

S4

FOR ADVANCED
D&D® GAME

Dungeon Module S4 The Lost Caverns of Tsojcanth

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 6-10



In the Yatil Mountains south of Perrenland there is rumored to be a magical hoard of unsurpassed value, a treasure of such fame that scores of adventurers have perished in search of it. Find the perilous Lost Caverns of Tsojcanth and you may gain the hidden wealth of the long-dead arch-mage — if you live!

This module contains background information, referee's notes, maps of the wilderness and two cavern levels, and many new monsters, magic items, and spells. The Lost Cavern of Tsojcanth was originally designed for the Official ADVANCED DUNGEONS & DRAGONS® Game Tournament at Wintercon V and contains the original tournament characters. For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.

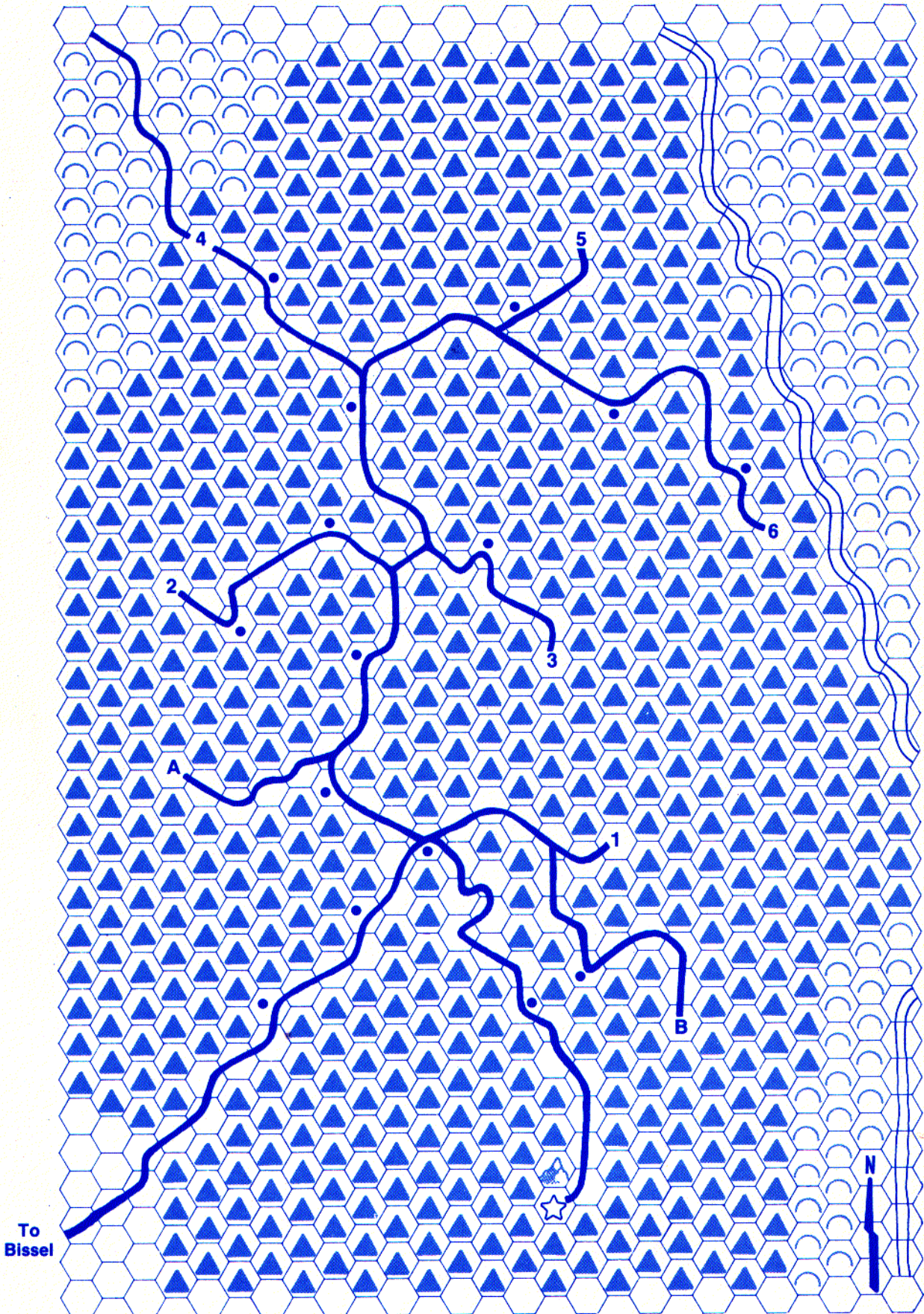
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DUNGEON MASTER'S WILDERNESS MAP



Mountain



Road



Velderdyva River



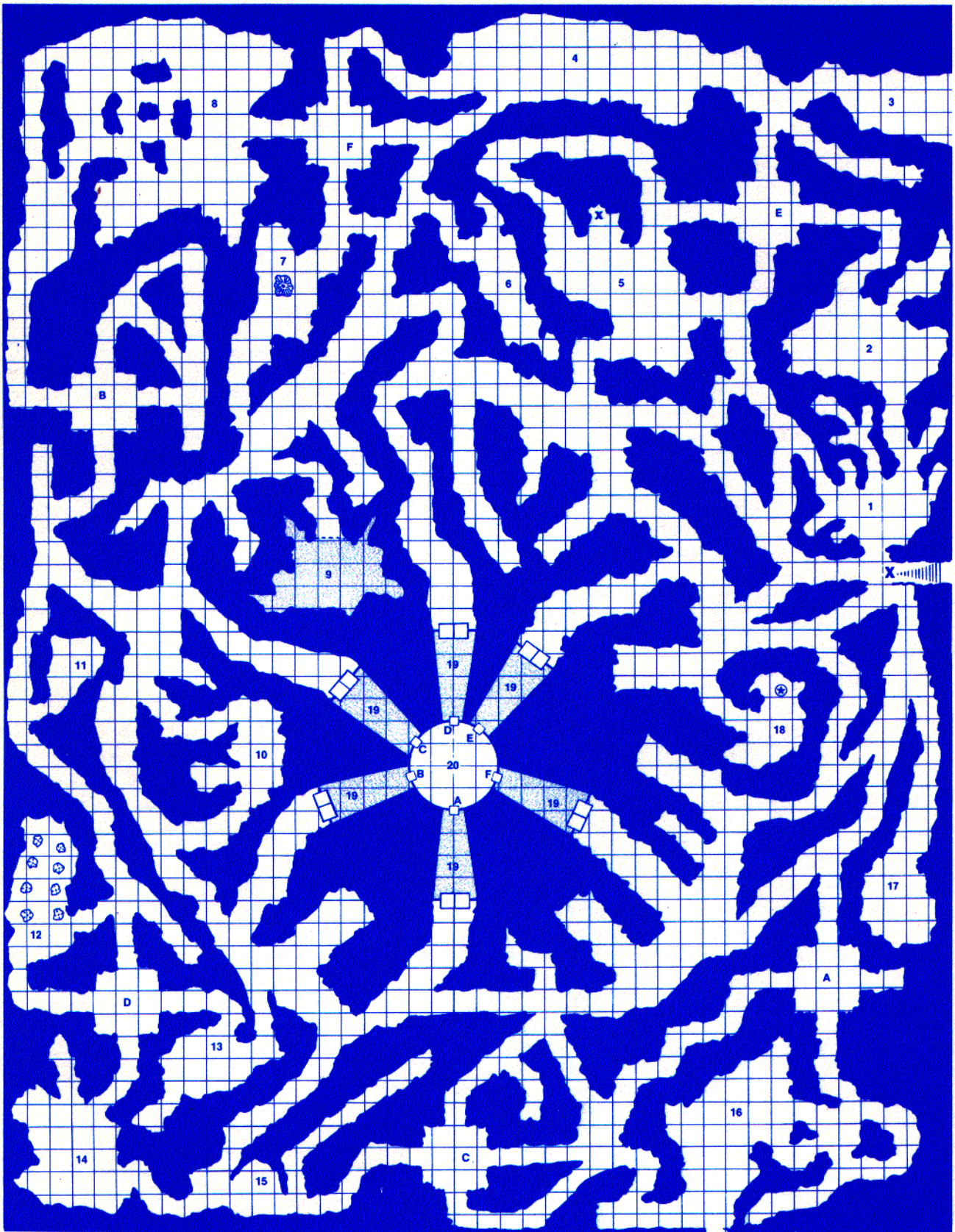
Hill



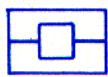
Variable Encounter

One hex = 3.5 miles

GREATER CAVERNS



CAVERNS KEY



Door



Natural Bridge



Current



Stairs

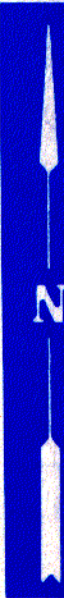


Water



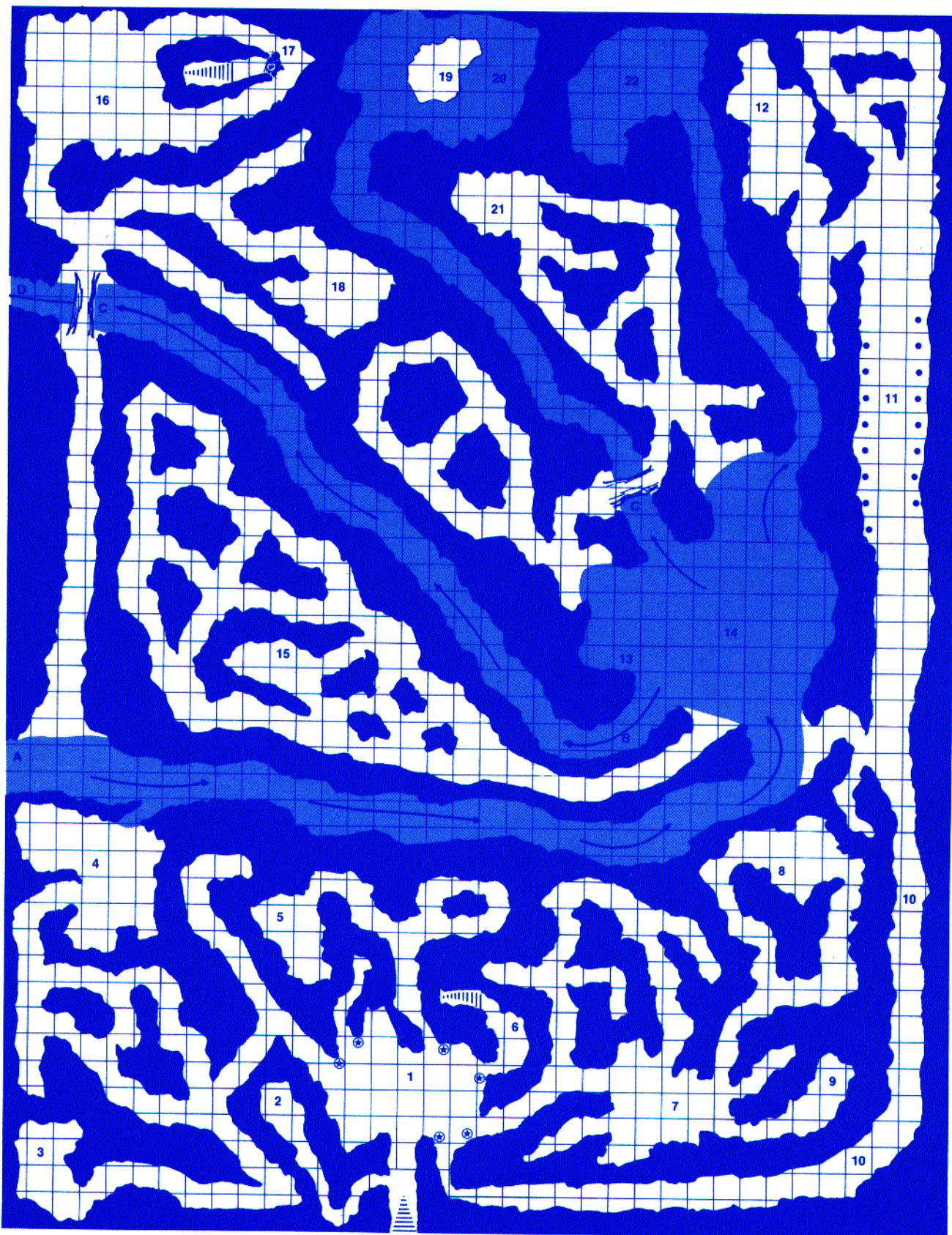
Statue

CAVE
COMPA

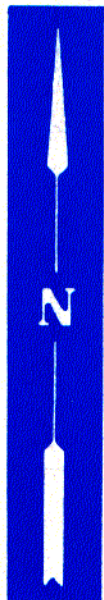


1 square

LESSER CAVERNS



CAVERNS COMPASSES



square = 10'

CAVERNS KEY



Graven Glyphs



Stalagmite



Cave Moray Lair



Teleport Area



Sinkhole



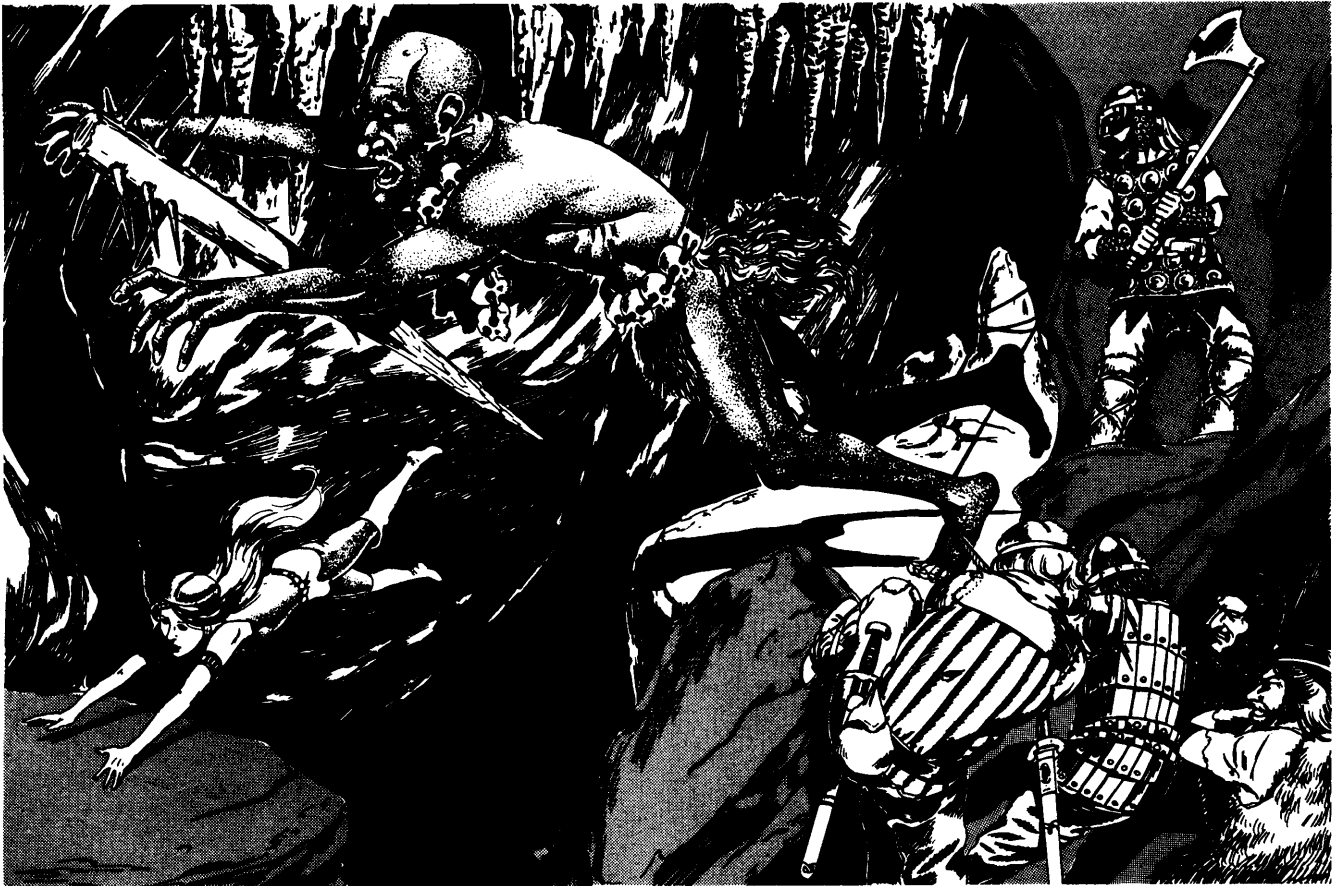
Rubble

Dungeon Module S4

The Lost Caverns of Tsojcanth

by Gary Gygax
Booklet 1

AN ADVENTURE FOR CHARACTER LEVELS 6-10



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Advanced Dungeons & Dragons®
Dungeon Module S4

The Lost Caverns of Tsojcanth

INTRODUCTION

Nearly a century ago the Arch-mage Iggwilv sent her evil minions to conquer the lands around her abode. So successful was she that the Marches of Perrenland were subjugated for a decade, and great indeed was the loot brought to Iggwilv's lair in answer to her insatiable demands for treasure. Legend states that the arch-mage gained much of her prowess from discovering the Lost Caverns of Tsojcanth, where in was hidden magic of unsurpassed might. It is certain that Iggwilv ruled her domain from these caverns. There she also conducted arcane experiments and rituals, trying to further increase her powers.

These experiments were her downfall, for during one she accidentally freed the demon Graz'zt, whom she had imprisoned and forced into servitude. There was a terrible battle, and although the demon was forced to flee to the Abyss, Iggwilv was so stricken from the contest that her powers and strength were forever lost. With the wane of her evil, Iggwilv's realm was sundered. Her former henchmen and slaves stole her treasure and scattered to the four winds in the face of enemy armies. The arch-mage, however, used the last of her power to prepare a hiding place in the caverns for her remaining wealth. Legends say that this included several tomes of great power and the fabled lamp called **Daoud's Wondrous Lanthorn**. What else might be hidden no one knows, for no one has yet discovered Iggwilv's hoard.

That Iggwilv is long dead and gone cannot be doubted. Until recently, though, the stories of her secret cache of treasure in the Lost Caverns of Tsojcanth were regarded as another grandfathers' tale to amuse the younglings. Cartloads of tapestries and rugs, statues and rare art objects have been recovered over the years as well as chests of precious metals, sacks of coin, and coffers filled with gems and jewelry. It was believed that all her treasure had been looted, and that no magic or wealth remained. However, recent investigations have indicated that the magical lanthorn did exist and that Iggwilv possessed it. Iggwilv's lair was definitely located somewhere between the gorge of the Velverdyva River and the hills east of the town of Krestible. The realms of luz, Perrenland, and Ket have sent expeditions into the Yatil Mountains seeking the exact location of the caverns; the few that have survived have all failed.

NOTES FOR THE DUNGEON MASTER

Preparing for Play: To properly referee the adventure-an undertaking likely to last several game sessions-you must read the entire scenario thoroughly first. The more familiar you are with each encounter, the greater your skill in describing it, and the higher the level of player enjoyment. So read the entire module first, re-read parts you believe vital, and only then gather your group for play.

As Dungeon Master you should enliven the module with as much of your own creativity as you wish, and then add your personality to interpret the cold lines of print and make them come alive. The details of how the party was gathered should serve as a reasonable starting point. You should also create a background of the realms seeking the treasure. This would

include the power and personality of the ruler sponsoring the party's search, the strength of the ruler's political rivals, if any, and the politics of the sponsoring realm. Other nations would also want Iggwilv's treasure, and would have to be handled in the same detail. (If the WORLD OF GREYHAWK™ Fantasy World Setting is part of your campaign, the party is sponsored by the Margrave of the March of Bissel. Perrenland, Ket, Veluna, and luz are enemies or rivals of Bissel.) Bissel's enemies might use spies to hinder the party, or send adventurers of their own to get the treasure first. Characters could have to handle these problems long before they reach the caverns themselves.

The Map: The Dungeon Master's copy of the wilderness map shows far more than the players' copy. Each hex is approximately 3.5 miles across. It shows the border areas of Ket and Perrenland, between the Velverdyva River and the town of Krestible, as shown on the map of the WORLD OF GREYHAWK Fantasy World Setting. The trail through the mountains is indicated on both maps. There are narrower side paths not shown on the players' map that lead to lettered encounter areas (A and B) as well as the Lost Caverns. Wilderness encounter hexes are marked by large dots on the Dungeon Master's map. Special wilderness encounter hexes are numbered on both the DM's and the players' maps. All these encounters are described hereafter. If the party wanders off the trails, the DM should make an encounter check each morning and each night, with a 1 on d10 resulting in an encounter. Use the **WILDERNESS ENCOUNTER TABLE (see WILDERNESS ENCOUNTERS)** to determine what the party encounters.

Movement Rate: The terrain through which the party will be traveling is treacherous and rocky. The trails in this area are overgrown and in poor condition. This will slow the party, as will the need to move at the pace of the slowest party member. A party will move through the wilderness at the following rate:

Terrain Type	Mounted	Afoot
Major trail	17 mi. (5 hexes)	10 mi. (3 hexes)
Minor trail (shown DM's map only)	14 mi. (4 hexes)	7 mi. (2 hexes)
No trail	7 mi. (2 hexes)	4 mi. (1 hex)

The standard scale used on the wilderness map is 3.5 miles per hexagon (hex).

Horses: In addition to any other equipment or magical items supplied by the party's sponsor, the party has been given mountain horses, bred for strength and stamina. Their full statistics are as follows:

Mountain Horse: AC 7; MV 24"; HD 3; hp 16 each; #AT 2, as HD 2 monster; D 1-4/1-4.

Food and Hunting: If supplies run low, the party will have to hunt for food. Hunting takes an entire day's time, and means that the party cannot leave the hex in which they begin the day. One day's hunting provides food for two days. The party's mountain horses can feed on the grass and lichens that grow along the mountain trails. When off the trail, horses must spend every third day grazing. Horses not allowed to graze will lose one hit point per day. After six days without feeding, the horses will move at half speed. The horses will eventually die if not fed.

Adventuring Characters: This module was designed for six to eight characters of 6th-8th level, although it can be challenging for characters as high as 10th level. However, if more than four 9th-10th level characters are used, monster encounters will have to be strengthened to balance the party's strength. The effective level of double-classed characters is normally the average of the two classes, plus two. However, if one class is three or more levels above the other, take the higher level and add two. If the character is triple-classed, take the highest level and add four. The original tournament scenario of this module had six characters:

Characters	Levels
Half-elven fighter/magic-user/thief	4/4/5
Elven fighter/magic-user	4/9
Halving thief	9
Human fighter	8
Human cleric	7
Dwarf fighter	6

The original tournament scenario had no outdoor adventure. To make the party equal to the challenge of the expanded scenario, the last four characters should each be increased by one level. Otherwise, a ranger and a cleric, each of 5th-6th level, can be added to the party to enable it to handle the outdoor adventure. These additional two characters have been provided, along with the original tournament characters.

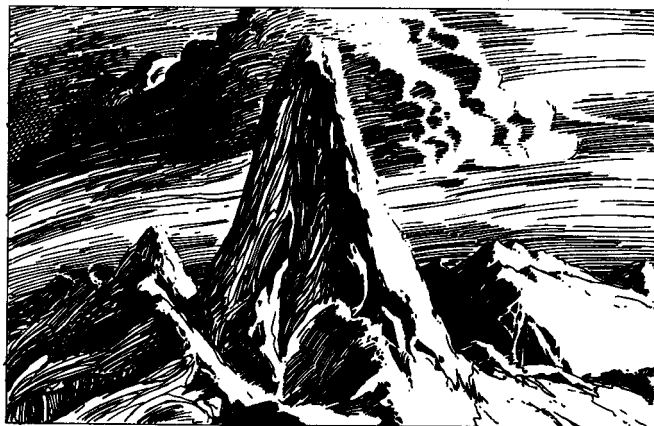
Players seeking the early death of their characters should be quite satisfied with **The Lost Caverns of Tsojcanth**, for there are many opportunities for the foolish or rash to end it all. Caution the players that this is a most difficult and perilous quest one fraught with all manner of danger. To succeed, they must be prepared materially and mentally. This is meant to serve as a word of caution to the able player. Those without real knowledge of AD&D™ game play, without ability to handle characters of the appropriate level for this adventure, will see their characters perish swiftly if the module is handled correctly.

START

For the Dungeon Master: Read the **BACKGROUND and Players' Start** to your players. Allow them to copy down the verse clue to the location of the cavern, if they ask. Explain to them that they are now on a narrow pathway that wends ever deep into the mountains. The sun is just emerging over the peaks to the east; it is time for them to set forth. (If the party is relatively weak in levels, numbers, or magic, use Appendix C of the **Dungeon Masters Guide** (Party Magic Items, pp 175-76) to equip the party with magical items appropriate to their levels, to bring them up to strength. Tell them that the items were donated by the party's sponsor (such as His Grace of Bissell in the hope that the expedition might meet with success.) Inform the players that their characters are mounted, with two weeks iron rations in their saddle bags. Have them list exactly what else they have chosen to take along. Warn magic-users that they must have either an ample supply of scrolls or their spell books and magical components. (You may allow magic-user characters who request it to have previously prepared smaller spell books for the journey, each containing no more than four spells of each spell level. Likewise, prepared packets of components can be carried.)

For the Players: Your party has been gathered by agents of the Margrave of the March of Bissel. He tells you that there are "political considerations," which he does not explain, that prevent him from searching for Iggwilv's trove himself. However, it is vital that the treasure not fall into the hands of his enemies. Your party's goal is to get the treasure before Bissel's enemies do. The Margrave has provided you with horses and a map showing the most probable location of the Lost Caverns. The Margrave will also give you an escort from Thornwood to a narrow trail leading from the easternmost arm of the Bramblewood Forest northward into the Yatil Mountains—the very heart of Iggwilv's old domain. You have pledged to repay the Margrave for your horses, as well as any other equipment he provided, out of the monetary treasure obtained. You will also be required to pay a treasure tax of 15% on all money taken. He tells you that the remainder, as well as any magical items taken, are your reward for undertaking this perilous quest. However, you are warned under threat of dire punishment not to allow any magical items to fall into evil hands.

An examination of your map reveals that the track through the mountains has numerous branches. At the end of each track is a number, evidently standing for something unknown. The agents of the Margrave cannot tell you anything about their significance, except that it is likely that at one of the sites are the caverns you seek. Obviously, the map is incomplete, for from what you know of this part of the world, there are mountains where nothing but blank space is shown on the chart. With this map you must somehow find where the treasure is hidden. The more direct your route to the caverns, the less the likelihood of injury or death from the many perils of the journey. A scrap of parchment with a bit of doggerel on it might be a clue, or it might be of no use whatsoever, save to mislead you.



The verse says:

**the horn of iggwilv
pierces the heart—
look over your shoulder
before you start.
how many sorrow?
foolish men.
because they didn't
turn back then.**

After a journey of a sen'night your band has reached the foothills of the Yatils without incident. Before you is the winding path leading into the grim mountains; behind is the escort of horsemen riding south for home. Fortunately, you have sure-footed, mountain-bred horses given to you to assure a swift passage to your destination. Vellum map secured safely, there is naught else to do but proceed with the quest to find the Lost Caverns of Tsojcanth.

WILDERNESS ENCOUNTERS

NUMBERED ENCOUNTER AREAS

There are six numbered areas, shown on both the DM's and the players' wilderness maps. No specific encounters are given for these six areas. The DM should choose an appropriate encounter for each area, using the **WILDERNESS ENCOUNTERS CHART** in this module. The creatures chosen for the numbered areas should be encountered only once. Do not choose numbers 1-6 simply because the encounter areas are numbered 1-6. For example, 1 could be the stone giants or the wolfwere; 2 could be the wyverns or the hermit; the tribesmen or the dragon could be at 3, etc.

VARIABLE ENCOUNTER AREAS (Dots)

Encounters in the wilderness will not occur randomly. The party will have encounters at specific points when travelling along the trails. These encounter sites are marked as heavy dots on the DM's map. If the party camps in a hex adjacent to a dot, the DM may decide to give the party a night encounter. Daytime encounters occur whenever the party stops in or passes through a hex with a dot. Variable encounters can be rolled randomly or be chosen by the DM, using the **WILDERNESS ENCOUNTER CHART** in this module. The animal and humanoid encounters can be used several times, as can natural hazards such as avalanches or rockslides.

WILDERNESS ENCOUNTER TABLE

Roll d20 and consult this table. Each encounter is detailed fully following the table.

Die Roll	Result
1	Border Patrol
2	Avalanche
3	Rockslide
4	Bears, brown
5	Gnoll Raiding Band
6	Eagles, giant
7	Mountain Tribesmen*
8	Snake, giant
9	Goblin Band
10	Hill Giants
11	Wolf pack (with wolfwere)*
12	Mountain Dwarf Band
13	Hermit*
14	Trolls
15	Wyverns*
16	Hobgoblin War Party
17	Ogres
18	Elven Warders Band
19	Blue Dragon*
20	Stone Giants*

*It is recommended that these encounters be used for the numbered encounter areas.

EXPANDING THE WILDERNESS ADVENTURES

The Lost Caverns of Tsojcanth is a module with a great deal of potential, one that can take many sessions to finish. DMs should consider stressing this to their players, because it is possible to have an enjoyable adventure before the caverns are even reached. The wilderness section includes a wide variety of possible encounters. Some of these can become the basis of several adventures.

The gnomes, dwarves, elves, and mountain tribesmen are fully described, and these entries can be used to create communities of mountain dwellers. A sample lair map, usable for the gnomes, has been included, should the DM want to fully develop this community. Befriending one of these communities could be of great value in providing the party with healing, information, or help against bands of raiders. However, gaining the trust of one of these communities usually requires that the party fights against their enemies.

An encounter with a military patrol could be a challenge to the party. A friendly patrol could tell the party how many "dangerous areas" (variable encounter sites) are on the trail ahead, but not the exact locations. Winning the trust of a patrol is very difficult, however, for it is their mission to be suspicious of all armed travellers.

A third possibility is the Craggy Dells. If the party succeeds in defeating the brigands there, they could find (at the DM's option) information that will lead them to the persons buying hippogriffs from the bandits.

1. BORDER PATROL

These patrols are typical of their kind. Their mission is to catch brigands and smugglers, prevent raids by humanoid bands larger wilderness monsters, prevent unauthorized border crossings, and to give advanced warning of invasion or other hostile troop maneuvers.

A. Kettites (southern part of map)

Captain (AC 2; F5; hp 32; #AT 1; D 1 d6+1) armed with lance and scimitar. He is mounted on a medium warhorse (hp 15).

Mullah (AC3; C4; hp 25; #AT 1; D 1-6+1) armed with a mace. He is mounted on a medium warhorse (14 hp) and has the following spells:

FIRST LEVEL: command, cure light wounds (x2), light, protection from evil

SECOND LEVEL: hold person, silence 15'r.

6 Lancers (AC 4; F1; hp 10, 9, 7, 7, 6, 5; #AT 1; D 1 d6+1) armed with lance and scimitar. They are mounted on medium warhorses (hp 15, 13, 2x12, 2x11).

Sergeant (AC 5; F3; hp 21; #AT 1; D 1-4) armed with dagger and composite short bow with arrows, plus four **arrows +2**. He is mounted on a medium warhorse (hp 14).

12 Horse Archers (AC 6; Lvl 0; hp 7, 3x6, 5x5, 3x4; # AT 1; D 1-4) armed with dagger and composite short bow with arrows, plus one **arrow +1** each. They are mounted on light warhorses (hp 2x14, 13, 12, 3x11, 2x10, 3x9).

Medium Warhorse (AC 7; MV 18"; HD 2+2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

Light Warhorse (AC 7; MV 24"; HD 2; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

B. Perrenlanders (northern part of map)

Commander (AC 3; F6; hp 49; #AT 1; D 1d6+1) armed with lance and hand axe. He is mounted on a medium warhorse (hp 16).

Lieutenant (AC 4; F4; hp 30; #AT 1; D 1-8) armed with long sword and light crossbow with bolts. He is mounted on a medium warhorse (hp 15).

10 Horse Archers (AC 5; Lvl 0; hp 2x6, 4x5, 4x4; #AT 1; D 1-6; armed with hand axe and composite short bow with arrows, plus one **arrow+1** each. They are mounted on medium warhorses (hp 15, 14, 5x13, 12, 2x11).

Elf Fighter/Magic-User (AC 4; F3/MU3; hp 19; #AT 1; D 1 d8+1) armed with longsword. She is mounted on a pony (hp 5) and has the following spells:

FIRST LEVEL: magic missile, sleep

SECOND LEVEL: stinking cloud

4 Elven Scouts (AC 6; HD 1+1; hp 8, 2x7, 6; #AT 1; D 1-6) armed with short sword, dagger, and longbow with arrows. They are mounted on light warhorses (hp 15, 13, 2x12).

Medium Warhorse (AC 7; MV 18"; HD 22+; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3).

Light Warhorse (AC 7; MV 24"; HD 2; #AT 2 hooves, 1 bite; D1-6/1-6/1-3).

Pony (AC 7; MV 12"; HD 1+1; #AT 1 bite; D 1-2).

Patrols will be suspicious of all individuals encountered. Only the leaders of either patrol will speak the Common Tongue. If there is a lawful neutral cleric with the party, the Mullah will be friendly to them, and even a lawful good cleric will prevent hostility. An elf or half-elf of good orchaotic neutral alignment will favorably impress the Perrenlander patrol. A party that acts in a suspicious or hostile manner will be threatened in an attempt to disarm them and bring them to the nearest border stronghold for further questioning. Simply stating that the party is in the Yatils adventuring and seeking to slay the enemies of humankind will generally suffice to obtain a grudging dismissal from a patrol.

Treasure: Zero level men will have 2-5 gp each. Others will have 10 gp per level. Each leader will have an additional 120+3d10 gp government funds. Neither patrol will fight long. If they are obviously weaker or outnumbered, they will seek to break off the action and return to their post to give a full report of the battle.

2. AVALANCHE

The party will hear a faint splintering sound followed by a rocky clattering and rumbling. They must immediately (before the DM counts to 10) move or else be crushed by the avalanche. The falling rocks will kill each party member who fails a saving throw versus Spells (although the avalanche is not magic, of course; the save simply indicates the relative danger). If the party back tracks, they will have to cross a rockslide now on their track (see 3., below); if they move ahead the rock slide will block their path if they return.

3. ROCKSLIDE

An old avalanche has partially blocked the trail at this point. It will require half a day to safely get past such a place. If the party attempts to cross quickly, a saving throw versus Petrification must be made by each member. Failure indicates the individual slipped and fell. Using d6, determine if only the mount is killed (1-4) or if both horse and rider plunge to their doom (5-6).

4. BROWN BEARS

3 Bears (AC 6; MV 12"; HD 5+5; hp 37, 30, 23; #AT 2 claws, 1 bite; D 1-6/1-6/1-8; SA hug for 2d6). The bears are hungry but can be frightened away by fire or stopped from attacking by throwing food to them.

5. GNOLL RAIDING BAND (32 Members)

Sub-chief (AC 4; MV 9"; HD 3; hp 16; #AT 1, D 1-10) armed with a halberd.

6 Archers (AC 6; MV 9"; HD 2; hp 14, 13, 12, 11, 10, 8; #AT 1; D1-6) armed with club and longbow with arrows.

10 Polearmsmen (AC 5; MV 9"; HD 2; hp 2x12, 2x11, 2x10, 4x9; #AT 1; D 2d4) armed with bill-guisarme.

3 Swordsmen (AC 6; MV 9"; HD 2; hp 12, 11, 10; #AT 1; D 1-10) armed with two-handed sword.

5 Axemen (AC 6; MV 9"; HD 2; hp 13, 2x10, 9, 8; #AT 1; D 1-8) armed with battle axe.

7 Scouts (AC 6; MV 9"; HD 2; h p 12,11, 3x10, 2x9; #AT 1; D 2d4) armed with morning star.

Individuals have 1d10+2 sp each, the leader has 1d10+2 gp. (Obviously, the group has not had much success yet.) Unless their scouts are surprised, there is a 2 in 6 chance that they will not be seen by the party. In that case, the gnolls will lay an ambush. If more than one-quarter of their number is slain without equal loss to the party, the gnolls ls will flee over the trackless mountainsides.

6. EAGLE EYRIE

6 Giant Eagles (AC 7; MV 3"/48"; HD 4; hp 29, 28, 24,23; #AT 2 talons, 1 bite; D 1-6/1-6/2d6; SA plummet at +4 to hit with two talon attacks only at 2d6/2d6.)

These are three pairs of mated birds whose nests are nearby. In two of the nests are 5 eggs (2 and 3 respectively). If there is a dwarf or high elf with the party, the eagles will telepathically warn the party to stay away. Otherwise, the eagles will plummet to attack if the party pauses or makes hostile gestures. Climbing to either nest will require spells or thief ability. It will take half a day to climb up and return. One nest also contains a scroll tube with a scroll of 3 clerical spells. The level of each spell is randomly rolled on a d4. The exact spell is chosen by the DM.



7. MOUNTAIN TRIBESMEN (20 members)

Chief (AC 5; MV 9"; F5; hp 40; #AT 1; D 2d4) armed with bastard sword and throwing spear. He has a +1 bonus to hit and a +2 damage bonus due to strength.

Sub-chief (AC 5; MV 9"; F4; hp 33; #AT 1; D 1-8) armed with battle axe, light crossbow with bolts, and a bolt +3.

Warrior (AC 6; MV 12"; F2; hp 19; #AT 1; D 2d4) armed with a morning star and three javelins. He has a +1 bonus to hit and a +2 damage bonus due to strength.

Medicine Man (AC 6, leather armor, +2 due to dexterity; MV 12"; D5; hp 29; #AT 1; D 1-6) armed with staff, dagger, and three darts. He has the following spells available:

FIRST LEVEL: animal friendship, entangle, faerie fire, speak with animals (x2)

SECOND LEVEL: charm person or mammal, cure light wounds (x2) obscurement

THIRD LEVEL: call lightning, neutralize poison, tree

8 Spearmen (AC 6; MV 9" F1; hp 10, 9, 3x8, 3x7, 2x6; #AT 1; D 1-6) armed with spear and club.

4 Axemen (AC 7; MV 12"; F1; hp 11, 10, 8, 7; #AT 1; D 2d4) armed with bardiche.

4 Crossbowmen (AC 8; MV 12"; Lvl 0; hp 7, 6, 5, 4; #AT 1; D 1-4) armed with dagger and light crossbow with bolts.

These tribesmen are out hunting and watching for potential raiders - particularly humanoids. They are Neutral, and highly suspicious of strangers. They will attack weak-seeming parties that show any signs of wealth-and nearly anything is wealth to these poor mountaineers. They can be bribed with money and weapons or similar gear. They can also be enlisted as allies against known raiders, or to attack someplace and gain great and easy wealth. In no event will they serve long or explore caverns. The entire band's treasure totals 1-6 sp and 5d6 cp. (These tribesmen come from the **GNOME VALE, area A**. The chief of the tribesmen is a feudal vassal of the gnome lairds.)

8. GRAY-FURRED GIANT SNAKE

Snake (AC 5; MV 15"; HD 4+2; HP 24; #AT 1; D 1-3; SA surprise on 1-3; poison bite (D 2d4 + save vs. Poison or die). The snake has no treasure but mountaineers consider furred snakeskin of great value (100-600 gp) for warmth and protective qualities.

9. GOBLIN BAND (70 members)

Leader (AC 5; MV 6"; HD 1+1; hp 9; #AT 1; D 2d4) armed with morning star and spear. He carries 17 gp and a base 50 gp gem.

4 Sub-Leaders (AC 5; MV 6"; HD 1; hp 4x7; #AT 1; D 1-6) armed with spear and short sword. Each has 2d6 gp.

40 Regulars (AC 6; MV 6"; HD 1-1; hp 5x7, 10x6, 10x5, 15x4, 5x3; D 1-6) armed with various weapons. Ten have spears to throw before melee. Each has 3d6 sp.

25 Skirmishers (AC 6; MV 6"; HD 1-1; hp 5x6, 5x5, 5x4, 5x3, 5x2) all armed with slings, five also have short swords. Each has 2d6 sp.

These marauding humanoids seek to rob unsuspecting travelers or to raid unprepared homes and settlements. They are working their way northwards towards the Clatspur Mountains, hoping to eventually reach the Vesve Forest. If strongly attacked, or if they take one-third casualties without hope of immediate victory, they will stop fighting and flee into the trackless mountains. They are carrying several sheep carcasses which they will drop in their flight.

10. HILL GIANTS

3 Hill Giants (AC 4; MV 12"; HD 8 + 1-2; hp 50, 42, 33; #AT 1; D 2d8; SA hurl rocks for 2d8 points of damage)

These giants live in a nearby cave and have a store of 2,300 gp, 3,600 sp, and 1,900 cp there. If they see the party and think it weak, they will attack. They will fight to defend themselves if attacked. If the party appears strong and acts very confident, the hill giants will allow them to pass.

11. WOLF PACK (14 Members)

12 Wolves (AC 7; MV 18"; HD 2+2; hp 16,14,13,12,11,10, 2x9, 8, 2x7, 6; #AT 1; D 1 d4+1)

2 Wolfweres (AC 3; MV 15"; HD 5; hp 37, 34; #AT 1 (or 2 if human weapon used); D 2d6 (plus possible weapon); SA singing causes lethargy (treat as slow spell) for 5-8 rounds; SD cold unforged iron weapons or +1 or better weapons to hit) see the end of the module.

The wolfwere is a monster similar to a lycanthrope. It is a wolf that can assume a human or half-human shape at will. They are normally encountered in a human shape, disguised as wanderers or minstrels. The wolfweres have a den near the cave of the wolves. In it are human clothing and a lute. The pair, male and female will take human form and attempt to move into the party's camp at night, sing them into a state of lethargy (which requires 1 round), and then summon the wolves and attack. In their lair they have 4,000 cp, 5,000 sp, 100 pp, one piece of jewelry (500 gp base value), a potion of flying, a potion of healing, a potion of levitation, and a potion of sweet water.

12. MOUNTAIN DWARF BAND (107 Members)

Noble (AC 2; MV 9"; F6, hp 48; #AT 1; D 1 d41) armed with war hammer +2 and short sword +1. He has a +2 bonus to hit and a +3 damage bonus due to strength.

Elder (AC 2; MV 9"; C4/F4; hp 30; #AT 1; D 1 d6+1) armed with a mace +1. He has the following spells available:

FIRST LEVEL: cure light wounds (x2), detect evil, protection from evil, sanctuary

SECOND LEVEL: chant, hold person

2 Lieutenants (AC 3; MV 9", F3; hp 27, 23; #AT 1; D 1-8) armed with battle axe and war hammer. Each has a +1 damage bonus due to strength.

10 Scouts (AC 5; MV 9"; HD 1 +1; hp 8, 2x7, 2x6, 3x5, 2x4; #AT 1; D 1-6) armed with short sword and light crossbow with bolts.

8 Guards (AC 4; MV 9"; HD 1+1; hp 9, 2x8, 2x7, 2x6, 5; #AT 1; D 1-8) armed with battle axe and light crossbow with bolts. 30 Spearmen (AC 4; MV 9"; HD 1 +1; h p 10x6,10x5,10x4; #AT 1; D 1-6) armed with spear and hand axe.

45 Infantry (AC 4; MV 9"; HD 1+1; hp 5x8, 5x7, 10x6,15x5,10x4; #AT 1; D 1-8) armed with battle axe. In addition, each of the following weapons is carried by one-third of the force: horseman's pick, mace, war hammer.

10 Bannerbearers (AC 4; MV 9"; HD 1+1; hp 2x9, 2x8, 3x7, 3x6; #AT 1; D 2d4) armed with guisarme-voulge and longsword.

This group of sturdy dwarves is bent upon wreaking revenge on a tribe of hobgoblins that has established its encampment in the mountains nearby. They will not listen to talk which would prevent or delay this mission. They will ignore any party of neutral or good aligned characters-or anyone else who does not hinder or attack them. If attacked, these mountain

dwarves will fight fiercely until their leaders are killed (at which time they will retreat while fighting). Each normal dwarf has 5d6 gp. Leaders will have 10 gp per level, 1 base50gpgem per level, and 1 piece of jewelry per level.

13. THE HERMIT

Sitting before a small cave is a gaunt, dirty, disheveled man with matted hair and beard. He wears a tattered cloak over soiled loincloth, hair shirt, and rough leggings. Worn sandals are strapped to his feet. This seemingly harmless old coot has the psionic power of **mass domination**, at the 19th level of mastery (see the **Players Handbook, Appendix I**). He can **dominate** 5 creatures, each of 20 HD or 20th level. He will use this power only if attacked, severely threatened, or abused. Those attacked must save vs. Spells at -4 or obey his commands. Orders that conflict with a character's alignment or that command suicide will not be obeyed. Those dominated will obey his commands for 95 turns (approximately 16 hours). The time of a character's obedience is reduced 1 turn for each point of intelligence, wisdom, or charisma above 14. The hermit is not evil and seeks revelation in mountain solitude. If the party pesters him with questions, he will be happy to give them directions that will aid them in finding their goal – just to be rid of them. He can impart this information immediately:

1. A tall mountain is called Iggwilv's Horn.
2. The Lost Caverns of Tsojcanth are said to lie south of that peak.
3. A narrow track does go to the caverns, for when Iggwilv ruled, there was much coming and going to and from the caverns.
4. Rumor has it that the caverns are a nexus of planes, and many odd monsters now inhabit the caverns.
5. There are at least two levels of caverns in the place.

If the party will trade some valuable item (which the hermit will then keep in store for some future deal) and some small amount of food and perhaps a new cloak, the fellow will give them a page from the journal of the lone survivor of a past expedition to the caverns. The parchment says:

"The small cave was the secret, for in back, hidden by (here the text is blurred beyond any reading)... and we descended. There was no certain path, so we (smudged)... and this is told of above, for it is where Yaim and Brelid met their end. Our persistence paid. The right way was beyond and narrow, so (writing covered with dark stain)... -earn lies straight pas(more stains)... -pe the span swiftly to plunge to doom where the wat- (here smudges and stains obliterate several lines) ... They were right. It is more dismal here than above. Only the two of us su- (blotch) ... We pray that the lucky (smudge) is true, for we are now going to attempt entry fo- (large rusty smears have wiped out the next words) ... of no help. I managed to escape. Why did we (here the remaining few words are smeared and unreadable, save for the last word) ... beautiful."

(You should place this encounter at a location that is most useful to the players. Place it near the caverns if they are not doing too well, at some distance if they are highly capable.)

14. TROLL CAVE

4 Trolls (AC 4; MV 12"; HD 6+6; hp 39, 32, 29, 28; #AT 2 claws, 1 bite; D 1d4+1 /1 d4+1/2d6; SA can attack three opponents at once; SD regenerate 3 points/round, three rounds after taking damage).

These very hungry monsters will immediately attack the party when it enters their lair. In the noxious heap of sticks, leaves, bones, and dung which is their nest is scattered the following treasure: 1,983 gp, 104 pp, and 2 potions of **vitality** (see the end of the module for data).

15. WYVERN ROOST

2 Wyverns (AC 3; MV 6" /24"; HD 7+7; hp 39, 30; #AT 1 bite, 1 sting; D 2d8/1d6; SA poison sting in tail).

This mated pair of wyverns has a clutch of three eggs (value 2,000 gp each) in their lair. Because of this, they are very aggressive and will attack until slain. Their treasure is: 450 ep, 10 gems (100 gp base value), a suit of elven chainmail, and a quiver with 7 normal and 3 **arrows+1** in it. (The bones of the elf are scattered nearby.)



16. HOBGOBLIN WAR PARTY (81 Members)

War Chief (AC 3; MV 9"; HD 3; hp 16; #AT 1; D 2d4) armed with bastard sword and spear. He has a bonus of +1 to hit and +2 damage due to strength.

2 Sub-Leaders (AC 4; MV 9"; HD 2+1; hp 11, 10; #AT 1; D 1-8) armed with longsword and whip.

8 Guards (AC 4; MV 9"; HD 2; hp 4x9, 2x8, 2x7; #AT 1; D 1-8) armed with longsword and composite longbow with arrows.

8 Scouts (AC 5; MV 9"; HD 1+1; hp 7, 3x5, 4x4; #AT 1; D 1-8) armed with longsword and composite longbow with arrows.

10 Spearmen (AC 5; MV 9"; HD 1+1; hp 2x7, 2x6, 2x5, 4x4; #AT 1; D 1-6) armed with two throwing spears each.

20 Infantry (AC 5; MV 9"; HD 1+1; hp 2x9, 4x8, 4x7, 2x6, 4x5, 4x4; #AT 1; D 2d4) armed with morning star. They are also armed as follows: 50% carry longsword, 50% carry spear. 32 Polearmsmen (AC 5; MV 9"; HD 1+1; hp 2x9, 4x8, 6x7, 8x6, 6x5, 6x4; D by weapon). The force is armed as follows: 25% have fauchard, 25% have fauchard-fork, 25% have military fork, 25% have glaive-guisarme.

This small group of hobgoblins is in the pay of Ket, with orders to prevent or report human movement along the Kettite border area. Of course, these creatures will attack nearly anything especially if they think they can easily win. If they take 20 casualties without causing equal losses, they will flee. Each has 1 d12+4 cp and 2d4 gp. Guards have double the amount of treasure. Sub-leaders have double treasure and 1-4 pp. The war chief has 15 gp and 11 pp, a base 50 gp gem, and an ivory necklace worth 230 gp.

17. OGRE DEN

6 Ogres (AC 5; MV 9"; HD 4+1; hp 30; 27, 25, 23, 22, 19; #AT 1; D 1-10) armed with club. Each carries 20+1d4 gp.

These monsters have a cave hidden by a large boulder. Inside they have a crude table and benches, a great skin of beer, bags of miscellaneous food (cheese, dried meat, etc.), six piles of leaves and ratty bedding materials, and little else. Hidden in 10' high nook in the back of the cave is an old leather bag which contains 900 ep and 20 pp, 6 base 50 gp gems, and a potion of rainbow hues (see the end of the module for data).

18. ELVEN WARDER BAND

Captain (AC 2, elven chainmail, includes +3 due to dexterity; MV 12"; F5/MU5; hp 29; #AT 1; D 1-8) armed with sword +1 and dagger +1. He has the following spells available:

FIRST LEVEL: charm person, shocking grasp, spider climb, ventriloquism

SECOND LEVEL: audible glamer, mirror image

THIRD LEVEL: slow

Aide (AC 4; MV 12"; F3/C3; hp 24; #AT 1; D 1 d6+1) armed with a mace +11. He has the following spells available:

FIRST LEVEL: bless, cure light wounds, light, protection from evil

SECOND LEVEL: hold person

Lieutenant (AC 4; MV 12"; F4; hp 33; #AT 1; D 1-6) armed with spear +1 and longsword.

12 Archers (AC 5; MV 12"; HD 1+1; hp 8, 2x7, 2x6, 3x5, 2x4; #AT 1; D 1-6) armed with short sword and longbow with arrows.

12 Guard Infantry (AC 5; MV 12"; HD 1+1; hp 2x9, 2x8, 2x7, 4x6, 2x5; #AT 1; D 1-10) armed with two-handed sword.

24 Spearmen (AC 4; MV 12"; HD 1 +1; hp 4x8, 4x7, 4x6, 8x5, 4x4; #AT 1; D 1-6) armed with long spear and short sword.

12 Scouts/Animal Handlers (AC 5; MV 12"; HD 1+1; hp 2x8, 2x7, 2x6, 4x5, 2x4; #AT 2 or 1; D 1-6) half armed with longbow, half armed with spear.

3 Elven Dogs (Cooshee) (AC 5; MV 15"; HD 3+3; hp 23, 21, 18; #AT 1; D 1 d6+6; SA forepaws; SD camouflage (see the end of the module))

This group of elves watches the mountains near the eastern edge of the Yatils to give advance warning of a humanoid raid to the inhabitants of the Volverdyva river valley. The elves are very cautious and will question thoroughly anyone encountered. Each elf has 1-4 each ep, gp, and pp. Leaders have the same amount per level. The captain wears a jeweled bracelet worth 600 gp.

In combat, the cooshee and handlers will attack the right flank, with the spear unit in support, the bows will fire against the other flank, and the guards will be used as a reserve force. If needed, the leaders will attack the center or the left flank. When faced with obviously overwhelming odds, the elves will stop fighting and retreat along the trackless mountainsides.

19. DRAGON

Sub-adult Blue Dragon (AC 2; MV 9"/24"; HD 10; hp 30; #AT 2 claws, 1 bite; D 1d6/1d6/3d8; SA lightning).

This monster moved into the area several years ago and has raided the surrounding lands in ever-widening sweeps. Although it can speak, the dragon does not have any spell casting ability. It has just awakened from a long nap, and it is now flying in search of prey. Its lair is nearby, a narrow-mouthed cavern of considerable



size in which it has: 8,000 cp, 5,200 sp, 2,750 ep, 800 gp, and 55 pp amassed in a vast heap. Mixed into this pile are 15 base 10 gp gems, 7 base 50 gp gems, and 4 base 500 gp gems, a jeweled cup worth 650 gp, a silver dagger with ivory and lapis handle worth 400 gp, a scroll of six clerical spells (know alignment, dispel magic, remove curse, tongues, cure critical wounds, gate; at the 17th level of spell use) in an electrum tube worth 130 gp., and a javelin of lightning. This creature will allow the party to pass unmolested if they appear strong, do not attack, offer at least one horse for a snack, and give a bribe of at least 1,000 gp value. In combat, the blue dragon will stay aloft and attempt to pick off the strongest party members with bolts of lightning. Saving one breath for emergency situations, she will then land and begin clawing and biting.

20. STONE GIANTS' PLAYGROUND

2 Stone Giants (AC 0; MV 12"; HD 941'-3; hp 56, 53; #AT 1; D 3d6; SA hurl rocks for 3d10 points of damage).

This pair of stone giants has made a playground of an area where a minor rockslide once obstructed the pathway. They have cleared the area to make a broad ground to run around on, and there they play catch with boulders. The field is littered with rock fragments and boulders of all sizes. If the stone giants believe that they are in danger, they will scoop up these stones and hurl them at intruders. They will continue to do so until engaged in melee. On the other hand, if the party converses politely with them, the giants will be friendly but cautious. If they are offered food and drink, the giants will offer to trade a scroll they cannot read for coins or gems. For a minimum of 2,000 gp, the giants will trade. Of course, they will ask for far more first, and bargain down. They have a cave about one mile away, holding their treasure. The giants have 4,000 sp, 5,000 sp, two base 500 gp gems, and a scroll of two magicuser's spells (shocking grasp, Bigby's crushing hand (AC 6, hp 35; at the 15th level of spell use). The scroll is in a leather tube.

LETTERED ENCOUNTER AREAS

10 Advanced Guards/Runners (AC 7; MV 9"; HD 1-1; hp 3x6, 4x5, 3x4; #AT 1; D 1-6) armed with club and sling with bullets.

A. GNOME VALE

This wooded valley is home to a large clan of gnomes, a group which is unusually reclusive. They have established individual dwellings along the northeastern edge of the area. These are usually natural caves improved with worked areas, or burrows in choice glens. There are several ponds and springs in the vale, and the gnomes raise sheep and goats there. The pass leading into the vale is guarded by the following force:

Chieftain (AC 1; MV 6"; F5; hp 31; #AT 1; D 1-6) armed with short sword +1 and spear.

Lieutenant (AC 2; MV 6"; F3; hp 20; #AT 1; D 1-6) armed with short sword and spear.

Cleric (AC 2; MV 6"; C4; hp 18; #AT 1; D 1-6) armed with club. He has the following spells available:

FIRST LEVEL: command, cure light wounds (x2), detect evil, detect magic

SECOND LEVEL: hold person, know alignment, speak with animals

4 Bodyguards (AC 4; MV 6"; F2; hp 14,12, 11,10; #AT 1; D 1-6) armed with short sword and spear.

Illusionist (AC 5, bracers, includes +3 due to dexterity; MV 6"; 12; hp 9; #AT 1; D 1-6) armed with a staff. He wears bracers of defense (AC 8) and has the following spells available:

FIRST LEVEL: color spray, wall of fog

20 Archers (AC 6; MV 6"; HD 1-1; hp 2x6, 8x5, 8x4, 2x3; #AT 1; D 1-6) armed with short sword and short bow with arrows. The strongest two have two arrows +1 each.

20 Polearmsmen (AC 5; MV 6"; HD 1-1; hp 4x6, 6x5, 8x4, 2x3; #AT 1; D 1-6) armed with glaive and dagger.

This group is deployed so as to be able to defend the entryway into their homeland. The advanced guards are chosen for swiftness, and when they sight any enemy or other intruder, two runners are sent to alert the camp. The force then takes position behind a stone wall, archers mixed with pole-armed troops. The leaders and bodyguards stay behind the archers as a second line and reserve: If the force is attacked, the slingers climb above the enemy and fire from flanking positions. Several will work their way back to break off and alert the clan chief. Reinforcements will be sent from the gnome lair in four groups, each arriving at intervals of one half hour:

Group 1:

Laird Furduch Na'Gwaylar (AC 0; MV 6"; F5; hp 34; #AT 1; D 1-6) armed with spear+2 and short sword. He has a bonus of +1 to hit and +2 damage due to strength.

Captain (AC 2; MV 6"; F4; hp 17; #AT 1; D 1-6) armed with spear and short sword.

2 Lieutenants (AC 4; MV 6"; F3; hp 18, 15; #AT 1; D 1-6) armed with spear and short sword.

40 Infantry (AC 5; MV 6"; HD 1-1; hp 5x6, 10x5, 20x4, 5x3; #AT 1; D 1-6) armed with spear and short sword.

Group 2:

Chieftain (AC 3; MV 6"; F5; hp 26; #AT 1; D 1-6) armed with short sword and short bow +1 with arrows.

Lieutenant (AC 3; MV 6"; F4; hp 18; #AT 1; D 1-6) armed with short sword and short bow with arrows.



Cleric #1 (AC 4; MV 6"; C3; hp 14; #AT 1; D 1 d4+1) armed with war hammer. He has the following spells available:

FIRST LEVEL: cure light wounds (x3)

SECOND LEVEL: spiritual hammer

Cleric #2 (AC 4; MV 6"; C3; h p 11; #AT 1; D 1 d4+1) armed with war hammer. He has the following spells available:

FIRST LEVEL: bless, cure light wounds (x2), remove fear

SECOND LEVEL: chant, speak with animals

20 Archers (AC 5; MV 6"; HD 1-1; hp-4x6, 8x5, 6x4, 2x3; #AT 1; D 1-6) armed with short sword and short bow.

Group 3:

The Laird Gwaylar, clan chief (AC-1, shield, armor, +1 due to dexterity; MV 6"; F6; hp 43; #AT 1; D 1-8) armed with shield +1, plate mail +1, longsword +1, and dagger. He has a bonus of +2 to hit and +3 damage due to strength.

3 Sergeants (AC 4; MV 6"; F3; hp 20,16,13; #AT 1; D 1-6) armed with spear and short sword.

Chief Cleric (AC 2; MV 6"; C7; hp 37; #AT 1; D 1-6) armed with staff. He has the following spells available:

FIRST LEVEL: bless, command, cure light wounds, light, sanctuary

SECOND LEVEL: hold person (x2), silence 15' r., speak with animals (x2)

THIRD LEVEL: animate dead, dispel magic, prayer,

FOURTH LEVEL: cure serious wounds, sticks to snakes

Under Cleric (AC 3; MV 6"; C5; hp 25; #AT 1; D 1d6+1) armed with a mace +1. He has the following spells available:

FIRST LEVEL: bless, cure light wounds (x2), detect evil, detect magic

SECOND LEVEL: chant, hold person, resist fire (x3)

THIRD LEVEL: dispel magic

4 Lesser Clerics (AC 4; MV 6"; C2; h p 14,12,11, 9; #AT 1; D 1-6) armed with two clubs each. Each has the following spells:

FIRST LEVEL: bless, cure light wounds, protection from evil

20 Infantry (AC 5; MV 6"; HD 1-1; hp 5x6, 10x5, 5x4, #AT 1; D 1-6) armed with spear and short sword.

40 Militia (AC 6; MV 6"; HD 1-1; hp 5x6, 5x5,15x4,15x3; #AT 1; D 1-6) armed with spear and club.

12 Animals Handlers (AC 5; MV 6"; HD 1-1; hp 2x6, 4x5, 6x4; #AT 1; D 1-6) armed with short sword and club.

3 Giant Badgers (AC 4; MV 6"; (3"); HD 3; hp 20, 19,17; #AT 3; D 1-3/1-3/1-6). They obey the Laird Gwaylar, his son, their handlers, or clerics using spells to communicate.

Group 4:

Captain (AC 4; MV 6"; 175; hp 35; #AT 1; D 1-6) armed with short sword +1 and sling.

Lieutenant (AC 4; MV 6"; F4; hp 24; #AT 1; D 1-6) armed with spear and short sword.

2 Sergeants (AC 5; MV 6"; F2; hp 13, 12; #AT 1; D 1-6) armed with spear and club.

30 Slingers (AC 6; MV 6"; HD 1-1; hp 4x6, 10x5, 10x4, 4x3, 2x2; #AT 1; D 1-6) armed with club and sling with stones.

100 Militia Infantry (AC 6; HD 1+1; hp 10x6, 20x5, 30x4, 20x3, 20x2; #AT 1; D 1-6). One-third of the force is armed with short sword, two-thirds are armed with spear. All carry clubs as well.

Each male gnome has 2d4 gp. Higher-level gnomes also have 1-4 pp, with the die roll for both gold and platinum multiplied by level. Females will have 1-4 each electrum and sp. Young will have 1-8 cp.

The burrows and caves of the higher-level gnomes will contain 1-4 gems. There are 20 such caches. The cave of the Laird Gwaylar wherein the other highest level gnomes also dwell, has the following treasure: 2,000 cp, 2,300 sp, 700 ep, 3,100 gp, 6 base 1,000 gp gems, 3 pieces of jewelry (75% base value

each), a scroll of six clerical spells (raise dead (x3), heal, restoration, resurrection: at the 16th level of spell use), a stone controlling earth elementals (flawed, with a 5% chance of losing control of the elemental summoned-thus the gnomes will not use it except in life-or-death situations). The gnome's treasure is stored in great iron chests, in a room hidden by a secret door, and guarded by several stone traps that only these gnomes know how to avoid.

If the gnomes are attacked and the pass cannot be held, the gnomes will fall back to their caves and burrows, making a stand in the cave complex of the Laird Gwaylar. There are the following additional forces at this place:

Illusionist (AC 4, ring, +4 bonus due to dexterity; MV 9"; 17; hp 33; #AT 1; D 1-4) armed with dagger+2, a wand of illusion, and a ring of protection +2. He has the following spells available:

FIRST LEVEL: change self, color spray, detect invisibility

SECOND LEVEL: blindness, hypnotic pattern

THIRD LEVEL: invisibility 10' r.

12 Guards (AC 4; MV 6"; HD 1; hp 8, 3x7, 6x6; #AT 1; D 1-8) armed with longsword and dagger.

200 Female Gnomes: Non-combatant

120 Young Gnomes: Non-combatant



If the party is friendly, the gnomes will not attack them, and if the party is of good alignment, they will be permitted to enter the vale and use it as a place of safety and rest. If the party has fought and defeated humanoids or ogres, trolls, etc., then the gnomes will befriend them, healing the party's wounds and diseases, and supplying food. They will tell a trusted party the general whereabouts of the caverns. (The gnomes have a fair knowledge of the locale and can point it out on the blank area of the party's map.) For particularly heroic actions, the party will be rewarded by the gnomes. They have the following treasures which they will bestow:

1 man-sized shield +1

1 man-sized suit of chainmail +1

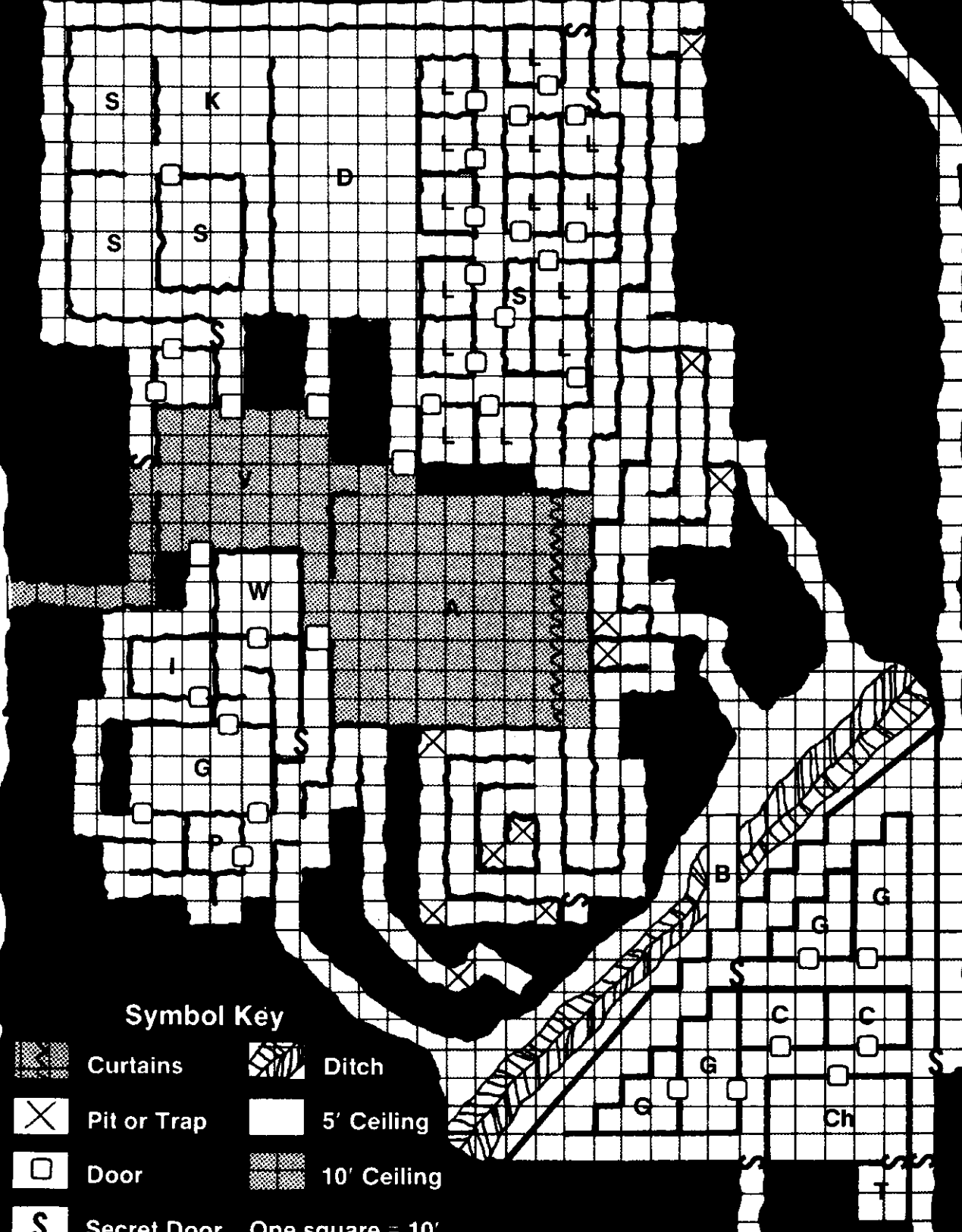
1 potion of diminution

Their Chief Cleric will also use a raise dead spell from a scroll to save a party member slain in battle against enemies of the gnomes. In no event will any gnomes agree to accompany the party on its quest. (Exception: If you determine that the party is too weak to succeed without aid, you may allow one or two gnomes under 5th level to agree to an adventure as full partners.)

GNOME LAIR

Room Key

A	Audience Room	E	Secret Exit	P	Chief Cleric
B	Drawbridge	G	Guards	S	Storage
C	Chief's Family	I	Illusionist	T	Treasure Chamber
Ch	Chief	K	Kitchen	V	Visitor's Quarters
D	Dining Hall	L	Family Quarters	W	Weapons



Symbol Key

	Curtains		Ditch
	Pit or Trap		5' Ceiling
	Door		10' Ceiling
	Secret Door	One square = 10'	

B. THE CRAGGY DELLS

This isolated place is one of rugged beauty, with rock spires and jutting mesas rising from a dish-shaped valley. The rock formations make the place a series of meadows and dell. There are scattered shrubs and a few copses of trees, but most of the area is covered with lush grasses. Game is common amidst the dell of the valley. The towering peaks serve as home to a herd of hippogriffs:

9 Adult Hippogriffs (AC 5; MV 18"/36"; HD 3+3; hp 26, 20, 19, 18, 17, 16, 15, 2x14; #AT 2 claws, 1 bite; D 1-6/1-6/1-10).

This group consists of a male and his harem. There are eight nests with a total of three fledglings in one pair of nests and four eggs in two others. This flock nests at the far southeastern edge of the valley. A group of renegade humans and orcs, led by a particularly vile half-orc, is currently camped in the **CRAGGY DELLS**. They are capturing hippogriffs and fledglings to sell them later to certain powerful individuals who have promised to pay well for the creatures. The band consists of:

Boss (AC 0, includes +2 due to dexterity, magic armor; MV 12"; half-orc F6/A6; hp 43; #AT 2; D 2d4) armed with **splint maul +2**, bastard sword, dagger, and **crossbow of speed** with bolts. He also has three **bolts+2** and two bolts coated with type D insinuating poison. His assassin's and thief's abilities are as follows:

BOSS TABLE

Level Of Victim	Chance Of Assassination	Thieving Ability*	
4-5	60%	pick pockets	40%
6-7	50%	open locks	42%
8-9	35%	find traps	40%
10-11	20%	move silently	33%
		hide in shadow	25%
		hear noise	20%
		climb walls	93%
		read languages	10%

Surprise backstab = triple damage*

* Cannot be used while in metal armor

His treasure consists of 3 ep, 11 gp, 21 pp, two base 100 gp gems, a jeweled earring of 350 gp value, and a jeweled silver brooch worth 1,200 gp.

Number Two (AC 2, includes +1 due to dexterity, magic shield; MV 9"; F7; hp 60; #AT 3/2; D 1d6+1) armed with **shield +11**, flail, and short sword. He also has a **rope of entanglement**. He has a bonus of +1 to hit and +3 damage due to strength. His treasure is 30 gp and 11 base 50 gp gems.

Number Three (AC 3; includes 3 due to dexterity, MV 9"; HD 3, orc; hp 21; #AT 1; D 2d4) armed with bardiche and dagger. He has a bonus of +1 damage due to strength. He is an orc chieftain with a treasure of 26 gp, one base 100 gp gem, and a belt buckle worth 75 gp.

Witch Doctor (AC 6; MV 9"; orc C4/MU3; fights as HD 2; hp 13; #AT 1; D 1-6) armed with club. He has the following spells available, as a cleric and magic-user:

FIRST LEVEL: cure light wounds, cause light wounds, darkness (cleric); affect normal fires, shield (magic-user)

SECOND LEVEL: chant, speakwith animals (cleric); scare (magic-user)

His treasure is 17 gp, a necklace of gems worth 2,700 gp, and a potion of **heroism**.

- 10 Brigands (AC 7; MV 12"; Lvl 0; hp 7, 3x6, 3x5, 3x4; #A T 1; D 1-6) armed with hand axe and light cross bow with bolts. 12 Brigands (AC 5; MV 9"; Lvl 0; hp 2x7, 3x6, 3x5, 4x4; #AT 1; D 2d4) armed with broadsword and spear.
- 8 Orcs (AC 6; MV 9"; HD 1; hp 8, 7, 2x6, 3x5, 4; #AT 1; D 2d4) armed with guisarme-voulge and hand axe.
- 8 Orcs (AC 5; MV 9"; HD 1; hp 3x7, 2x6, 2x5, 4; #AT 1; D 1-6) armed with spear and short sword.

Each man and orc carries 1d10+2 gp. There is a pouch with 50 base 1 gp gems (large but low-value, with a maximum value of 50 gp on any stone) hidden in the Boss' saddle bags. The encampment is near the center of the valley, with the party's 26 light saddle horses (the orcs all walk, except for the chief) hidden in a cave. Tents are pitched haphazardly. The orcs and some of the men sleep beneath overhanging ledges. The encampment is fairly well concealed, cook fires are in a small cave, but the guards are very lax, except at night.

If the party of adventurers enters boldly, making noise or taking no precautions, the renegades will have normal chances of surprise and will surround them when they attack. The leader is a bit berserk, so as long as he is alive and leading the attack, the rest will continue combat. As soon as the Boss is slain or otherwise out of the fray, the remainder will scatter and flee.

About one-quarter mile away from the camp is a cavern. The renegades have used boulders and heavy logs to make it into a prison pen for captured hippogriffs. There are a number of hippogriffs penned inside, and the Witch Doctor has actually managed to tame three of them to a point where they could be controlled by a bold and skillful rider. The captives are:

- 4 Hippogriffs (Untamed) (AC 5; MV 18"/36"; HD 3+3; hp 25, 21, 18, 17; #AT 3; D 1-6/1-6/1-10).
- 3 Tamed Hippogriffs (AC 5; MV 18"/36"; HD 3+3; hp 16, 15, 14; #AT 3; D 1-6/1-6/1-10).
- 5 Fledgling Hippogriffs (AC 7; MV 12"/-; HD 1+3; hp 10, 8, 7, 6, 4; #AT 3; D 1-2/1-2/1-4).



If the adventurers find this place and use some spell to communicate with the hippogriffs, they will discover that the creatures will not attack if freed, as they have sufficient intelligence to recognize benefactors. If extra effort is made, it is possible to get the three partially tamed hippogriffs to remain behind as potential mounts for the party. These animals must be coaxed and well-fed by the adventurers. The fledglings will stay if fed and cared for. They will gain full movement ability and normal AC in two weeks. They also each gain another hit die. They will not attain full size and can't be ridden for another year. At that time each gets its final additional hit die. The fledglings will consider the party friends (and provides) and stay with them if they are fed and cared for initially.

THE LOST CAVERNS OF TSOJCANTH

The track into this area leads to a cavern with an entrance that seems like a fanged maw. The top is jagged and there are rising, cones of stone below. The cavern is 40' wide, 70' long, and over 20' high in the central area. It has obviously been used much in the past. The walls and ceiling are blackened by soot, and there are bits of broken furniture and discarded gear scattered around. At the back of the place is a smaller cave 20' wide, 30' long, and 15' high. At the northernmost end of the cave is a 10' wide passage slanting steeply down. Steps have been roughly hewn in its floor to allow easier passage. The tunnel leads down into the heart of the mountain. It is about 130' long and has some 60 broad stairs, each with a drop of 1'. At the end of the passage is the entrance to the lost caverns-where the real adventure begins.

General Notes: All of the passageways and chambers in both the **LESSER CAVERNS** (first level) and the **GREATER CAVERNS** (second level) are natural, with few signs of mining. The floor is generally smooth and worn-looking, although there are some rugged places with fallen stone or stalagmites. Ceiling height varies from 10' to 15' in 10' wide passageways in the **LESSER CAVERNS**, and a 13' to 20' height in the **GREATER CAVERNS**. Passageways 20' or wider have ceilings 21' to 32' high on both levels. The same is true for smaller caves and chambers. Caverns larger than 40'x 40' will have walls about 15' high and domed ceilings. These have a height of about two-thirds the longest dimension of the cavern, i.e., a chamber 40' x 100' would have a maximum height of about 65' at the central part of the cavern. Exceptions will be noted. The rock formations in these caverns are quite colorful. Stalactites depend from the ceilings of most areas. At the entryway, the walls and floor tend towards drab grays and gray-browns, but further along the stone is red, yellow, green, and blue. Some areas have sparkling mica or quartz, shining, low-value, onyx deposits, or vari-colored strata of minerals that make the place look like a wonderland in torch or lantern light.

There are frequent shelves and ledges, and along these grow strange lichens and fungi. Some of these plants give off a very faint, pale gray luminescence. This glow is not sufficient to see by, but eyes adjusted to the darkness can spot movement within 10' by its radiance. There are also some areas where sand and compost allow for the growth of huge fungi of all types, some looking similar to shriekers and violet fungi but not actually of either species. These areas of growth occur where there is plentiful water seepage from walls and ceiling.

The caverns are quite damp. Floors are slick in places, and characters moving rapidly have a 1 in 6 chance of falling. There are small rivulets and pools of water every 100' or so. The pools support small, pale life-crayfish and fish, as well as crickets, beetles and other insects. Characters who listen closely will hear a number of small sounds, mostly those associated with the insects and other small life which inhabit the caverns.

WANDERING MONSTERS

In the **Lost Caverns of Tsojcanth**, there are no true random encounters. If the party is near a lettered encounter area and making a great deal of noise, or merely waiting quietly for more than one turn, there is a 1 in 6 chance that the monster nearby will come and investigate - providing the creature could normally leave its lair to move about for some reason. Of course, if the party is off in a dead end side passage, staying quiet, and showing no light, then there will be no monster encounters at all. Nevertheless, you should conduct periodic checks, as if the possibility of encounters existed. This will keep the characters

"on their toes." Occasionally, pretend to consult the module and inform the party that they have seen a large number of bats, a few giant rats, many normal rats, huge nightcrawlers (3' to 6' long, no attacks), or various large-sized slugs and grubs. All are harmless. These are the usual prey for the larger creatures inhabiting the caverns.

KEY TO THE LESSER CAVERNS

A. RIVER ENTRY POINT

The tunnel ceiling lowers here to only about 8' above the surface of the water. (In the caverns area the ceiling over the river is at least 15' high, and in many places it is over 30' high.) The river is from 20' to 40' deep and filled with fish of many sorts. The river twists and turns for over a mile; and then, at a point where a chimney rises some 60' to the outside world, the tunnel ceiling lowers to water level. Further progress along the river is impossible. It is possible for those with thieving' or appropriate magical ability to climb the vertical shaft. The exit is about one mile west of the entrance to the caverns.

1. ENTRY CAVERNS

After descending the long flight of steps, you pass north about 20' into a natural chamber some 70' wide and 50' deep. You have ignored a narrow passageway to your left (west) in order to enter this area, for your light has glinted off something on the far wall of the place. Now you see that there are weird faces carved in bas-relief around the walls of this cavern. There are, in fact, six such visages hewn from the rock itself. Each face is by the side of one of six tunnels leading off in one direction or another from the cavern to unknown. Although each face is slightly different from its fellows, all are strange and doleful looking: one has doglike ears, another protruding tusks, a third drooping wattles, etc. There seems to be no relationship between the size of the passageway and the stony visage beside it. Nothing else in the chamber seems remarkable. There are a few stalactites on the ceiling above, a few fallen to the floor amid a handful of stalagmites.

Each of these bas-relief carvings has an animated mouth with a permanent **magic mouth** spell cast upon it. When any party member comes within three feet of one of these faces, the mouth will move and it will say with a bass, mournfully dire tone: "TURN BACK ... THIS IS NOT THE WAY!" This will be repeated endlessly each time the same or another individual comes within three feet. If any member watches the stone mouth, he or she will note that it has something glittering within it. Each mouth has a gem in it. The colors are, from left to right, amber, purple (amethyst), pale blue (aquamarine), deep red (garnet), olive green (peridot), and dark pink (tourmaline). Regardless of which is taken first, the first gem is worth 1,000 gp. The others, although just as large, are flawed and worth but 100 gp each. The stone of these faces is very hard and nearly impossible to break. Each mouth will bite for 1d10+2 points of damage if anyone attempts to take the gem within. **A command** spell or a demand for the gem will not avail. However, if any character simply asks the face to stick out its tongue, or open its mouth and stick out its tongue, or any similar request, the face will obey. The mouth will open, the sound "AAAHHH" will be heard, and the gem will be on the tongue. If characters attempt to speak with a visage, it will only repeat its deep voiced warning. However, if the word "truth" is used in any question or demand, then each face will lie and state majestically: "MY WAY IS THE RIGHT WAY." Only the visage in the far southeast, beside the 2' wide passageway south, will say anything different. That mouth will speak as follows: "I WATCH THE ONLY WAY!"

2. STREAKED CAVE

You have entered a small cave—perhaps 20' or so by 30' in length. Its walls and floor are covered with streaks and blotches. There seems to be no exit.

This cave is the lair of 20 stirges (AC 8; MV 3"/18"; HD 1+1; hp 2x9, 2x8, 4x7, 4x6, 2x5, 2x4, 2x3, 2x2; #AT 1, as 4 HD monster; D 1-3; SA 1-4 points of damage automatically after first hit, limit 12 points of additional damage). These monsters lurk in the nooks and crannies of the cave. Once two or more victims are in the place, they will flutter down and attack. They have no treasure.

3. SLATE CHAMBERS

This squarish cave is in an area of slate and shale. The flat gray and blue-gray stones seem to absorb light. There are several weapons scattered around the place—a spear, a battle axe, a bastard sword, and a pair of daggers.

A berserk clay golem (AC 7; MV 7"; HD 11; hp 50; #AT 1; D 3d10; SA damage cured only by **heal** from 17th level cleric, **haste** once per day for three rounds, SD+1 or better blunt weapons to hit, immune to most spells) lurks in the small alcove in the northeast. It blends with the walls and is camouflaged until it steps out. It will do so as soon as it sees light or hears intruders in its lair. Once it confronts the party, it **will haste** itself and begin double-speed movement and attacks. This monster has no treasure, but one of the daggers on the floor of the cave is a **dagger +2** "Longtooth," which performs exceptionally for a gnome or halfling. (See the end of the module for details on this weapon.)



4. GUANO-COVERED CAVE

This large high-domed cave is covered with bat guano. The floor is inches deep in the stuff, and you can see many beetles and a few normal rats scurrying away from you as you enter. The sound of flowing water comes from somewhere in the north end of the place.

Eight **mobats** (AC 2, 7 if crowded flying conditions, 10 if not flying; MV 1 "/15"; HD 4 to 6 (2x6, 4x5, 2x4); hp 29, 27, 25, 24, 23, 22, 19, 17; #AT 1; D 2d4; SA surprise on 1-3, screech paralyzes for 2 rounds opponents who fail save vs. Paralysis) have taken this cave for themselves, devouring the many smaller bats which once dwelled in the place. The eight hang from the ceiling 40' above. When the party enters, they will swoop down one at a time. The first attack has a 50% chance of surprising the chosen opponent. The mobats will attack in rotation, one at a time, each voicing its piercing screech. After each has attacked once, there is a chance that several will attempt to attack at the same time on the ninth round and thereafter. Roll 1 d6, and a 2, 3, or 4 indicates the number of bats that have swooped to attack. This means crowded flying conditions, giving the bats AC 7. Any unmodified "to hit" score of 20 on a wounded mobat means it has been knocked out of the air, and it will be on the ground next round with an AC of 10.

On the north wall of the cave, 30' up, is a broad, projecting ledge. A tunnel leads to the underground river beyond, the surface of the water being about 40' below this opening. (The mobats use this place to take off on their forays for prey, flying up and down the waterway, catching fish and any other prey.) On the ledge are a scattering of 10d10 of each type of coin, 2d6 gems, and 1-4 pieces of jewelry. It will take a thief's climbing ability or some magical means to reach the stone shelf. (See the end of the module for details of the mobat.)

5. LITTERED CAVE

The small cave you have just entered has bones scattered throughout it. There is a low mound of dung in the middle of the place, and what appears to be a crushed minotaur skeleton at the south end of the cave. Beside the skeleton are two leather sacks. The floor and ceiling are fairly smooth.

Attached to the ceiling is a lurker above (AC 6; MV 1"/9"; HD 10; hp 51; #AT 1; D 1-6; SA surprise on 1-4, smother prey in 1d4+1 rounds; SD entrapped prey must have short, stabbing weapon in hand to fight). The lurker above is quite hungry, not having eaten in sometime, so it will certainly attack as soon as anyone moves beneath it. The skeleton is that of a minotaur. One sack holds 102 sp and 167 pp. The latter are beneath the silver, and a hurried examination means a 90% chance of mistaking the platinum for silver. The other bag contains 281 gp. There are 5 gems imbedded in the belly of the lurker above, but they will not be seen unless the party turns the monster over.

6. GROTTA

The walls of this place are carved and chiseled into a running series of forms and figures which extend from the floor to the arched ceiling. You do not recognize most of the forms, but fungi, blind fish, and various insect forms common to the underground world are familiar. The work is bas-relief of a caliber superior to that of the stone faces. There are stone chips on the floor. You note a worked shaft about 4 1/2' high and 2' wide running northwest from the far end of the grotto.

If the party lingers in the grotto for three or more rounds, they will hear the clanking sound of metal on stone. If they shine light down the small tunnel, they will alert and arouse seven pech (AC 3; MV 9"; HD 4; hp 30, 28, 27, 25, 24, 20, 18; #AT 1; D 1-3; SA **stone shape, stone tell**, each four times per day. Four pech working simultaneously can cast a **wall of stone** at the 16th level of spell use. Eight pech can cast a **stone to flesh** spell. Hits by pech always do maximum damage to lithic monsters, +3 damage bonus due to strength; SD immune to petrification). These thin, dwarf-sized creatures are busily working to cut a flight of stairs upwards into the mountain where they know there is a large, sealed cavern. Light will cause them to shout in all of the languages they speak (Dwarf, Gnome, Goblin, Common, and their own tongue): "Douse that cursed light, STUPID!" They will come to investigate and be somewhat friendly if the party complies. If more light is used, the pech will become increasingly angry and hostile. Several rounds of light (1d4+4) will cause them to come out and attack the light source. If it is a **light** spell, they will have a **wall of stone** spell to secure themselves against its rays and then continue to work to get to the new cavern. If the party shows them any courtesy, they will be relatively friendly. They will even aid the explorers against the clay golem (area 4 above) if offered not less than 2 gems or 1 piece of jewelry each. They have no treasure. (See the end of the module for details of pech.)



7. FUNGI CAVERN

This place is filled with all sorts of small and medium-sized fungi growth-floor and walls sprout many sorts of the stuff. Several large, whitish forms can be seen amongst the fungi. It appears that several passageways radiate from this cavern.

This cavern is the favorite feeding ground of five **giant cave crickets** (AC 4; MV 6," jump 3"; HD 1+3; hp 9, 7, 6, 5, 5; #AT 1 kick; D 1-4; SA 1 in 6 chance of jumping attack for automatic damage, otherwise normal attack; SD chirping). Many of these creatures live within the caverns, but this is a preferred spot and five will always be here. If frightened by loud noise or light they have a 1 in 6 chance of jumping upon a party member. Those that miss still have normal chances to hit. Frightened crickets will also begin chirping, drowning out speech in a 90' radius. Once the chirping begins, the monsters in area 9 will come to investigate in three rounds. The crickets have no treasure. (See the end of the module for details of the giant cave cricket.)

8. SECOND FUNGI CAVERN

You see a small cavern which is overgrown with fungi, very much like the larger chamber to the south. What appears to be another of the huge, pale crickets has just exited from the area, disappearing to the east. Upon looking around, you notice a that it has been feeding near the middle of the south wall, and, in the spot it has cleared of fungus, something odd can be seen. There appears to be a mummified body wedged into a cranny at the back of the alcove-like area. Bright metal glints from it.

Hanging from the ceiling of the alcove are six green slime blobs (AC 9; MV 0"; HD 2; hp 13, 11,10, 9, 8, 7; #AT 1, as 4 HD monsters; D Nil; SA turns flesh to slime, destroys wood and metal; SD immune to most spells). Because of the confined space, they attack as 4 HD monsters. They have no treasure. The remains at the back of the alcove are those of an elf. Wounded and afraid to attempt slipping past the green slime after being nearly gotten by several pieces which dropped, the hapless fellow expired in the niche, wedged into an upright position. He was slowly turned into a stalagmite-type formation by watery mineral deposits. The corpse looks very much like some form of undead monster, and has a normal sword and dagger. The remains of a black cloak and hood can be noted if anyone looks carefully. The elf is wearing **bracers of defense** (AC 5). The gold necklace is set with a gem (total value 600 gp). Under bits of rotten cloak on the floor is a leather bag containing 13 gems of base 50 gp value.

9. STINKING CAVE

This bag-like cave is filled with rotting leaves, bones, pieces of white chitinous material, dung, and who knows what else. The reek from the mess is disgusting. Several skeletons and skulls indicate that humans and elves have met their ends here. There are at least three larger heaps of rotting vegetation and sticks, possibly nests.

This cave is the lair of four trolls (AC 4; MV 12"; HD 6+6; hp 39, 36, 27, 22; #AT 2 claws, 1 bite; D 1d4+1/1d4+1/2d6; SA can attack three opponents at once; SD regenerates 3 hp/round, three rounds after taking damage). These four monsters maintain the fungi cavern areas to assure themselves regular meals of giant crickets, although they also catch fish and even venture outside the caverns for prey. Every so often they take heaps of the foul stuff from their lair and spread it around in the fungi cavern to encourage continued growth of the fungi. If they hear noise from area 7, they will come out to investigate or feed, for they are hungry. Amidst the litter in their den are: 1d4x20 of each type of coin, 1-4 gems, 1 piece of jewelry, 1 potion of **healing**, 1 potion of **vitality**, and a quiver with 9 arrows-3 broken, 2 normal, 4 **arrows +1**.

10. FUNGI-FILLED CORRIDOR

You note that numerous small fungi cover the walls of this passageway, and that a fair growth of the stuff covers the floor, which is sandy and guano strewn. The oddly colored growth seem to match the vari-colored minerals of the walls of the area. A faint squeaking and rustling is heard when you listen.

One thousand normal **bats** (AC 4, 8 in crowded flying conditions); MV 24"; HD 1-2 hp; hp 600x2 400x1; #AT Special; D Special) roost along the ceiling of the passageway, leaving when night falls in order to feed outdoors. Their guano feeds the fungi which fills the place. The party will have to move very quietly, and with little or no light in order to avoid frightening

the bats. If the bats are frightened by the party they will fly around the entire cave, flying into people. All torches and lanterns will be extinguished, and spell casting will be impossible. A light they cannot extinguish, such as a magical sword or a **continual light** spell, will cause them to frantically swarm over the light source. Everyone in the cavern will take 1-10 points of damage per round as the frenzied bats collide with them. There are actually thousands in the cave, and no matter how many are killed, there will always be 1,000 there effectively. They have no treasure. (See the end of the module for details of normal bats.)

11. LONG GALLERY

The cavern widens into a gallery of considerable length and a height of well over 40'. Some smaller types of fungi grow here too, and you hear the telltale squeaking and fluttering which tells you that there are some bats above. There are some round indentations spaced along either wall of the gallery, about a dozen on each side, near the midpoint of the place.

This area is filled with bats, as in area 10. It is also the home of sixteen **cave morays** (AC head 0/body 5; MV 1" HD 4+4; hp 30, 27, 24, 22, 21, 5x20,19,18,16,15,12,11; #AT 1 bite, every other round; D 2d4; SA surprise on 1-5;;SD withdraw into rock cyst). These snail-like creatures feed on bats and other creatures which come to eat the fungi along the sides and wall of the tunnel. These creatures are very long and can strike up to 8' from the wall, so the party members have a 1 in 12 (rather than the normal 1 in 20) chance of striking the AC 5 body rather than the AC 0 head. When the party is about midway into the area of their colony, the morays will begin striking. If more than four morays are killed, the others will crawl out of their den and attack. Remember that they strike on one round, coil on the next, then strike again, etc. They have no treasure. Their colony area is indicated on the map by small dots along the walls of the corridor, showing the opening of each cyst. (See the end of the module for details of the cave moray.)

There can be considerable confusion if the party fights the bats and the cave morays at the same time. Be certain that you remember this area well and that you handle it thoughtfully and correctly. The monsters at area 12, below, will be drawn from their lair by considerable noise from this gallery. They will arrive 6 rounds after hearing a disturbance.

12. LARGE CAVE

This area has the smell and look of a place where particularly dirty, ogre-like monsters would live. You note that the cave is irregularly shaped and has no apparent entrance other than the passage by which your party entered. There are some bones and skulls strewn around. You see a flat rock which appears to have been used as a table-it still has the remains of some creature upon it, as if it were being carved for dinner, for a great knife is stuck into the carcass. There is a place where fires have been lit and cooking done, at the far end of the cave. You see two piles of old hides and skins. There is nothing else notable in the chamber.

Two **formorian giants** (AC 2; MV 9"; H D 13 + 1-3; hp 63, 58; #AT 1; D 4d8; SD never surprised) inhabit this lair. Each of these hideously deformed giants carries huge shield of hide-and-wood. If they hear any racket from area 11, they will arrive to investigate in 6 rounds. They often capture cave morays to add variety to their diet. The giants will pursue intruders - particularly tasty-looking ones - as long as possible. They will try to corner prey in the northern dead end. Under their piled

bedding are; two ivory tusks (value 600 gp each, weight 1200 gp each), a cloak of poisonousness, a normal cloak, a pair of **boots of levitation**, a pair of boots of dancing (close examination of the **boots of dancing** will reveal small metal plates on the toes and heel of the sole. Otherwise they appear to be **boots of elvenkind**), and 1,357 gp. There is also a beaten copper bowl with lapis lazuli handles, worth 750 gp. (See the end of the module for details on the formorian.)



13. LEDGE SHELVING TO UNDERGROUND RIVER

You immediately see that there is a wooden boat, 14' long and about 5' wide in its middle, resting on this shelf of stone. The craft has three oars inside it. It is unusual because it tapers to a point at either end. The swiftly flowing river beyond is dark and looks quite deep. It is about 20' wide. The current flows northwards.

This craft is strongly magical. It can be rowed normally, with the third oar used to scull and steer, if desired. Movement upstream is at 3" per round, downstream speed is 3" drifting or 9" rowing. There is a small mast and a rune-embroidered sail under the planks of the deck-there are three long planks to make the bottom inside flat, for the hull is sharply tapered. If the mast is stepped and the sail raised, the boat will move normally until a command is given: GO! and the boat will move at 18" per round, up or down current; STOP! and the boat will stand motionless in even the swiftest of currents. Steering is easily done with the sculling oar, and there are oarlocks at either end of the craft. The wood is from an usk tree, exceptionally well seasoned and crafted so as to be as hard as bronze. If a **detect magic** spell is cast upon the boat, it will reveal an **alteration-evocation** dweomer. The magic allows the boat to shrink down to 10% of its size providing the proper command word is known. (See **GREATER CAVERNS, area 19**, for this command word.)

14. UNDERGROUND LAKE

The river pours into this high-vaulted cavern, filling it to the walls with a miniature, ebon-hued lake. The water is fairly still here and is probably very deep indeed. Over 50' above, great stalactites drip ringing drops of water onto the mirror like surface of the pool. There are four streams of water entering or exiting the lake, and it appears that there are four dry passages as well.

Every round the party moves over the surface of the underground lake there is a 1 in 10 chance that one of the six piercers (AC 3; MV1"; HD4; hp 21,2x19,2x18,15; #AT1, D4d6; SA 95% chance of surprise) above will drop on the party and attack. The creatures can breath water for a short period, so they eat and then emerge from the water to reattach themselves to the cavern roof. Because of the movement of the boat on the water, determine if the creature hits its actual target (a party member) or the boat. There is a 50% chance for either to occur. If the boat is struck, there will be no damage; but there is a 1 in 4 chance that the shock and rocking motion caused will tip a character over into the water. If an attack occurs over the center area of the lake, see below.

A giant snapping turtle (AC head 5, body 0; MV 3"/2"; HD 10; hp 60; #AT 1 bite; D 4d6; SA overturn small craft; SD withdraw limbs and/or head for AC 2 protection) is asleep at the bottom of the lake, replete after devouring a large fish. It will remain sound asleep unless there is considerable noise directly above him, or unless some bright light penetrates the water to the 90' depth where it sleeps. If awakened, it will swim slowly up to the surface to see what is there for it to attack and eat. There is a 90% chance that anyone able to see down into the water will detect *something coming* up. If the giant snapper is not detected, there is a 1 in 10 chance that its surfacing will overturn the boat. Once on the surface, the creature will attempt to kill and eat every party member.

Characters knocked into the water will be unable to swim if wearing non-magical metal armor. Swimming in leather or padded armor is possible, but there is a 5% chance of drowning per hour. Characters in magical metal armor are considered to be encumbered. All heavy possessions must be discarded or the chance of drowning increases 2% for every 5 pounds carried other than leather or padded armor. Items that must be discarded include: armor, weapons (except for one dagger, which can be carried in the teeth), sacks or purses filled with coins, backpacks, cloaks, and hard boots.

The lake has nearly sheer sides, and it is 40'-90' deep in the center. There are many large white crayfish and fish in the water, carried into the lake by the river. The giant fish that are sometimes carried to this place are prey for the giant turtle or other monsters that live in the caverns.

B. MAIN RIVER OUTLET

The current is strongest here, for almost all of the water which flows into area 14 flows out along this passage. A drifting boat will be drawn out as indicated by the current lines on the map. Note that there are also such current lines for the other water exits.

C. AREA 14. BRIDGE

This arch is roughly carved from natural rock and forms a span over the water here. It is ordinary and unremarkable.

15. CUL-DE-SAC

You have evidently entered a cul-de-sac or small cave where some creatures dwells. A rotten stench of droppings fills the air here. There is a litter of twigs and odd bits of cloth at the back of the place. You also see a number of oddly shaped pieces of rock. Some appear to be rather finely done sculptures of small animals-rats, bats, a small subterranean lizard, etc. The rest are broken pieces of similar statues.

A mated pair of cockatrices (AC 6; MV 6"/18"; HD 5; hp 31, 24; #AT 1 beak; D 1-3; SA touch, save vs. Petrification or turn to stone) has dwelled in this area for some time now. They have nest (the litter of twigs and cloth) at the back of the cave. The nest holds two eggs. Their nesting makes the cockatrices very aggressive, and they will immediately attack any intruder near their lair (the large cave marked 15). They will pursue any creature they see. If the quarry has disappeared from sight, the cockatrices will pursue on a 1 or 2 on 1d6, but will move at half-speed (9"). Amid the litter of their nest is a silver tube containing a scroll of magic-user spells (**slow, stone to flesh, phase door**; at the 17th level of spell use), a large green peridot (value 2 000 gp), and a **lens of detection** (see the end of the module for details on this item).

C. WESTERN BRIDGE

This ornately carved and sculptured bridge arches to about 15' in the center over the river. It has many strange forms and shapes in bold relief, gargoyle-like monsters leering from it. At this point a distant rumbling and thundering can also be heard. It is the sound of a vast underground waterfall some 100' distant. If the party is afloat and goes beyond the bridge, the river's current will pull them over the falls to certain death no matter how hard they row. However, the magic boat from area 13. will keep the party from going over the falls if they have learned to control its movement. As the party drifts within 10' of the bridge, the DM should slowly count to 10. If the party does not know how to operate the magic boat, they must lasso the bridge to halt their movement toward the falls. If the party fails to lasso the bridge by the count of 10, they will drift to position D. and will go over the falls.

D. THE RIVER EXIT

Here the party will exit unless they have some supernormal means to save themselves. In about 100' the water drops over a granite ledge to fall 400' to a lake below. The plunge will kill anyone taking it, or else the tumble of water at the bottom will trap and drown them. The magic boat can be commanded to go up the falls (its sailing power is that great), but on the way down the falls occupants will tumble out unless they are lashed to the craft. (Unless you have an extensive map for an underground adventure prepared, it is suggested that any party so careless and foolish as to pass unwillingly over the falls and down to the area beyond be considered casualties of the Lost Caverns of Tsojcanth.)

16. RAINBOW CAVERN

This high-domed cavern displays a rainbow of colors on its walls and floor. Even the many stalactites above hang like colored icicles. Various mineral deposits in the rock have seeped into frozen curtains, cascades, and many fantastic shapes. The floor has numbers of humps and stalagmites of varied hue and strange form. In the center of the chamber is a heap of coins and metal bars.

This is the lair of the **gorgimera**, Chossos (AC 5 lion/2 other; MV 12"/15"; HD 10; hp 66; #AT 5; D 1-3/1-3/2d4/2d6/2d6; SA red dragon breath (5" long, 2" base cone, D 3d8, save vs. Breath Weapon for half damage), gorgon breath (3" long, 1" base cone, save vs. Petrification or turn to stone), each usable twice per day; SD blow strikes AC 5 (40% chance) or AC 2 (60% chance). This monster is likely to be mistaken for a chimera, which it strongly resembles. This monster has lion, dragon, and gorgon heads. Chossos is far more intelligent than most gorgimerae, and it will attempt to lure prey into the range of its breath weapons. When it fights, Chossos will use its dragon breath first, then charge its opponents and use its gorgon breath. It will then melee, and if it takes considerable damage, it will again use gorgon breath, followed by a blast of dragon's fire. If any enemy still stands after this, Chossos will attack with fangs, claws, and horns.

Chossos speaks Common, Dwarf, Red Dragon, and a pidgin form of Hill Giant. It will attempt to dupe the party, in any way it can.

The gorgimera's heap of treasure includes: 7,000 sp, 9,000 gp, 800 pp, 21 gems, 2 pieces of jewelry, 1 potion of **green dragon control**, scroll of **protection from elementals**, a **bag of holding** (2,500 gp weight maximum), and a **horn of fog**. (For details of the gorgimera and the **horn of fog** see the end of the module.)

17. BOULDER HEAP

The well-rounded boulders here look as if some giant had stacked them up for use in a time of need. They are all about the right size for a fire giant to hurl.

The rocks look suspicious. Chossos has piled them here to block the entry to the lower level so that anyone attacking from that direction will not take him by surprise. The rocks can be tumbled and rolled aside without difficulty. If this is done, the party will see stairs going down to the west. (Note: these stairs are the only entrance to the **GREATER CAVERNS**.) In moving the boulders, the party will notice that one has a odd blue-green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet. The tablet is the **Graven Glyphs**, a magical warning to those bold enough to enter the lower area of caverns. It is found in a different part of the caverns each time a party enters the caverns, but it can always be found. With the tablet is a **ring of protection +11**. The Graven Glyphs read:

in the center lies the gate
but opening it is sure to vex
many are the guards who wait
as you go to the middle hex

randomly sent to find a way
back to a different iron door
a seventh time and you may stay
and seek the glowing prize no more

you have won old iggwilv's prize
her hoarded cache of magic
and freed the one with yearning eyes
whose lot was hunger tragic

The DM should read the verses slowly, with pauses between each quatrain, then tell the party that the glyphs have faded into nothingness.

18. RICHLY FURNISHED CAVE

You have just entered a cave with carpets strewn on its floor, rugs hanging from the walls, and beautiful furniture scattered about it. There are plump cushions piled on the floor, the air smells of orange blossoms, and faint music-tinkling bells and chimes-can be heard. A pair of divans stand along the far wall, with a chest of rosewood between them. The glitter showing from the chest is gems. There are stands upon which rest golden dishes and silver bowls. Malachite and lapis statuettes and bowls are everywhere, upon stands inlaid with mother-of-pearl, ivory, and rare woods. Silken garments are scattered on stools and heaped in chests and wardrobes. A pair of scimitars are framed by a tapestry showing scenes of battle. A great recurved horn bow and a sheaf of very long arrows rest near the left couch. As you complete your inspection of the wondrous place, you note that there is an alcove to the west, draped with a curtain of glass beads and covered by a strangely worked and decorated folding screen. From behind it you hear a high-pitched giggle, and before your startled eyes appears a midget dressed in orange silk pantaloons, an embroidered vest of blue and white, purple slippers with curled up toes, and a large turban of pale purple, set with a deep-hued purple gem. He waves a toy scimitar, bows, and bids you welcome to the "Antechamber of the Garden of One Thousand Earthly Delights."

With that the small fellow smiles, bows, and waddles over to the screen. He pushes it out of the way so that you can see what is beyond. There is a marble passageway some 20' long and in it are two rather comely girls. They are accompanied by a fat, puffing chap who might be a eunuch. He is trying to prevent them from coming out to greet you. All three are dressed in a fashion similar to the strange, hopping and skipping little midget who is now urging your party to follow him into the bright corridor and the sunny garden you can see beyond it.



These four monsters are dao (AC 3; MV 9"/15" (6"); HD 8+3; hp 50, 48, 43, 38; #AT 1; D 3d6; SA spell-like powers; SD move through earth (including rock) at 6" speed) under change self spells in order to dupe the party. These evil creatures from the Elemental Plane of Earth have used spectral force to create an illusionary corridor and garden. If the party enters the alcove area, the "midget" will cast a wall of stone spell to seal off the area, and the dao will then attack. If the party hesitates, the monsters will come out, and the "midget" will cast the wall of stone so as to seal off the whole chamber. If the fighting goes against them, the dao will cast **rock to mud** under the party to mire them in the stuff, for the dao can move at a 6" speed through mud. Invisibility will be used to get behind adventurers and gain an attack advantage. If things go badly, the dao will eventually attempt to move through the solid rock of the walls to escape with their lives. If forced to surrender, any dao will grant a **limited wish** to a member to the party, and then twist the meaning of the wish so as to make his escape. All of the "treasure" in the place is junk. The jewelry is brass and glass, the gems worth only 1 gp each, although there are 2,168 of them, some of which are very large and appear valuable to an untrained eye. Amidst the brass junk and cheap stone ornaments is a bottle with a captured djinni. If this fellow is freed, he will perform but one service for the party-including smashing down a wall of stone, if needed. He will not accompany the party afterwards. (See the end of the module for details of the dao.)

19. SMALL LAKE

The narrow watercourse has brought you to a cavern where many tiny rivulets carry away the water to places unknown. The liquid has completely flooded the place save for an island in the center. Even from this distance you can see sparkles of something interesting scattered over the rock of the central isle.

This is the Isle of Rebuke. If the party sets foot on the isle, a spell will be invoked. A peal of loud, ghastly laughter will echo in the cavern. As the gales of derisive mirth end, a great voice will yell out: "FOOLS! You are in a DEAD END. FLEE back to the south and take the way the water enters or stay here and DIE! You were stupid to enter at all, so you will probably stay here. A deserved fate for niggling MORTALS!" The surface of the island has 3,000 gems of 1 gp value scattered about.

20. BLACK WATER

The water surrounding the islet is particularly dark. You note that there seem to be some sort of particles suspended in it making it look so inky.

Six lacedon-ghasts (AC 4; MV 15"; HD 4; hp 29, 28, 18, 17, 16, 15; #AT 2 claws, 1 bite; D 1-4/1-4/1-8; SA stench causes -2 on the rolls "to hit" unless save versus Poison is made, hit causes paralysis unless save is made; SD immune to **charm and sleep** spells) dwell in a shallow cave under 20' of water at the northern edge of the cavern. They will hear the magical voice speak if anyone sets foot on the islet, and they will swim out and surround the isle in 6 rounds. They will then clamber up onto the rocks and attack. The water surrounding the islet is about 30' deep. The party will be able to see only about 5' into the murky water. The lacedon-ghasts' lair has the following treasure: 1,000 ep, 2,000 gp, 6 base 100 gp value gems, 2 potions of **water breathing**, and a **battle axe +2, +4 vs. undead and Negative Material Plane creatures**).

21. CAVE OF CRYSTALS

This cave is striated with veins of crystalline minerals so that light reflects and makes the place beautiful to see. Although none of these formations appears valuable, some of them are very large and wonderful to behold. The area appears to be blind to the west, but there are three passageways in the eastern portion where you entered.

Three xorn (AC -2; MV 9"; HD 77; hp 47, 43, 39; #AT 3 claws, bite; D 1-3 (x3), 6d4; SA surprise on 1-5; SD immune to fire and cold, half damage from lightning, able to pass through stone) from the Elemental Plane of Earth are in the cavern to do a bit of gourmet dining. They enjoy chewing some of the crystals. Naturally, they will demand some metals from the party - especially platinum or gold - as a nice dessert. They will settle for 100 coins each, even if they are copper, silver, or electrum. If nothing like this is offered, the xorn will attack to get the metal, for they can smell it. If the xorn are forced to flee, or if they are killed, the party will discover that the monsters have stacked up a pile of 18 uncut base 500 gp value gems along the north wall.

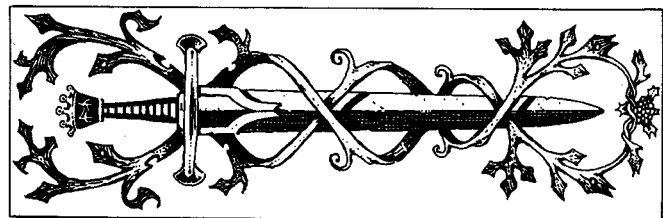
22. POOL CAVERN

This cavern is filled with water, and there seems to be no way out other than the way you entered. The water trickles out of the place through a very low cut in the west wall, and you can hear it falling some distance as it does so. The ceiling has beautiful stalactites depending from it, and as in most other areas, the walls are streaked with multi-colored rock formations, but these are obviously of little value.

The **marid**, Kasdu'ul, (AC 0; MV 9"/15"/24"; HD 13; hp 81; #AT 1; D 8d4; SA spell-like powers; SD spell immunity of limited form; MR 25%) lies in enchanted slumber in the center of the pool under 15' of water. He can only be awakened by a dispel magic spell. This will automatically work if cast upon him. To actually come within 10' of Kasdu'ul, however, each individual attempting it must overcome an antipathy spell. This marid will certainly not attack those freeing him from Iggwilv's enchantment if they do not irritate him. If they mention dao, he will surely be inclined to assist them with an alter reality spell in their behalf, providing the party defeated the dao. If offered a large bribe of treasure-10 or more gems, a substantial magic item, etc., the marid will be 75% likely to give the party water breathing ability for one day and escort them to any location along the underground waterways, should the party choose to explore them. He will not otherwise serve, nor will he be particularly grateful to the party. He will certainly defend himself. (See the end of the module for details of the marid.)

(If the DM desires, the marid encounter can be expanded by creating an underground level for the party to explore after the marid has granted them **water breathing** ability.)

LEVEL TWO, THE GREATER CAVERNS, can only be entered from area 17, above. The level is detailed hereafter.



KEY TO THE GREATER CAVERNS

CLUES IN THE GREATER CAVERNS

Caves and caverns are real tests of playing ability when the DM referees them properly. Even mapping and moving through them is a challenge. When confronted with the teleportation corridors in area 19, players may become disheartened if they have not had considerable experience in similar situations. If the players are unable to deal with the situation, the DM may place certain clues, to be found with monsters that have other treasure. Each clue will be one of the following lines, written on a piece of parchment and found in a scroll tube of little or no value:

going south takes you southwest
going north takes you southeast
travel southeast and you are south
northwest brings you north
travel southwest reverse that
from northeast you go northwest

Nothing else should be said when the clues are read. After being teleported a time or two, the players should realize the meaning of the clues, yet still be challenged by the situation.

START

The party descends the stairs from area 17 of the **LESSER CAVERNS**. They traverse a long flight of 900 steps, each step about 3' broad and 1' high. At last they reach the bottom (X on the map). The **GREATER CAVERNS** are not so much larger than the ones above, although they are higher. Their name seems to come from the oppressive sense of depth and alien quality of these stone chambers. The party of explorers can now go in any one of four directions.

1. SMALL CAVE WITH MANY TUNNELS

This low-domed chamber has its ceiling literally dripping with stalactites. Including the passageway by which you entered, there are eight tunnels leading to/from this cave. The still air of this place reeks with a mixture of odors -rotting refuse, growing fungi, and some even more unpleasant stench. The thick fungi growth seems to be deliberately cultivated, for a compost of manure and other substances is spread over the floor.

A tribe of 18 troglodytes lairs in the five small tunnels which radiate from this cave. Their disposition and composition is as follows:

Leader (AC 5; MV 12"; HD 3; hp 21; #AT 1, at +3 with javelin; D 2d4, SA revulsion stench-save vs. Poison or lose 1-6 strength points, 1/round, 10 rounds to recover; SD chameleon power), armed with 2 javelins and a morning star.

9 Males (AC 5; MV 12" HD 2; hp 15, 14, 2x13, 2x12, 11, 10, 9; #AT 1, at +3 with javelin; D 2d4; SA stench; SD chameleon power) armed with javelin and morning star.

8 Females (AC 5; MV 12" HD 1+1; hp 8, 7, 3x6. 2x5, 4; #AT 2 claws, 1 bite; D 1-3/1-3/1d4+1.

Unless the party is exceptionally quiet and shows no light, the troglodytes will be lurking in ambush for them, and they will surprise the party on a 1-4 (d6)-1-2 if a ranger is *leading* the

way. Three trogs live in each of the small passages, and six (including the leader and four non-combatant young) are in the large, three-branched tunnel. If they gain surprise, the male trogs will hurl javelins and then close. In a non-surprise situation, circumstances will dictate their actions. On the third round of combat, a special troglodyte will appear:

Champion (AC 4, includes +1 due to dexterity; MV 15"; HD 4; hp 30; #AT 1; D 2d4; SA stench; SD chameleon power) armed with a **cursed broadsword+1**. The cursed broadsword is absolutely neutral in alignment, and it has the power to generate **illusion** (as a wand) even though it has no discernible intelligence. Such **illusions** last for 1 d4+4 melee rounds, and operates periodically after an interval of from 3d6 turns.

When the "great" leader appears from its den along the north passage from the area, the other trogs will pause for one round while their hero steps into the fray, croaks its horrible challenge, and wades into the enemy. Immediately upon so doing, the **illusion** of a horde of huge troglodytes pouring out of the place the "great" leader came from will be generated by the sword. On the next round the actual trogs will resume the attack. Only at this point will these creatures begin exuding the revulsion stench, for their hero brings them to an immediate frenzy. Because of the small area and the great ardor for battle the trog hero arouses, characters must make three successive saving throws versus Poison, one per round, in order to be safe from its effects.

There is no treasure in any of the lairs, save that of the hero trog. There are four unhatched troglodyte eggs in the largest lair. Each is worth 1d4x100 gp if sold on the open market of a town or city. The hero has one piece of jewelry and a crystal flask with a potion of **extra-healing** in it. (The flask alone is worth 250 gp.)



2. CAVERN OF CORPSES

One look around this gruesome place shows that something awful uses this place as either a burial crypt or a trophy room! The walls of this vaulted chamber are lined with limed-over corpses. A whole circle of barely

distinguishable forms creates a lower tier. Afresh erring of calcified corpses, seemingly standing upon the heads and shoulders of those beneath, decorates the cavern walls at a height of about 12' or so. What at first seemed to be rock formations at the base of the lower ring of petrified bodies is evidently many similar remains-dwarves, gnomes, halflings, elves - the shorter standing, the taller kneeling or sitting. The steady drip and splash of water from the ceiling down the walls and over the stoney corpses creates a pool of water in the northeastern portion of the cavern. It flows out a tunnel there.

The gruesome place is the home of a **bodak** (AC5; MV6"; HD 9+9; h p 54; #AT 1; D 1-4; SA gaze, save vs. Death or die; SD cold-wrought iron or 1 or better weapon to hit, immune to **charm, hold, sleep, slow, poison**, half damage from electricity, fire and gas). The bodak dwells in the small cave where the pool runs off and drains away. This grotesque thing has long dwelt in the **GREATER CAVERNS**, and it has spent years carefully decorating its "parlor" with the grim remains of adventurers it has slain and placed in a dance macrabe motif. The bodak stands amidst its calcified "art," 90% indistinguishable from the limed-over corpses due to its pearly, grey-colored skin and featureless body. Only its eyes give it away. It will attempt to slay as many of the party as possible without being detected. Once seen, it will charge the party and seek to use its gaze to slay them all.

The troglodytes (area 1.) are on good terms with the bodak. Even their leader regards it as an ally and demi-god. It only occasionally slays one of them, and to propitiate the bodak, the trogs sacrifice treasure to it, so that the back of the thing's lair is full of valuables which it and the trogs have garnered. This treasure is: 187 cp, 3,440 sp, 207 ep, 4,196 gp, 289 pp, 20 base50gp value gems, 14 pieces of jewelry, a potion of **diminution**, a potion of **poison**, a potion of **polymorph self**, a clerical scroll of four spells (**resist fire, remove curse, raise dead, heal**; at the 12th level of spell use), a magic-user's scroll of six spells (**write, fool's gold, magic mouth, dispel magic, distance distortion, statue**; at the 15th level of spell use), a scroll of **protection from possession**, a **ring of warmth, bracers of defense (AC 7), a candle of invocation** (chaotic good), a **serpentine owl, a short sword +1 (NSA)**, a suit of elf-sized **scale mail +2, and a spear+2**.

3. GREAT GALLERY CAVERN

This place is well over200'long and varies from about 20' to 40' in width, with a ceiling height of from 25' to over 50.' There are many shelves and ledges along the walls, while the roof is iced with many stalactites with a scattering of stalagmites beneath. As in most of these caverns, you note that there are numbers of fungi growing here, with many small creatures feeding on them-as well as each other. Careful examination detects many bones scattered about helping to feed the foul growth of the fungi.

The **behir**, Lludd (AC 4; MV 15"; HD 12; hp 67; #AT 2 or 7; D 2d4/1d4+1 or 2d4/1d6 (x6); SA lightning breath once per turn for 4d6+24, save vs. Breath Weapon for half damage, constriction; SD immune to electricity and poison) lives in this cave. For its kind, Lludd is a very smart fellow. It has lived scores of years and has slowly gained knowledge and wisdom. Lludd can speak a bit of many human and creature languages learned from its victims before it devoured them. The behir lies in wait on a ledge near the entrance to its chamber, a place some 15' up the south wall, waiting for some morsel worth dining upon. Although Lludd has no treasure it knows of (there is a **periapt of proof against poison +3** inside its stomach), the sly monster will direct powerful characters to the "vast treasure" to the west (area 4.) in order to save its skin or merely to

avoid a conflict which it fears losing. (For the details of the behir see the end of the module.)

4. GALLERY CAVERN

A large gallery with many ledges and shelves stretches some 110' east and west and 30' north and south. The arched ceiling is about 30' high at either end with a middlearea dome of about double that height. There are numbers of colorful rock formations here, including both stalactites and stalagmites. The many forms of fungus growing here compete with mineral deposits for the eye's attention to the most phantasmogoric series of shapes: here a spired deposit which could be an efreet castle, there a pocked toadstool looking like some hunched monster. As is so common, there are many insects here, as well as rats and bats. Metal glints on the floor - coins!

Five **marlgoyles** (AC 2; MV 6"/12"; HD 6; hp 36, 34, 2x32, 31, 28; #AT 2 claws, 1 horn, 1 bite; D 1 d6/1 d6/2d4/2d4; SA 80% likely to attack by surprise; SD+1 or better weapon to hit) lurk along the walls, their stony bodies appearing to be part of the cavern itself. If the party fails to see these monsters-and the coins are likely to distract attention-roll a d4 to see how many effective free attacks each marlgoyle will get. They will plummet down upon their chosen opponents, each gaining +1 on both chances "to hit" and on each die of damage on the initial attack. On the floor of their lair are: 107 cp, 89 sp, 64 ep, 284 gp, 59 pp, 10 gems each of 10 gp base value, and 3 pieces of jewelry. On a ledge 20' above the cavern's floor, in the bulge in the southwestern part of the chamber, are a pair of **wings of flying and a horseman's pick +1**. (For details of the marlgoyle, see the end of the module.)

5. UNEVEN-FLOORED CAVERN

You note that the large cavern you have entered is terraced. The floor rises and drops in a manner which makes it impossible to move across the place without using great care, for the stone is moist and slippery. The walls are striated with bands of color. There are a large number of stalactites on the curved ceiling.

Waiting in the alcove is an **umber hulk** (AC 2, MV 6"; (6"); H D 8+8; hp 50; #AT 2 claws, 1 bite; D 1 d10+2/1 d10+2/1 d6+1 d4; SA gaze causes **confusion**). This monster has recently burrowed up through a pipe of blue clay. (This shaft is indicated by a small X in the northern alcove of the cavern.) The shaft slants down and away for several score feet, then levels and gradually rises for about one mile, intersecting four small caves along its route to the outside. It emerges on the north face of the mountain. The monster is very hungry and will attack the party immediately. If the party manages to examine the monster's area, they will note a band of blue clay which was not disturbed by the umber hulk. It is small, and if they dig it out (about three rounds time) they will find a round diamond worth 5,000 gp.

(The umber hulk's tunnel and the caves it intersects are not shown on the map of the caverns. The details of the tunnel are given so that the DM can use it to create additional encounters if desired.)

6. SMALL GALLERY

This place is fungi-filled as is usual with many of these caverns. You note that there are several tracks through the growth, as if various creatures have gathered or grazed upon the fungi. This place is not remarkable in any other way.

A huge subterranean lizard (AC 5; MV 12"; HD 6; hp 40; #AT 1 bite; D 2d64 (due to great size); SA can move along ceiling or wall, double damage on an unmodified roll of 20) clings to the wall to the west and will rush forward to attack, surprising the party on a 1-4, unless they are silent and show no light. This monster is both hungry for flesh and angry because its mate was recently slain (by the bar-Igura which the reptile justly fears). The lizard has a den at the far end of the chamber but there is no treasure there or elsewhere—the lizard has none.

7. SMOOTH CAVERN

The most notable feature of this place, other than the smooth walls and ceiling, are the large, round boulders scattered around. As you look the floor over, a drain-like slope to a great sinkhole in the center catches your attention. It might be that at one time a flow of water filled this place but later drained away with the opening of the sinkhole. The latter is a shaft funneling down to a pipe of about 8' diameter. Light reveals that it goes down over 50'.

The sinkhole actually goes straight down 75', jogs northeast at an angle of about 45 degrees downwards for another 35', and then narrows to about 4' diameter and plunges straight down another 100' into an underground stream.

Two gas spores (AC 9; MV 3"; HD 1 point; hp 2x1; #AT 1; D contact with exposed flesh is fatal unless victim gets cure disease within 24 hours; SD damage releases 6d6 hp explosion (save versus Rods for half damage) rest amidst the boulders; and if the party nears the central portion of the chamber, one will rise up at a distance of 10'-30' and move towards the party to touch them. Check to see if the party recognizes it as a gas spore or believes it to be a beholder (90% chance of mistake at 10' or greater distance, 25% at under 10'). The second creature will follow the first at a distance of 15', and if either is damaged, the resulting explosion will cause the other to explode. There is no treasure in the cavern.

8. CAVERN OF STALAGMITES

This large chamber is over 60' high and has many shelves and irregularities along its walls. Many stalactites hang from the stony roof far above, and some are of great size and exceptional beauty. The floor is littered with occasional stalagmites, and there are several central formations of massive dimension, each being well over 20' high.

Crouching atop four stalagmites are four **bar-Igura** (AC-3; MV 9" © 15"; HD 66; hp 42, 39, 37, 34; #AT 2 claws, 1 bite; D 1 d6/1 d6/2d6; SA 40' leap, spell-like powers; SD half damage from cold, fire, gas and lightning, can change coloration, 45% magic resistance). They have changed their coloration to match the stone. This makes them 95% impossible to detect before they leap to attack the party. As many as possible will spring down and attack immediately. Those unable to do so will use their power of **Invisibility** to move undetected to a position behind the combatants and then **telekinese** the smaller members of the party, causing them to collide with others and hamper their fighting. Those in melee will, after attacking normally, use fear on the second round, attack the next, then use fear again, etc.

If the combat is turning against them, the bar-Igura will **cause darkness**, retreat to a position amid the rock pillars, and then

jointly create a spectral force illusion of a dozen type I demons flying into the cavern and swarming towards the party to attack. During this distraction, the bar-Igura will use their change self power to assume the forms of mountain dwarves and pretend to enter the cavern and help the party to fight the illusory vrock. (If they were badly outmatched, the bar-Igura will not return to the fray; they will attempt to slip away in dwarven guise.) Once they have joined the party, the bar-Igura will again attack by surprise. Each demon wears its own treasure. The first wears a bracelet of gold and rubies of 4,500 gp value. The second has a platinum neck chain of 600 gp value. The third wears an electrum necklace with a gold pendant (a **necklace of missiles** with a single missile equal to a 9 dice **fireball**) with a seeming value of 400 gp. The fourth has a jade ring worth 550 gp. (For details of the bar-Igura, see the end of the module.)

9. GLOWING GROTTO

This irregular chamber has a growth of some unusual form of fungi or lichen which appears to give off a soft bluish radiance akin to faerie fire. It is reflected and possibly enhanced by many crystalline growths around the periphery of the floor, jutting from the walls, and along the arch of the ceiling. The overall effect is to provide a luminosity which pervades the entire grotto as if it were bathed in full moonlight.

Any members of the party who enter the teleportation area (shown on the **GREATER CAVERNS** map) seemingly disappear from view. This will happen to any and all who enter the grotto, for the place is dweomered to instantly teleport entrants to one of four places in alternate dimensions, similar to, but not the same as, the entrants' own. Teleportation is random. It is quite possible to have members of the party in each of the four possible dimensions. Use a four-sided die to find which area a particular individual or group is sent to.

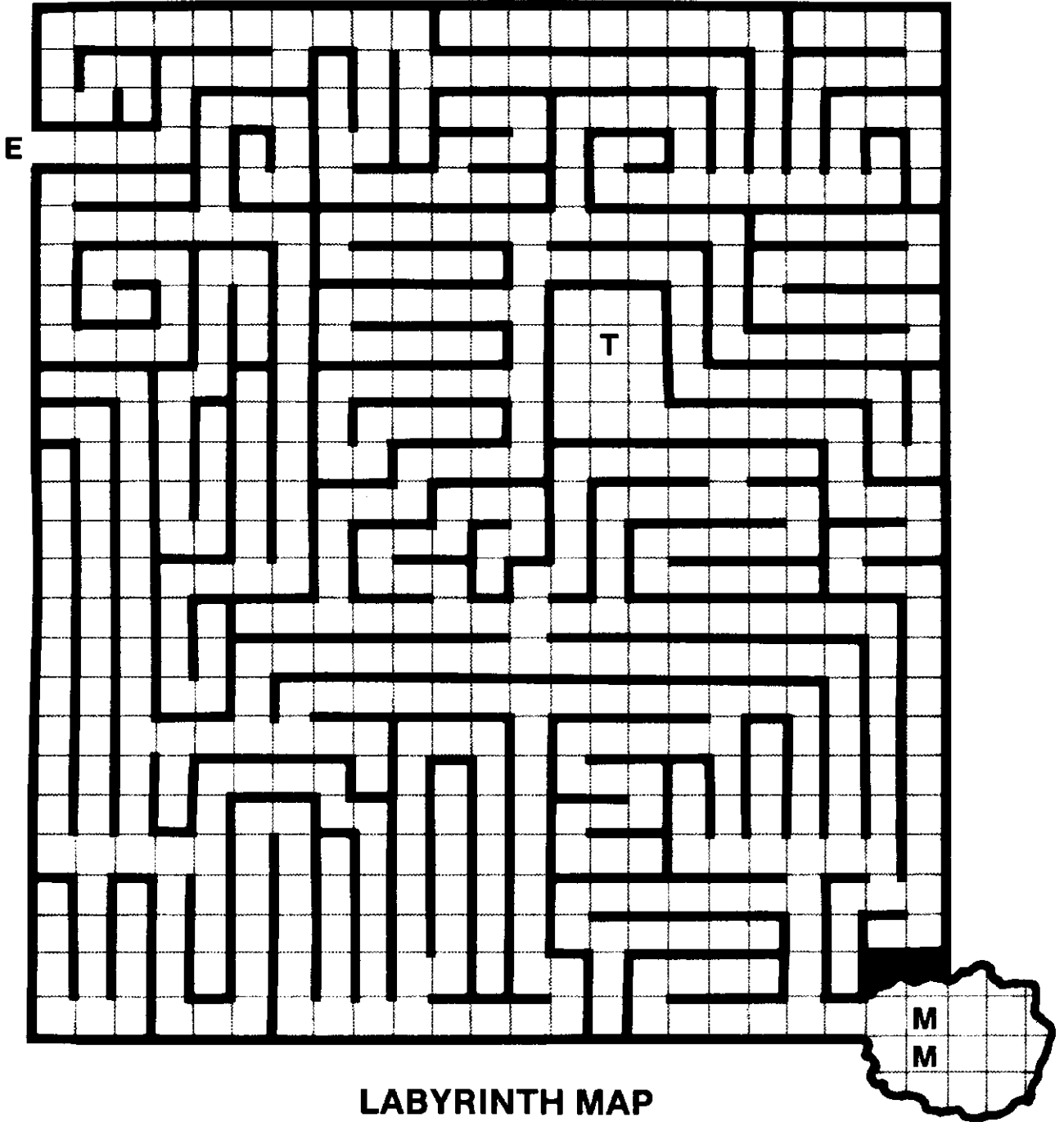
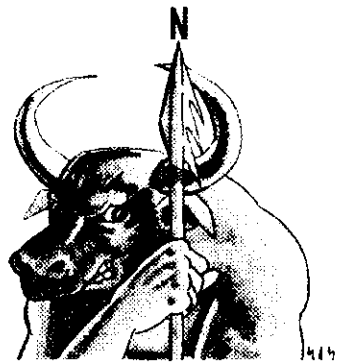
The means of returning to the caverns is given in the descriptions of the areas that follow. Characters who successfully return will find themselves in area 9., just outside the teleportation area.

9.1. THE DARK LABYRINTH

As you enter the grotto, there is a brief flash, and then the entire place is dark. You hear snorting sounds and smell cattle.

Visitors are in for trouble, because this area contains two minotaurs (AC 6; MV 12"; HD 6+3; hp 40, 36; #AT 2 (1 unless dismounted); D 1d4/2d4 or by weapon +2; SD surprised only on a 1) armed with flail. These monsters are mounted on two bulls (AC 7; MV 15; HD 4; hp 25, 23; #AT 2; D 1d6/1d6). The minotaurs are set as guards to prevent anyone from returning to the **GREATER CAVERNS**. The minotaurs are at the entrance of the labyrinth and will attack immediately. While mounted, the minotaurs will attack only with their flails. If the bulls are killed, the minotaurs will run back into the maze. When intruders enter the labyrinth, the minotaurs will stalk them and attack from ambush, as they know the labyrinth very well. The minotaurs will fight to the death to keep people from exiting the maze. The minotaurs' treasure, as well as the only way back to the caverns, is inside the labyrinth. The treasure room has a locked iron box with a poison needle trap (save vs. Poison or die). Inside the box are 1000 gp and a **battle axe +2**. If the party steps through the exit arch they will be immediately returned to area 9., outside the teleportation area.

LABYRINTH MAP



LABYRINTH MAP KEY

M = Minotaur Position

E = Teleport Exit

T = Treasure

1 square = 10'

9.2. THE ARMORED AUTOMATONS

Individuals teleported to this area will find themselves in a featureless room with no visible means of exit. Inside the room are three empty, yet animated, suits of armor (AC 2; MV 6"; HD 5; hp 30, 30, 30; #AT 1; D 1-8; SD immune to all spells that affect living minds only (such as **charm**, **sleep**, **illusions**, etc.) armed with longswords. The only escape from this place is by defeating an automaton and donning its helmet. All those wearing the helmets will be teleported back to area 9. When three people are teleported away, another three automatons will appear in the room. The consequences could be grim . . .

9.3. CANYON OF CENTAURS

This area is in bright sunlight, and individuals teleported here will find themselves stranded in a box canyon, among six centaurs (AC 5; MV 18"; HD 4; hp 31, 29, 26, 25, 24, 22; #AT 2 hooves or weapon; D 1-6/1-6/by weapon). The two leaders have light lances, two others have composite longbows, the last two have morning stars. If the party members attack, they will fight the centaurs at -4 on the first round and -2 the next round, due to the bright sunlight. If attacked, the bow-armed centaurs will each fire two arrows and the others will charge. If the party is neutral or friendly, the centaurs will ask for aid in escaping from the box canyon.

There is a gully about 10' up one wall of the canyon which the centaurs can negotiate if the party members can get them up to its mouth. There are no rocks or loose material to make a ramp. There is a huge oak tree. The tree is magical, and cutting it down will be a labor of days. No matter how many party members cut its trunk, they will be exhausted before the oak is hewn through. Upon resting, they will awaken to find the tree nearly healed. It will take 12 full days to chop it down.

The best way to escape is to have a party member climb up into the gully. Beyond a distance of 30' it is filled with debris and rocks. A large stump holds the whole mess back. If the stump is moved, a small avalanche of rubble will pour down the gully and form a ramp. If this is accomplished by hand, the person so doing will take 10d10 points of damage. If a rope is fastened to the stump, the centaurs can haul it and loose the cascade of rubble, but the party members cannot do so without help from the centaurs.

Around the neck of each centaur is a horseshoe on a silvery rope. If a character unties one of the horseshoes, he and all other party members within a 10' radius will be teleported back to area 9., along with everything they carry and wear. (Unless the party uses the horseshoes carefully, there may not be enough to teleport everyone back to the caverns.)

(If the party does not discover the secret of the magical horseshoes, they will be stranded in the centaurs' world. The DM can provide alternate means of returning them to the caverns. If the party chooses to explore this alternate dimension, the DM must create adventures in this area. The centaurs' world is similar to the world of Greek Mythology.)

9.4. HALL OF PENTACLES

Teleportation to this area brings the party into a dim, seemingly endless, pillared hall. They are in an open area with a star shaped ceiling above. Each separate party member is trapped, within a pentacle of glowing blue-green metal inlaid in the stone floor. These confine them as surely as the strongest prison. The metal of the pentacles can not be touched or affected by spells. Occasional footsteps can be heard in the

distance, but no creature can be seen. Distant chiming and a strange chanting are periodically heard, but the captives can detect no difference in light nor note any hunger or thirst. Time seems to drag and fly past all at the same moment. The imprisoned individuals can remain here forever, just as they are, and only other captives will join them. One minute of time in this place is equal to 10 minutes of the captives' time in their own reality.

If one captive can **levitate** (a **fly** spell does not work), an attempt to escape can be undertaken. In addition to normal forms of magical **levitation**, if a character inscribes a pentagram within the pentacle this will enable the individual to slowly rise up to the multi-peaked, star-shaped ceiling. There, set into the polished marble are five small pentacles set in a star shape. If all five are touched at once, the pentacles in the floor below lose their power to imprison for five rounds. If four are touched, the individual so doing is sent back to area 9. If three, two or one, are touched, the individual is teleported to the correspondingly numbered area (noted above). There are small pentacles above each prison pentacle, and in order to escape, each captive must **levitate** and perform the correct action. (If the pentacle-prisons are brought down and the captives choose to wander around in the hall, the DM must devise any encounters. The hall might be part of the stronghold of a clerical order or a powerful magic-user, or anything else the DM wishes to create.)

(The only means of returning to the Lost Caverns of Tsojcanth is by using the pentacles as described above. If the party chooses to leave the hall they will be stranded in the alternate dimension until they return to the hall. The DM must create a scenario if the party wishes to adventure in this dimension.)

10. JAGGED CAVERN

This small cavern is unremarkable except for the splintered bones and broken skulls scattered about. One complete skeleton still wears a cloak and appears to have its backpack on-evidently a slain adventurer.

Resting in the cul-de-sac to the west are three loathesome creatures. These horrible half-human, half-fly things are fly demons, **chasme**, (AC -1; MV 6"/21 "; HD 7+2; hp 46, 40, 39; #AT 2 pincers, 1 bite; D 2d4/2d4/1d4; SA spell-like powers, droning causes sleep, special save vs. character's level; SD half damage from cold, fire, gas, lightning, immune to poison; MR 40%).



Upon detecting the presence of the party, they will fly out to attack, buzzing all the while to cause sleep. Initial attacks upon non-sleeping individuals will be by pincers and proboscis (with the droning buzz continuing to cause **sleep**). Any successful hit causes **fear** also, unless the victim saves vs. Wands. If getting the worst of the battle, the demons will fall back into their lair area. Two will levitate chunks of stone to drop on the party (stones attack as 7+2 HD monsters, damage 1 d10+2) while the other attempts to **gate** in another demon. They do not bother to collect treasure, but the body in the cave has a bit. The skeleton wears a **cloak of elevenkind** as well as **boots of elevenkind**. Its dagger is broken, but in the backpack are four vials of holy water, 203 gp, and a scroll of three illusionist's spells (**color spray, non-detection, maze**; at the 11th level of spell use). (For details of the chasme, see the end of the module).

11. CAVE OF THE SKULL

This small and non-descript area has a strange box in its center. Atop the box is a skull-probably that of a human or elf.

Lurking in this cave is a trapper (AC 3; MV 3"; HD 12; hp 73; #AT 1; D 4+points equal to victim's AC; SD trapped victims smother in 6 rounds, victims cannot use weapon, cold or fire does half damage to creature, creature is 95% indistinguishable from stone). This huge monster will envelop any creature who comes within 3' of its center. If brought below 20 hp the creature will scuttle to one side after releasing its trapped prey, seemingly offering its treasure in return for sparing its life. There is a silver box atop a large carpet in the depression which the trapper covered. The carpet is a **rug of smothering**. Inside the silver chest (value 750 gp) are 9 base 100 gp value gems, a potion of **plant control**, and 2 jars of **Keoghtom's ointment**.

12. PILLARED CAVERN

The stalactites and stalagmites here have grown together, to form columns extending from floor to ceiling. The latter is only about 20' high, which explains how the pillars were formed. The colors here are particularly bright.

Hiding among the calcite deposits south of the entry are two ropers (AC 0; MV 3"; HD 12,10; hp 66, 57; #AT 1 bite; D 5d4; SA 6 poisonous strands, one per round, causing 50% strength loss per hit in 1-3 rounds. Victim is dragged 10' per round toward roper; SD immune to lightning, half damage from cold, saves vs. fire at -4, +1 damage per die of fire). If a victim is dragged to the roper's mouth, bite damage is automatic. A victim has a chance to break a roper's strand equal to the chance for opening doors. Six points of damage from an edged weapon will cut a strand. Roper #1 has 1 x 50', 2 x 40', 3 x 30' strands. Roper #2 has 1 x 40', 3 x 30', 2 x 20' strands. The effects of the ropers' strands last 1-3 hours, but are negated immediately by **slow poison, neutralize poison, or by Keoghtom's ointment**. The long duration of the weakness is due to extremely potent venom.

13. LARGE CAVERN OF ROTTING FUNGI

Your nose is assailed by the dank stench of rotting fungi. There are some growing here, but generally the whole chamber is strewn with parts and pieces of virtually every sort of fungus and mushroom growth imaginable.

Two shambling mounds (AC 0; MV 6"; HD 10, 9; hp 60, 54; #AT 2; D 2d8/2d8; SA 2 hits in a round entangle victim, causing suffocation in 2d4 rounds; SD immune to fire, cold causes half damage or none,

lightning causes 1 HD growth, weapons cause half damage) lair at the far end of the cavern. If they hear noise or detect light they will shamble out and attack, as they always seek a refreshing change of diet. In their den is a heap of shiny objects they have collected: 75 cp, 397 gp, a silver tube worth 125 gp with a scroll of five magic-user's spells (**darkness 15' r., forget, fly, animal growth, cloudkill**; at the 9th level of spell use.), a potion of **clairaudience**, and a **brooch of shielding**.

14. LARGE, IRREGULAR CAVERN

This place is obviously the lair of some monster, for there is a litter of bones and refuse in the northwestern portion of the cavern. A large black rock rests in the middle of the area.

The rock is actually a rhinoceros beetle (AC 2; MV 6"; HD 12; hp 68; #AT 2; D 3d6/2d8). This monster is held in place by a thick iron chain which allows it about 15' of movement in any direction: It is the guard of the cavern's inhabitant.

A mighty hill giant (AC 3 due to heavy pelt he wears; MV 12"; HD 82; hp 57, #AT 1; D 2d8+1 points of damage) is the beetle's master. The shambling mounds nearby will not attack the giant -the giant's beetle would quickly devour them. If intruders come, the hill giant will immediately release the beetle, scoop up a boulder, step into an alcove, and attack the intruders when they arrive. The insect will not attack him, but it will attack any other creatures entering the cavern, for it has been carefully trained to do so. The giant will hurl 1-4 boulders and then attack with his huge club. Noise from the shriekers in area 15. will alert the giant to the presence of intruders. The hill giant has a large leather sack containing 1,276 gp. He wears an ivory necklace of 500 gp weight (value 200 gp), and the belt he wears is fashioned from a giant weasel pelt (value 875 gp).



15. FUNGI CAVE

This cave is filled with large mushrooms and other fungi. From the compost on the floor, it is likely that the fungi are deliberately cultivated.

Eight shriekers (AC 7; MV 1 "; HD 3; hp 20,17,14,13,11,10, 9, 7; SD noise (light within 30' or movement within 10' stimulates the noise) grow here along with the other fungi. The hill giant in area 14. grows and cultivates the fungi, especially the shriekers, which warn him of approaching danger. The shriekers are also food for the giant, his beetle, and even the shambling mounds in area 13. If noise from this cave lasts for more than four rounds, the giant will release his guard and both will move to investigate what is happening. It will take them three rounds to arrive.



18. GROTTO OF THE DEMON IDOL

16. GREAT CAVERN

You are surprised to note that the ceiling of this place is quite high-perhaps 70' at its peak. Heaped along the west wall is a mound of coins and other treasure.

Here lives the horrid **dracolisk** (AC 3; MV 9"/15"; HD 7+3; hp 55; #AT 2 claws, 1 bite; D 1 d6/1 d6/1 d10+2; SA acid breath (stream 1/2" wide, 3" long, D 4d6, save vs. Breath Weapon for half) gaze weapon (20' range, save vs. Petrification or turn to stone); SD 90% chance of not being harmed by own gaze). This monster is resting but not asleep. It lairs here and uses the southeasterly passage to raid the countryside. The passage slopes upwards, running for about one-quarter mile to another larger cavern which, in turn, has an opening in its west face which is 40' off the cavern floor and about 300' up the mountainside. Its treasure is: 1,106 cp, 5,018 sp, 98 ep, 111 gp, 988 pp, 7 base value 100 gp gems, 5 pieces of jewelry, a jeweled sword scabbard (value 1,850 gp), and an ivory case worth 300 gp containing a **wand of magic missiles** with 100 charges. (For details of the dracolisk, see the end of the module).

17. CAVE CHAMBER

This smooth-sided passageway leads to a large cave. You feel a sense of peace as you enter. The low ceiling is pleasantly colored, as are the many-hued walls. A small trickle of water splashes into a basin-like pool about 2' off the floor. Somehow you feel that you would be safe here.

This cavern is a special **antipathy/sympathy** area created long ago by one of Iggwilv's enemies. It served as a haven for those seeking to overcome her evil. It has an **antipathy** effect on all evil creatures-note this if any party members are of evil alignment-and a special **sympathy** effect on all of good alignment. Monsters will not enter the area, Party members of good alignment will be attracted to this place, and can rest and recuperate here. However, they will not have to make saving throws in order to leave. The party will find mushrooms near the fountain pool. There are 12 reddish ones which cure 1 point of damage, 7 purplish ones which give infravision capability of 90' range for 1 d4+4 turns, 9 yellowish-gray ones which give an immunity to poison for 1d6+6 turns, and many brown ones which are wholesome and satisfying food.

This curving place has only one feature which is peculiar-a huge stone idol 10' tall and very broad. It is roughly chiselled into the shape of a type IV demon. Its eyes glitter a fiery color due to inset gems (2 jacinths of 10,000 gp value each). To either side of it are strangely shaped copper weapons. One is similar to a fauchard-fork, the other is a large sword with a wavy blade and leafed tip. Each rests in a brass stand.

The demon idol is actually a stone golem (AC 5; MV 6"; HD 14; hp 60; #AT 1; D 3d8; SA 1 " range slow spell every other melee round; SD+2 or better weapon to hit, immunity to most spells) This creation of Iggwilv is made in the guise of an idol to lure adventurers to their doom. As soon as one or more humans or demi-humans enter the cavern, a **magic mouth** spell cast upon the idol/golem speaks: "LEAVE ONE MAGICAL ITEM BEFORE ME, AND YOU MAY HAVE YOUR CHOICE OF THOSE OTHERS HAVE LEFT PREVIOUSLY!" As this is uttered, a chest appears magically in the hands of the statue, and the idol grinds stonily as it places the huge iron box at its feet. The lid magically opens, and inside are swords, daggers, maces, axes, javelins, boots, cloaks, scarabs, brooches, amulets, tubes, small boxes and coffers, bags, helms, arrows, bows, rods, wand cases, rings, flasks, bottles, jugs, gauntlets, bracers, gems, jewelry-in fact, nearly everything imaginable! It is all, in fact, an **illusion**, programmed to begin as soon as the **magic mouth** speaks. The illusion has all components necessary to make it seem totally real, drawing all eyes to it Unless the members of the party state immediately that they are attempting to disbelieve the illusion, their minds will be affected by desire and greed, caused by the illusion. This will mean a -4 modifier on further attempts to disbelieve, and will require that characters save vs. Spells at -4 in order to cast **detect illusion** or **detect invisibility** spells. This will remain in effect even though the party will be able to hear the golem moving, and feel the vibration caused by its movement, as it steps backwards and moves to a position which blocks exit from the cavern. The golem will become invisible as soon as its **magic mouth** ends and the Illusion program begins. Unless some character detects the **illusion** or the invisible golem, the party will be trapped. The golem then waits for opponents to come to it.

All of the treasure in the place is illusory, and the copper weapons are absolutely useless against the golem-or just about anything else due to the soft metal of their blades. The golem's jacinth eyes are the only valuables in the entire cavern.

19. GREAT IRON DOORS

You see a pair of riveted iron valves. Each door is 9' wide and 21' tall. From the look of the hinges set into the stone, each of these great doors must be at least 1' thick. On each valve are many leering demon visages in bronze. Weird symbols form a crabbed tracery around the border of each great iron portal. In the center of each is a plaque with the following runes:

IGGWILV'S TREASURE RESTS WITHIN.
HER CURSE ON ANY WHO DISTURB IT.
SEEK NO FURTHER TO STEAL IT,
NOR TO FREE SHE WHO IS PRISONED HERE,
FOR A FATE WORSE THAN DEATH IS
SURE TO COME TO THOSE FOOLS WHO
VIOLATE THIS CIRCUMSCRIBED PLACE.

(The metal gates open outward, but only if three or four characters pull with all their might, i.e. each person trying must roll a successful score to open a door, or three out of four if four attempt it.)

CORRIDOR OF RED MARBLE

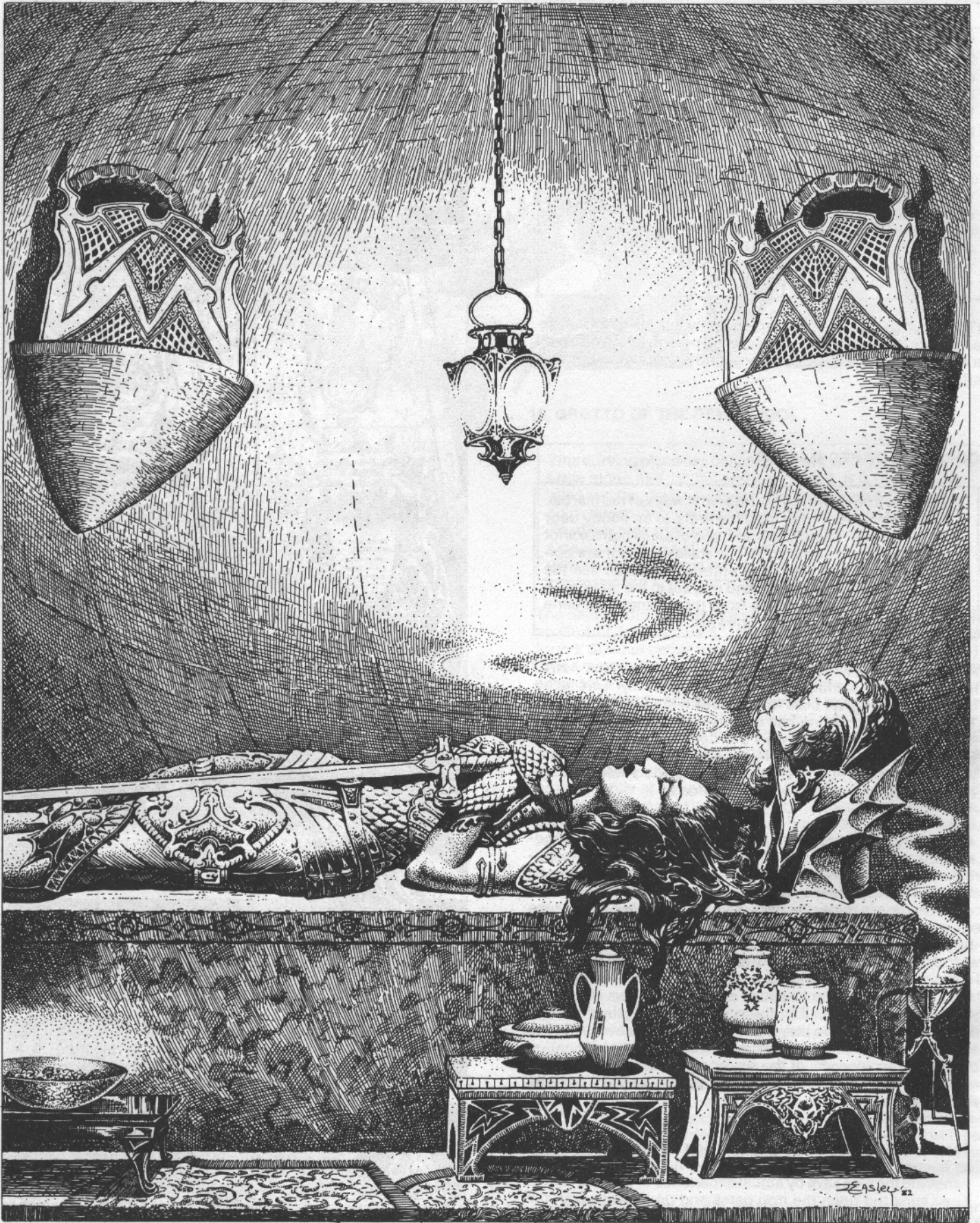
Beyond the iron doors is a corridor with walls of red marble. A thick black carpet runs from the entry to an ebony door some 40' distant. The arched ceiling is of black marble shot through with bands of scarlet. The walls and floor are polished and dust-free. From the entrance you can see the gleam of silver hinges, studs, and ring set in the far door. A dim red glow seems to come from the ceiling. This eerie light pervades the entire passageway.

A painting shows a 14' wooden boat with a lovely, black-haired lady at the tiller, smiling under a stormy night sky. This painting is of the magical boat from **LESSER CAVERNS area 13**. The boat in the painting has a name on the prow—the name "SHRIMPKIN" - which is also the command word that will shrink the magical boat. (Note: the DM should consider placing the painting in the first corridor the party enters, though they must enter all of them to get to area 20.)

As the party moves down the corridor towards the black wooden door at the end, they will feel a tingling in the air—a perceptible magic. The ebony portal's silver hinges are kept magically bright and oiled, so the slightest tug on the ring will swing it open. As this is done, the iron valves inexorably close. At the very instant of the wooden door's opening, the party will see a brief flash of golden radiance, and then they will be transported to a 30' square area in the **GREATER CAVERNS**. Each such area is lettered, and the door opened has a corresponding letter. Thus each time an ebony door to the nexus is opened, the party, including all in the corridor leading to the door, disappear from where they stand and appear elsewhere in the caverns, after which the black door closes. This teleportation cannot be avoided. All of the six inner doors must be opened once in order to enter area 20., although this need not be done in sequence.

The nexus prevents any magical **scrying**, or entry by spell such as **teleport**, **passwall**, or even wish. No sight nor hearing can penetrate the area save by actual experience of the characters. They must tug open the iron gates and do likewise with the inner door. Each of the six inner doors must be opened once individually. The seventh time any of the doors is opened, the party will be able to enter the room beyond.





20. THE INNER SPHERE

The room beyond the door is brightly lit. You step through the door onto a ledge of green serpentine. A decorative openwork screen stands at the end of the ledge. You see that other doors open onto ledges like the one on which you stand, each with its own screen. The chamber is spherical, and the doors and ledges are symmetrically arranged along the equator of the sphere. The upper hemisphere forms a dome of lapis lazuli, as dark as the night sky at the top, as pale as a twilight horizon at the equator. The lower hemisphere is of serpentine, pale green at the equator, deep green at the bottom of the bowl. The sides of the sphere are perfectly smooth, and look as if they cannot be climbed or walked on.

Your screen is carved from rare wood and inlaid with ivory and mother-of-pearl. Through the openings in its intricate carvings you see a jeweled lantern on a golden chain, hanging from the center of the dome. Within the lantern a steady amber flame burns. Its light is magnified by crystal lenses set in the framework of the lantern. The warm and comforting light from this lantern makes the very air seem to dance with motes of sunlight and moonlight combined.

The lantern hangs above a broad stone dais. Atop the dais is a block of rose-colored marble, 6' long, 3' wide; and 3' high. On the dais surrounding the marble block are small carpets and a pair of beautifully fashioned stands upon which rest rare porcelain vessels. At the foot of the marble block is a low table with a crystal bowl filled with a rainbow of gems. At the head of the block is a silver tripod with a small brazier which emits a tiny plume of sweet-smelling smoke. -- Atop the marble block is a slab of white alabaster, inlaid with gold sigils-moons, stars, and strange symbols. A woman sleeps on the alabaster slab.

The sleeping maiden is armored from toe to neck in gold chased plate mail. A long bastard sword is atop her body, its quillons below her breasts, its point near her feet. The woman's gauntleted hands are crossed over the sword's pommel. Her pale face seems composed. Her lips are bright red and her raven-hued tresses are lustrous. A helmet with plumes as black as the maid's hair rests on the slab just above her head.

If you wish to investigate further, you must either slide down the smooth sides of the sphere or use some form of magic to move through the air to where the warrior-maid lies.

The sleeping warrior-maid is actually a fighter/vampire (AC -3 magic armor, 4 due to dexterity; MV 12"/18"; F 13; hp 96; #AT 2; D by weapon of 1d64 (vampire); SA drains two energy levels **charm** at -2 to save, summon rats or bats; SD regenerates 3 hp/round at will, can assume **gaseous form** or **polymorph** to bat, immune to poison, **charm**, **sleep**, or **hold** spells, takes half damage from cold or electricity; S 18/76, I 15, W 14, D 18, C 17, Ch 17). This is Drelnza, Iggwilv's daughter. She is Iggwilv's "treasure" and a guardian of the dead arch-mage's wealth.

She rests in a form of stasis until a black door is opened a seventh time. Drelnza will then awaken and be fully aware, but she will remain still until someone enters the chamber. Drelnza will then sit up slowly, pass a hand across her brow as if coming out of a strange coma, and then blink her eyes open. When she sees the party, she will smile sweetly and welcome her "rescuers" -using a vampiric **charm** on each member of the party. She will attempt to **charm** as many persons as possi

ble before the whole party comes down into the lower portion of the sphere. As soon as a lawful good cleric comes within 10' of her, Drelnza's sword will spring into her hands, and she will smite the cleric. Drelnza has a bonus of +2 to hit and +4 damage with weapons, due to strength.

Her sword is a chaotic evil **bastard sword +4** with an intelligence of 17 and an ego of 20. Its special purpose is to slay lawful good clerics, and any such cleric struck by it must save vs. Paralyzation or be paralyzed for 1-4 rounds. The sword also has the following powers: **detect good**, **detect magic**, **detect invisibility**, **flying**. The sword can communicate telepathically, **read languages**, **read magic**, and speak Common, Hill Giant, Minotaur, and chaotic evil. Drelnza wears **plate mail +2**, and **slippers of spider climbing** (see the end of the module for details on this item).

In a melee situation, Drelnza will either use her magic slippers to run along the curved walls of the chamber in order to fight the party members one at a time, or else she will use the flying power of her sword and attack as a vampire, causing 1d6+4 points of damage and draining two energy levels with each successful touch attack. She will not assume gaseous form unless she is reduced to zero hit points.

Party members will be unable to stand anywhere except on the ledges before the six inner doors or on the 3' wide dais at the base of the marble block. In the latter case, two characters can stand on either of the long sides, one at either end. In melee, damage to the various treasure items will occur. Make certain that you note this. The spherical chamber has the following treasure:

6 folding screens (6' x 1' h x 1/2')	1,000 gp each
2 carpets (4' x 2')	750 gp each
2 inlaid stands (3' x 1' 1/2' x 1' 1/2')	2,000 gp each
4 porcelain vessels (1' x 1' x 1')	1,500 gp each
1 table (2' x 2' x 3')	800 gp
1 crystal bowl (1' x 1' x 1')*	3,250 gp
1 silver tripod and brazier (3/2' x 1' dia.)**	750 gp

*Contains gems of the following value: 400 x 1 gp, 300 x 5 gp, 200x10gp,100x50gp,10x100gp,1x500gp.

Contains a block of **everburning incense that can be sold to a religious institution for 1,000 gp.

Above Drelnza's stone couch hangs the artifact, **Daoud's Wondrous Lantern**. (For details of this item see the end of the module). The gold chain it hangs on weighs 500 gp and is worth 1,000 gp if intact. The chain is non-magical and can be broken or opened by a **knock** spell.

If Drelnza is reduced to zero hit points, she is forced to assume **gaseous form**. This gaseous cloud will be seen to drain into the top of the marble block through a small hole in the alabaster slab atop it. The characters may remove the slab, but its weight is 3,000 gp. Beneath it the marble is hollowed out to form a cavity 2' wide, 4' long, and 2' deep. This space holds only a small brass cage. Inside this cage are several pieces of platinum jewelry studded with diamonds and rubies-ataraworth 27,000 gp, a necklace worth 20,000 gp, a bracelet worth 12,000 gp, earrings worth 9,000 gp, and a ring worth 6,000 gp. The cage is magical, and its bars cannot be bent. (For details of the cage, the **Prison of Zagig**, see the end of the module.) If the cage is touched, a globular black creature with many ray-like tentacles materializes. It hovers near the marble block, staring at the party with its dull metallic eyes. This weird alien creature is the **xeg-yi** (AC 0; MV 6"; HD 8; hp 39; #AT 1; D 1 d6+6; SA negative energy bolt every other round (10' range, D plus chilling, individual target), psionics; SD +1 or better weapon to hit, broad spell immunity,

MR 15%). It will attack anyone within the chamber, but will not leave it. Wood, cloth, leather, and normal metal are destroyed by the attack of a xeg-yi. Magical items will survive if they successfully save vs. Lightning. If the xeg-yi is killed, all within 10' suffer 12+2d6 points of damage. Normal and magical items are affected by the explosion of negative force.

Careful examination of the upper rim of the marble block will show a hairline crack. There is a small lip around the inner edge of the cavity discovered by removal of the alabaster lid. If the lip is grasped, a tray-like portion of the marble block can be lifted out to reveal yet another cavity, but the inner tray-block weighs 6,000 gp. Beneath it is the coffin of Drelnza, and there she will be found. She will be re-forming her corporeal body and will be effectively helpless. This cavity also contains seven tomes: the **Demonomicon of Iggwilv**, a **Manual of Bodily Health**, a **Manual of Gainful Exercise**, a **Manual of Quickness of Action**, a **Tome of Clear Thought**, a **Tome of Leadership and Influence**, and a **Tome of Understanding**. The **Demonomicon of Iggwilv** is bound and sealed. If the seal of the book is broken, another guardian appears.

This new creature is silvery and has golden eyes. It has tentacles and a shape similar to the xeg-yi. This is the xeg-yi's opposite, a **xag-ya** (AC 0; MV 6"; HD 8; hp 39; #AT 1; D 1 d6+6; SA energy blast every other round, (10' range, D 1d6+6 plus heating, individual target), psionics; SD+1 or better weapon to hit; MR 15%). The xag-ya will immediately attack the party, and will fight to the death. Wood, cloth, leather, and normal metal are burned by the touch and energy blast of the xag-ya. Magical items will survive if they successfully save vs. Lightning. The xag-ya will not deliberately destroy the books it guards. However, if it is killed, anyone within 10' will suffer 12+2d6 points of damage due to an energy explosion. If this happens, the books and all other magical items within range must save vs. Lightning or be destroyed.

If this monster is brought into being when the xeg-yi is in existence too, they rush together and explode in a 30' radius blast doing 4d6+24 points of damage to all within it. The magical books must save vs. Lightning or be destroyed. For details of the xag-ya and xeg-yi see the end of the module.)

With the defeat of Drelnza and the two alien creatures, the party has achieved its goal and obtained the fabled trove of Iggwilv. The monetary treasures, magnificent as they are, are trivial in comparison to the mighty artifacts the party has found. These items **s-Daoud's Wondrous Lanthorn**, the **Demonomicon of Iggwilv**, and the **Prison of Zagig** are fully described in a following section.

AFTERWORD

GAINING EXPERIENCE POINTS: It is likely that completing the module will require many gaming sessions. Because the caverns are so far from any town or other refuge, the party will have to stockpile captured treasure in some secure place. Experience points for treasure will only be rewarded for those items that are taken back to a civilized locale when the party leaves the caverns.

At the DM's option, a party that has played well can dispose of a load of treasure in the **GNOME VALE** (wilderness encounter area A.) The gnomes will use their gems to buy treasure, paying 90% of the total value of the treasure they buy. This assumes that the party has managed to win the friendship of the gnomes at some point in the adventure.

During the course of several game sessions, player characters may accumulate enough experience points to qualify for an increase in level. Because the caverns are so far from anyplace where characters can train, the DM may allow player characters to advance without prior training, *provided* that the quality of play has been very high. Regulating the amount of time and treasure needed to train is important in the proper handling of a campaign. If you choose to allow player characters to advance in level without training, it should be because of their playing skill, and the special circumstances of this module. Advancement without training should be regarded as a reward for excellence rather than as a normal part of the campaign.

Poor play does not merit special consideration. Players will not improve if the DM pampers rather than challenges them. If your players perform badly, do not allow their characters to increase in experience level. Be most judicious in how you handle awards to player characters. Allowing foolish and ignorant players to advance their characters to high levels reflects badly upon the game and even more so upon the Dungeon Master who allowed such a travesty to occur. In effect, it is the excellence of the DM which is judged when the caliber of play by any group is discussed. Keep yours high!

CREDITS

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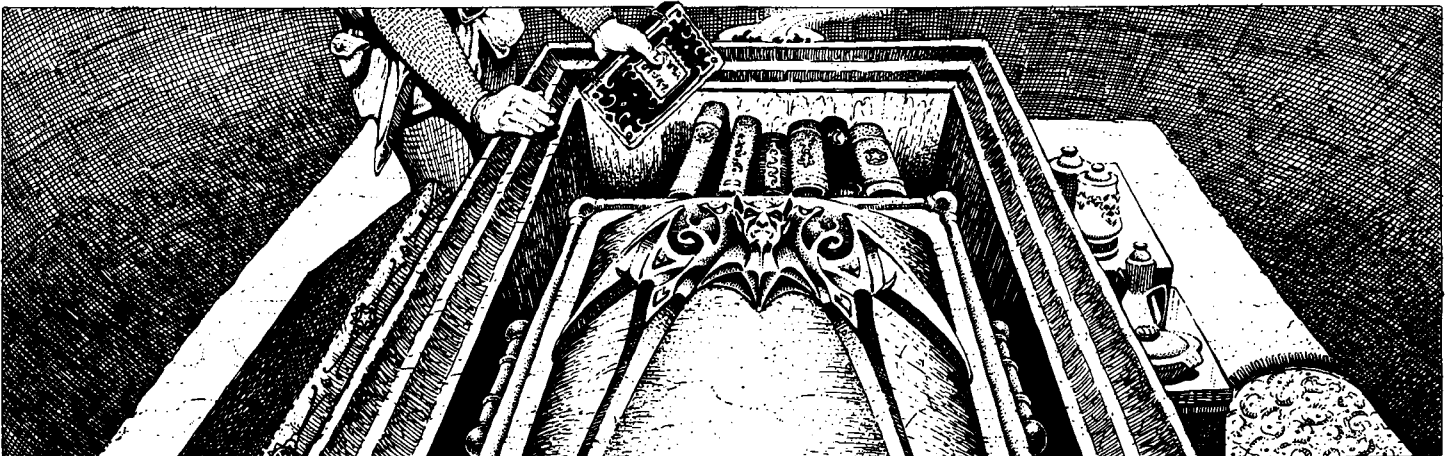
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CHARACTER	Cathartic	Ethelrede	Flemin	Dunil	Weslocke	Hockerbrecht	(Arocken)	(Benedict)
SEX	F	M	M	F	M	M	F	M
RACE	H	H	D	½	E	½ E	H	H
LVL/CLASS	C7	FS	F6	T9	F4/MU9	F4/MU4/T5	R6	C6
HEIGHT	5'8"	6'S"	4'6"	3'4"	5'	5'6"	5'9"	5'11"
WEIGHT	141 lbs.	221 lbs.	161 lbs.	66 lbs.	107 lbs.	140 lbs.	137 lbs.	189 lbs.
ALIGNMENT	LG	CN	LG	LN	N	LN	CG	LG
AC	1	0	-3	5	2	6	1	2
HP	37	60	30	32	25	28	40	29
MOVE	9"	9"	9"	9"	12"	12"	12"	12"
STR	13	16	18/66	11	10	16	17	13
INT	10	9	9	11	18	13	13	11
WIS	15	11	8	8	9	11	14	11
DEX	11	16	13	17	14	16	16	11
CON	12	16	12	15	12	15	15	13
CHR	13	10	7	14	13	17	9	11

SAVING THROWS*

DEATH	7	10	11	11	13	12	11	9
PETRI./POLY.	10	11	12"	10**	11	11	12	10
RODS/WANDS	11	12	10	10	9	11	13	11
BREATH	13	12	13	14	13	15	13	13
SPELLS	12	13	11	7	10	12	14	12

ARMOR	Chain and shield	Chain and shield	Plate	Leather	Bracers	Leather	Chain	Plate
ATTACK ADJ*	0	0	+2	0	+1	0	+1	0
DAMAGE ADJ*	0	+1	+3	0	0	+1	+1	0
MISSILE ADJ*	0	+1	0	+2	p	+1	+1	0
OPEN DOORS	1-2	1-3	1-4	1-2	1-2	1-3	1-3	1-2
BEND BARS	4%	10%	25%	2%	2%	10%	13%	4%

THIEVING ABILITIES	Pick Pockets	Open Locks	Find Traps	Move Silently	Hide in Shadows	Hear Noises	Climb Walls	Read Languages
Dunil	80%	77%	65%	85%	76%	35%	83%	40%
Hockerbrecht	60%	47%	40%	40%	36%	20%	90%	25%

LANGUAGES

Cathartic:	Common, lawful good
Ethelrede:	Common, chaotic neutral
Flemin:	Dwarf, Common, Gnome, Goblin, Kobold, Orc, lawful good
Dunil:	Halfling, Common, Dwarf, Elf, Gnome, Goblin, Orc, lawful neutral, thieves' cant
Weslocke:	Elf, Common, Dwarf, Frost Giant, Gnoll, Gnome, Goblin, Hobgoblin, Orc, neutral
Hockerbrecht:	Common, Elf, Gnoll, Gnome, Halfling, Hobgoblin, Orc, lawful neutral, thieves' cant
Arocken:	Common, Blue Dragon, Nixie, Ogre Mage, chaotic good
Benedict:	Common, Stone Giant, lawful good

No adjustment has been made for magical items

** Constitution bonuses apply if effect is from rod, staff, wand or spell

() New, non-tournament character

CATHARTIC	Other Equipment 3 vials holy water, 2 oil flasks, 50' rope, silver holy symbol, wolfsbane, tinder box,
Magical Items mace +2, potion of invisibility, ring of protection+3, ring of spell storing with cure disease, cure serious wounds, neutralize poison,	

ETHELREDE	Other Equipment dagger, garlic, mallet, large wooden stake, 3 torches, 10 spikes, tinder box,
Magical Items hand axe +2, shield +2, 5 javelins of lightning, potion of extra healing	

FLEMIN	Other Equipment light crossbow, dagger, 50' rope, 10 gems (100 gp value ea.) 20 platinum pieces,
Magical Items 18 bolts +2, plate mail +2, shield +3, potion of speed	

DUNIL	Other Equipment dagger, 6' pole, large sack, 3 gold pieces, 6 silver pieces, 21 copper pieces, flask of poison (ingestive D)
Magical Items dagger +1, robe of blending, rope of climbing, ring of water walking, potion of healing	

WESLOCKE	Other Equipment dagger, silver mirror, 10' pole, ivory scroll tube, 1 gem (1000 gp value), 8 gold pieces.
Magical Items dancing sword (Int. 15, Ego 10, detects evil locates secret doors, locates shifting walls, seaks Elf, Dwarf, Common), wand of magic detection (8 charges), bracers of defense AC 2, scroll with conjure elemental, read magic sleep.	

HOCHERBRECHT	Other Equipment dagger, 10' pole, 4 vials holy water, necklace (1,600 gp value), steel scroll tube.
Magical Items sword +2 (Int 15, Ego 10, detects shifting walls, detects secret doors, detects invisible objects, detects gems, flying, speaks Elf, Dwarf, Hill Giant, Bronze Dragon), boots of elvenkind, cloak of elvenkind, scroll with timestop, bag of holding (capacity 200 lbs.) ring of fire resistance.	

AROCKEN	Other Equipment longbow, quiver of 20 arrows, 10' pole, 50' rope, 3 vials holy water, 9 gems (50 gp value ea.),
Magical Equipment bastard sword +2 (NSA), 6 arrows +1 chain mail +2, potion of heroism.	

BENEDICT	Other Equipment silver holy symbol, 3 vials holy water, flail, two wax candles, tinder box, 50' rope, mallet, 37 gold pieces.
Magical Items plate mail +1, staff of striking (17 charges), potion of levitation, scroll with commune, neutralize poison, sticks to snakes.	

All characters have a back pack, large sack and belt pouch In addition to the equipment listed.

CATHARTIC	WESLOCKE	HOCHERBECHT	BENEDICT
Spells	Spells	Spells	Spells
First Level bless, cure light wounds (x2), protection from evil, sanctuary.	First Level charm person (x2), light, magic missile.	First Level charm person, magic missile, shield.	First Level cure light wounds detect evil, detect magic, remove fear.
Second Level augury, silence 15' r. (X2)	Second Level darkness, mirror image, web.	Second Level mirror Image, web.	Second Level augury, find traps, silence 15'
Third Level cure disease, remove curse,	Third Level dispel magic, fireball		Third Level dispel magic, prayer.
Fourth Level neutralize poison	Fourth Level hold person, confusion, Ice storm.		

Dungeon Module S4

The Lost Caverns of Tsojcanth

by Gary Gygax
Booklet 2
MONSTERS AND MAGICAL ITEMS

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NEW MONSTERS

The **Lost Caverns of Tsojcanth** contains a great number of new monsters. Some of them are so powerful that the module would be unbalanced if they were used against a normal party. The monsters not used in the adventure itself have been included to provide DMs with a number of challenging creatures of differing strengths and abilities. These can be used to provide additional challenge and enjoyment for players in any campaign.

BAT

	<i>Normal</i>	<i>Mobat</i>
FREQUENCY:	<i>Common</i>	<i>Rare</i>
NO. APPEARING:	1-100 (10-1000)	1-8
ARMOR CLASS:	4	2
MOVE:	24"	1 "/15"
HIT DICE:	1-2 <i>hit points</i>	4-6
IN LAIR:	<i>Nil</i>	15%
TREASURE TYPE:	<i>Nil</i>	C
NO. OF ATTACKS:	1 <i>bite</i>	1 <i>bite</i>
DAMAGE/ATTACK:	1 <i>point</i>	2d4
SPECIAL ATTACKS:	<i>Nil</i>	<i>Screech</i>
SPECIAL DEFENSES:	<i>Nil</i>	<i>Nil</i>
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>
INTELLIGENCE:	<i>Animal</i>	<i>Low</i>
ALIGNMENT:	<i>Neutral</i>	<i>Neutral evil</i>
SIZE:	S	M
PSIONIC ABILITY:	<i>Nil</i>	<i>Nil</i>
LEVEL/XP VALUE:	V1	111/150+5/hp

Normal bats include many varieties of their kind. They will attack only if cornered. If startled, bats tend to become frightened and will swarm around, flying into things-putting out torches, interrupting spell casting, etc. The sonar of bats allows them to fly in total darkness. Their normal AC is 4, but in crowded flying conditions their AC is 7.

In certain large caverns, there could be as many as 1,000 bats present. In these cases, the DM should run the bats as a single group, rather than as individual creatures. The whole group will swarm about intruders, extinguishing torches and lanterns and making spell casting impossible, though not harming the intruders. A light they can not extinguish, such as **light** spells or magical swords, will cause them to frantically swarm over the light source. Everyone within the cavern will take 1-10 points of damage per round as the bats collide heedlessly with them.

Mobat: The huge mobat is found only rarely, typically in warm climates where large caverns offer shelter and plentiful food. They are omnivorous but prefer warm-blooded prey which they attack with their fang-filled maws. Mobats have a wingspread of 12'-16' and must have a large area in which to take off. Once airborne, their sonics allow them to fly through narrow places, even in total darkness. They are swift and silent flyers, surprising prey 50% of the time. They can also voice a piercing screech which will cause victims to cover their ears, rather than fight, for 12 rounds unless victims successfully save vs. Paralysis.

The screech is always voiced if prey resists. The effective sound radius is 20'. Their normal AC is 2, due to their sonics and maneuverability, but in crowded or narrow flying conditions their AC is 7. These monsters have a dim, evil intelligence and a desire for shiny objects.

BEHIR

FREQUENCY: Rare
NO APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 12
IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: One bite and
constriction or constriction and
six talons
DAMAGE/ATTACK: 2d4/1d4+1 or
2d4/6x1d6
SPECIAL ATTACKS: *Breath*
(*Lightning*)
SPECIAL DEFENSES: *Immune to*
electricity and poison
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral evil*
SIZE: *L (40' long)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: VII/2,850
+ 16/hp



A **behir** is a snake-like reptilian monster with a dozen taloned legs and a head like a crocodile's. Its banded scales range from ultramarine blue on its back to pale blue on its belly. It can move with considerable quickness and can climb well. It can also move like a snake by folding its legs close to its body and slithering along.

The behir attacks by biting and by constricting prey within its powerful coils. On the round after the victim is caught in the coils, the behir attacks with six of its taloned legs. Once per turn, the behir can discharge a 20' lightning bolt for 4d6+24 points of damage (save vs. **Breath Weapon** for half damage). Since the behir is immune to electricity, it can use its breath weapon on someone caught in its coils.

Behir are large enough to swallow man-sized prey whole. A score 4 above that needed to hit, or an unmodified 20, means that the behir has swallowed its prey. Swallowed victims will die in six rounds. After twelve turns, the victim will be totally digested and cannot be affected by **raise dead** spells. A swallowed victim can try to cut free, but weapon damage is reduced by 1, cumulatively, every round the victim is inside the behir. The behir has an internal armor class of 8.

Treasure from swallowed victims sometimes lodges in the behir's stomach (10% chance, one item). If treasure is present, there is a 60% chance that the treasure is gems, a 30% chance it is jewelry, and a 10% chance that it is a non-digestible magical item.



BODAK

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 6"
HIT DICE: 9+9
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: *Death gaze*
SPECIAL DEFENSES: +1 or better
weapon to hit
MAGIC RESISTANCE: See below
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: VII/1,950
+ 14/hp



Bodaks are evil humans changed into monsters by exposure to the demonic forces and substances of the Abyss.

Their muscular bodies are hairless and sexless, with dark gray pearly skin. Their heads are long with oddly distorted features. Their eyes are large milky-white ovals. Bodaks speak all demonic languages but remember few words of human speech. They are very rare because they remain on the Abyssal Planes except when called forth to serve by a foolish and evil magic user. At certain times a bodak can take control of the magic user summoning it, as explained below.

A bodak seldom uses a weapon, but it is 90% probable that it will possess a weapon of a random type. The gaze of a bodak has a range of 30' and, when met, will cause death unless a save vs. **Death** is successful. Bodaks can be struck only by magical or cold-wrought iron weapons. They are immune to poison and **charm, sleep, and hold** spells. They take half damage from cold, electricity, and fire. Direct sunlight inflicts one point of damage per round. Bodaks have 60' infravision, as well as ultravision.

Every time a bodak is assigned a new task by its master, it has a chance to control the magic-user who summoned it. The intelligence of the bodak is randomly determined by rolling a d20 each time it is given a new task. If the bodak's intelligence is higher than the magic-user's, the bodak controls the mind of the magic-user and can enslave him or her. Note: if the magic user's intelligence characteristic is above 18, the difference between 18 and the actual score is also added to the bodak's intelligence **roll**

CAVE CRICKET, GIANT

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 6" (hop 3")
HIT DICE: 1+3
IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 *kick*
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Jump/Kick*
SPECIAL DEFENSES: *Chirping*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S-M*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: 1120 + 2/hp

A giant **cave cricket** looks exactly the same as a normal cricket, except for its size and pale gray or white coloration. It eats vegetation, fungus, cloth, or paper. A cave cricket is typically only a noisy pest. If frightened, a giant cave cricket will begin chirping, drowning out all speech in a 90' radius. The sound has a 2 in 6 chance of attracting any predator within 90'. A frightened cricket has a 1 in 6 chance of jumping on anyone within 3", inflicting 1-4 points of damage automatically. Crickets that do not jump still have normal chances of randomly kicking someone within 10', using their powerful hind legs. Roll randomly for a target if more than one opponent is in range.

CAVE MORAY

FREQUENCY: Rare
 NO. APPEARING: 4d4
 ARMOR CLASS: 0 head/5 body
 MOVE: 1"
 HIT DICE: 4+4
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: ¹¹² rounds
 DAMAGE/ATTACK: 2d4
 SPECIAL ATTACKS: Surprise on 1-5
 SPECIAL DEFENSES: *Withdraw into cyst*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 LEVEL/XP VALUE: III/130 + 5/hp



Cave morays resemble the rock formations in which they dwell. Their skin is brownish-gray, and their heads are knobby and mottled. These snail-like creatures live in cyst-like burrows in the rock. When prey passes, the cave moray lunges at it. Striking range varies, usually from 3' to 5'. The creature attacks once every two rounds, for it must withdraw into its cyst to recoil for another lunge. A cave moray has an AC 5 body, but it is so quick that there is only a 1 in 20 chance of striking the body, rather than the head.

COOSHEE

FREQUENCY: Rare
 NO. APPEARING: 1-8
 ARMOR CLASS: 5
 MOVE: 15" or 21"
 HIT DICE: 3+3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 bite
 DAMAGE/ATTACK: 1 d4+6
 SPECIAL ATTACKS: Forepaws
 SPECIAL DEFENSES: Camouflage
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 LEVEL/XP VALUE: III/110 + 4/hp



Cooshee are the size of the largest dogs, normally weighing 165-210 pounds. They have huge, heavily-nailed paws and a curled tail held over their backs. These dogs are normally found only with sylvan or valley elves. They can move quickly (15") but can move even faster in straight-line chases (21"). When fighting, they will strike with their huge forepaws to knock two-legged opponents off their feet. This attack can be used only on man-sized or smaller opponents. The forepaw attack is rolled normally; if it succeeds the cooshee's bite attack is at +4. Cooshee avoid all other types of dogs, and usually cannot be cross-bred with other dogs. The elven dog's coloration, coupled to its ability to move silently, gives it the ability to (75%) hide itself easily in brush, woodlands, etc. Its bark can be heard a mile or more, but it barks only to warn its master of approaching enemies.

CRYSTAL OOZE

FREQUENCY: Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 8
 MOVE: 1 "/3"
 HIT DICE: 4
 IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACK: 1
 DAMAGE/ATTACK: 4d4
 SPECIAL ATTACKS: Paralysis
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M-L
 PSIONIC ABILITY: Nil
 LEVEL/XP VALUE: IV/1225 + 4/hp

Crystal ooze is a variety of gray ooze that has adapted to life in water. It lives in dim or dark bodies of shallow water, but can survive outside water for several hours. When immersed it will usually (75%) not be seen.

Crystal ooze attacks by flowing over a victim and exuding a paralytic poison. Victims suffer 4d4 points of damage and must save vs. Poison or be paralyzed for 5d4 rounds. Paralyzed victims are usually consumed in a very short time. Wooden objects exposed to the poison must save vs. Acid or be destroyed.

Crystal ooze is unharmed by acid, cold, or fire. Lightning and **magic missiles** cause full damage. Weapons cause one point of damage per hit.

Medium-sized specimens have 16 hit points or less. Large ones have 17 or more hit points. Those with 28 or more are about 2' wide, 14' long, and six inches thick.



DAO

FREQUENCY: Rare
NO. APPEARING: 1 (1d4+1, 10% chance)
ARMOR CLASS: 3
MOVE: 9"/15" (6")
HIT DICE: 8+3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3d6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low to very*
ALIGNMENT: Neutral evil
SIZE: L (8'-11' tall)
PSIONIC ABILITY: Nil
LEVEL/XP VALUE: V111/1,300 + 12/hp

Dao are related to djinn, efreet, and marids, and they originate on the Elemental Plane of Earth. They are uncommon on their own plane. They can travel in the Astral, Elemental, and Prime Material Planes, but they come to the Prime Material Plane only to work evil. A bold magic-user can sometimes force them to serve, but dao are even more resentful and treacherous than efreet. Dao hate djinn and marids, but are friendly towards efreet.

A dao normally attacks with its powerful fists. It can use dig six times per day. It can cast **rock to mud** three times per day. It can use each of the following powers once per day: **change self** (six times normal duration), **detect good**, **detect magic**, **assume gaseous form**, **Invisibility**, **grant limited wish** (commonly used to delude and torment others), **misdirection**, **passwall**, **spectral force**, and **wall of stone**. Dao abilities are equivalent to 18th level spell use.

A dao can move through earth or unworked stone at a speed of 6." This movement is similar to that of xorn, and a dao cannot carry others with it when moving in this fashion. A dao can carry 5,000 gp weight either afoot or in flight without tiring. Twice that weight will force it to rest after three turns. For every 1,000 gp weight under 10,000 the dao can carry for an extra turn. Once tired, it must rest for six turns.

Dao are not harmed by earth-based or earth-affecting spells (such as **earthquake**). They are especially vulnerable to holy water, which does twice normal damage to them.

On their own plane, the dao live in the Great Dismal Delve, where they are ruled by a khan whose servants are hetmen and atamen. When on the Prime Material Plane they seek similar caves and caverns in which to dwell.



DEMI-LICH

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: -6 and special
MOVE: Special
HIT DICE: 50 hp and special
IN LAIR: 100%
TREASURE TYPE: Z
NO. OF ATTACKS: Special
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: *Supra-genius*
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil*
LEVEL/XP VALUE: 1X/5,950 + 16/hp



*Possible if possessed in human life

A supremely evil human magic-user or cleric can exist far beyond the natural span of life by using certain arcane secrets. This creature, the lich, can exist for centuries.

Ultimately, its life force eventually wanes. The lich form decays and the evil soul roams strange planes unknown even to the wisest of sages. The remaining force is a **demi-lich**. "Demilich" is a misleading term, in that the hearer might believe that the creature is reduced in power. The term applies to the physical state of the lich. Only a small amount of the former lich's body endures—dust, the skull, and possibly a few bones.

If the place of the demi-lich is entered, its dust swirls into the air and forms a man-like shape. The demi-lich can never be turned, in any of its manifestations. If the dust-form is ignored, it will dissipate in 3 rounds, for it can only advance and threaten, not cause harm.

Attacks on the dust-shape only strengthen it. Once attacked, the dust-form might (75%) immediately gain the powers of a wraith. Further attacks give the creature additional hit points. Although it is unhurt by blows or spells, it will waver and fall back as if hurt, all the while gaining hit points. It begins with 1 hit point, and gains 1 hit point for each physical attack against it, plus hit points equal to the level of any spell used against it (i.e., a third level spell gives it 3 hit points). If 50 hit points are gained, the dust-shape will form itself into a ghost (50 hp) controlled by the spirit of the demi-lich. The ghost will attack immediately.

If any creature is so foolish as to touch the skull of the demilich, a terrible thing occurs. If the demi-lich is in dust or ghost form, this manifestation instantly disappears. The skull rises into the air as if levitated, and attacks the strongest member of the party.

A demi-lich can tell who is the strongest, and will usually attack magic-users first, followed by fighters, clerics, thieves, and monks, in that order. The demi-lich can attack in either of two ways (50% chance of either). It can **howl**, instantly killing anyone within 20' who fails a save vs. Death, or **drain** a single opponent's life force (soul or spirit, see DMG, p.10-11). Victims of this attack do not receive a saving throw. The victim's life force is imprisoned within a special gem. The demi-lich has 2d4 such gems, set in the eye sockets and jaws of the skull. The body of the victim collapses into a putrid mass of corruption,

and molders in a single round-totally gone. The skull will then sink to the floor, sated. If struck or touched a second time, it will rise again and either howl or drain the life force of the second-strongest party member. This process repeats each time the skull is attacked, until the skull is destroyed.

Once all the skull's gems are filled with life force, the demi-lich can pronounce a **curse** upon its remaining opponents. Such a curse is very powerful-such as: a) always to be struck by an opponent's weapon, b) never to make a saving throw, c) never gaining experience points. The demi-lich's curse can be removed by a **remove curse** spell, but the charisma of the cursed character will be permanently reduced by 2.

The skull of a demi-lich can be harmed only in the following ways:

A **forget or exorcism** spell will force the skull to sink to the floor without howling or draining life force.

Each **shatter** spell thrown at it inflicts 10 hp of damage.

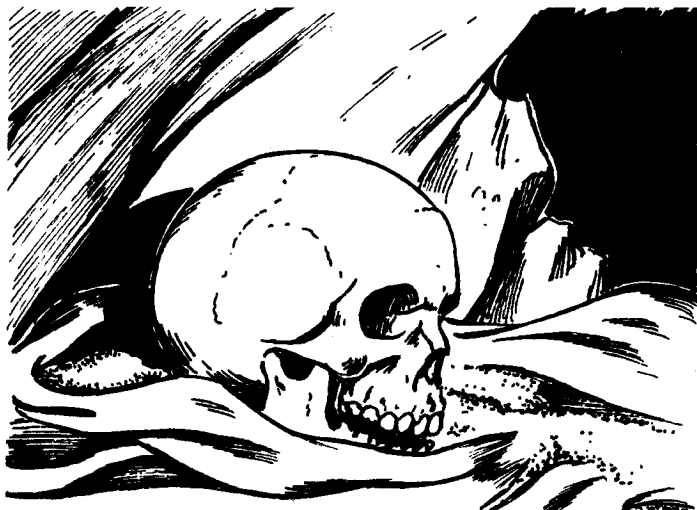
A **power word, kill** spoken by an astral or ethereal magicuser will destroy the skull.

A fighter with a **vorpal blade**; a ranger with a **sword of sharpness, sword +5, or vorpal blade**; or a paladin with a **sword of sharpness, vorpal blade, sword +5, or sword +4** can inflict damage on the skull.

A **dispel evil** spell inflicts 5 hp of damage A **holy word** pronounced against it will inflict 20 hp of damage.

A demi-lich's skull is AC -6, and has 50 hp. If the demi-lich is destroyed, the dust, bone fragments, and other remains must be destroyed by sprinkling them with holy water. If this is not done, the creature will reform after 1-10 days.

If the skull is destroyed, any gem containing life force must make a saving throw vs. Spell as if it were the character trapped within. The gems that fail a saving throw contain no life force the demi-lich devoured it before being destroyed. Those that save successfully still contain the character's life force. A gem containing life force glows



with a faint inner light, and if examined with **true seeing, true sight, or a gem of seeing**, a tiny human figure will be seen in the gem. The soul can be freed by crushing the gem, but a material body must be within 10' to receive the soul-a clone, simulacrum, or other dead body.

DEMON

Alu-Demon (*Demi-demon*)

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 5 or variable
MOVE: 12"/12"
HIT DICE: 6 + 2d12
IN LAIR: 15%
TREASURE TYPE: I, S, T
NO. OF ATTACKS: One weapon or touch
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Hit point *drain*
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 30%
INTELLIGENCE: Very to genius
ALIGNMENT: Chaotic evil
SIZE: M (5 1h'-7' tall)
PSIONIC ABILITY: 200 (leaders only)
Attack/Defense Modes: D/G, I (leaders only)
LEVEL/XP VALUE: VIII or IX/3,000 or 4,050 + 14/hp



Alu-demons appear quite human, with vestigial horns and small bat-like wings. They are rumored to be offspring of succubi and humans. As such, they are rarely encountered.

They are always female, and due to their human blood, character statistics are rolled for them, using 2d6+6 for each characteristic except intelligence. Intelligence is 10+1d8. Alu-demons receive all bonuses applied to high characteristics. Alu-demon leaders, those of genius intelligence, possess magical and psionic abilities, as explained below. Some 20% of alu-demons are chaotic neutral.

Alu-demons can wear armor, but only magical armor. If the protection of the armor is worse than AC 5, they gain only the magical bonus. Otherwise, they gain the full protection of the armor. Thus, **leather armor +1** adds +1 only, while **plate mail +1** provides AC 2. Alu-demons can use any type of weapon. A touch attack, scoring a successful to hit roll, drains 1-8 hit points from the victim (this can be cured normally). The demon gains half the hit points drained from the victim (rounded up).

An alu-demon can use each of the following powers once per round, to a maximum of three times per day for each power: **charm person**, **ESP**, **shape change** (to any human or humanoid form of approximately their own size and weight), and **suggestion**. Once per day an alu-demon can use **dimension door**. All these abilities are at the 12th level of spell use. All alu-demons have 90' infravision.

Alu-demons can be wounded only by magic or cold-wrought, unforged iron weapons. They take half damage from cold, electricity, fire, and gas. They have 30% magic resistance.

Alu-demons of genius intelligence (17-18) can be magic users. The level of magic-user ability is rolled on a d12. Such alu-demons also possess psionic abilities. Magic and psionic ability are in addition to their demonic powers.

BAPHOMET

FREQUENCY: *Unique*
NO. APPEARING: 1
ARMOR CLASS: -4
MOVE: 24"
HIT DICE: 106 hp
IN LAIR: 40%
TREASURE TYPE: S, T, X, Z
NO. OF ATTACKS: 1 weapon, 1 gore, 1 bite
DAMAGE/ATTACK: 3d4+8/2d6/1d4+1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better' weapon to hit
MAGIC RESISTANCE: 75%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
SIZE: L (12' tall)
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: X/45,000 (for destroying material form only)

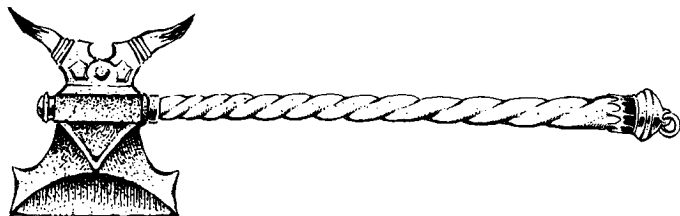


Baphomet has an ogre's body, a bull's head with large horns that curve downward and outward, broad feet, a bovine tail, and thick, powerful hands. His body is covered with coarse black hair. Minotaurs are his worshippers and servants. The mutual hatred of Baphomet and Yeenoghu is legendary, and each strives to overthrow the other. Baphomet is usually (75%) attended by 1d4+1 minotaurs of maximum hit points. He can summon an additional 1d8+8 normal minotaurs within one round. This summoning can be used once per day. Baphomet speaks Common and Minotaur, and can communicate telepathically with animals.

Baphomet attacks three times per round, as a 16+ HD monster. He is armed with a bardiche (a huge battleaxe) that inflicts 3d4+8 points of damage and causes armor, shields, and weapons struck by it to save vs. Crushing Blow or be destroyed. He also gores for 2d6 and bites for 1 d4+1 points of damage.

At will, once per round, Baphomet can use any one of the following abilities: **darkness 10' r.**, **detect invisibility**, **detect magic**, **dispel magic**, **levitate**, **phantasmal force**, **telekinese** 7,500 gp weight, and **teleport**. Three times per day, he can use **maze**, **passwall**, **shape change**, and **wall of stone**. Once per day he can (85%) **gate** in a type III demon. Also, once per day he can **bellow** horribly. All within 300' who hear the bellow must save vs. Spells or flee in panic for six rounds. All Baphomet's abilities are at the 20th level of spell use. He has 120' infravision and double normal human hearing.

Baphomet can be wounded only by +2 or better weapons. He takes half damage from cold, electricity, fire, and gas. He has 75% magic resistance.



Bar-Igura (Minor demon)

FREQUENCY: *Uncommon*
NO. APPEARING: 1-3 (lair 1-6)
ARMOR CLASS: -3
MOVE: 9" o. 15"
HIT DICE: 6+6
IN LAIR: 10%
TREASURE TYPE: D
NO. OF ATTACKS: 2 claws, 1 bite
DAMAGE/ATTACK: 1 d6/1 d6/2d6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 45%
INTELLIGENCE: *Very to high*
ALIGNMENT: Chaotic evil
SIZE: M (5' tall, broad)
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: VIII/1,275 + 10/hp



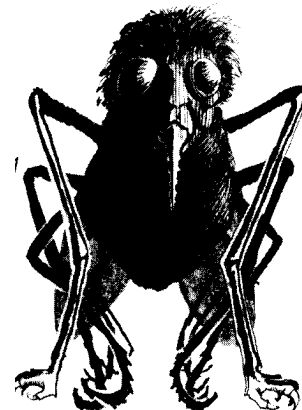
The **bar-igura** appears similar to an orangutan, with its bloated belly, bandy legs, long arms, and shaggy hair. Tusks protrude from its mouth. Evil eyes sunk in its wizened face show its demonic nature. It has six clawed fingers on each hand and six clawed toes on each foot. A bar-Igura can leap up to 40'. They are normally encountered in forests, jungles, buildings, or anywhere they can climb. Bar-Igura live in small groups of their own kind, and shun all other types of demons. They terrorize weaker demons and avoid stronger ones when they can.

A bar-Igura can use any one of the following powers, once per round, at will: **darkness 10' r.**, **create water** (as a 6th level cleric), **cause fear** (by touch), **detect illusion**, **detect invisibility**, **dispel magic**, **entangle**, **plant growth**, **telekinese** 2,500 gp weight, and **teleport**. Twice per day it can use each of the following: **change self**, **invisibility**, and **spectral force**. Except as noted, the bar-Igura's spell-like powers are at the 7th level of spell use. A bar-Igura can (25%) **gate** in another bar-Igura. It can change its coloration for camouflage to any of the following-black, brown, gray, green, orange, purple, red-in one round. Bar-Igura have 60' infravision.

A bar-Igura can be wounded by normal weapons. They take half damage from cold, electricity, fire, and gas.

CHASME

FREQUENCY: *Common*
NO. APPEARING: 1-3 (1-6, lair)
ARMOR CLASS: -1
MOVE: 6"/21"
HIT DICE: 7+2
IN LAIR: 5%
TREASURE TYPE: 8
NO. OF ATTACKS: 2 forelegs, 1 blood drain
DAMAGE/ATTACK: 2d4/2d4/1 d4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Average to very
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: VIII/1,275 + 10/hp



A **chasme**, or fly demon, is a particularly loathsome monster, resembling a cross between a human and a common fly. It stands on four insect-like hind legs and grasps with its two forelegs, which have chitinous pincher-fingers. It has wings and a hairy fly's body, but a humanoid head with saucer-like eyes and a tiny mouth. The chasme can walk on walls and ceilings, as a fly does.

Chasme hate other types of demons, particularly the vrock (Type I) and herzou (Type II). Chasme will flee from other types of demons unless the chasme have the advantage.

The chasme attacks with its two forelegs and with its sharp proboscis, which "bites" and draws blood for 1-4 points of damage.

Chasme can use any one of the following, once per round, at will: **cause darkness 5' r.**, **cause fear** (touch), **detect good**, **detect invisibility**, **telekinese** 1,500 gp weight, **teleport**. These abilities are at the 7th level of magic use. When not using its spell-like powers, a chasme can **drone** in a horrible buzzing voice. This can be used against a single opponent. The victim must roll 10% x his level (or hit dice) on percentile dice or fall into a comatose sleep for 2d4 hours. The chasme will attempt to drain the blood of the sleeping victim. The victim can be awakened by dousing with water or by vigorous stimulation. Chasme can (15%) gate in another fly demon.

Chasme can be wounded with normal weapons, but take half damage from cold, electricity, fire, and gas. They are immune to poison.

Fraz-Urb-luu (Prince of Deception)

FREQUENCY: *Unique*
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: 12"/18"
 HIT DICE: 233 hit points
 IN LAIR: 20%
 TREASURE TYPE: O, P, U, Z
 NO. OF ATTACKS: 2 fists, plus bite or tail
 DAMAGE/ATTACK: 1 d6+12/
 1 d6+12/3d6 or 1 d12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC RESISTANCE: 70%, plus special
 INTELLIGENCE: Supra-genius
 ALIGNMENT: Chaotic evil
 SIZE: L (18' tall)
 PSIONIC ABILITY: 233
 Attack/Defense Modes: All/all
 LEVEL/XP VALUE: X/50,000
 (for *destroying material* form only)



Fraz-Urb-luu's hulking body is covered with short, coarse hair. His feet are broad and splayed, and his hands very large and stubby. His face is beautiful, but cruel, with a fanged mouth. His head is large and pointed, and his two ragged ears rise beyond the top of his skull. Vast black wings adorn his back, and his hairless tail is long and cruelly barbed. He has pale blue hair and grayish skin.

Though this demon has the strength of a storm giant, he prefers to trick his enemies into defeat, as befits his title. For centuries, he was imprisoned in a bas-relief visage in the dungeons beneath Castle Greyhawk. Many unwary adventurers were destroyed after speaking to the visage, but eventually he duped a mighty cleric and a powerful magic-user into performing several heroic deeds that freed him from his carved prison. The Prince of Deception then carried the unwitting tools into slavery on his own plane in the Abyss. He has sworn vengeance upon all mankind. Fraz-Urb-luu speaks all human languages and is capable of telepathic communication.

Fraz-Urb-luu attacks three times per round, as a 16+HD monster. Each of his mighty fists strikes for 1d6+12 points of damage. He can also slash with his 15' tail for 1-12 points of damage, or he can entwine an opponent with his tail, lifting the victim to be bitten for 3d6 points of damage.

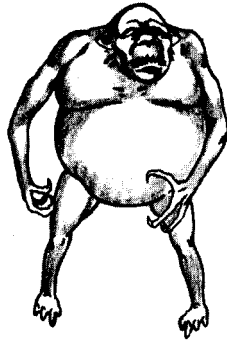
Once per round, Fraz-Urb-luu can use anyone of the following abilities: **darkness 30' r.**, **dispel magic**, **hypnotic pattern**, **misdirection**, **polymorph other**, **polymorph self**, **programmed illusion**, **telekinese** 10,000 gp weight, **teleport**, **veil**. Once per day he can use each of the following: **plane shift**, **power word blind**, **prismatic spray**. All these abilities are at the 20th level of spell use.

He can (60%) **gate** in 1-4 type I demons, but he is also able (75%) to deceive another demon prince into believing that he has been summoned to the spot. The enraged prince will probably (85%) attack Fraz-Urb-luu's opponents, for the Prince of Deception will be gone before the other prince arrives. This trick is so amusing to Fraz-Urb-luu that he will (75%) use it rather than gate in other demons.

The Prince of Deception can only be wounded by +2 or better weapons. In addition to 70% magic resistance, he is immune to spells or psionic disciplines that detect or influence the mind

Dretch (Sub-demon)

FREQUENCY: Common
 NO. APPEARING: 2d4 (lair 5d4)
 ARMOR CLASS: 2
 MOVE: 9"
 HIT DICE: 4
 % IN LAIR: 15%
 TREASURE TYPE: J, K, L, M
 NO. OF ATTACKS: 2 claws, 1 bite
 DAMAGE/ATTACK: 1 d4/1 d4/
 1d4+1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: Semi- to low
 ALIGNMENT: Chaotic evil
 SIZE: S (3' to 4' tall)
 PSIONIC ABILITY: Nil
 LEVEL/XP VALUE: IV1175 + 4/hp



The **dretch** has a round rubbery face and thin, spindly arms and legs. Its small head appears to be set squarely upon its shoulders. Its hair is sparse and bristly and its ears are misshapen and stick out. A squashed nose is set between downward-slanting eyes. Its slobbering mouth is filled with small fangs.

The dretch are the most common and least powerful of all demons, being barely capable of handling a quasit on equal terms. Their numbers enable them to hold their own against other demons.

In addition to their normal attacks, dretch can use any of the following abilities, one per round, at will: **darkness 5' r.**, **scare**, **telekinese** 500 gp weight, **gate** in a type I demon (5% chance of success). They can use **teleport and stinking cloud**, each once per day.

(such as **charm, command, hypnotism, suggestion, domination,** etc.) He takes half damage from cold, electricity, fire, and gas.

Fraz-Urb-luu rules an Abyssal Plane that seems to be totally flat and featureless. Actually, the substance of the plane is controlled by him, and it shapes itself into hills, valleys, caves, etc., at his command. The very plane itself is sickening and depressing to humankind. The only two individuals who have journeyed there and returned also report that magical items taken there lose their magic. They themselves lost swords of the utmost power. It therefore seems almost certain (90% chance) that magical items taken there, short of artifacts or relics, will be ruined.

The Prince of Deception's own weapon is a staff that combines the abilities of a **rod of beguiling, a rod of rulership, and a staff of command.** This weapon was stolen from him when he was imprisoned, and has since disappeared. Even the other demon princes do not wish to see this artifact recovered.

Graz'zt (Demon Prince)

FREQUENCY: *Unique*
NO. APPEARING: 1
ARMOR CLASS: -9
MOVE: 12"
HIT DICE: 186 hit points
IN LAIR: 60%
TREASURE TYPE: U, Z
NO. OF ATTACKS: 2 or 4
DAMAGE/ATTACK: 8y weapon
+6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better
weapon to hit
MAGIC RESISTANCE: 70%
INTELLIGENCE: Supra-genius
ALIGNMENT: Chaotic evil
SIZE: L (8' tall)
PSIONIC ABILITY: 266
Attack/Defense Modes: All/all
LEVEL/XP VALUE: X/66,510
(for *destroying material form* only)



One of the most powerful demon princes of the Abyss is **Graz'zt**, lord of an entire layer and dedicated foe of both Demogorgon and Orcus. At a crucial moment in a battle against harpies, troglodytes, and bar-Igura, Graz'zt was magically taken to the Prime Material Plane and placed in bondage by Iggwilv, a mighty arch-mage. He battled free at the cost of being confined to his own plane for a century.

He is the most handsome of demon princes—at least by human standards. He appears as a huge, good-looking man. His skin is a shiny black, and his eyes have a green glow. His pointed ears and small fangs are indicative of his demonic nature. Graz'zt has six fingers on each hand and six toes on each foot.

Graz'zt is served by lamias and will have 1-3 lamias with him at all times. He is also likely (50% chance) to have 1-3 succubi (50%) or a type VI demon (50%) with him in his lair.

Graz'zt attacks as a 16+HD monster. He can attack four times per round if he chooses to use two weapons, rather than one weapon and a shield. Without a shield he is AC-6. He normally uses a **shield +3** and a wavy-bladed bastard sword that drips acid at his command. The acid causes an additional 1d4+4 points of damage with each hit. When Graz'zt strikes with an unmodified 20 on the "to hit" roll, inanimate objects exposed to

the acid must save vs. Acid or be destroyed. Graz'zt sometimes uses a **guisarme +1** in addition to the sword. He has a bonus of 6 damage with weapons, due to strength.

Once per round, Graz'zt can use any one of the following abilities, at will: **alter reality** (for someone else), **chaos, continual darkness, dispel magic, duo-dimension, emotion, magic missile** (5 missiles per use), **mirror image, polymorph self, read languages, read magic, telekinese** 15,000 gp weight, **teleport, vanish, and water breathing.** Twice per day, Graz'zt can use **polymorph others.** Once per day, he can use **disintegrate, polymorph any object, and veil.** Once per week he can use **trap the soul.** Except as noted, all abilities are equal to 20th level spell use.

By sneer and word, Graz'zt causes **fear** in all within 60' who hear his displeasure. He can gate in 1-2 type VI demons without fail.



Kostchtchle (*Demon Lord*)

FREQUENCY: *Unique*
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 6"
HIT DICE: 96 *hit points*
IN LAIR: 25%
TREASURE TYPE: A, I, S, T
NO. OF ATTACKS: 1 *weapon*
DAMAGE/ATTACK: *By weapon*
+10
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: +1 *or better*
weapon to hit
MAGIC RESISTANCE: 60%
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Chaotic evil*
SIZE: *M (7' tall)*
PSIONIC ABILITY: 230
Attack/Defense Modes: *All/All*
LEVEL/XP VALUE: *X/42,000*
(for destroying material form
only)



Kostchtchle is a powerful demon lord so hateful that he is despised even by his own kind, save for the minor demons. He appears as a giant with bandy, deformed legs that cause him to move slowly. He has a flat, oval head with slitted eyes and gross features. His body is muscular and hairless, except for eyebrows. His skin is pale yellow. He is accompanied at all times by two leucrotta of the largest size (49 hp each). He is rumored to have an ancient white dragon that serves as his steed. He is sometimes (40%) attended by frost giants. Kostchtchle can communicate telepathically and speaks many human languages also.

Kostchtchle attacks once per round, as a 16+HD monster. His weapon is a huge cold iron hammer, inlaid with nickel and silver, that causes 2d6 points of damage. Kostchtchle has a +10 bonus to damage due to strength, and those struck must save vs. Paralysis or be stunned that round and the next round.

Kostchtchle can use any of the following powers, one per round, at will: **command**, **curse** (reversed **remove curse**), **darkness 15' r.**, **dispel good**, **know alignment**, **protection from good 10' r.**, **speak with monsters**, **teleport**, **telekinese** 5,000 gp weight. Kostchtchle can use **poison** (reversed **neutralize poison**) and wind walk, each twice per day. He can use **harm** (reversed **heal**) and **unholy word**, each once per day. His abilities are equal to 20th level spell use. He can always gate in 1d4+1 bar-Igura (described in this module).

Kostchtchle can be wounded only by magical weapons. In addition to 60% magic resistance, he takes half damage from cold, electricity, fire, and gas.

Rutterkin (*Minor demon*)

FREQUENCY: *Common*
NO APPEARING: 1-4 (*lair 1d10+2*)
ARMOR CLASS: 1
MOVE: 12"
HIT DICE: 5+1
IN LAIR: 20%
TREASURE TYPE: L (x10), M (x5),
O, Q
NO. OF ATTACKS: 1 *or 2*
DAMAGE/ATTACK: *By weapon or*
1d6+1/1d6+1

SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 40%
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: *M (5' to 7' tall)*
PSIONIC ABILITY: Nil
LEVEL/XP VALUE: *V/425 + 6/hp*

Rutterkin look much like ugly humans or humanoids. They are nearly hairless and have pointed skulls, large features, and backward pointing ears. Rutterkin have misshapen bodies and limbs. They are one of the weakest but most bullying kinds of demons. Whether this is a pose to hide their inferiority or due to an aggressive nature is unknown. Rutterkin are hated and abused by most sorts of demons and return the favor whenever opportunity allows, usually against a single vrock or herzou.

Although rutterkin can attack with their fists, they prefer to use a variety of strange weapons. Their favorites are: a *snap-tongs device* that causes 2d4 points of damage per hit and 2d4 points per round automatically thereafter (a victim can break free of the tongs by spending one round not attacking, but rolling a score equal to that necessary to hit); a *pole arm* with a double crescent-head that causes 1-10 points of damage against targets man-sized or smaller, and 1-12 points against larger targets; a *saw-toothed broadsword* that causes +1 damage to unarmored opponents; and a *three-bladed missile* that causes 1d6+2 points of damage against man-sized or smaller targets and 1d4+2 points against larger targets. These missiles are hurled from an atlatl (throwing stick) that has a range of 15."

Rutterkin can use any one of the following powers, once per round, at will: **darkness 5' r.**, **fear** (by touch), **fly**, **telekinese** 1,000 gp weight. Rutterkin can **teleport** once per day. They can sometimes (15%) **gate** in a chasme, their only demon ally.



DERRO

FREQUENCY: Very rare
 NO. APPEARING: 3d10+
 ARMOR CLASS: Variable
 MOVE: 9"
 HIT DICE: 3
 IN LAIR: 20%
 TREASURE TYPE: *Individuals N* (x5); Q (x2) in lair
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK: 8y weapon type
 SPECIAL ATTACKS: *Hooking* weapons
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: Very to genius
 ALIGNMENT: Chaotic evil
 SIZE: S (4' tall)
 PSIONIC ABILITY: *Nil*
 LEVEL/XP VALUE: Variable/ Variable
 "Possible in certain *individuals*



The **derro** are a degenerate race of dwarven stature, rumored to be a cross between evil humans and dwarves. They are shorter than humans, and slightly more muscular in proportion to their height. Derro have pale blond hair and white skin with bluish overtones. They have large eyes and somewhat gross facial features. Derro inhabit the great subterranean realms common to drow, kuo-toans, mind flayers, troglodytes, and others.

Derro have poor (30') infravision, but good (120' underground) ultravision. They speak their own language, as well as the underground trade vernacular, and a smattering of Common. Derro become nauseous in sunlight, but venture above ground at night to raid human settlements for slaves and sacrificial victims. Rumor has it that some of the victims are actually eaten.

Derro have high (15-18) dexterity, and receive all bonuses to armor class and missile combat. Typical armor and weapons are as follows:

Armor	Weapons	% of Total
studded leather	repeating lt. crossbow (c)	40%-50%
studded leather	hook fauchard (d) and dagger	20%-30%
scaled leather (a) and buckler (b)	aklys (e) and dagger	10%-20%
scaled leather and buckler	spear and military pick	10%-20%

- (a) The scaled leather in dragon hide or similar armor equal to scale mail in protection.
- (b) The buckler has a spike mounted in the center, and is used as a secondary weapon (see DMG, p 70), causing 1-4 points of damage. On any round it is used as a weapon, the shield does not improve the wielder's AC.
- (c) 12" maximum range, 2 shots/round, six bolt capacity. The bolts cause 1-3 points of damage, and are coated with a poison that causes 2d6 points of additional damage (save vs. Poison for no additional damage).
- (d) A 6' long, hooked pole arm, causes 1-4 points of damage, and will pull a man-sized target or smaller off balance on an unmodified roll of 16 or better. Subjects will be pulled to a kneeling (50% chance) or prone (50% chance) position.
- (e) A throwing club attached to a 10' thong so it can be recovered. Recovery takes one segment. The aklys is fitted with a hook and will pull targets off balance, as the hook fauchard, on a roll of 19 or 20.

Note: The derro weapon effects are due to a combination of superior weapon design and racial skill. In general, it will not be possible for player characters to use the special hooking attacks of these weapons.

For every three derro encountered there will be one of 4 hit dice. For every six encountered there will be one of 5 hit dice. A group of 10 will have a 7 hit dice leader and a 6 hit dice lieutenant. All higher-level derro are in addition to the normal ones encountered. All derro leaders wear scaled armor and use the special hooking weapons. If 20 or more are encountered, the group will be accompanied by a savant and two student savants as well.

Savants are derro sages, with the ability to cast spells and use magical items and weapons. They are aided by students, who know only minor magic and are only 25% likely to be able to use a non-fighter magical item. Savants will have 2-3 offensive or defensive magical items, and will know 6-9 spells. Students will have 1 magical item and will know 1-3 spells. All savants and students know **comprehend languages** and **read magic** in addition to their other spells. All derro spells are equal to 12th level spell use. The spells and magical items usable by derro are:

- | | |
|----------------------------|-----------------------|
| affect normal fires | light |
| anti-magic shell | lightning bolt |
| blink | minor creation |
| charm person | Paralyzation |
| cloudkill | repulsion |
| ESP | shadow magic |
| hypnotic pattern | spider climb |
| ice storm | ventriloquism |
| invisibility | wall of fog |
| levitate | wall of force |

Possible magical items possessed are:

- | | |
|------------------------|---|
| Potion: | any potion |
| Scroll: | any scroll |
| Ring: | ring of fire resistance, ring of invisibility, ring of protection, ring of spell storing |
| Rod/Staff/Wand: | any rod, staff or wand |
| Miscellaneous Magic: | bag of beans, bag of tricks, boots of levitation, bracers of defense, brooch of shielding, cloak of protection, studded leather +11, |
| Magical Armor: | any magic shield |
| Magical Swords: | any sword, up to +3 |
| Miscellaneous Weapons: | any weapon |

A derro lair will always house 30 derro, 1d10+2 leaders, 1-3 savants, 1 d4+1 students, 5d6+10 slaves (80% female), and 1-3 gargoyles (70% chance) or a lamia (30% chance) as allies. The derro are rumored to have a major stronghold deep within the earth, and there the savants plot and scheme to devastate the upper world and enslave mankind





DRACOLISK

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 9"/15"
HIT DICE: 7+3
IN LAIR: 35%
TREASURE TYPE: C, 1
NO. OF ATTACKS: 2 talons, 1 bite
DAMAGE/ATTACK: 1d6/1d6/ 1d10+2
SPECIAL ATTACKS: *Breath and gaze*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low to average*,
ALIGNMENT: Chaotic evil
SIZE: L (15'-20' long)
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: VIII/2,200 + 12/hp



INTELLIGENCE: *High to genius*
ALIGNMENT: Chaotic neutral
SIZE: M (5 1/2 tall)
PSIONIC ABILITY: *Nil**
LEVEL/XP VALUE: III/65 + 2/hp
(average)

*Possible in certain *individuals*

Either a separate race of elvenkind or an offshoot of gray elves, the elves of the Valley of the Mage have distinctive characteristics. As tall as most humans, they are thin and have sharp, pointed features. They are reclusive, resent intrusion, and distrust strangers. Valley elves are chaotic neutral in alignment. They do not use any steeds other than horses. Otherwise, they tend to follow the characteristics of gray elves. All other types of elves, including Drow, shun valley elves. Valley elves will not associate with other races, except for gnomes, whom they tolerate.

In habitation, composition of groups, armament, and special abilities, valley elves follow the characteristics given in the **Monster Manual** under **Elf**.

Valley elves use cooshee as guard dogs, and 1-4 cooshee will usually (75% chance) be found with a wandering band of valley elves. Lairs usually (90% chance) contain 2d4 cooshee.

In the WORLD OF GREYHAWK Fantasy World Setting, valley elves live only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, the Grand Duchy of Geoff, Gran March, and Ket. The valley elves' tolerance of gnomes probably stems from the fact that gnomes also serve the Mage of the Valley.

The **dracolisk** is said to be the offspring of a rogue black dragon and a basilisk of the largest size. The result is a deep brown, dragon-like monster that moves with relative quickness and can fly, though only for short periods—a turn or two, at most. This six legged horror can attack with its forelegs and deliver vicious bites. It can also spit a 1/2" stream of acid up to 3." The acid causes 4d6 points of damage, half if a save vs. Breath Weapon is successful. The breath weapon is usable three times per day. The dracolisk's gaze weapon has a range of 20' and will petrify anyone who meets the gaze, unless a. save vs. Petrification is successful. The gaze affects only one character per round.

The monster has hooded eyes and nictating lenses and has a 90% chance of being unaffected if its gaze is reflected at it. Characters meleeing a dracolisk while trying to avoid its gaze fight at-4 to hit. The dracolisk attacks avoiding characters at+4. The gaze of a dracolisk extends into the Astral and Ethereal Planes.

The chances of meeting a dracolisk's gaze are:

Character completely surprised	9 in 10
Character surprised	7 in 10
Normal circumstances	5 in 10
Character attacking normally	3 in 10
Character avoiding gaze	1 in 10

Dracolisks cannot use spells, and they speak only a limited dialect of black dragon language. If the dracolisk is surprised, it means that the creature is actually sleeping. A dracolisk can never be subdued.

ELF, Valley

FREQUENCY: Very rare
NO. APPEARING: 10d4 (lair 20d12)
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 1+2
IN LAIR: 10%
TREASURE TYPE: *Individuals M, N; G, S, T in lair*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon or 1-10
SPECIAL ATTACKS: +1 with bow or sword
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 90% to charm *and sleep* only



FORMORIAN

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-4
 ARMOR CLASS: 3
 MOVE: 9"
 HIT DICE: 13+ 1-3
 IN LAIR: 45%
 TREASURE TYPE: D, Q (x10)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4d8
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Never surprised
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: Average
 ALIGNMENT: Neutral evil
 SIZE: L (13 1/2' tall)
 PSIONIC ABILITY: Nil
 LEVEL/XP VALUE: VII/2,750
 + 18/h p



Formorians are the most hideous, deformed, and wicked of giantkind. Their bodies have terrible deformities, such as one arm misplaced or far larger; huge feet on short legs; eyes placed like a fish's or an eye in the back of the head; a hump on the back; a pointed head; etc. They have oddly scattered patches of hair tough as wire. Although these monsters move slowly for their size, they can move with considerable stealth.

Although their deformities prevent them from hurling rocks, these same handicaps aid them so that formorians can never be surprised under normal circumstances. Oddly placed eyes, huge ears, and large noses enable them to detect any normal approach.

Their AC is 3, due to their thick hides and to the heavy pelts they wear. The pelts are often reinforced or decorated with bits of scrap metal. The strongest sometimes use crude weapons or armor, so AC 2 or 1 is possible. Formorian weapons are huge clubs or chains with heavy metal balls attached.

If encountered in the lair, there may be (25%) 1-2 females for every male. There will also be 1-3 young formorians per female. Female formorians fight like males, and have 13 HD. Young formorians are as follows:

Size	Hit Dice	Damage
Small	7d4	2d4
Half-grown	13d4	4d4
Near-adult	13d6	4d6

GORGIMERA

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 2 (60%)/5 (40%)
 MOVE: 12"/15"
 HIT DICE: 10
 IN LAIR: 25%
 TREASURE TYPE: F
 NO. OF ATTACKS: 2 claws, 2 bites, 1 butt
 DAMAGE/ATTACK: 1-3/1-3/2d4/
 1d10+2/2d6
 SPECIAL ATTACKS: 2 *breath* weapons
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Chaotic evil*
 SIZE: L (5' tall at *shoulder*)
 PSIONIC ABILITY: Nil
 LEVEL/XP VALUE: VII/2,550
 +14/hp



Although similar in appearance to a chimera, the **gorgimera** is a far worse monster. This sterile cross-bred has the hindquarters and head of a gorgon, metallic blue in color; the forequarters and head of a lion; and the mid-body, wings, and head of a red dragon. Gorgimerae speak a very limited dialect of Red Dragon.

The gorgimera can slash with its claws, bite with its lion head, bite with its dragon head, and butt with its gorgon head. The lion parts are AC 5, the rest is AC 2. The chance of striking at the lion part is 40% per blow attempted.

The gorgimera has two breath weapons. The gorgimera's gorgon breath is 3" long x 1" wide base cone. Victims must save vs. Petrification or be turned to stone. The effect extends to the Astral and Ethereal Planes, and the gorgon head can see into those planes. The gorgon breath is usable twice per day. The dragon breath is 5" long x 2" wide base cone. The breath causes 3d8 points of damage, half if the victim saves vs. Breath Weapon. The dragon breath is usable twice per day.

A gorgimera will always use a breath weapon against opponents at a range of 10' or longer. When the gorgimera is in melee, a d6 is rolled, with the following results: 1: attack with dragon breath, 2: attack with gorgon breath, 3-6: standard attacks.



MARID

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 9"/15"/24"
HIT DICE: 13
IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 8d4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: *High to genius*
ALIGNMENT: Chaotic Neutral
SIZE: L (18' tall)
PSIONIC ABILITY: Nil
LEVEL/XP VALUE: IX/3,650+18/hp



Marids are the most powerful of geniekind (see dao, djinni, efreeti). They are formed from material of the Elemental Plane of Water. On their own plane they are rare, and they seldom come to the Prime Material Plane. Marids can travel the Astral, Elemental, Ethereal, and Prime Material Planes. Marids are an independent and egotistical race. They tolerate djinn, but do not particularly like them. Marids dislike dao and efreet.

Marids attack with their powerful fists. They can use water walk (as ring) and create water (which they can use as a 6" jet against one opponent, causing 1-6 points of damage and blinding for one round), each as often as desired. Marids can perform any of the following, each seven times per day: **assume gaseous form**, **lower water**, **part water**, **wall of fog**, and **bestow water breathing** upon someone for a full day. Each of the following can be used twice per day: **detect evil**, **detect good**, **detect invisibility**, **detect magic**, **invisibility**, **assume liquid form** (the aquatic equivalent of gaseous form), polymorph self, and **purify water**. Once per week marids can use alter reality. All marid powers are equivalent to 26th level spell use.

Marids are not harmed by water-based spells. They save at +2 vs. cold-based spells, with a-2 modifier on each die of damage. They save at-1 vs. fire-based spells, with a+1 modifier on each die of damage. They are not harmed by steam. Marids can breathe water and are comfortable at any depth. They have ultravision and 60' infravision.

Marids can carry 10,000 gp weight without difficulty. They can carry twice this amount for three turns before tiring. For every 2,000 gp weight under 20,000, marids can carry for an extra turn (i.e. they can carry 12,000 gp weight for eight turns). A tired marid must rest for six turns.

Forcing service from a marid is a difficult and dangerous task. Bribery and flattery may be slightly more successful, but marids are too arrogant to be reliable servants.

Marids are loosely ruled by a Padishah, but all claim to be shahs, atabags, beglerbegs, or mufti at the very least.



MARLGOYLE

FREQUENCY: Rare
NO. APPEARING: 2d4
ARMOR CLASS: 2
MOVE: 6"/12"
HIT DICE: 6
IN LAIR: 30%
TREASURE TYPE: *Individuals Q;C in lair*
NO. OF ATTACKS: 2 claws, 1 horn, 1bite
DAMAGE/ATTACK: 1-6/ 1-6/2-4/2d4
SPECIAL ATTACKS: Surprise
SPECIAL DEFENSES: +1 or better
weapon to hit
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
PSIONIC ABILITY: Nil
LEVEL/XP VALUE: V/350 + 6/hp



A **marlgoyle** is a particularly horrid form of gargoyle usually encountered in natural caves and caverns. The creature's flesh is so similar to stone that there is an 80% chance (70% for dwarves and gnomes) that it will be unseen when lurking against stone. An unseen marlgoyle will always surprise opponents.

Marlgoyles attack with claws, horn and bite. They can be wounded only by magical weapons. Despite low intelligence, they will gather valuables-particularly weapons or magical items that could hurt them. Marlgoyles are sometimes (20%) found as leaders and masters of gargoyles. Marlgoyles speak the language of gargoyles, as well as their own.

OLIVE SLIME

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 9
MOVE: 0"
HIT DICE: 2+2
IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Parasitic attachment
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non- (special)*
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
LEVEL/XP VALUE: V/330 + 3/hp

Olive slime is a type of monstrous plant life similar to green slime, but worse in most respects. Olive slime grows in subterranean areas and feeds on animal, vegetable, or metallic substances. The vibrations caused by the movement of a passing creature will cause it to release its tendrils and drop on the backs of unsuspecting victims.

Olive slime secretes a numbing poison upon contact with another creature. Victims of the slime must save vs. Poison or fail to notice the attachment of the slime. In humans, the slime usually attaches itself along the spine. Others may see the

slime attack the victim; circumstances such as lighting, position, and distance will affect this. Once attached, the slime spreads over the body of the victim, sending parasitic tendrils to feed on the fluids of the host.

After one turn, the mind of the victim becomes affected by the secretions. Thereafter, the victim's main goal is the protection and continued growth of the slime. The victim will refuse to take off armor or clothes in front of other people, so that the slime will not be seen. The victim must double the amount of food eaten or lose 10% of his original hit points each day. After 1d6+6 days, the host will begin to change into a vegetable creature. Olive slime gradually replaces skin tissue and flesh, and forms a brain attachment as well. The new creature has no interest in its former friends or life. It exists as a new species, more plant than human. The new creature feeds by photosynthesis, parasitism, or both. Upon death, the creature generates a new patch of olive slime. (See **SLIME CREATURE** for details of plant-like creatures created by olive slime.)

One turn after attachment, the slime will have so thoroughly infected the victim that a **cure disease** is needed to stop the metamorphosis, even if the slime is killed by other means.

Olive slime can be killed by acid, cold, fire, or a **cure disease** spell. It is also affected by all spells that affect plants. Other forms of attack, including spells, have no effect on it. Green slime and olive slime will attack and kill each other.

PECH

FREQUENCY: *Rare*
NO. APPEARING: 5d4 (*lair 10d4*)
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 4
IN LAIR: 5%
TREASURE TYPE: *See below*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *By weapon +3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
INTELLIGENCE: *Average to exceptional*
ALIGNMENT: *Neutral good*
SIZE: S (4' tall)
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: IV/240 + 4/hp



Pech are thin beings of dwarven stature. They have long arms and legs, broad feet and hands, and pale, yellowish skin. Their hair is red or reddish-brown. They have large eyes with no pupils. Their flesh is nearly as hard as granite.

The origin of the pech is unknown, although some believe that the pech come from the Elemental Plane of Earth. They live underground or in dark places, and are marvellous workers of stone. Pech are basically good creatures who generally want to be left to themselves. They have both infravision (60') and ultravision, and hate bright light and open skies. Pech speak Dwarvish, Gnomish, Goblin, and a smattering of Common, in addition to their own language.

The pech use great picks and hammers for work and as weapons. They receive a +3 damage bonus due to strength. If fighting a stone or earth-based monster, such as a stone golem, the pech always cause maximum damage if they hit, due to their knowledge of earth and stone.



A pech can cast **stone shape** and **stone tell**, each four times per day. Four pech, working as a group, can cast a single **wall of stone** spell. Eight pech, working as a group, can cast a single **stone to flesh** spell. Each of these group spells may be cast once per day by any group. Pech abilities are equal to 16th level spell use.

In addition to 25% magic resistance, pech are immune to petrification.

A pech lair will usually be a dark cavern. In it will be 10d4 males, females equal to the numbers of males, and young numbering from 20% to 50% of the number of females. The lair's treasure will be 50-100 gems and 5d6 pieces of jewelry and ornamental dishes, made from stone and raw metal. Pech jewelry is of 100-1,000 gp base value, and averages 150 gp weight for each piece.

PUDDING, DEADLY

	<i>Brown</i>	<i>Dun</i>	<i>White</i>
FREQUENCY:	<i>Uncommon</i>	<i>Rare</i>	<i>Rare</i>
NO. APPEARING:	1 or 1-4	1 or 1-3	1 or 1-3
ARMOR CLASS:	5	7	8
MOVE:	6"	12"	9"
HIT DICE:	11	8+1	9
IN LAIR:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	5d4	4d6	7d4
SPECIAL ATTACKS:		See below for each	
SPECIAL DEFENSES:		See below for each	
MAGIC RESISTANCE:		Standard for all	
INTELLIGENCE:		Non- for all	
ALIGNMENT:		Neutral for all	
SIZE:		S-L (3' dia. to 8' dia.) for all	
PSIONIC ABILITY:		Nil for all	
LEVEL/XP VALUE:	VIII 1,600 +16/hp	VIII 1,000 +12/hp	VIII 1,000 +12/hp

Each form of deadly pudding is a variety of the better known black (deadly) pudding. All forms of deadly pudding can flow through cracks as narrow as one inch, and travel across vertical surfaces and ceilings. All deadly puddings are immune to acid, cold, and poison. Lightning or blows from weapons divide them into smaller, living puddings. Fire or **magic missiles** cause normal damage. Details of various deadly puddings are given below.

Brown Pudding: This type normally dwells in marsh and swampy areas. It has a tougher skin but its attack is less effective than other varieties of deadly pudding. Brown puddings do not dissolve metal but do destroy leather or wood in one round, regardless of magical pluses.

Dun Pudding: These monsters scavenge in barren or desert land, feeding on silicates if animal or vegetable food is not available. Dun puddings dissolve leather and wood in one round, regardless of magical bonuses. They destroy chainmail in two rounds and plate mail in four, regardless of magical bonuses.

White Pudding: These cold-dwelling creatures are often (50%) likely to be mistaken for snow and ice, even under conditions of good visibility. They live in polar areas, and can survive on ice or snow if animal or vegetable food is not available. They do not affect metals but destroy wood and leather as do other deadly puddings.

TROLL, Marine (Scrag)

	<i>Fresh Water</i>	<i>Salt Water</i>
FREQUENCY:	<i>Rare</i>	<i>Uncommon</i>
NO. APPEARING:	1_6	1-8
ARMOR CLASS:	3	2 (see below)
MOVE:	3"/15"	3"/12"
HIT DICE:	5+5	6+12
IN LAIR:	20%	15%
TREASURE TYPE:	C	D
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d4+1/1d4+1/1d10+2	1-4/1-4/1d8+8
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi- to low	Low to average
ALIGNMENT:	Chaotic evil	Chaotic evil
SIZE:	M (7'+ tall)	L (10'tall)
PSIONIC ABILITY:	Nil	Nil
LEVEL/ X.P. VALUE:	V/400 +8/h.p.	VI/900 +12/h.p.

A **scrag** is a gilled form of the common troll. They inhabit large bodies of water, needing considerable room to hunt. Coloration runs from blue-green to olive.

Fresh Water: Scrag found in fresh water are smaller than normal trolls and have heavy scales. Their claws are less formidable, but their enlarged lower jaws bears many small, very sharp fangs. Up to three different opponents can be attacked during a single melee round. Scrag regenerate three hit points per round, but they regenerate only when immersed in water.

Salt Water: Scrag found in seas and oceans are at least as large as trolls. Their skins are thick and heavily scaled. Some few (70%) are

intelligent enough to further protect themselves with armor made of shells and sharkskin of similar substances. Such protection gives an effective armor class of 1. The forelimbs of the scrag are shorter and weaker than those of trolls, but the salt water form has developed a huge maw and numerous fangs. As with the fresh water scrag, salt water sea trolls regenerate when in their element.



SLIME CREATURE

FREQUENCY: Rare
NO. APPEARING: 1-20
ARMOR CLASS: 9
MOVE: 6"
HIT DICE: 3+2, 5+2, 8+2
IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 or 2d4 or 4d4, *depending upon size*
SPECIAL ATTACKS: Olive slime
MAGIC RESISTANCE: See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S, M, or L
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: Variable/
Variable

Slime creatures are the metamorphosed hosts of **olive slime** (q.v.). The new vegetable creature formed is a symbiont with the olive slime. Regardless of its former existence, and despite its general form, a slime creature is only a small, medium, or large slime creature—thus the variable hit dice and damage. Slime creatures gather together for mutual assistance in feeding and for defense.

Habitat varies from well-populated subterranean places to damp forests, swamps, etc. Slime creatures are equally at home on land or in warm shallow water. When attacking, a slime creature has a 10% chance of infecting its opponent with olive slime when a hit is scored.

Slime creatures are harmed by acid, freezing cold, fire (if water dwelling, of a magical sort only), and **magic missile** spells. Magical powers which affect plants also affect them. All other attack forms have no effect upon slime creatures.

The vegetable intelligence of slime creatures is of animal nature, but their cunning enables them to learn from experience. They also can use traps to protect themselves.

Slime creatures have limited telepathic communication with their own kind. This is effective in a radius of 20."

WOLFWERE

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 3
MOVE: 15"
HIT DICE: 5+1
IN LAIR: 35%
TREASURE TYPE: B, 50% of S, T
NO. OF ATTACKS: 2d6 plus possible weapon
SPECIAL ATTACKS: *Singing*
SPECIAL DEFENSES: Cold iron or +1 or better weapon to hit
MAGIC RESISTANCE: 10%
INTELLIGENCE: *High to exceptional*
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: VI/550+6/hp



Inhabiting out-of-way places, the hated and feared **wolfwere** is the bane of humans and demi-humans alike, for it is able to take the form of a man or woman of considerable charisma. In either its true shape or human shape, the wolfwere slyly hunts, slays, and devours its favored prey - men, halflings, elves, etc.

A wolfwere will usually (75%) run with a pack of normal wolves (30%) or worgs (70%). When strong prey is encountered, the wolfwere will slip away to its lair, don human garb, and approach the victims in the guise of a pilgrim, minstrel, tinker, or similar wanderer.

The powerful jaws of this creature can deliver terrible bites. Additionally, the wolfwere can half-change, gain human-like arms and legs, and wield a human weapon to augment its biting attack.

Its most feared attack is its song. After listening for one round, listeners are overcome with **lethargy**, just as if they had been affected by a **slow** spell, unless each makes a saving throw versus Spell. The lethargy lasts for 5-8 rounds, and cannot be countered once it takes effect. The wolfwere often disguises itself as a minstrel so that its singing will not arouse suspicion.

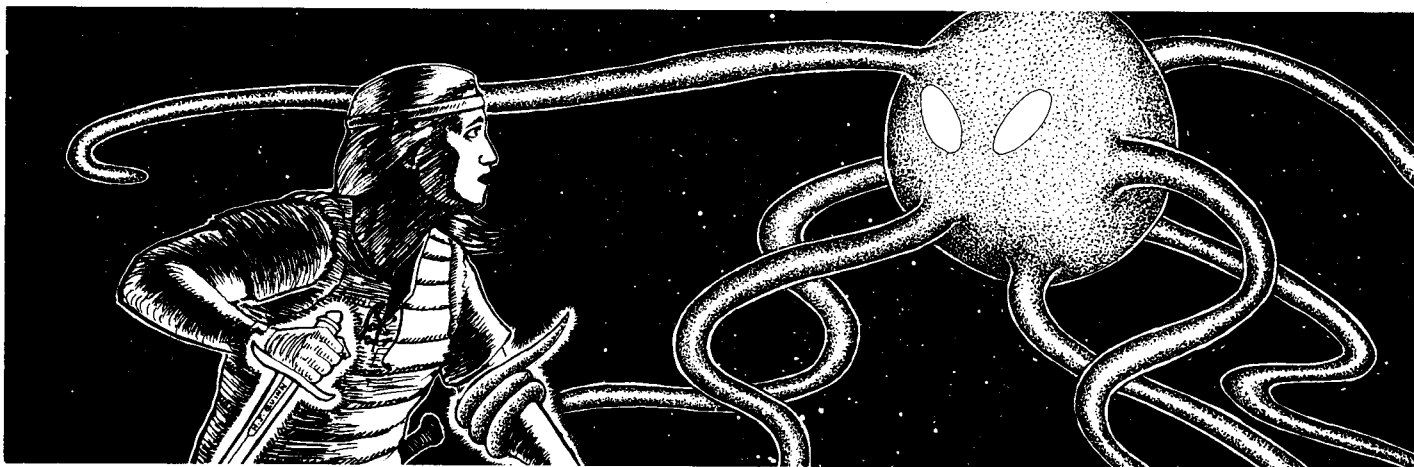
The monster can be hit only by cold-wrought iron weapons or those equal to +1 or better magic. It must be noted that a great enmity exists between wolfwere and werewolves. The wolfwere are disgusted by wolfsbane and shun it if possible.

XAG-YA

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 6"
HIT DICE: 5-8
IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 touch
DAMAGE/ATTACK: 1 d6+6
SPECIAL ATTACKS: *Energy blast*
SPECIAL DEFENSE: +1 or better weapon to hit, also see below
MAGIC RESISTANCE: 15%
INTELLIGENCE: See below
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: 120 plus 10-60
Attack/Defense Modes: All/All
LEVEL/XP: Variable/Variable

Xag-ya are creatures from the Positive Material Plane. They have the shape of silvery spheres with tentacle-like appendages and glowing, golden eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans. Xag-ya are the mortal enemies of xeg-yi. If they meet, the two creatures will destroy each other, as outlined below.

The touch of a xag-ya causes 1d6+6 points of damage, and causes an **energy surge** similar to a bolt of lightning, which will ignite easily flammable materials such as parchment, cloth, or wood. Metallic objects are heated to searing temperatures. Normal metal objects melt immediately, but magical metal will remain cool and undamaged if it successfully saves vs. Lightning. Every other round a xag-ya can loose at a single target a 10' bolt which has the same effect as its touch. Persons wearing or carrying heated metal objects must drop them immediately or suffer 1-4 points of damage each round they are in contact with the metal. Magical soft items will not ignite if they save vs. Lightning.



Xag-ya can be wounded only by magical weapons. They have magic resistance of 15%, and are vulnerable to magic as follows:

Disintegrate, magic missile, and cold-based spells have normal effects. A **shield** spell blocks their bolt attack. A **protection from evil** spell keeps them at bay. **Abjure, alter reality, banishment, dismissal, holy word, limited wish, plane shift, and wish** spells will return xag-ya to their own plane. **Dispel magic** will also return them to their plane if the dispel is successful against a level of magic equal to twice the xag-ya's hit dice.

A thaumaturgic triangle will keep a xag-ya at bay. A **rod of absorption or wand of negation** will cancel a xag-ya's attack without harm to the item.

Slaying a xag-ya releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10' radius, half if a save vs. Death is made. Flammable or metallic objects must also make a saving throw as outlined above.

Xag-ya are often used as guardians of magic. They can be ensnared and linked to the object that they guard. When the object is torn, broken, or otherwise disturbed without negating the link, the xag-ya will appear and attack all within 3" of the thing it guards.

If a xag-ya and a xeg-yi meet, the two will rush together and destroy each other in a violent explosion. All persons within 30' will take 4d6+24 points of damage, half if they save vs. Death.

XEG-YI

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 0

MOVE: 6"

HIT DICE: 5-8

IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1 touch

DAMAGE/ATTACK: 1 d6+6

SPECIAL ATTACKS: *Chilling*

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: 15%

INTELLIGENCE: See below

ALIGNMENT: Neutral

SIZE: M

PSIONIC ABILITY: 120 plus 10-60

Attack/Defense Modes: All/All

LEVEL/XP: Variable/ Variable

Xeg-yi are creatures from the Negative Material Plane. They have the shape of black spheres with tentacle-like appendages and dull metallic black eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans. Xeg-yi are the mortal enemies of xag-ya. If they meet, the two creatures will destroy each other, as outlined below.

The touch of a xeg-yi causes 1d6+6 points of damage, and causes **chilling**, which rots soft or flammable materials. Metal touched by a xeg-yi is chilled and corroded instantly, unless it is magical. Magical metal will remain undamaged if it successfully saves vs. Lightning. Magical soft materials will not rot if they save vs. Lightning.

Every other round a xeg-yi can loose at a single target a 10' bolt of force which has the same effect as its touch. Persons wearing or carrying chilled metal objects must drop them immediately or suffer 1-4 points of damage each round they are in contact with the metal.

Xeg-yi can be wounded only by magical weapons. They have 15% magic resistance, and are vulnerable to magic as follows:

Disintegrate, magic missile, and cold-based spells have normal effects. A **shield** spell blocks their bolt attack. A **protection from evil** spell keeps them at bay. **Abjure, alter reality, banishment, dismissal, holy word, limited wish, plane shift, and wish** spells will return xeg-yi to their own plane. **Dispel magic** will also return them to their plane if the dispel is successful against a level of magic equal to twice the xeg-yi's hit dice.

A thaumaturgic triangle will keep a xeg-yi at bay. A **mace of disruption or rod of cancellation** will cancel a xeg-yi's bolt of energy draining without harm to the mace or rod.

Slaying a xeg-yi releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10' radius, half if a save vs. Death is made. Flammable or metallic objects must also make a saving throw as outlined above.

Xeg-yi are often used as guardians of magic. They can be ensnared and linked to the object that they guard. When the object is torn, broken, or otherwise disturbed without negating the link, the xeg-yi will appear and attack all within 3" of the thing it guards.

If a xeg-yi and a xag-ya meet, the two will rush together and destroy each other in a violent explosion. All persons within 30' will take 4d6+24 points of damage, half damage if they save vs. Death.

MAGICAL ITEMS

POTIONS

Rainbow Hues: This potion allows the drinker to turn any color or combination of colors after concentrating for one segment, thus being effectively camouflaged. When full, a flask of this potion contains enough for seven hours of camouflage. It is possible to get seven one-hour doses from this potion, if it is drunk carefully. This potion must be stored in a metallic container, and is noted for its syrupy taste.

XP Value: 200 GP Value: 800

Vitality: This potion allows the drinker to go without food, water, or sleep for seven days, without feeling tired or hungry. Constant work, travel, or fighting is possible, without any ill effects. The potion will also cure an existing condition of exhaustion. Each day of previous exhaustion is subtracted from the potion's duration. For example, a person who has been exhausted for four days could drink the potion and have three days of vitality remaining.

The potion also temporarily stops the effects of poisons or natural diseases (not magical diseases, such as *lycanthropy*) while the potion is in effect. The potion also restores one lost hit point every four hours. The entire potion must be drunk in order to take effect.

XP Value: 300 GP Value: 1,200

MISCELLANEOUS MAGIC

Dagger +2, Longtooth: This narrow-bladed weapon appears to be no different from other magic daggers. However, in the hands of a gnome or halfling it will actually lengthen and cause damage as a **short sword +2** as its wielder strikes blows. It will be as light and handy as a dagger, having the same weapon speed factor as a dagger. The weapon will actually pierce wood or even stone as if they were softer material. The weapon always causes maximum damage against stone-based monsters such as stone golems. In the hands of any race other than gnomes or half lings it is only a **dagger +2**.

Note: The Longtooth is normally used as a stabbing weapon. The DM may decide that attempts to hack through stonework or even natural stone will blunt or ruin the dagger.

XP Value: 250 GP Value: 2,500

Horn of Fog: This small bugle-like device, when blown, will create a thick cloud of heavy fog equal to the illusionist's **fog cloud** spell. Each round that a character blows the horn, it creates a 10'x10'x10' cloud of fog. The cloud continues to grow until the character stops blowing. Once the character stops, the cloud lasts only an additional 2d4 turns. A new cloud can be created by blowing the horn again. The horn makes a deep sound, dropping to a lower register at the end of the note (00000-UMP!). The horn may be used by a character of any class.

XP Value: 400 GP Value: 4,000

Lens of Detection: This circular lens, six inches in diameter, allows those who look through it to see tiny cracks, markings, scratches, etc., on objects examined from a range of one foot or less. The lens also enables its user to track as a ranger does, at a movement speed of 6."

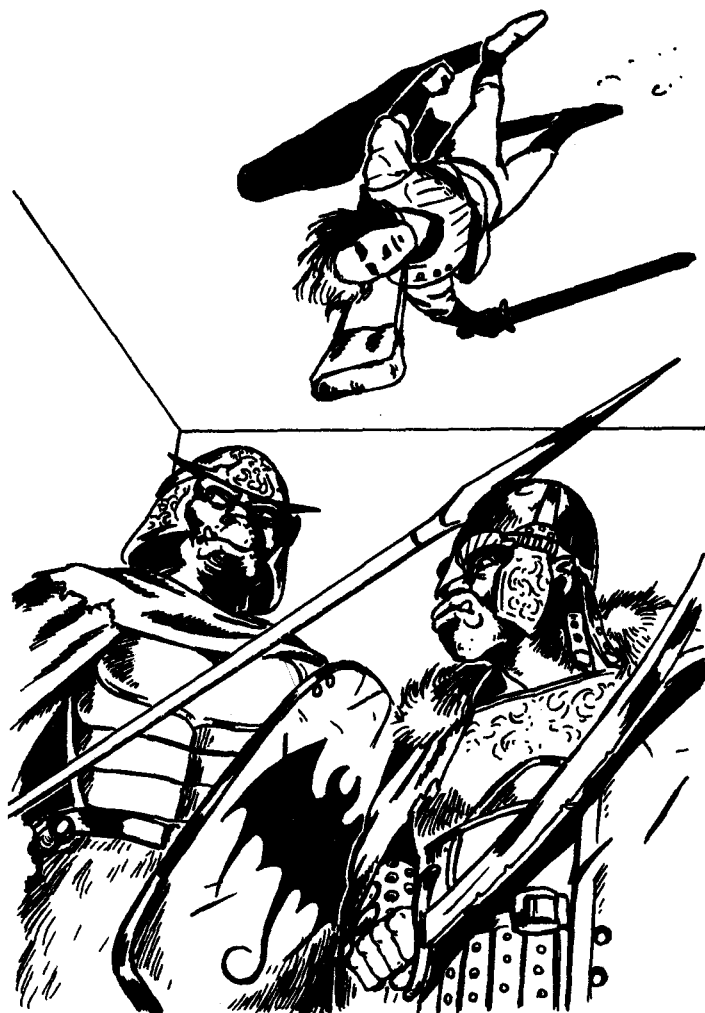
Examination through the lens is by normal vision only-it cannot be used with infravision or ultravision. The area to be searched or examined must be clearly illuminated. The lens has no power to detect illusions or invisibility. To function, the lens must be completely clean. Any crack in the lens ruins it forever.

XP Value: 2,000 GP Value: 12,500

Slippers of Spider Climbing: A pair of these magical shoes appears to be totally ordinary, although they will be revealed as magical if **detect magic** is used. The slippers enable the wearer to walk at a 6" rate on curved or vertical surfaces, such as walls or cliffs. Even upside down movement is possible. The wearer's hands will remain free to do whatever he or she desires. Extremely slippery surfaces, such as ice or oiled surfaces, make these slippers useless.

The slippers will fit any size feet.

XP Value: 1,000GP Value: 10,000



ARTIFACTS

Daoud's Wondrous Lantern: This artifact is wrought from the finest yellow gold. Its beautifully crafted framework is set with huge jewels and crystal lenses. An unwavering pure flame burns within. The faces are normally fitted with the crystal lenses, but the jewels are actually additional lenses, fashioned to fit the four faces of the lantern. The lantern's magical powers change, depending upon which of the gem lenses are fitted to it, as well as upon the continued burning of the lantern's magical flame. The lenses and their powers are described below.

The flame of **Daoud's Lantern** cannot be extinguished by any known means, other than by exhausting its supply of fuel. The lamp is fueled by crushed transparent gems, contained in a small compartment at the base of the lantern. The lantern can be refueled with the following amounts of gems:

1. Crushed diamonds, total worth 10,000 gp.
2. Crushed oriental topazes, rubies, sapphires, total worth 4,000 gp for each gem type.
3. Miscellaneous crushed transparent gems of seven different colors, total worth 15,000 gp. Each gem must be worth 500 gp or more.

The lantern will always be burning when found, and will always be fully fueled. If fuel is placed in the extinguished lantern, it will magically light itself. If used as a normal lantern, it will burn for 100 years. The use of its magical powers burns fuel at a faster rate. If the flame of the lantern goes out for any reason, the possessor of the lantern will instantly die!

The four faces of the lantern can be shuttered so that no light shines through, but infravision or ultravision will see it as a glowing object. If all four openings of the lantern are fitted with the crystal lenses, anyone exposed to the lantern's glow for four consecutive hours will not need food, drink, or sleep for a further twelve hours. Twenty-four consecutive hours of exposure to the light will cure 1d4+4 points of damage and temporarily halt the effects of disease or poison. Seven continuous days of exposure will destroy all disease or poison in the person basking in the light.

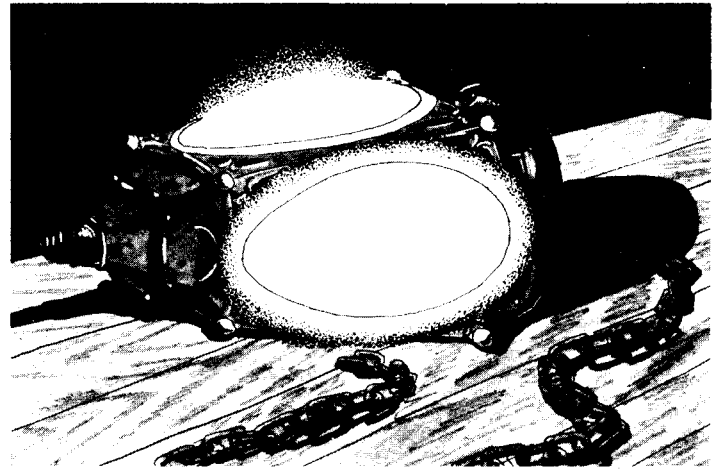
(Dungeon Master's Note: Seven gem lenses were made for the lantern, as listed below. When the lantern is found, it will have the following lenses with it: ruby, topaz, emerald, diamond, and the four crystal lenses. The three remaining gem prisms are elsewhere-possibly the object of a quest by player characters.

Should any of the gem prisms be broken in use, replacement lenses can be made. This will require a single huge gemstone worth at least 10,000 gp, of the same type as the one that was broken. The new lens must be prepared by a gemcutter of superb skill (DMG, pg. 30), and the gemcutter must be given one of the other lenses to use as a guide. A magic-user must then cast **enchant an item** on the lens, followed by the spell that matches the original lens power. A **permanency** spell must then be cast on the lens. Due to the nature of the lantern's magical flame, only lenses that duplicate the listed ones will function-no original lenses can be made. The possibility of making new lenses for the lantern should be a secret that player characters will discover only after time-consuming and expensive research).

The magical effects of the lantern have a range of 30'. The power of the artifact is such that, at ranges of 10' or less, there is no saving throw against the lantern's magic, nor will magic resistance protect against it.

When three openings of the lantern are shuttered, and a gem prism inserted in the remaining opening, a beam of colored light shines forth 30'. However, the magical power of the lens does not take effect until the possessor of the lantern commands it. The magical power of a single prism affects only a single target. Gem lenses can also be combined to produce different effects. The gem lenses, their effects, and their fuel costs, are:

Type of Prism	Lantern Effect	Fuel Cost
Ruby	hold"	5 years
Oriental Emerald	haste	5 years
Diamond	color spray	5 years
Sapphire	fear	5 years
Oriental Amethyst	emotion (rage)	5 years
Jacinth	flame strike	5 years
Special	confusion	10 years
Special	prismatic spray	50 years
Special	prismatic sphere	50 years
'hold person or monster		



The effect of each single prism is as the appropriate spell. The magical power of a single prism affects only one victim per use. The listed fuel is burned each time the given spell effect is used. An effect cannot be used if there is not enough fuel left in the lantern to "pay" for it. The **confusion, prismatic spray, and prismatic sphere** effects require combinations of several prisms.

All spell effects are equal to 19th level spell use, except that the **prismatic sphere and prismatic spray** effects have a duration of one turn per use.

If a gem lens is placed in each opening of the lantern, and the lantern is then spun, all within 30' of the lantern, except its possessor, will be **confused**, as the spell. Victims within 10' of the lantern receive no saving throw. This effect operates at the command of the lantern's possessor, as do all other effects. Any combination of four gem lenses will produce this effect.

If all seven prisms are possessed, and the owner of the lantern mounts all seven, one behind another, to an unshuttered opening, a **prismatic spray** is produced. Each use of the **prismatic spray** has a 10% chance of shattering 1-4 prisms. The seven lens can be arranged in any order.

If the seven prisms are arranged so as to have two lenses in three of the openings and the diamond lens in the fourth, a **prismatic sphere** is created. The proper sequence is: ruby and jacinth; topaz and emerald; sapphire and amethyst; diamond.

A full round is needed to open or close all the shutters of the lantern. Placing or removing a lens from one of the openings requires one round. Thus, two rounds are needed to exchange one gem lens for a different one. In a melee or other confused situation where the lantern's owner is in danger, there is a 10% chance (rolled secretly by the DM) that the wrong prism has accidentally been inserted. However, since the magical effects operate on command, the owner can avoid unwanted results by examining the lantern before its powers are used.

Legend states that the wrong combinations of gem fuel will cause the lantern to malfunction. Possible mishaps include: totally different magical powers; powers that affect the lantern's owner as well as the intended target; deluding the owner as to the actual powers of the lantern; becoming a non-magical lantern.

Anyone who owns **Daoud's Wondrous Lantern** will become increasingly possessive of it, suspicious of those who look at the lantern, and increasingly secretive about it.

This obsession with the lantern will become a form of paranoia (DMG, pg. 84) and the owner will become convinced that "they" want to kill him or her and steal the lantern.

Daoud's Lantern is an artifact of great power and worth a vast sum if sold. It is known that an offer of 160,000 gp was made for the device, with but four of the seven prisms available. One can only speculate what the price would be if all seven gem lenses were included.

Demonomicon of Iggwilv: This brass-bound book contains a treatise on the powerful evil creatures of the lower planes. The Dungeon Master may include descriptive material and personal names as appropriate. (Note that a creature's personal name is always kept secret, as these can be used for magical purposes. Such creatures also have a common name which is the only one they will reveal to others.) In addition, each of the six copies known to exist contain the following spells:

Clerical Spells

Abjure
Exaction
Henley's Digit of Disruption

Magic-User Spells

Banishment
Binding
Dismissal
Dolor
Ensnarement
Torment

The Words of the **Prison of Zagig**

Each copy of the work has two guardians. One is in the immediate vicinity of the book's hiding place, and will immediately attack the finder of the **Demonomicon**. If the possessor survives this attack, a second guardian, such as a ghost, nycadaemon, devil, etc., will pursue and attack the possessor of the book within 1-6 weeks. Pursuit will continue until either the possessor or the guardian is dead. If the possessor of the **Demonomicon** is killed, the guardian will find a new hiding place for the book.

Details of the spells contained in the grimoire follow.



CLERICAL SPELLS

Fourth Level Spell

Abjure (Abjuration) Reversible

Level: 4
Range: 1"
Duration: *Permanent*
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 *Round*
Saving Throw: See below

When a cleric employs this spell, he or she is attempting to expel a creature of another plane from the place or person it inhabits, and force the creature to return to its own plane. The cleric must name the type of creature to be **abjured**. If the creature has a personal name, the cleric must speak that as well. The creature's magic resistance, if any, must be checked prior to the determination of the success of the spell. Only if the cleric manages to exceed the magic resistance percentage of the creature can the spell possibly affect it.

The cleric then compares his or her level against the hit dice of the creature being **abjured**. The cleric has a base 50% chance of affecting the creature. However, if the cleric's level is lower than the creature's hit dice, the base chance is reduced 2% for each level the cleric is below the creature. If the cleric's level is greater than the creature's hit dice, the base chance is increased 5% for each level of difference. (Note: a creature with an addition of +4 or better to its hit dice is treated as one hit die higher.) Percentile dice are rolled.

If the roll is higher than the one needed to **abjure**, the creature can attack the cleric. However, if the creature wishes to return to its own plane, attack is unlikely.

If the roll is equal to or less than the percentage chance needed, the creature is driven from the place or person inhabited and returned to its own plane. The creature cannot voluntarily return to the place or person it had previously inhabited, although a magically controlled creature can return if ordered to do so by the person controlling it.

The reversed spell, **Implore**, entreats some creature from another plane to come to the cleric casting the spell.

The type of creature is named, and its personal name, if any, is spoken by the caster. The creature's magic resistance must first be exceeded on a percentage roll. Then success of the spell is checked, in the same way as for an **abjure** spell. The success of the spell does not guarantee that the creature will be friendly to the caster, nor does the spell give the caster any control over the creature.

The material components for the **abjure** spell are holy (or unholy) water, the cleric's holy (or unholy) symbol, and some item despised by the creature. In reversed form, the components are the same, except that the last item must be something that the creature desires.

Seventh Level Spells

Exaction (Enchantment/Charm)

Level: 7
Range: 1"
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 *Round*
Saving Throw: *None*

A cleric using this spell confronts a creature from another plane and requires of it some duty or quest.

The spell will not affect creatures with alignments greatly opposed to the cleric's i.e. good vs. evil, law vs. chaos. Note that a true (absolute) neutral cleric is greatly opposed to all other alignments, for the purposes of this spell. A creature which can be affected receives no saving throw, nor will magic resistance protect it. However, this spell does not affect deities or divine beings.

If the creature has received a great favor in the past from a person of the cleric's alignment, the cleric can name this as a reason for service. This requires that the cleric know the personal history of the creature. If no past service is known to the cleric, he or she must pledge a valuable gift or favor to the creature in return for its service. In all cases, the reward promised by the cleric must be equivalent to the service required from the creature. The spell then forces the creature to perform the service agreed upon. If the creature fails to perform the mission, it will suffer the penalties of the spells **geas and quest** simultaneously, until the mission is completed. Creatures cannot be compelled to obey self-destructive or suicidal commands.

When the service demanded from the creature is performed, it is instantly teleported to the cleric's location. The cleric must then perform the service or grant the reward agreed upon. When the creature's reward is granted, it is immediately sent back to its own plane.

If the cleric reneges on the agreement, the creature has two options to choose from. Each is a part of the original spell and does not require magical ability or spell casting from the creature. Should the agreement be broken, the creature can place the cleric under **exaction**. The cleric receives no saving throw against this effect. Otherwise, the creature can attack the cleric. Should it choose to do this, it will be totally unaffected by any spells cast by the cleric.

The material components of this spell are: the cleric's holy (or unholy) symbol, matter from the home plane of the creature from whom an **exaction** is required, and knowledge of the creature's nature or past actions; written on a page of parchment which is burned to seal the bargain.

Henley's Digit of Disruption (Evocation)

Level: 7
Range: 1"
Duration: *Instantaneous*
Area of Effect: One creature

Components: V, S, M
Casting Time: 7 Segments
Saving Throw: See below

This powerful spell is used against undead and Negative Material Plane creatures. When the spell is cast, the cleric draws upon energy from the Positive Material Plane. A bolt of energy from the cleric's fingertip strikes the target creature. An undead creature must save vs. Spells or be instantly disrupted, completely destroyed. An undead that saves takes 2d8 points of damage. Creatures from the Negative Material Plane (such as shadows and wraiths) take 6d8 points of damage, half if they save vs. Spells.

The material components of this spell are the cleric's holy symbol and a powdered sunstone of not less than 500 gp value.

MAGIC-USERS' SPELLS

Fifth Level Spells

Dismissal (Abjuration) Reversible

Level: 5
Range: 1"
Duration: *Permanent*
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 *Round*
Saving Throw: Neg.

By means of this spell, the magic-user attempts to send a creature from another plane back to its own plane. The creature's magic resistance, if any, must be overcome before the spell takes effect. The magic-user must name the type of creature to be **dismissed** and must speak its personal name, if any. The level of the magic-user is then compared to the hit dice of the creature. If the creature's hit dice are higher, the difference between its hit dice and the caster's level is added to its saving throw. If the caster's level is higher, the difference is subtracted from its saving throw.

(Note: if the creature wants to be sent back to its own plane, there is no adjustment to its saving throw.) If the spell is successful, the creature is immediately whisked away, but there is a 20% chance it will be sent to a plane other than its own, determined randomly.

The reverse of this spell, **beckon**, attempts to conjure a creature from another plane. The type of creature, and the personal name if any, must be spoken in the spell.

Magic resistance is checked only if the creature has no personal name. The creature's saving throw is determined as in the **dismissal** spell. If the creature fails its save, it is immediately transported to the spell caster's location. This does not guarantee that the creature will be friendly to the spell caster, nor does the spell caster have any form of control over the creature.

The material components of the spell vary with the form of the spell. Items which are despised by the creature are used for a **dismissal**. Items which are pleasing or desirable are used for a **beckon** spell. Certain arcane books are rumored to exist, which allow an enhanced chance of success for this spell.

Dolor (Evocation)

Level: 5
Range: 1"
Duration: 2 *rounds*
Area of Effect: One creature

Components: V, S,
Casting Time: 5 segments
Saving Throw: None

By reading this spell aloud, a magic-user attempts to force obedience from a hostile creature from another plane. The creature receives no saving throw versus the spell when cast, nor does its magic resistance protect it. However, this spell has no effect on deities or divine beings. The spell inflicts increasingly severe pain to the creature, causing it to save vs. Spells or obey the caster's orders. The creature's save is modified by the spell's effects.

The spell creates unease in the creature during the reading of the spell, causing it to save against the caster's requests at -1. The following round the creature becomes nervous and filled with *doubts*, causing a -2 to the save against the caster's demands. On the last round of effect the creature feels a dull, all-encompassing dolor, causing a -3 to saves vs. the caster's commands.

This spell is dangerous to the caster as well as the creature, for it is a test of mind and will. If the creature's intelligence is higher than the magic-user's, the creature has a chance of **charming** and **dominating** (as the psionic discipline) the magic-user during the time the spell is read. If the creature's intelligence is higher, it can use this attack even if it normally has no mental attack at all. The chance is 5% per point of intelligence higher than the spell caster. If the creature succeeds in **charming** the spell caster, it will punish with the magic-user as its alignment requires. If the spell caster is interrupted or distracted during the casting of the spell, the creature will automatically be able to **dominate** the magic-user.

The verbal component of the spell must include the type of creature and its personal name, if any.

Sixth Level Spell

Ensnarement (Conjuration-Summoning)

Level: 6
Range: 1"
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: Neg.

The casting of this spell attempts a very dangerous act—the luring of a creature from another plane to a previously prepared trap where it will be confined until it agrees to perform a service in exchange for freedom.

The spell causes a gate-like opening on the creature's home plane. A special saving throw is used to determine whether the creature spots the trap or believes it to be a **gate**. To save, the creature's intelligence or less must be rolled on a d20. (See the **Monster Manual**, p. 6, for intelligence ratings.) The roll is modified by the difference between the caster's intelligence and the creature's intelligence. If the caster's intelligence is higher, the difference is added to the roll; if the creature's intelligence is higher, the difference is subtracted.



If the saving throw succeeds, the creature will ignore the opening. If it fails, the creature will step through into a confining diagram. See the section on **MAGICAL DIAGRAMS** for details. Should this spell be attempted without using a magical diagram, the creature is free to immediately attack the caster.

Once the creature is confined, it can be kept for as long as the caster dares. Long confinement is dangerous, since any break in the diagram immediately frees the creature. The caster can offer bribes, make promises, or use threats in order to force one service from the captive creature. The DM assigns a value (0 to 6) to what the magic-user has said to the creature. The value is subtracted from the creature's intelligence. A roll on d20 equal to or less than its adjusted intelligence means that it has refused to obey. A higher score means that it has submitted. A demand can be made once per day. Each day of confinement in the diagram reduces the creature's intelligence by one, to a minimum of 3. Demands can be made until the creature submits, or it breaks free, or the caster uses spells to send it back to its own plane.

When the creature brings the caster proof that the task demanded of it is completed, the creature will be transported instantly back to its own plane. However, such forced service will cause the creature to seek revenge on the caster at every opportunity.

The material component of this spell is a magical diagram of a type appropriate to the creature to be **ensnared**.

Seventh Level Spell

Banishment (Abjuration-Evocation)

Level: 7
Range: 2"
Duration: *Permanent*
Area of Effect: 2 levels or hit dice/level of the caster.

Components: V, S, M
Casting Time: 7 segments
Saving Throw: *See below*

A **banishment** spell forces a creature from another plane to return to its own plane. The spell affects a single creature or a number of creatures whose combined hit dice are equal to or less than twice the level of the caster. A **banished** creature cannot voluntarily return to the plane from which it **was banished**, but it can be called back by **gate** or other spells. The spell requires that the caster name the type of creature to be **banished**. If any of the creatures has a personal name, that must also be spoken. The caster must also name a deity or being that is an enemy of the creatures being **banished**.

If the creature saves vs. Spells, the caster will take 2d6 points of damage from a backlash of magical energy, and will be stunned for 2d6 segments. If the creature fails its saving throw, it is immediately sent back to its own plane. The saving throw die roll can be reduced by the type of components used in the spell.

The material components of the spell are substances and items hateful to the creature being **banished**. Rare items are more potent than common ones. Common items such as holy or unholy water, or powdered gems with magical properties (see DMG, pp. 26-27) will provide a -2 modifier on the saving throw roll. Special items that might be used against evil creatures are: couatl feathers, powdered unicorn horn, or hair from the tail of a ki-rin. Good creatures would be repelled by such items as vampire dust, brain matter from a mind flayer, or the skin from a succubus' wing. Neutral creatures, such as elementals, would be affected by items relating to neutrals of

opposite nature, e.g. the essence of a fire elemental could be used against a water elemental. A special component could reduce the saving throw die roll by -3 or -4, especially if the spell caster personally obtains these items through adventuring. The DM may choose the exact special components that would be effective against any particular creature. Common and special components can be combined in the casting of the spell, but the saving throw die roll cannot be reduced by more than 8.

Note: This spell requires an appeal to divine or other powerful beings as part of its verbal component. At the DM's option, a magic-user can receive help from a patron deity if the magic user's devotion has been outstanding. A deity can modify the saving throw die roll by an additional -1 to -6, depending on the worthiness of the magic-user. However, such direct intervention should be extremely rare, and happen only if the success of the **banishment** is in the vital interests of all the deity's followers.

Torment (Evocation-Alteration)

Level: 7
Range: 1"
Duration: 6 rounds
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 Round
Saving Throw: Special

When this spell is cast, the magic-user seeks to force submission and obedience from a captive other-planar creature. The initial preparation of this spell requires the preparation of a special scroll, on which is inscribed the spell itself, the type of creature to be affected, the creature's personal name, if any, and the name of the magic-user casting the spell. The naming of both the creature and the caster establishes a magical link between the two and is needed to lend power to the spell.

When the spell is read, there is a 1% chance per point of the creature's intelligence that it will control the magic-user. There is a 5% chance per point of the creature's intelligence that it will gain control if the caster is interrupted. If the creature gains control it will command the caster to step into the confining diagram. The creature will then carry the caster away to its own plane.

If the spell is cast successfully, the magic-user continues to read from the parchment, causing increasing pain to the creature with each round of reading. After each round of reading, the caster can try to force obedience from the creature. The creature's saving throw against the orders of the caster is modified by the spell's effects. The first two rounds of reading cause twinges, the third and fourth rounds cause *shooting* pains, and the last two rounds cause aches and cramps. The creature saves vs. the caster's orders as follows:

First round	-1
Second round	-2
Third round	-3
Fourth round	-4
Fifth round	-6
Sixth round	-8

If the creature fails its saving throw during the reading, it has submitted and will obey the caster's commands to the letter. Naturally, the creature feels intense hatred for the caster, and will seek revenge at any opportunity.

The material component of the spell is the scroll. The special inks needed to inscribe the scroll cost 1,000 gp per hit die of the creature to be affected.

Eighth Level Spell

Binding (Enchantment-Evocation)

Level: 8
Range: 1"
Duration: Special
Area of Effect: One creature

Components: V, S, M
Casting Time: Special
Saving Throw: Neg.

A **binding** spell enables the caster to securely imprison an other-planar creature. The subject of the spell must already be confined within an appropriate magical diagram. The material components vary according to the type of creature being imprisoned and the type of **binding** being attempted. The duration of the spell depends upon the type of **binding** and the effective level of the primary spell caster. The primary spell caster can have up to six assistants, of 3rd level or higher, in the casting of this spell. The assisting magic-users add their levels to that of the primary caster as follows: the primary caster's level is increased by one-third the level of each assistant of 9th level or higher. The primary caster's level is increased by one for every assistant of 3rd to 8th level.

The creature's magic resistance is not effective against the spell, nor is it allowed a saving throw if the effective level of the primary caster is at least twice the creature's hit dice. If the caster's level is less than twice as high, the creature gets a saving throw versus Spells, modified by the form of **binding** being attempted.

Forms of **binding** are:

Chaining: The creature is confined by restraints that create an **antipathy** (as the eighth level magic-user's spell). This affects all who approach the creature, except for the caster. The creature is chained for one year per level of the caster.

Slumber: The creature is affected by a comatose sleep that lasts one year per level of the caster.

Bound Slumber: This is a combination of chaining and slumber that lasts for one month per level of the caster.

Hedged Prison: The creature is teleported within a magically created prison, which must be prepared previously by the caster. The creature remains there until released by the caster or until the prison is broken by some outside person or power.

Metamorphosis: The creature becomes non-corporeal, except for its face or head. This effect lasts until the spell is broken by some outside person or power.

Minimus Containment: The creature shrinks to a height of one inch and is teleported within a gem that serves as a hedged prison. The effect lasts until the creature is freed by some outside person or power.

The confinement created by the **binding** spell is in addition to that provided by the magical diagram. Even if the spell fails, the diagram is still effective against the creature. Once the spell has taken effect, the accidental or deliberate destruction of the magical diagram does not negate the spell.

The saving throw die roll against this spell is modified by the type of **binding** attempted. Chaining is a normal save, slumber is at +1, bound slumber at +2, hedged prison at +3, metamorphosis at +4, and minimus containment at +5.

However, if the creature is first weakened by **dolor** or **torment** spells, the saving throw die roll is adjusted by -1 for **dolor**, -2 for **torment**, or -4 if both are used. A successful save means that the creature is unaffected.



A creature under chaining, slumber, or bound slumber receives a normal saving throw vs. Spells after each full year of confinement. Success means that the creature has broken the spell.

The components for the spell include a continuous chanting of the spell from a scroll or **Demonomicon** containing the spell, gestures appropriate for each form of **binding**, rare soporific herbs, a diamond or corundum gem of 1,000 gp value for each hit dice of the creature, a portrait on vellum or a statuette of the creature, and miniature chains of precious metal (such as iron for demons, silver for devils, and nickel for creatures from Hades). The exact material components depend on the type of creature and its alignment, and can be chosen by the DM. At the DM's option, the exact materials needed can be regarded as secret, requiring research on the part of NPCs or player characters using the spell.

(Dungeon Master's Note: The spells contained in the **Demonomicon of Iggwilv** are extremely potent, and will greatly enhance the power of the magic-user who has them, especially since these spells would be available only to those who have a copy of the book. The DM must consider carefully the effects of these spells on campaign balance before introducing them to the campaign).

Although some of these spells require the caster to read a prepared incantation or text aloud during the specified casting time, a character who wishes to use such a spell must still include it in his or her normal spell selection. Although the extreme length and complexity of these incantations require a supporting text, it also requires the formal casting procedures to enable the caster to successfully complete the reading. The cost of failure is fearfully high!

Prison of Zagig: Only five of these brass devices are believed to exist. Each is nearly identical, appearing to be nothing more than a small, well-made bird cage. Normal handling or examination will not reveal it to be magical. If a **detect magic** spell is cast on the **Prison of Zagig**, there is a 50% chance that magic of an uncertain nature will be detected—either no particular type of dweomer, or a false type of magic.

Each prison-cage has permanent **anti-magic and anti-detection** spells that protect the exterior and interior of the cage.

The **Prison of Zagig** is usable only by a magic-user, and attunes itself to the possessor when he or she learns the spell word that activates the prison. Activation has two effects. The first is that the door of the cage is sealed by a **wizard lock** as if the possessor had cast it. The second effect is that the possessor will be able to imprison a creature within the cage by speaking a trigger word and uttering a special *command spell* with a casting time of one round.

The command must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its history must be recited in great detail.

The creature being commanded into imprisonment receives a saving throw vs. Spells. If successful, the creature is unaffected.

If it fails, the creature is reduced to a three inch height and is instantly teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or water while imprisoned, and will be instantly restored to its former size and abilities once freed.

A **Prison of Zagig** cannot be damaged by force or magic. An imprisoned creature can be freed by the owner of the prison or

by a magic-user able to break the **wizard lock** without using spells (i.e. a magic-user four or more levels above the owner of the **Prison of Zagig**). A **wish** or an **alter reality** spell can also be used to open the cage. A creature inside a **Prison of Zagig** cannot be located by spells or magical items, only by normal sight and hearing.

Words necessary to operate a **Prison of Zagig** are:

Activation Word

Trigger Word (used to begin the imprisonment of a subject)

Command Spell (naming or describing the history of the subject)

Freedom Word

(Note: The spell words needed to operate the **Prison of Zagig** in this module are found in the **Demonomicon of Iggwilv**.)

GP Sale Value: 25,000

MAGICAL DIAGRAMS

The other planes of existence are populated with a variety of creatures of differing origins, alignments, and powers. Such creatures include, but are not limited to, couatl, djinn, efreet, elementals, and ki-rin, as well as the beings from the Outer Planes. The DM must bear in mind that such creatures are non-human and generally regard themselves as superior to humanity. Dealings with humanity may be resented by some of these creatures, particularly if a human presumes to treat them as equals. While this is generally true of most other-planar creatures, some have evil alignments that increase their hostility to humanity.

The magical diagrams described here can be used to protect characters from the hostility of other-planar creatures. These diagrams can also be used to confine other-planar creatures, using the spells in this module as well as others from the **Players Handbook**. These guidelines are for the DM's use in handling the creation and effects of such diagrams.

If a magical diagram is used in the campaign, its power depends upon the care and cost with which it is laid out by the NPC or player character. A diagram can either be hand-drawn or inscribed and-inlaid.

A hand-drawn diagram is temporary, but is generally less costly. It is necessary to re-draw the diagram for each use. There is a 20% chance that any hand-drawn magical diagram will fail when used. The chance of failure can be reduced by drawing the diagram over a long period of time and using special magical pigments. For every turn spent drawing the diagram with special pigments (cost 1,000 gp/turn) the chance of failure is reduced 1%. The base chance of failure can be reduced to 0% by this means.

An inlaid diagram is permanent and re-useable. Its construction requires a minimum of one week and the expenditure of at least 10,000 gp. The base chance of an inlaid diagram failing when used is 10%, but this chance is checked only once, the first time the diagram is used. The chance of an inlaid diagram failing can be reduced by using precious metals, powdered gems, and rare materials in the inlay. This special procedure costs 50,000 gp and takes one month of game time. The special inlay reduces the chance of failure to 0%.

The special rare pigments and materials needed can, at the DM's choice, be secret knowledge or be difficult to obtain, requiring additional research, adventuring, or expense on the part of NPCs or player characters.

The use of special materials does not mean that magical diagrams will automatically be effective, however. Whenever a diagram is used, either as a defense or as a prison, the combined intelligence and level of the character using the diagram is compared to the combined intelligence and hit dice of the creature involved. If the character's total is higher, the difference between the character's total and the creature's total is subtracted from the base percentage chance of diagram failure. If the creature's total is higher, the difference is added to the base chance of diagram failure. Once the final percentage is calculated, the DM rolls percentile dice. If the roll is equal to or less than the chance of failure, the creature is not affected by the diagram.

Even if the diagram was done correctly, any break or removal of any part of the completed diagram will render it useless. A fly landing upon one of the lines of the diagram, dust blowing across part of it, or a piece of straw falling on it, would be enough to make it useless.

When used as a defense, the diagram provides protection against the kinds of creatures it was designed to keep out. The creatures cannot enter the diagram by any normal or magical means, including teleportation and astral or ethereal movement. They can touch neither the diagram nor anyone inside it. The creatures' spell effects, psionics, physical attacks and weapons have no effect on the diagram or anyone inside it. They can cast spells that affect areas outside the diagram, such as a ring-shaped **wall of fire**, which would do no damage to those inside the diagram, but would effectively imprison them. A character within a protective diagram can cast spells or attack those outside, but an effect that touches or physically affects the diagram, such as **creeping doom** or **ice storm**, will render it powerless.

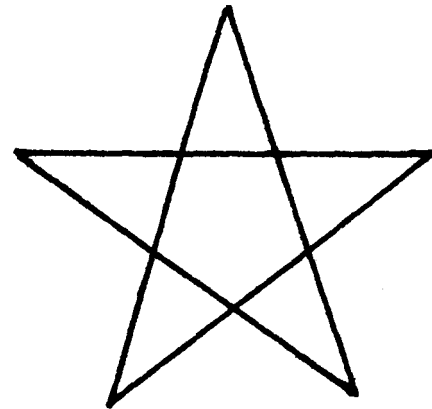
When used as a prison, the diagram securely confines the creature within it. The creature cannot leave the diagram normally, magically, or psionically, nor can it be **gated** out of it. The creature cannot touch the diagram or any area outside it. The creature's spell effects, psionics, physical attacks and weapons also will not affect the diagram or those outside. However, the creature can use certain spells that affect only itself, such as **Invisibility**, **polymorph self**, or curing spells. The confined creature can be attacked from the outside, but it will be freed if any attack breaks the diagram. Each day of confinement reduces a creature's intelligence by 1, down to a lower minimum of 3.

If a magical diagram fails to hold an evil creature against whom it is used, the evil creature will attempt to attack and utterly destroy those trying to confine it. If the diagram fails to hold a good creature, the good creature will either leave immediately or use an appropriate punishment on those seeking to confine it. The exact response depends the alignment of the creature, as well as the alignment of the one using the diagram. An other-planar creature will co-operate with a character only if its alignment and goals are similar to his, and then only if the creature is promised a sizeable service or reward. As a general rule, the DM should insure that the price paid for the help of other-planar creatures is so high as to be unprofitable for the player characters seeking such help, even if the creature is of the same alignment as the character.

Evil clerics and wizards who have successfully confined an other-planar creature can attempt to use spells to force service

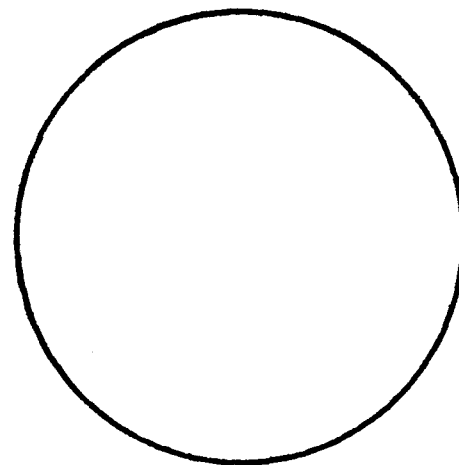
from it. An unsuccessful attempt usually means immediate destruction at the hands of the creature, while a successful attempt raises the possibility of the creature seeking revenge at some future time.

The protective diagrams, and their uses are:



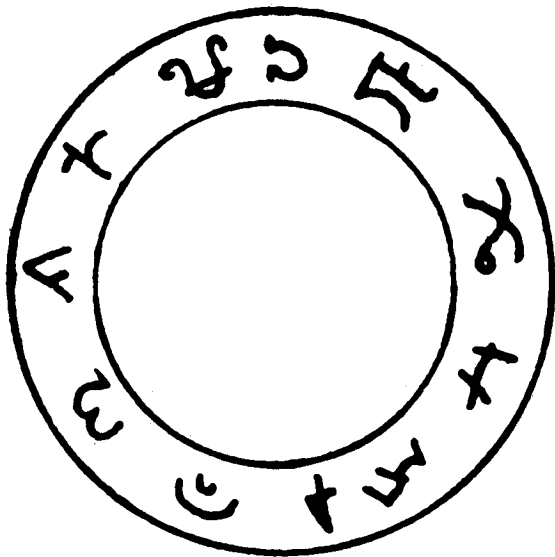
PENTACLE

This is a magical seal, used to close a container and prevent the escape of a creature trapped inside. Typical uses are on doors and efreet bottles.



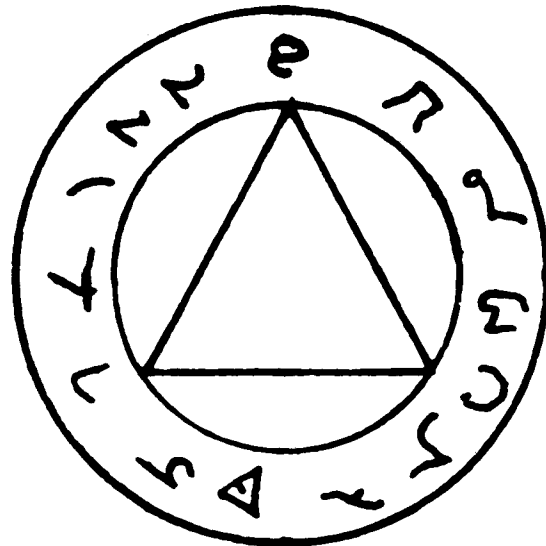
**MAGIC (PROTECTION)
CIRCLE**

This diagram protects against lesser devils or hostile sendings. The circle of protection is different from the **protection from evil** spell. The spell provides bonuses to character saving throws against attacks from other-planar beings as well as a +2 modifier on the attacks of such creatures. The spell protection is not as complete as that of the diagram, but the spell can be used against all types of other-planar creatures.



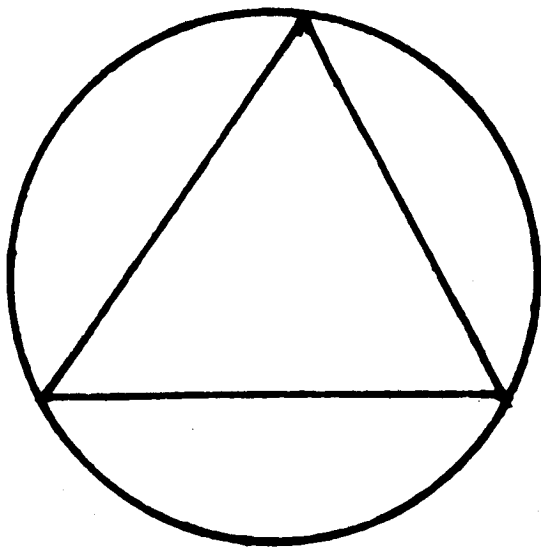
MAGIC CIRCLE

This diagram protects against all devils and all creatures of good alignments from the Outer Planes.



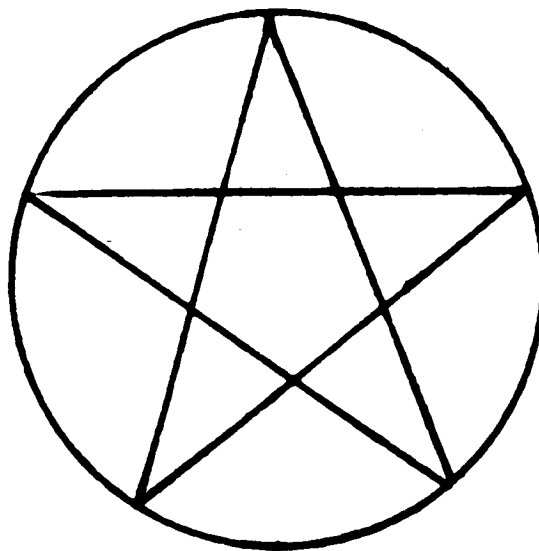
THAUMATURGIC CIRCLE

This diagram protects against demon types I-V, including succubi, as well as all creatures affected by a thaumaturgic triangle.



THAUMATURGIC TRIANGLE

This symbol protects against creatures from the Elemental and Astral Planes, as well as the plane of Concordant Opposition.



PENTAGRAM

This diagram protects against evil other-planar beings (except devils) but including all types of demons.

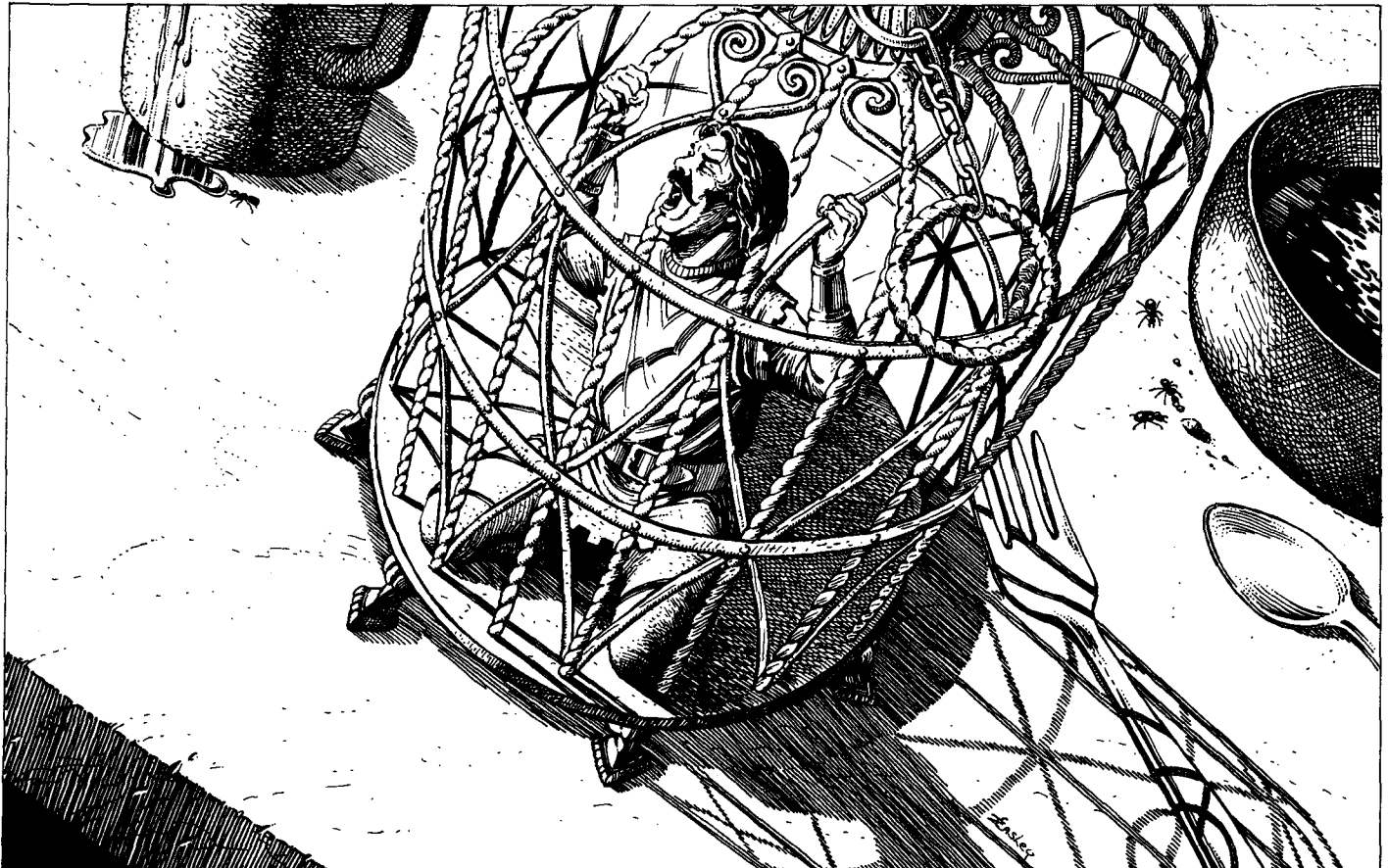
REPUTED MAGICAL PROPERTIES OF GEMS

The Dungeon Master can use this list in a number of ways related to the material in this module. The DM may choose gems with appropriate magical properties as needed material for the creation of a magical diagram or as part of the material components for the spells listed in the **Demonomicon of Iggwilv**. The gems marked with an asterisk may also be used to refuel **Daoud's Wondrous Lanthorn**. (See the section on **MAGICAL ITEMS - Artifacts** for the means of refueling the **Lanthorn**)

Gem Type	Effects or Uses
Agate	Restful and safe sleep
Alexandrite*	Good omens
Amber*	Wards off diseases
Amethyst*	Protects against drunkenness or drugging
Beryl	Wards off enemies
Bloodstone	Weather control
Carbuncle	Powers of dragon's sight
Carnelian	Protection from evil
Cat's eye agate	Protection from spirits
Chalcedony	Wards off undead
Chrysoberyl*	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, insures safety in river crossings, cures madness, halts bleeding
Diamond*	Invulnerability versus undead
Hematite	Aids fighters, heals wounds
Jacinth*	Luck for travellers, wards off plague, protection from fire

Jade	Skill with music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis Lazuli	Raises morale and courage
Malachite	Protection from falling
Malachite and Sunstone	Wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord among enemies
Peridot*	Wards off enchantments
Ruby*	Gives good luck
Sapphire*	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire, Star	Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Topaz	Wards off evil spirits
Turquoise	Aids horses in all ways (but the stone shatters when it operates)

Gem Color	Meaning or Significance
Black	The Earth - darkness - negation
Blue	The Heavens - truth - spirituality
Clear	The Sun - luck
Green	Venus - reproduction - resurrection - sight
Red	Control of hemorrhaging - heat
White	The Moon - enigmas
Yellow	Secrecy - homeopathy - jaundice



LOST CAVERNS MONSTER ROSTER

This list is a quick reference guide for the monsters within the Lost Caverns, included to make handling encounters easier for the Dungeon Master. The area numbers correspond to the cavern encounter keys. Special or magical abilities of monsters are fully explained in the encounter keys. The saving throw listed is the one that will be used most often in encounters with player characters. Note that while most monsters save as fighter's, monsters with spell-like abilities (e.g. pech, dao, marid) save as magic-users, and that non-intelligent monsters (e.g. golems, beetles, shriekers) save at a level equal to one-half of their hit dice. Details on monster saving throws are given on page 79 of the **Dungeon Masters Guide**.

Lesser Caverns

Area	Monsters	AC	HD/ Lvl	To Hit AC 0	Hit Points	#AT	Damage	Save Vs. Spells
2	Stirges	8	1+1	15	2x9, 2x8, 4x7, 4x6, 2x5, 2x4, 2x3 2x2	1, as 4 HD	1-3 + (1-4)	17
3	Clay Golem	7	11	10	50	1	3d10	14
4	Mobats	2	6	13	29, 27	1	2d4	14
		2	5	15	25, 24, 23, 22,	1	2d4	14
		2	4	15	19, 17	1	2d4	16
5	Lurker Above	6	10	10	51	1	1-6	14
6	Pech	3	4	15	30, 28, 27, 25 24, 20, 18,	1	1-3+3	12
7	Giant Cave Crickets	4	1+3	18	9, 8, 7, 5, 5	1	1-4	17
8	Green Slime	9	2	15	13, 11, 10, 9, 8,7	1, as 4HD	Turns flesh to slime	17
9	Trolls	4	6+6	13	39, 36, 27, 22	3	1d4+1/1d4+1/2d6	13
10	Bats	4	1-2 hp	20	600x2, 400x1	1	Special	19
11	Cave Morays	0/5	4+4	15	30, 27, 24, 22, 21, 5x20, 19, 18, 16, 15, 12, 11	1/2	2d4	14
12	Formorian Giants	2	13 + 1-3	9	63, 58	1	4d8	8
14	Piercers Snapping Turtle	3	4	15	21, 2x19, 2x18, 15	1	4d6	17
		5/0	10	10	60	1	4d6	14
15	Cockatrices	6	5	15	31, 24	1	1-3	14
16	Gorgimera	5/2	10	10	66	5	1-3/1-3/2d4/2d6/3d6	11
18	Dao	3	8 + 1 + 3	12	50, 48, 43, 38	1	3d6	10
20	Lacedon- Ghasts	4	4	15	29, 28, 18, 17, 16, 15	3	1-4/1-4/1-8	16
21	Xorn	-2	7+7	12	47, 43, 39	4	1-3/1-3/1-3/6d4	11
22	Marid	0	13	9	81	1	8d4	8

Greater Caverns

Area	Monsters	AC	HD/ Lvl	To Hit AC 0	Hit Points	#AT	Damage	Save Vs. Spells
1	Trog Leader	5	3	16	21	1	2d4	16
	Trog Males	5	2	16	15, 14, 2x13, 2x12, 11, 10, 9	1	2d4	17
	Trog Females	5	1+1	18	8, 7, 3x6, 2x5, 4	3	1-3/1-3/1d4+1	17
	Champion	4	4	15	30	1	2d4+1	16
2	Bodak	5	9+9	10	54	1	1-4	10
3	Behir	4	12		67	2or7	2d4/1d4+1 or 2d4/1d6(x6)	10
4	Marlgoyles	2	6	13	36, 34, 2x32 31, 28	4	1 d6/1 d6/2d4/2d4	14
5	Umber Hulk	2	8+8	12	50	3	1d10+2/1d10+2/1d6+1d4	11
6	Subterranean Lizard	5	6	13	40	1	2d6+4	14
7	Gas Spores	9	1 hp	20	2x1	1	Special	19
8	Bar-Igura	-3	6+6	13	42, 39, 37, 34	3	1d6/1d6/2d6	10
9.1	Minotaurs Bulls	6	6+3	13	40, 36	1	2d4+2	13
		7	4	15	25, 23	2	1-6/1-6	16
9.2	Automatons	2	5	15	30, 30, 30	1	1-8 f	16
9.3	Centaur	5	4	15	31, 29, 26, 25, 24, 22	3	1-6/1-6/by weapon	16
10	Chasme	-1	7+2	13	46, 40, 39	3	2d4/2d4/1d4	10
11	Trapper	3	12	9	73	1	4 + victim's AC	10
12	Ropers	0	12	9	66	1	5d4	10
		0	10	10	57	1	5d4	11
13	Shambling Mounds	0	10	10	60	2	2d8/2d8	11
		0	9	12	54	2	2d8/2d8	11
14	Rhinoceros Beetle	2	12	9	68	2	3d6/2d8	14
	Hill Giant	3	8+2	12	57	1	2d8 + 1	11
15	Shriekers	7	3	-	20, 17, 14, 13, 11,10,9,7	Nil	Nil	17
16	Dracolisk	3	7+3	13	55	3	1d6/1d6/1d10+2	13
18	Stone Golem	5	14	8	60	1	3d8	13
20	Vampire (with sword)	-3	F 13	8	96	1	1d6+4	8
	Xeg-yi	0	8	12	39	2	2d4+8	13
	Xag-ya	0	8	12	39	1	1d6+6	13

GRAVEN glyphs

IN THE CENTER LIES THE GATE
BUT OPENING IT IS SURE TO VEX
MANY ARE THE GUARDS WHO WAIT
AS YOU GO TO THE MIDDLE HEX

RANDOMLY SENT TO FIND A WAY
BACK TO A DIFFERENT IRON DOOR
A SEVENTH TIME AND YOU MAY STAY
AND SEEK THE GLOWING PRIZE NO MORE

YOU HAVE WON OLE IGGWILV'S PRIZE
HER HOARDED CACHE OF MAGIC
AND FREED THE ONE WITH YEARNING EYES
WHOSE LOT WAS HUNGER TRAGIC



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