF SOULS

Most of this room is taken up by a platform mounted by three steps. The room is illuminated by a brazier that stands in the middle of the platform, blazing with a bright blue flame. Three of carved stone are arranged in a triangle around the brazier. The largest crypt stands at the front of the platform. All of the crypts are covered with mysterious carvings. At the back of the platform, is an ornately-cast iron throne. To the left of the throne, a metal stand supports a large, ancient leather-bound book. The book is closed, its cracked cover held by a metal clasp. A long quill pen is on top of the book. The stand is turned so that the book, if opened, faces the throne.

Play: The crypts are marked A, B, and C on the map. See the sections following for details of these crypts. The book and the pen are protected by **Trick/Trap** and both are described in **Treasure** below. The brazier is fixed to the floor and cannot be removed. The flame burns without heat or smoke and cannot be extinguished. The coals will continue to burn after being removed from the brazier, each coal lighting an area 10' in diameter. The magical knowledge possessed by the pen and the book are found in **Lore**. The throne is actually a receiving teleport up from the throne in room 51. Sitting on the throne here will have no effect.

Trick/Trap: The book and the quill are protected by a spell that allows only Lawful characters to touch them. The quill will not answer any question asked by a Chaotic or Neutral character.

Treasure: The **Book of Years** and its quill, **Windscribe** have been waiting here for quite some time. Both the book and the quill are intelligent items. The book, if opened, will say, "Receive the tale of years!" The pages of the book are all blank! The book will then recite the poem found in **Lore**. The book will not answer any questions. The quill, however, if asked a direct, yes or no question, will answer up to five questions with an 80% chance of accuracy. If asked about the tower floorplan, the quill will respond as given in **Lore**.

Lore: The book, when opened, will recite:

come woodland folk and gather near
the tale of the wizard's keep to hear
whence long ago in a younger age
the black opal was held by elyas the mage
amid the woodland vineyard green
a friend to elf by all was seen

the opal increased his magical grace
he hid the stone in the openest place
three witches wishing to heighten their power
rained flame on the keep in a blistering shower

elyas tricked them one by one
to the opal's might they did succumb
in the dragons' eyes were the dark witches bound
then he went to the treasury where the fourth stone is
found
the black stone was needed to make it complete
the black panther struck, to his doom and defeat

the spell ne'er completed, the three witches wait
in eternal suspension until by some fate
their souls are released upon innocence sweet
and revenge they will reap upon all that they meet

If asked about the floorplan of the keep, the quill will fly to the parchment the party is mapping on and draw a rough map of rooms 51, and 38, 53, 56. The map will NOT include the locations of secret doors.

5A. CRYPT OF KARALENA

This is the largest of the crypts. It is covered with unknown symbols and the lid is sealed on all four sides to the base with lead. Each lead seal is inscribed with some sort of mysterious symbol.

Play: All PCs attempting to lift the lid of the crypt must add their strengths together. The DM then rolls two 20-sided dice. The characters will lift the lid if the total of their strengths is higher than the number rolled on the dice. Inside the lid is the skeleton of a woman wearing the tattered remains of a deep blue robe. **Treasure** is hidden under a secret panel in the bottom of the crypt.

Treasure: The secret panel conceals 1,000 cp, 800 ep, and 500 gp.

5B. CRYPT OF SOLORENA

This crypt is covered with carvings of unfamiliar design. The seals that were placed on all four sides of this crypt have been broken.

Play: All PCs attempting to lift the lid of the crypt must add their strengths together. The DM then rolls two 20-sided dice. The total of the strengths must be greater than the total of the dice in order to lift the lid. Inside the crypt is a woman's skeleton wearing rusting chain mail armor and rotting furs. One hand holds a nicked non-magical sword across its ribcage while the other hand holds a scroll across the sword. The sword cannot be removed from the skeleton's hand by the PC's. If the scroll is read, as in **Lore**, then the skeleton will attack.

Monster: The skeleton (AC 4; HD 1; hp 8; MV 60'(20'); #AT 1; THACO 19; D 1-6; Save F1; M 12; AL C) leaps up and attacks the PC who reads the scroll.

Lore: The scroll reads:

a second chance is seldom found
to revenge those beneath the ground
on ye this fate i do intone
that you may feel the strength of bone

5C. CRYPT OF TRILENA

This crypt is covered with mystical runes. There are unbroken lead seals on each of the four corners of the lid.

Play: All player characters attempting to lift the lid must total their strength points. The DM then rolls two 20-sided dice. If the total of the characters' strengths is greater than the total of the two dice, then the lid is removed. Inside is the skeleton of a woman wearing the tattered remains of a flowing red dress. There is no treasure here.

6. OUTER WEST VAULT

Dim fresco paintings of golden towers and diamond trees cover the walls and ceiling of this 30' square room. In the center of the room sits a 10' x 10' x 10' cube of stone.

Play: The floor in this room is level. On the west side of the cube is a secret door that leads to room 7.

7. INNER WEST VAULT

Play: The vault is empty.

8. WEST STAIRS

A long dark staircase sloping down to the north lies before you.

Play: This staircase is safe to move on.

9. OUTER EAST VAULT

The walls of this 30' square room are meticulously clean. In the center of the room is a 10' x 10' x 10' cube of stone.

Play: The **Monster** is inside this room, out of sight of the party. The monster is behind the inner vault, opposite from where the party entered the room. It will attack the party on sight. There is a secret door in the east side of the inner vault. The monster carries **Treasure**.

Monster: A Gelatinous Cube (AC 8; HD 4*; hp 15; MV 60'(20'); #AT 1; THACO 16; D 2-8 + paralysis; Save F2; M 12; AL N).

Treasure: There are 60 ep, 40 gp, and one 50-gp gem inside the creature.

10. INNER EAST VAULT

Through the door you can see a closed chest against the opposite wall.

Play: There is a **Trick/Trap** that is activated by placing additional weight on the floor of the vault. This protects the **Treasure** inside the chest.

Trick/Trap: If any character steps on the floor of the vault, a secret panel in the ceiling will open and a pendulum blade will swing down, directly in line with the door. Any character standing in the vault must roll his dexterity score or less on 1d20 to avoid being hit by the blade. The blade causes 1–8 points of damage if it hits. The blade will swing once every round that there is a character inside the vault. When the vault is empty, the blade will swing back up into the secret compartment and the panel will close.

Treasure: The locked chest contains: 5,000 cp, 100 gp, 20 pp, and three bottles of **Superb Wine**. Their labels read:

THE WIZARD OF WINES WINERY

Champagne du le Stomp

3132-N

Lore: The numbers on the wine label are a code which will help the player characters pass safely through area 43, the northern teleport maze in **PART 3: THE TREASURY OF ELYAS**.

Anyone, monster or character, who drinks the wine will fall unconscious for 2 turns. After reviving, the character will remember a nightmare in which a large black gem was hanging in a setting on the end of a chain. The character will also remember a sense of dizziness and being in an empty room with a silver arch. (This is room 56 in **PART 3**.) The character will also be drunk for 1–4 turns and will make all attacks at –4. Drunk characters will be unable to move quietly anywhere they go.

11. EAST STAIRS

A long, dark staircase sloping down to the north lies before you.

Play: Any PC stepping on the top 10' of the stair will trigger the **Trick/Trap**.

Trick/Trap: When triggered, all of the stairs will suddenly swing flat to form a slide to room 9. Each PC on the stairs must roll his dexterity score or less on 1d20, with a –4 penalty to the dexterity score, to avoid falling. Characters not on the stairs are in no danger. A rope may be used to come up the slide if there is someone at the top not on the stairs to hold the rope.

12. WEST CORRIDOR

A 10' wide arched corridor extends east and west. The floors, walls, and 30' tall arched ceiling are all coated with a thick layer of black soot.

Play: The double doors at the west end of the corridor are bronze. All other doors are wood and are heavily scorched.

13. EMPTY PRISON CELLS

These prison cells are 20' square. Each cell has an interior cross wall, which forms an open 10' corridor inside the cell. Two of the cells have fresh straw bedding and unspoiled food inside. The other cells have a dank, moldy smell and have not been used for a long time.

Play: The two cells closest to corridor 12 are the ones recently used. The southernmost cell contains **Treasure**.

Treasure: A silver bracelet worth 10 gp is hidden under the mattress in the cell. The name "Merisa" is engraved on the inside of the bracelet.

Lore: The elf women were imprisoned here until the witches took control of their bodies. Merisa left her bracelet here as a clue to anyone trying to rescue her.

14. ELF'S CELL

As you open the door, you hear piteous weeping from within the cell.

Play: The **Monster** is chained to the wall with leg irons in the southeast part of the cell. She cowers in fear when the party approaches.

Monster: The elf maiden Miryala (AC 9; HD 1+1; MV 120' (40'); #AT 1; D Unarmed; Save E1; ML 5; AL N). She is thin, dressed in rags, and has been ill-fed. She currently has no spells.

Lore: Miryala's kidnapping was not discovered until after the party left the elven village. Despite her condition, she is very beautiful (Charisma 16). She knows nothing about her captor or the tower, as she was captured by surprise by use of a **Sleep** spell. When she had fully recovered, Trilena would have taken her form and imprisoned her spirit in the dragon head in room 51.

15. SPIDER LAIR

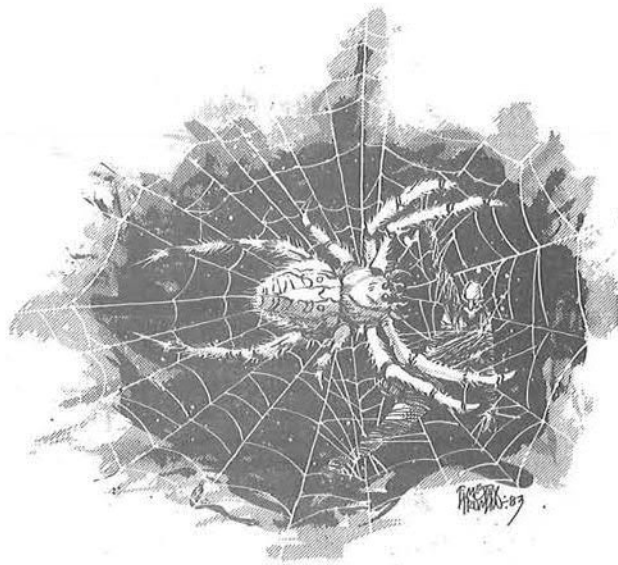
Thick cobwebs line the walls and ceiling of the room. Within the cobwebs, something is moving slowly.

Play: A Black Widow Spider will attack anyone who approaches the web. A dead body within the web holds **Treasure**.

Monster: A Black Widow Spider (AC 6; HD 4; hp 20; MV 60' (20'); #AT 1; THACO 16; D 2–12 + poison; Save F2; ML 8; AL N) will drop upon its prey from out of the webs near the ceiling.

Treasure: The dead body is in the webs in the northeast corner. The dead adventurer is a woman wearing leather armor. She carries two daggers and a leather pouch on her belt. The pouch contains 50 gp, 20 pp, and 10 50-gp gems.

Lore: Unwanted prisoners are eventually thrown to the spider. The woman in the web was not a prisoner, just an unlucky adventurer.



16. MAGICIAN'S CELL

As you open the door, you hear a metallic clank and hear something moving in the cell.

Play: The *Monster* is chained by leg irons to the wall in the northwest corner of the cell. He will attack the party on sight with a *sleep* spell.

Monster: The Magician Merdiz (AC 8; M4; hp 9; MV 120'(40'); #AT 1; THACO 17; D Unarmed; Save M4; ML 10; AL N) will use *sleep* on the party as soon as they are in sight. He will then use the following spells as needed, in the order that the DM feels will be most effective: *light*, *web*, *wizard lock*. If he defeats the party he will use their weapons to break his chains, rob the party, and then escape. If defeated, he will apologize and ask for help.

Character: Merdiz was exploring the tower when the witches captured him by surprise. He attacked the PCs because he thought they had been sent by the witches to kill him. He has not had anything to eat or drink for three days. If asked about the tower, he knows only that there is a magical book in room 5 that he cannot touch.

Lore: The witches captured Merdiz shortly after he entered the tower. They imprisoned him here and were eventually going to feed him to the spider in room 15.

17. CONNECTING CORRIDOR

This is a bare corridor 20' long and 10' wide.

Play: This area is empty.

18. WEST ILLUSION ROOM

You enter a 20' wide room that extends 30' to the west. Against the west wall, a glittering pile of gold and jewels seems to beckon you onward.

Play: The room is actually only 20' square. The west wall is an illusionary *Trick/Trap*.

Trick/Trap: Any player looking at the west wall must make a saving throw vs. Spells. Those who fail will run recklessly into the wall, trying to get at the imagined treasure, taking 1-4 points of damage from the collision. All characters must make saving throws every melee round that they look at the wall. PCs may avoid this trap by averting their eyes and not looking at the illusion.

Lore: The illusions in rooms 18 and 19 are permanent illusions created long ago by Elyas. Their purpose is to distract anyone who sought to enter his laboratory uninvited.

19. EAST ILLUSION ROOM

When you open the door, a huge red dragon raises its head and belches a searing blast of flame at you!

Trick/Trap: The red dragon is really only an illusion. All characters who see the dragon must make saving throws vs. Spells. Those who make successful saves will not believe in the illusion and will not be affected by it. Those who fail their saving throws will actually believe that they have been blasted by the flaming breath of a dragon and faint on the spot, believing that they are dead. They will revive on their own within 1-6 game turns. If another character tries to revive them, then the unconscious characters will revive within 1-6 melee rounds. Once a character has been "killed" by this illusion, he cannot be "killed" again.

Lore: See the *Lore* section under room 18 for an explanation of this room.

20. CURTAIN OF LIGHT

The 20' square room is ablaze with light. The entire southern wall shimmers with red light.

Play: The southern wall is an illusionary *Trick/Trap*.

Trick/Trap: Players who attempt to walk forward through the curtain of light will see a blinding flash and then find themselves walking back out of the curtain into room 20 from which they just came. Only those who walk backward through the curtain of light can pass through to room 21.

21. THE LABORATORY OF ELYAS

Two rows of tables covered with lab equipment stand in the center of the room. Dust covers the ancient glass beakers and the brass coils are tarnished with age. Cobwebs are laced between the cracked jars on the shelves. Two alcoves are in the east wall. A wizard's hat hangs on a wall peg between the alcoves.

Play: The alcoves and the hat are described in *Trick/Trap*. The ancient contents of the jars have long since crumbled into useless dust. The lab equipment is also useless.

Trick/Trap: The alcoves are teleporters. The northern alcove is the receiving end of the teleporter in room 40. If a player character wearing Elyas' lab hat enters the southern teleporter, the character will go to the alcove in room 41. The hat will then reappear on the wall peg. The wizard's hat is needed to operate the teleporter leading to room 41. It has no other magical power.

Lore: Elyas decided to add some variety to his teleporter system, and used his favorite hat as a means to activate the lab teleporter.

22. LIBRARY

The charred remains of a long, elegant table run the length of the room north to south. Broken bookcases, also burned, cover the north, west and south walls. The burned leather covers of books are scattered in the shelves and on the floor.

Play: If a player character spends 3 turns searching the shelves, they will find *Treasure*.

Treasure: Underneath a scorched book cover is a single page of parchment. The page itself is scorched and stained, but parts of the writing are still legible. The text that can be read is:

once the three are snared in the trap I have prepared for them, I...after this, I will take it to the throne and...the destruction shall signal...banished for all eternity.

23. MAP ROOM

The walls of this room are lined with racks holding map cases. This room was not touched by the fires that gutted much of the rest of this level. An elegant heavy table is in the center of this room.

Play: Each time a player opens a mapcase, the DM should secretly roll a 6-sided die. If the result is a 1-2, then the player has found *Treasure*.

If the party entered the module directly from the magic portal in room 40 of RPGA™ Module 1, they will find the body of a dead elf, a companion of Sallif. Otherwise there will be no one here.

Treasure: The room contains 75 bottles of *Sour Wine*. The labels on the bottles read:

THE WIZARD OF WINES WINERY

Purple Grapemash #3

14231241-S

Lore: The numbers on the label are a code that will help the party pass safely through room 45, the southern teleport maze in **PART 3**. Anyone who drinks the wine will fall unconscious for 1–6 turns. Upon waking up, the drinker will remember a nightmare in which three dragons stand in a circle glaring at a smaller dragon with only one eye. (These are actually the stone dragon heads in room 51.)

24. WESTERN STAIRS

Cobwebs line both sides of the staircase, seeming to get thicker the farther you descend.

Play: The staircase is perfectly safe.

25. EAST PASSAGE

This passage extends 20' to the east, with a corridor on the north side and a corridor on the south side. The passage ends to the east in a pair of carved metal doors.

Play: The double doors to the east are made of finely-tooled bronze. The shapes on the door have no understandable meaning however.

26. OBSTRUCTED STAIRWAY

A fine marble staircase circles upward. Great blocks of stone and splintered timbers block its passage to the levels above.

Play: The party will not be able to move the debris that blocks the stairs.

Lore: All the upper levels were gutted during the battle between the wizard Elyas and the three witches. The contents and furnishings of the upper level were totally destroyed. The debris that blocks the stairs is from the upper walls.

27. KITCHEN

A large wooden butcher's block is in the center of the room, a cleaver imbedded in its surface. The pleasant smell of good food greets you.

Play: The room is 20' wide by 30' long. Examination of the cupboards reveals that the plates and cups are all clean and that the shelves are well stocked with roasted Frak, cheeses, breads and fruits, all fresh. There are obvious signs of recent use. The cleaver can be used as a weapon, and will cause 1–4 points of damage per hit. If the party spends more than two turns in this room, the **Monster** will appear.

Monster: Karalena (AC 9; M2; hp 5; MV 120'(40'); #AT 1; THACO 19; D 1–4; Save M2; Morale 6 if alone/12 with sisters; AL C). She has the following spells: **shield**, **hold portal**. If she has the opportunity, she will order the panther to attack, then use **hold portal** to lock the door behind her as she flees. She will use the blue disc in room 35 to escape.

Black Panther, Karalena's pet (AC 4; HD 4; hp 14; MV 210'(70'); #AT 3; THACO 16; D 1–4/1–4/1–8; Save F2; Morale 8; AL C).

28. GAS-FILLED ROOM

Shelves line this 20' square room. The shelves are filled with dusty jars and bottles of all types. The room is full of a strange sickening odor that makes it slightly hard to breathe and makes torches burn dimly. Tiny eyes gleam redly in the torchlight.



Play: The room is full of an explosive gas from leaking bottles. See **Trick/Trap** below for details. The creatures are Giant Rats. The jars are filled with old chemicals and potion ingredients. The contents are obviously now worthless.

Monster: A pack of 8 Giant Rats (AC 7; HD 1–4 points; hp 4, 3, 3, 3, 3, 2, 2; MV 120'(40'); #AT 1; THACO 19; D 1–3 + disease; Save F1; M 8; AL N) rushes to attack the party.

Trick/Trap: If the party extinguishes all fires (except lanterns) or keeps the door to the room open, the gas will present no danger. If the party burns an open flame and keeps the door closed, the gas might explode. Each turn the party burns an open flame in the closed room, roll 1d6. If the result is 1, the gas explodes. Everyone inside the room will suffer 2–12 (2d6) points of damage from the blast. Characters who make a successful saving throw vs. Death will suffer half damage.

29. EMPTY STOREROOM

Empty shelves line the walls of this room. There is a musty smell in the air.

Play: This room has been unused for a long time.

30. BLASTED ROOM

A hole large enough for a man to pass through has been blasted in the northernmost part of the east wall. All the walls are scorched and pitted, as if by a massive explosion.

Play: The hole in the wall allows access to the stairs, area 32.

31. ORCS' ROOM

Torches in wall sconces illuminate the 20' square room. Huddled in the southeast corner of the room, five dark hunched figures are arguing among themselves. At the northeast corner of the room is an open stone box.

Play: The hunched figures are the **Monster**. The argument is so loud and intense that they are surprised on a roll of 1–4. Each of the orcs is carrying **Treasure**. The stone box contains **Treasure**.

Monster: 5 Orcs (AC 6; HD 1; hp 8, 7, 7, 6, 5; MV 120'(40'); #AT 1; THACO 19; D 1–6; ML 8; AL C).

Treasure: Each of the orcs is carrying 10–100 (1d10 x 10) sp. The stone box contains 100 gp, 500 ep, 50 pp, a **mace** +1 and three bottles of **Good Wine**. See the description in room 33 for the use of this wine and its effects.



32. EASTERN STAIRS

The southern flight of stairs is covered with rubble. The corner wall has collapsed here. It is possible to climb the rubble.

Play: Characters who climb the rubble will find themselves entering room 30.

33. WINE CELLAR

This small room is damp and cool. Racks filled with wine bottles line the north and south walls.

Treasure: There are 125 bottles of **Good Wine** here. Their labels read:

THE WIZARD OF WINES WINERY

Red Dragon Crush

331422-W

Any character who drinks this wine will fall unconscious for 1-2 turns. Upon reviving, the character remembers a vision of a stone obelisk demanding the answer to a question. The character feels as if the answer is known, but cannot remember it.

After reviving, the character will feel drunk and clumsy for 1-3 turns. Drunk characters will make all attacks at -2. The DM must roll for a wandering monster check every turn due to the noise.

Lore: The numbers on the label are a code that will help the player characters pass safely through the western teleport maze, area 44, in **PART 3: THE TREASURY OF ELYAS**.

34. UPPER HALL OF STATUES

You enter a corridor that is 10' wide. On both sides of the hall are recessed alcoves cut into the walls. In each of these alcoves, several shadowy figures stand silently.

Play: The corridor is 50' long. At each end of the corridor is a pair of bronze doors, carved with delicate designs. Each of the alcoves contains **Treasure**.

Treasure: Each alcove contains 1-2 life-sized platinum statues of adventurers: humans, dwarves, elves and halflings. All of them are posed in running positions, their hands and arms outstretched. Broad smiles cover their faces. The sculpting is very skillful, with extremely life-like detail work on each statue. The statues are surprisingly light, between 600-1750 coin weight. The platinum is only a surface layer, as each of the statues is composed of layers of different metals: platinum, gold, electrum, silver, and copper, with most of the metal being copper. Each statue is worth 40-240 (2d6 x 20) gp. See **Lore** for an explanation.

Lore: These statues are all converted thieves and adventurers who stepped through the transmuters at room 38. If the witches are destroyed, all platinum statues will be restored to normal.

35. WELL OF WHISPERS

A 30' diameter room rises 30' overhead to a domed ceiling. The entrance to this room is a pair of bronze doors in the west. A moaning statue stands at each of the remaining compass points. In the center of the room, a well 10' in diameter drops into blackness below. On the wall between the eastern statue and the northern statue is written the single word "Pah." The word "Nwad" is written on the wall between the eastern statue and the southern statue.

Play: The well is 1,000' deep. The words written on the wall, if spoken in the room, will activate the **Trick/Trap**. The moaning sound from the statues is made by the natural wind currents reacting to the shape of the statues' mouths.

Trick/Trap: The well is the shaft of a magical elevator that connects the two levels of the dungeon. At the bottom of the shaft, in room 36, a glowing blue disc 2' in diameter rests on an ornate stone pedestal. The words "Pah" and "Nwad" carved in the walls of rooms 35 and 36 are the words that operate the elevator. If the word "Pah" is spoken, the disc will rise from the pedestal in room 36 to the top of the well-shaft in room 35. As it nears the top, it will slow down and gently float to a stop. If the word "Nwad" is spoken, the disc will descend the shaft and will gently come to rest atop the pedestal in room 36. The disc is cool to the touch and will easily support 20,000 coin weight. Passengers will be in no danger of falling off the disc. The disc cannot be removed from the shaft.



PART 3: THE TREASURY OF ELYAS

TREASURY PROLOGUE

Buried deep within the ground, this level housed the wizard's treasury. This keep was the most secure area of the castle and it was to this place that Elyas the Wizard lured the three witches into his trap.

Use the RANDOM ENCOUNTER TABLE for random encounters on this level. A Random Encounter should be checked for once every three game turns with a roll of 6 on 1d6 indicating that an encounter takes place. Roll 1d6 to determine the exact encounter.

36. BOTTOM OF THE WELL

DM'S NOTE: If the party enters this room from area 35, use *Description 1*. If the party enters this room from area 37, use *Description 2*.

Description 1: The blue disc comes to rest atop an ornate carved pedestal in the center of a 30' diameter room. The room is arranged identically to the room above; the three statues and the bronze doors are copies of the ones you have already seen. The word "Pah" is carved on the wall between the east and north statues. The word "Nwad" is carved in the wall between the south and east statues.

Description 2: In the center of this 30' diameter room stands a short round pedestal covered with ornate carvings. A glowing blue disc 2' in diameter is atop the pedestal. Three 15' statues of men stand around the pedestal at the north, south and east sides of the room. They seem to stare at you with hollow eyes. Each statue makes an eerie moaning sound, as if in pain. On the wall between the north and east statues is carved the word "Pah", while the word "Nwad" is carved between the south and east statue. A shaft 10' in diameter is in the domed ceiling, directly above the pedestal and the glowing ball. The shaft extends upward through the ceiling as far as you can see.

Play: The moaning sound is caused by wind currents reacting to the shapes of the statues' mouths. The words carved in the wall control the *Trick/Trap*. The shaft goes up 1,000' to room 35. A thief can attempt to climb the shaft.

Trick/Trap: The operation of the magical elevator is described in the *Trick/Trap* section of room 35.

37. LOWER HALL OF STATUES

You enter a 10' wide corridor. On both sides of the corridor are alcoves cut back into the stone. In each of these alcoves, several shadowy figures stand silently.

Play: The corridor is 70' long and has a pair of bronze doors at each end. Each pair of doors is carved with delicate design. All alcoves contain *Treasure*.

Treasure: These are platinum statues like the ones in room 34. See *Treasure* and *Lore* there for an explanation.

38. TRANSMUTER TRAP

The 20' square room is bathed in soft golden light. In the north and south walls are glowing silver arches 20' wide. In the east wall of this room is a pair of ornate bronze doors. In the west wall are a pair of steel doors with similar decorations.

When you enter the room, you see that beyond the north arch lies the treasure room of Elyas. The light from the glowing domed ceilings of the treasure vault reflects off the polished marble floor

and fills the room you are in. There must be thousands of gold pieces in the north treasury, spilling from ornate treasure chests!

The south chamber appears to be empty, though the walls and floor look the same as the northern room.

Trick/Trap: Anyone who steps through either of the arches will cause a sudden flash to occur. He will be turned into a **Platinum Statue**, the same as those found in rooms 34 and 37. Victims do not receive a saving throw. They will remain in the room for only a moment before the huge eastern doors will open by themselves and the statue PC will be magically levitated through them. The statues of any PCs thus transmuted will be found in room 37 in one of the alcoves. If the witches are destroyed by use of the Black Opal (see *Trick/Trap #2* room 51) then all the platinum statues in rooms 34 and 37 will be restored to normal. At the DM's option, some of these could be run as NPCs, either as friends or opponents of the party. The DM could use the NPCs to work in additional items of lore or knowledge of the past, preserved by the imprisonment here.

If the DM chooses not to run these NPCs, assume that they are so shaken by their experience that they leave the tower immediately and will not pose a problem for the party.

39. CORRIDOR

This dark corridor is 30' long. A pair of steel doors are in the east end, and a pair of bronze doors are in the west end. The north and south walls each have a single wooden door, re-inforced with iron bands. The doors in the north and south walls are directly across from one another.

Play: This corridor is safe and completely ordinary.

40. BEDROOM OF KARALENA

This is an extravagantly furnished bedroom. There is a gilt-framed bed in the middle of the room. Tapestries hang on all the walls. At the north end of the east wall is an alcove 10' square, closed by an iron barred gate. A lever one foot long is attached to the wall near the alcove. A large wardrobe stands in the southwest corner. A vanity and mirror are next to the wardrobe. Six small jars and a large glass vial are on top of the vanity.

Play: The tapestries, clothes, and jars have no real value. The alcove and lever are a *Trick/Trap*. The vial is *Treasure*.

Trick/Trap: The alcove is a receiving area for the southern teleport in room 21. The lever raises and lowers the iron gate. The lever is currently in the "down" position. The lever cannot be seen or reached by anyone trapped in the alcove.

Treasure: The vial contains a magical perfume. The charisma of any female player character who uses the perfume will be raised to 18 for 1-6 turns. Other player characters will not experience any magical effect.

Lore: Karelena always keeps the gate lowered when she is in the room or when she is gone and will not be using the teleporter for a while.

41. BEDROOM OF SOLORENA

The walls and floor of the room are covered with rare and expensive carpets. Pillows and cushions are scattered around the room. In the center of the room is a large carpet with a phoenix design in it. In the southwest corner is a large pile of pillows. There is an arch in the west wall that leads to a 10' square

alcove beyond. Near the alcove, a lever one foot long projects from the wall. A wizard's hat hangs on a wall peg near the alcove.

Play: The door in the north wall is locked. It can be opened quietly only by a thief picking the lock, or by a **knock** spell. The door can be forced open if characters with a combined strength of 25 points try to open it together.

If the door is opened quietly, the party will see the **Monster** asleep on the pillows in the southwest corner. All characters who enter must roll their dexterity scores or less, with a -5 on dexterity, to avoid making enough noise to wake her up. If the door is forced opened, she will be awake when the party enters. If the party spends more than two rounds trying to open the door, she will escape by the secret door in the south wall. She carries **Treasure**.

The hat, lever, alcove, and door are described in **Trick/Trap**. The large carpet is **Treasure**.

Monster: Solorena (AC 9; M1; hp 4; MV 120' (40'); #AT 1; THACO 19; D 1-4; Save M1; ML 6; AL C). She carries a **charm person** spell. If she cannot escape before the party enters the room, she will pretend to be a prisoner and wait for the best time to attack. If she is threatened or attacked, she can mentally summon her pet, an intelligent black panther. The panther will arrive in 1-10 rounds to defend her.

If Solorena escapes before the party enters the room, she will go to room 56 to guard the Black Opal.

Black Panther, Solorena's pet (AC 4; HD 4; hp 14; MV 210' (70'); #AT 3; THACO 16; D 1-4/1-4/1-8; Save F2; Morale 8; AL C).



Character: Solorena has taken the form of Sylva, a willowy, golden-haired elf. She looks somewhat sad and careworn.

Treasure: The carpet weighs 300 coin weight. It is of very high quality and is worth 40 gp. Solorena carries a **levitate** scroll concealed in her clothing.

Trick/Trap: The alcove is a teleporter. Anyone who puts on the wizard's hat and steps into the alcove will reappear in the receiving alcove in room 21. The hat will reappear in this room. It has no other magical powers. The lever controls an iron gate like the gate in room 40. The lever is in the "up" position. The secret door in the south wall is hidden behind one of the carpets. It is locked, but Solorena has a key that will open it.

42. WINETASTER

This room is 30' square. There is a pair of bronze doors, by which you entered, in the east wall. There are lowered steel portcullises in the center of the north, south, and west walls. Past each portcullis, you see a flight of stairs leading down.

In the center of the room, a huge statue of a tremendously fat man sits cross-legged. Both the statue's chubby hands rest upon its huge thighs. The statue is looking up at the ceiling with its mouth gaping open in a permanent smile. There is an engraved plaque attached to the base of the statue.

Play: The plaque's inscription is given in **Lore**. The statue is described in **Trick/Trap**. The party will not be able to open the barred exits without using the **Trick/Trap**.

Trick/Trap: This is a magical winetaster. Whenever wine is poured into the statue's mouth, it opens one of the barred exits. The exact portcullis opened depends upon the quality of the wine poured into the statue. Each type of wine found in the tower has a "serial number" printed at the bottom of the label. The last letter of that serial number indicates which portcullis is opened. Thus, "Champagne du le Stomp" will cause the portcullis in the north exit to rise. "Red Dragon Crush" will open the west exit and "Grapemash" will open the southern exit. ANY wine that was brought in from the outside of the tower will always be judged as the inferior "Grapemash." Note that the better the wine poured into the taster, the fewer rooms must be passed in the Combination Mazes between here and room 47.

Lore: The inscription on the plaque reads:

I judge by taste

43, 44, 45. COMBINATION MAZES

Note to the Dungeon Master: Due to the complexity of these areas, the **Play** section has been listed ahead of the boxed players' description, in order to help the DM understand how these areas work.

Play: There are three separate combination mazes in the tower. These are numbered areas 43, 44, and 45. They all work in the same way, although some are shorter than others. Each lettered area is an intersection of 4 one-way teleports. The only exceptions to this are the starting areas marked A, which have three teleports only. ONE OF THESE TELPORTS WILL ADVANCE THE PC ENTERING IT TO THE NEXT LETTERED MAZE AREA. ALL OTHER TELPORTS WILL SEND THE PLAYER CHARACTERS TO ROOM 46. Each intersection is like a tumbler in a combination lock. If the players have the combination right, then they will never have to fight the monsters in room 46. The players will have to figure out that the combination is written right on the wine bottles. Thus the correct teleport choices for each areas are as follows:

43. NORTH MAZE (Exit: Alcove A, room 47)

- 3 #3 alcove at A leads to 43B
- 1 #1 alcove at B leads to 43C
- 3 #3 alcove at C leads to 43D
- 2 #2 alcove at D leads to room 47

44. WEST MAZE (Exit: Alcove B, room 47)

- 3 #3 alcove at A leads to 44B
- 3 #3 alcove at B leads to 44C
- 1 #1 alcove at C leads to 44D
- 4 #4 alcove at D leads to 44E
- 2 #2 alcove at E leads to 44F
- 2 #2 alcove at F leads to room 47

45. SOUTH MAZE (Exit: Alcove C, room 47)

- 1 #1 alcove at A leads to 45B
- 4 #4 alcove at B leads to 45C
- 2 #2 alcove at C leads to 45D
- 3 #3 alcove at D leads to 45E
- 1 #1 alcove at E leads to 45F
- 2 #2 alcove at F leads to 45G
- 4 #4 alcove at G leads to 45H
- 1 #1 alcove at H leads to room 47

If the party is entering area A of any of the mazes, use **Description #1**. Any other areas they enter, read them **Description #2**.

Description #1: A short flight of stairs leads down to an intersection of three alcoves. Each of the alcoves is marked by a number carved in the floor of the alcove. They are numbered 1, 2, and 3. The alcoves are empty and there are no visible exits.

Description #2: You suddenly appear at the intersection of four alcoves. Each of the alcoves is marked with a number carved in the floor. The alcoves are numbered 1, 2, 3, and 4. The alcoves are empty and there are no visible exits.

46. ARENA

You suddenly appear on a platform on one side of a large, circular arena. Across from you is another platform. The open space between is soft dirt.

Play: The player characters must get to the opposite platform to leave the arena. The opponents that they fight will depend on how many rooms the party had passed through in the maze they were in (see **Monster** below.) The opposite platform is described in **Trick/Trap**.

Monster: The monsters the party will fight are magically teleported here, as a part of the process by which the maze itself works. The monsters appear here whenever someone makes a wrong choice at a lettered maze area. The monsters are teleported out again when they or their opponents are killed.

If the party was in the first maze area when they made their mistake, then use **Monster #1** from the table below. If they were in the second maze area when they made their mistake, then use **Monster #2**, etc.

ARENA OPPONENT TABLE

FROM MAZE AREA A

5 **Skeletons** (AC 7; HD 1; MV 60'(20'); #AT 1; THACO 19; D 1-6; Save F1; M 12; AL C). Not affected by **sleep** or **charm** spells. They can be turned by a cleric.

FROM MAZE AREA B

5 **Orcs** (AC 6; HD 1; MV 120'(40'); #AT 1; THACO 19; D 1-6; Save F1; M 8; AL C).

FROM MAZE AREA C

1 **Tarantella Spider** (AC 5; HD 4; MV 120'(40'); #AT 1; THACO 16; D 1-8 + poison; Save F2; M 8; AL N). Victims bitten must save vs. Spells or dance frantically for 2-12 turns. Those who see a dancing victim must save vs. Spells or begin dancing in the same way. Dancing victims have a -4 penalty on their "to hit" rolls; opponents have a +4 bonus on attacks against the victims. After dancing for 5 turns, victims collapse from exhaustion.

FROM MAZE AREA D

8 **Zombies** (AC 8; HD 2; MV 120'(40'); #AT 1; THACO 18; D 1-8; Save F1; M 12; AL C). They are not affected by **sleep** or **charm** spells. They can be turned by a cleric.

FROM MAZE AREA E

2 **Ogres** (AC 5; HD 4+1; MV 90'(30'); #AT 1; THACO 15; D 1-10; Save F4; M 10; AL C).

FROM MAZE AREA F

2 **Panthers** (AC 4; HD 4; MV 210'(70'); #AT 3; THACO 16; D 1-4/1-4/1-8; Save F2; M 8; AL N).

FROM MAZE AREA G

1 **Iron Statue** (AC 2; HD 4; MV 30'(10'); #AT 2 + special; THACO 16; D 1-8/1-8; Save F4; M 11; AL N). If the statue is struck with a non-magical metal weapon, the attacker must save vs. Spells. If the attacker fails the saving throw, the weapon is stuck in the body of the statue and cannot be removed until the iron statue is killed.

FROM MAZE AREA H

1 **Green Dragon** (AC 1; HD 8; MV 90'(30')/240'(80'); #AT 3 + breath; THACO 12; D 1-6/1-6/3-12 (1d10+2); Save F8; M 9; AL N). The breath weapon is a 50' x 40' cloud of chlorine gas. The gas causes an amount of damage equal to the dragon's current hit points. Characters who make a successful save vs. Dragon Breath suffer half damage from the gas.

Trick/Trap: If the player characters are able to reach this platform, they will suddenly vanish. They have been teleported back to room 42. The original portcullis used will still be open. The party can use the same maze or try to open a different one.

47. OUTER TEMPLE

You suddenly appear inside a 10' square alcove connected to a room 30' square. When you move into the room, you see two other alcoves. All three open on the east side of the larger room. The big room has golden doors in the center of the north, south and west walls. In the center of the room, a stone obelisk 15' tall rests on a short stone pedestal. There are no markings on either the obelisk or the pedestal. The ceiling of the room is a high dome, on which is painted a fresco showing a night sky with stars and constellations.

Play: The alcoves are one-way teleporters from the last rooms of the Combination Mazes. If a player character says a question in this room, **Trick/Trap #1** is activated. If the Black Opal is brought into this room, **Trick/Trap #2** is activated.

Trick/Trap: When ANY question is asked in this room, the obelisk will speak. Its deep, hollow voice will fill the room, saying:

“Answer me and I’ll answer thee
In truth if but to questions three”

“What is your name?”

If the character who spoke the original question replies truthfully, the obelisk will ask:

“What is your quest?”

If the character who spoke the original question gives a reasonably accurate explanation of their quest, then the obelisk will ask:

“Do you know the first name of the last creature you killed?”

The true answer to this question will almost always be “No.” Once the character has passed this test, the obelisk will answer three (AND ONLY THREE) questions that the characters ask it. If asked how they can compete their quest, the obelisk will tell them:

“Beyond the temples of elements three
Black eye of dragon lies waiting for thee
Yet the secret is found through near magical ways
Where it has awaited through many long days.”

“Tread lightly the tricks of Elyas of old
And return with black opal; set its place and behold
The end of great sadness; the beginning of life
The destruction of evil and the ending of strife.”

The obelisk also knows the names of the three temples (“Earth, Wind and Fire”) but will only disclose them if asked about them directly.

Trick/Trap #2: If the Black Opal is brought into this room, the apex of the obelisk will begin to glow. Anyone who climbs the obelisk will find a small depression at the top where the gem can be placed. Once it is placed there a dim spark will appear within the gem, after which the obelisk ceases to glow. The gem is now ready to be placed in the Dragon Throne in room 51.

48. TEMPLE OF FIRE

This room rises to a 50’ tall arched ceiling. The walls and ceiling are covered with frescos depicting raging flames and firestorms. At the west end of the room an altar stands atop a platform. Behind the altar, the life-size shape of a human right hand is engraved into the wall.

Play: If any PC places his right hand into the engraving, the **Trick/Trap** will be activated. The secret door behind the altar is sealed by special magic and cannot be opened by thieves or by any spells available to the party.

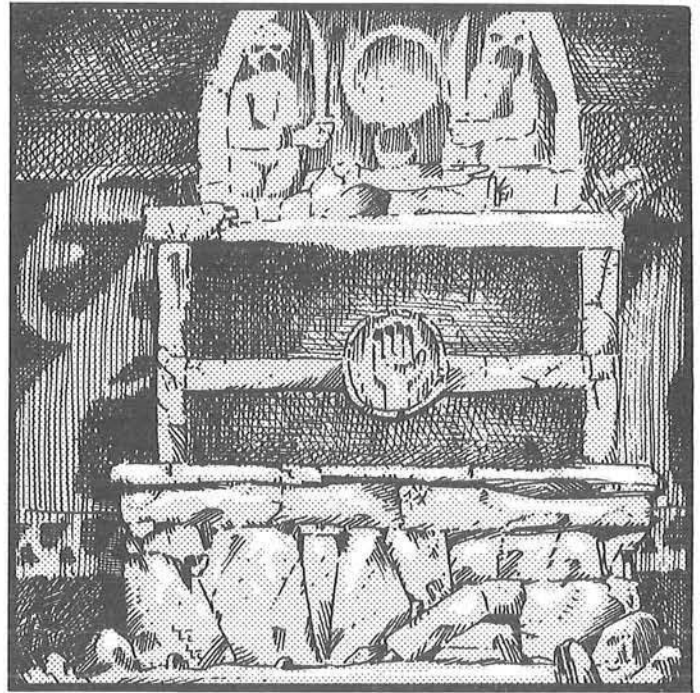
Trick/Trap: When the hand is placed, a deep, hollow voice will say:

“Answer me and I’ll answer thee
By what name call ye these temples three?”

The correct answer is, “Earth, Wind and Fire.” If this answer, or one with the same meaning (such as “Earth, Air and Flame”) is spoken, the secret door behind the hand will silently open. If a wrong answer is given, then a column of fire will come down from the ceiling, striking the PC who is touching the wall hand carving. This flame will cause 2–8 points of damage, half if the character makes a successful saving throw vs. Spell. This will happen each time that a PC answers the question incorrectly.

49. TEMPLE OF WIND

This room rises to a 50’ tall arched ceiling. The walls and ceiling are all covered with frescos depicting racing clouds and trees bent over under the force of a hurricane. At the west end of the



room an altar stands atop a platform. Behind the altar, a life-size shape of a human right hand is engraved in the wall.

Play: If any PC places his right hand into the engraving, the **Trick/Trap** will be activated. The secret door behind the altar is sealed by special magic and cannot be opened by thieves or by any spells available to the party.

Trick/Trap: When the hand is placed, a deep, hollow voice will say:

“Answer me and I’ll answer thee
By what name call ye these temples three?”

The correct answer is “Earth, Wind and Fire.” If this answer, or one basically correct (see room 48) is given, the secret door behind the hand will silently open. If any wrong answer is given, then a small tornado will form in the room. The tornado will do 1–4 points of damage to everyone in the room on the first round, 1–8 points of damage on the second round and then 1–4 more points on the third round. After three rounds the tornado will disappear. This will happen each time that a PC answers the question incorrectly.

50. TEMPLE OF EARTH

This room rises to a 50’ tall arched ceiling. The walls and ceiling are all covered with frescos depicting rock formations springing up out of chaos. At the front of the room an altar stands atop a platform. Behind the altar, the old wall is shattered and fallen, completely blocking the path here.

Play: If the party did not encounter Karalena in room 27, or if she escaped from them, she will be found here with her black panther, if it also survived. She stands at the altar with her back to the party. When she hears the party, she will order the panther to attack. She will try to escape if possible.

If any PCs carefully inspect the rockfall behind the altar, they will find a small passageway that halflings or dwarves can pass through. It will take 1–6 turns of clearing rock to enlarge the passage so that larger PCs can pass through. The rock clearing will make a great deal of noise. The DM should roll for a wandering monster every turn that the party spends clearing the rock path.

Monster: This is the witch Karalena. See the **Monster** section, room 27 for statistics on her and the panther.

51. INNER SANCTUM

You enter a 30' diameter room that rises to a high domed ceiling. Three 10' wide alcoves are set into the north, west, and south walls. In the central part of the room, three stone dragon heads with gems for eyes stare down from atop stone necks. The right eyes of the southern and northern large statues glow with a dim blue light. The right eye of the western statue glows with a pulsing, bright red light. A human hand shape is carved in the neck of each large dragon, within reach of a normal man. The three large statues are each 20' tall. The neck of the small head is hollowed out to form a niche. Within this niche is an iron throne. The smaller statue has a black stone in the left eye socket. The right eye socket is empty. The smaller head is 10' tall.

Play: The three large heads are described in *Trick/Trap #1*. The throne and the smaller dragon head are described in *Trick/Trap #2*. The three alcoves are described in *Trick/Trap #3*.

Trick/Trap #1: Each female character with a current charisma of 15 or more must make a saving throw vs. Spell. The first who fails will go to the western statue and place her hand in the carving. The effects of touching each carving are described separately.

NORTHERN AND SOUTHERN STATUES (Blue Gems)

Any character who touches the carving will be in telepathic communication with an imprisoned elf. The PC will seem to hear faint cries for help and will feel the pain and sadness of the trapped spirit. The northern statue holds the spirit of Merisa; the southern statue holds the spirit of Sylva. If the party captures the witches and forces Solorena's hand into the carving of the southern statue, Solorena will be imprisoned again and the elf will be free. If Karalena's hand is forced into the carving of the northern statue, she will be re-imprisoned and Merisa will be free. If the witches are re-imprisoned, the color of the eye gems will change from blue to red.

WESTERN STATUE (Red Gem)

If the carving is touched by a female character who has failed her saving throw, the statue and the character will be bathed in red light and the character will become unconscious. After a few seconds she will revive, apparently unhurt. The gem will then glow blue. (Actually, the character's spirit will have been imprisoned within the gem and her body will be inhabited by the spirit of the witch Trilena. The witch will pretend to be the player character.) Once Trilena is free, all the witches will increase in level and power.

Any male character or any female with charisma of less than 15 who places a hand in the impression will seem to hear a mocking woman's voice say: "Fools! Think ye that your feeble wits and strength can overcome our powers ... our charms?" The character will then be struck by a small lightning bolt that originates from the gem eye. The bolt causes 2-8 points of damage.

Trick/Trap #2: The iron throne looks exactly like the one in room 5. Anyone who sits in the throne will be instantly sent to the throne in room 5.

If the party obtains the Black Opal Eye and purifies it at the obelisk in room 47, their task will be almost complete. When the Black Opal Eye is inserted in the right eye socket of the small dragon, the witches will be destroyed. See **PART 5** for details.

Trick/Trap #3: Anyone who steps into the northern alcove (alcove A) will be teleported to the circular platform in room 52. Anyone who enters the southern alcove (alcove B) will be teleported to the circular platform in room 55. The western alcove (alcove C) is a receiving point for the teleporters in rooms 54 and 57.

52. NORTH TREASURY ENTRANCE

You are in a 20' square room. A semi-circular platform stands against the wall opposite a pair of steel double doors. The doors are closed.

Play: The doors are opened easily to room 53. The platform is a receiving teleport from the northern alcove of room 51. Standing on the platform here will have no effect.

53. NORTH TREASURY

This room is an octagon 40' across. The entire room is bathed in golden light from the glowing ceiling 50' overhead. Ornate decorative carvings cover the ceiling. Both the east and west walls have a pair of steel doors in them. Both pairs of doors are closed. In the south wall is a glowing silver arch 20' wide. Some words in an ancient script are carved above the arch.

Large treasure chests are scattered across the highly polished floor. Some of them are open, and these are full of coins!

Play: The *Treasure* is easily accessible. Trying to pass through the glowing archway to the south will turn PCs and NPCs into platinum statues as in room 38. See the *Trick/Trap* there for explanation. The inscription is described in *Lore*.

Treasure: The hoard contains 4,000 cp, 3,000 sp, 1,500 ep, 5,000 gp, 500 pp, three 100-gp gems, and ten 50-gp gems, as well as a potion of *gaseous form* and a scroll of *read languages* and *levitate*.

Lore: Characters have a 40% chance to read the ancient writing. The inscription reads:

once the portal is crossed, make no mistake
a part of my treasury you will make

54. NORTH TREASURY EXIT

You are in a room 20' square. Ornate steel doors are in the wall opposite a semi-circular platform that stands against the east wall.

Play: The platform is a *Trick/Trap*. The doors open normally.

Trick/Trap: Anyone who stands upon the platform will instantly be teleported to alcove C of room 51.

55. SOUTH TREASURY ENTRANCE

You appear on a semi-circular platform in a room 20' square. A pair of steel doors is in the opposite wall. The doors are closed.

Play: The platform is a receiving teleport from the southern alcove of room 51. Standing on the platform here will have no effect. There is a secret door on the north wall that leads to room 41.

56. SOUTH TREASURY

This room is an octagon 40' across. Both the east and west walls have a pair of steel doors in them. Both pairs of doors are closed. In the south wall is a glowing silver arch 20' wide. Some words in an ancient script are carved above the arch. The entire room is lit by golden light from the ceiling 50' overhead. The ceiling is covered with ornate decorative carvings. A large gem in a setting hangs at the end of a chain in the center of the ceiling.

Play: If Solorena escaped from the party in room 41, she will be found here, hiding out of sight. See room 41 for her description. She will use the *levitate* scroll to take the Black Opal, and then attack the party in an attempt to escape.

The gem is the *Treasure*. It hangs in a setting 40' above the floor. It can be reached in any of three ways; 1) a thief can safely climb the walls and go across the ceiling by using ropes to anchor himself to the carvings. These are solid and will support a character's weight. 2) If the party uses or improvises a grappling hook, they can snag one of the carvings and climb a rope to the ceiling. 3) A magic-user can use a *levitate* spell to rise to the ceiling. If the party uses one of these methods, they will automatically succeed in reaching the gem. If some other method is used, the DM must decide its success or failure. Once the gem is reached, it can be easily pried out of the setting. The silver arch in the north wall is a *Trick/Trap*.

Trick/Trap: The silver arch will transform any character who steps through it into a platinum statue. SEE *Trick/Trap* in room 38 for details.

Treasure: The gem is the Black Opal Eye. See the description in PART 5 for how the stone is used to destroy the witches.

57. SOUTH TREASURY EXIT

This room is 20' square. Against the east wall is a large a semi-circular platform. A pair of steel doors is in the west wall. The doors are closed.

Play: The platform is a *Trick/Trap*. The doors open normally.

Trick/Trap: Anyone who steps upon the platform will instantly be teleported to alcove C of room 51.



PART 4: ENDING THE ADVENTURE

If the party succeeds in destroying the witches, the elf village will re-appear on the magical map given to them by the elves. Assuming the party did not rescue all of them, the elves Merisa, Sylva, and Miryala, as well as the magician Merdiz will be rescued by the adventurers who had been platinum statues. The elf women will find the party before they leave for the village.

If the party accidentally killed any of the elf women in combat, the village will be very saddened. The party will have to justify their conduct to Hasan and Rahasia. Their lives will be spared, but they will be banished from the elven forest forever.



PART 5: CHARACTERS AND MAGIC

THE THREE WITCH-SISTERS

The three sisters are unlike any other magic-users, in that their powers work in combination, and require the Black Opal Eye as a focus. Individually, they are weak, but together they become stronger. The higher levels and hit points listed for each are used only when the witches are together in one place AND when they know the location of the Black Opal. If one of the sisters dies or if the Black Opal is stolen, the higher spells cannot be used.

The Black Opal also gives the witches some additional powers. It enables them to communicate telepathically with their panthers, and

it also gives them enormous additional power when the stars are in proper conjunction. It was at a time of conjunction that the witches attacked Elyas. A conjunction gave them the power to create the curse the Rahib used against the elves.

The three sisters despise one another and often argue among themselves. When the three are together and not under attack, there is a 20% cumulative chance per round that they will stop whatever they are doing and bicker among themselves. If attacked, however, they will co-operate to defend themselves.



Karelena (The First Sister)

Armor Class: 9
 Level: M1 (alone)/M4 (with sisters)
 Hit Points: 5 (alone)/11 (with sisters)
 Move: 120' (40')
 Attacks: 1 (with dagger)
 Damage: 1-4
 Save As: M1 (alone)/M4 (with sisters)
 Morale: 6 (alone)/12 (with sisters)
 Alignment: C

When alone, she can cast two of the following spells: **hold portal, shield, sleep**. When with her sisters, she can cast any two of the above spells, plus any two of these spells: **levitate, web, wizard lock**.

Karelena has stolen the body of the elven maiden, Merisa. She appears dark and powerful, wearing gaudy clothing. She is always accompanied by a black panther. Karelena is fierce and will use her panther to attack the party whenever she sees them. She will attempt to escape while the party fights the panther.

Solorena (The Second Sister)

Armor Class: 9
 Level: M1 (alone)/M4 (with sisters)
 Hit Points: 4 (alone)/10 (with sisters)
 Move: 120' (40')
 Attacks: 1 (with dagger)
 Damage: 1-4
 Save As: M1 (alone)/M4 (with sisters)
 Morale: 6 (when alone)/12 (with sisters)
 Alignment: C

When alone, Solorena can cast one of the following spells: **charm person, floating disc, sleep**. When with her sisters, she may cast any two of the above spells, plus any two of the following spells: **invisibility, ESP, phantasmal force**.

Solorena has taken the body of the elf Sylva. She appears as a tall and willowy girl with long, golden hair. She looks, however, as though she has not been able to sleep for weeks. Solorena has a black panther as a pet. The cat is never far away, and she can summon it telepathically.

If the party captures Solorena, she will pretend to be Sylva, if at all possible.

Trilena (The Third Sister)

Armor Class: 9
 Level: 1 (alone)/5 (with sisters)
 Move: 120' (40')
 Attacks: 1 (with dagger)
 Damage: 1-4
 Save As: M1 (alone)/M5 (with sisters)
 Morale: 6 (alone)/12 (with sisters)
 Alignment: C

At the beginning of the module, the witch Trilena is imprisoned in one of the stone dragon heads in room 51. During the play of the module, Trilena will try to inhabit any female character with charisma 15 or higher. Trilena cannot use any spells until she has escaped from the stone prison.

If encountered alone, she may cast one of the following spells: **light, magic missile, shield**. If encountered with her sisters, she may cast any two of the above spells, plus any two of the following: **continual light, levitate, mirror image**. She may also cast one **hold person** spell per day.

THE BLACK OPAL EYE

The Black Opal is a stone of great magical power, usable only by those who know its secret. The three witches draw power from it and will increase in power if all of them are freed. They do not need to possess the opal, but only need to know where it is in order to use it. The witches will not be able to use 2nd and 3rd level spells if the stone is stolen and they cannot discover where it is.

Elyas planned to use the power of the Black Opal to destroy the witches, but was killed before he could do so. In order to destroy the witches, the party must place the opal on the obelisk in room 47 and then place the gem in the Dragon Throne in room 51. If they do this, the following will happen:

The spirits of the three witches are permanently locked within the gem eyes of the larger dragons;

The spirits of the witches' victims return to their original bodies;

The three large dragon heads crumble away, and the eyes are banished forever to an unknown dimension.

All the adventurers transformed into **Platinum Statues** are restored to normal.

The Black Opal Eye shatters into dust.

THIRD LEVEL MAGIC-USER AND ELF SPELL

Hold Person Range: 120'
 Duration: 1 turn/level

This spell is exactly the same as the cleric's second level spell **hold person** (see page B18 in the D&D Basic rulebook).

PRE-ROLLED CHARACTERS

The following second level characters can be used as player characters or NPCs. Hit points have been adjusted for Constitution and the Dexterity effects are listed as follows: Missile Fire adjustment/Armor Class adjustment. If these are used as player characters, allow the players to equip their characters with spells, equipment, normal weapons, and armor. To make these characters 3rd level, roll an extra hit die and adjust hit points and spells.

Class	S	I	W	D	C	Ch	hp	Dexterity	Adjust
Elf	8	13	9	12	12	14	10		0/0
Elf	15	17	6	9	8	7	7		0/0
Dwarf	12	14	10	11	14	9	16		0/0
Dwarf	17	15	7	8	9	11	9		-1/+1
Halfling	10	8	8	15	11	8	9		+1/-1
Halfling	10	8	5	13	10	6	10		+1/-1
Fighter	12	10	14	12	11	11	10		0/0
Fighter	17	15	7	8	8	11	12		-1/+1
Magic-User	11	16	11	7	14	10	4		-1/+1
Magic-User	9	15	12	8	13	10	5		-1/+1
Cleric	14	7	16	11	12	12	7		0/0
Cleric	15	8	14	11	8	9	9		0/0
Thief	8	10	6	13	11	14	6		+1/-1
Thief	7	12	6	12	10	14	4		0/0

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The fear of doom is haunting the fair elven forest. An ancient enemy, dark and sinister, is threatening them once more. Three witches inhabit the ruins of the wizard Elyas' tower, and their evil schemes are now in motion. Two elf maidens have disappeared without trace. None of those sent to explore the witches' tower have returned. The elves' magic is failing, and they have turned to you for help. You must enter the tower, discover its secrets, and defeat the evil of the witches forever. Are you equal to the challenge?

Black Opal Eye is a complete D&D® Basic adventure for a balanced party of 5-8 adventurers, levels 2-3. It can be played on its own or as a sequel to RPGA™ Module 1. *Black Opal Eye* includes background information, maps of the tower, and detailed encounter information for the DM.



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