

DUNGEONS & DRAGONS[®]

Official Game Accessory

MASTER PLAYER SCREEN

Featuring The Spindle



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HIT ROLL CHARTS
(All Characters)
(See DM's book, page 11, for detailed explanation)

M-U	Class & Level		DH	Armor Class Hit																				
	C/T	Ftr		10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Normal Man				10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
1-5	1-4	1-3		9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
6-10	5-8	4-6		7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	
11-15	9-12	7-9	A	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	
			B	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	
16-20	13-16	10-12	C	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	
			D	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	
21-25	17-20	13-15	E	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
			F	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
26-30	21-24	16-18	G	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
			H	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
31-35	25-28	19-21	I	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
			J	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
36	29-32	22-24	K	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
			L	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	
	33-35	25-27	M	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	
	36	28-30		*5	*4	*3	*2	*1	*0	1	2	2	2	3	4	5	6	7	8	9	10	11	12	
		31-33		*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	
		34-36		*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	3	4	5	6	7	8	

SAVING THROWS
(All Characters)

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell	Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
Cleric						Thief					
1-4	11	12	14	16	15	1-4	13	14	13	16	15
5-8	9	10	12	14	13	5-8	11	12	11	14	13
9-12	7	8	10	12	11	9-12	9	10	9	12	11
13-16	6	7	8	10	9	13-16	7	8	7	10	9
17-20	5	6	6	8	7	17-20	5	6	5	8	7
21-24	4	5	5	6	5	21-24	4	5	4	6	5
25-28	3	4	4	4	4	25-28	3	4	3	4	4
29-32	2	3	3	3	3	29-32	2	3	2	3	3
33-36	2	2	2	2	2	33-36	2	2	2	2	2
Fighter						Dwarf					
Normal Man	14	15	16	17	17	1-3	8	9	10	13	12
1-3	12	13	14	15	16	4-6	6	7	8	10	9
4-6	10	11	12	13	14	7-6	4	5	6	7	6
7-9	8	9	10	11	12	10-12	2	3	4	4	3
10-12	6	7	8	8	10						
13-15	6	6	7	8	9	Elf					
16-18	5	6	6	7	8	1-3	12	13	13	15	15
19-21	5	5	6	6	7	4-6	8	10	10	11	11
22-24	4	5	5	5	6	7-9	4	7	7	7	7
25-27	4	4	5	4	5	10	2	4	4	3	3
28-30	3	4	4	3	4						
31-33	3	3	3	2	3	Halfling					
34-36	2	2	2	2	2	1-3	8	9	10	13	12
						4-6	5	6	7	9	8
						7-8	2	3	4	5	4
Magic-user											
1-5	13	14	13	16	15						
6-10	11	12	11	14	12						
11-15	9	10	9	12	9						
16-20	7	8	7	10	6						
21-24	5	6	5	8	4						
25-28	4	4	4	6	3						
29-32	3	3	3	4	2						
33-36	2	2	2	2	2						

DUNGEONS & DRAGONS®

Master Game Adventure

The Spindle of Heaven

Bruce Nesmith

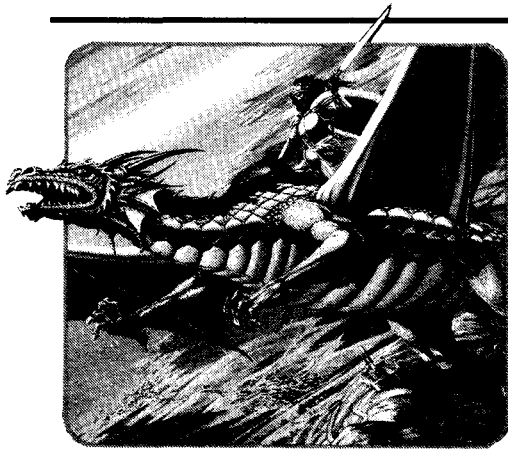


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An adventure for character levels 26 to 36

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GAME MASTER'S INTRODUCTION

This adventure is a quest for the secret of immortality. The party will not find the secret here, but they will find a clue to where to look. This is important, because immortality is a well hidden secret with many pieces. There should be many campaign adventures before it is found.

This adventure starts with rumors. At the game master's discretion, it can be done subtly or blatantly. A subtle approach is to insert these rumors into the campaign over a few adventures. When the party decides to go investigate them, begin this module. The blatant approach is to give them several rumors at once so they start the adventure immediately.

Rumors:

1. The Air Masters have descended to the earth.
2. The Spindle of Heaven is reborn.
3. A man named Pasha is said to have returned from the desert with the secret of immortality.
4. The Powers of the Air hold to the secret of immortality with great jealousy.
5. The Air Masters sit upon the Spindle once again.
6. The desert wind wraps the Spindle of Heaven.
7. The secret of immortality is to weave the powers of the air upon a magic spindle.
8. A man named Pasha has seen the regent of the desert seated upon a cushion of air.

Like most rumors, there is very little truth to the exact phrases listed above. However, the general idea of creatures of the air holding a piece of the secret of immortality in the desert should be evident. There is no man named Pasha that fits these rumors. He is a misinterpreted reference to a greater djinn.

The adventure is broken into three basic sections, the trip, the ascent, and the confrontation. It is up to the game master to take care of the trip home. The trip details how the party gets to the Spindle of Heaven. The ascent describes the perils of getting to the top of the Spindle. The confrontation tells about the Pasha and his clues to the secret of immortality.

The emphasis of this adventure is intelligently run encounters. Very few of the monsters will just walk up to the party and start a fight. Characters of levels 26 to 29 can easily demolish this style of encounter.

For most encounters, the creatures act in the most intelligent manner. If the fight is going badly, they retreat or flee. Use the morale rules to judge when this happens. A group that has retreated can regroup for

another ambush, or to join the forces of the next encounter.

THE TRIP

The trip is divided into two parts. First the party must get to the desert, then it must get across it to the spindle-shaped mountain. The first portion is the responsibility of the game master. Different parties in different campaigns should cross different terrain with varying obstacles. The specific geographical region and the location of its features are up to the DM, the Sind or Alasiyan deserts being the easiest choices.

Getting across the desert is what this section is all about. First of all there is general desert survival. For characters of Masters levels, this should not be a big problem.

A) WATER - Obviously there is very little water in the desert. It seldom rains, and there isn't so much as a puddle to be found. In rare instances, an oasis might be found which has a water hole. The best way to find water is to dig beneath the occasional plant or cactus. Another alternative is to drink the juices of a desert cactus. Unfortunately there is a 50% chance that the fluid is poisonous and does not provide any refreshment.

A normal man can live for 24 hours in the desert without water. After that, all of his abilities are cut in half. This includes his effective character level, strength, dexterity etc., movement, amount of encumbrance he can carry. His true character level returns a few hours after getting some water. All saves are still at the former value.

Each hour after the first 24 he takes one die of damage and must make a saving throw vs. poison or die.

B) TEMPERATURE - It is not possible to travel during the heat of the day, from 9am to 8pm. Horses and their riders attempting to do so take one die of damage per hour after the first hour. If any kind of armor is being worn, saving throws are reduced, -6 for plate mail, -4 for chain, -2 for leather. Camels are generally not affected.

At night, the temperature drops close to freezing. With normal precautions, such as a blanket, a heavy cloak or a fire, this is no problem. Without these or some sort of shelter, characters and their mounts take one point of damage per hour during the four middle hours of the night (midnight to 4am). Camels are not affected.

C) WEATHER - Most of the time, the weather consists of cloudless skies and searing heat. There is only a 1% chance per week (determine the particular day or night at ran-

dom) of some rain fall but then, it is so much water that there are flash floods in dried riverbeds and similar lower terrain.

Similarly there is a 10% chance per day of a sand storm occurrence (2d6 hours long). The wind picks up sand and hurls it across the desert. A properly clothed party can avoid the effects of a sand storm. A character with exposed skin or an unprotected horse suffer 1 die of damage per turn. If looking directly into it, a character must save vs. petrification or be physically blinded. Camels are immune to these effects because of their thick hide. The latter and horses do not look into the storm. Usually visibility is only a few feet in a sand storm.

D) MOVEMENT - Apply D&D[®] Expert rules on Wilderness Movement Rates, except for a sand desert. The only difference is that, contrary to camels, horses should only move at half speed in such conditions, particularly heavy horses or those wearing a heavy barding. Carts and wagons should very quickly immobilize in the sand.

E) ENCOUNTERS - The trip to the spindle mountain has several set encounters. These should take place in the order shown below, but at any place or time the game master wishes. Random desert encounters can be added to those described below if the trip gets boring.

1. VILLAGE OF NAREEB

On the edge of the desert where the characters choose to enter, sits a small village of wise desert folk. If the party is friendly to the people, they can get supplies, information and a guide to the spindle. The villagers will even sell them camels for a high price (at least 200 gp each). The village is poor and has nothing else of any value.

Once the guide can see the spindle, he deserts the party at his first opportunity. If he is forced to within a mile, he flees despite any threats or promises.

2. THE STORM

In the early evening a storm of seven small cyclones strikes the party. It comes upon them suddenly with only one round to prepare. This is because the cyclones are not really a part of the weather. They are lesser djinns in whirlwind form.

Djinni, Lesser (7): AC 5; HD 7 + 1; hp 23 each; MV 120' (40') whirlwind; #AT 1; D 2- 16 fist, 2-12 whirlwind; Save F14; ML 12; AL C.

The djinns crisscross over the party until one



of them is either subdued or damaged below half his hit points. The others immediately flee when this happens. The wounded or subdued djinn reverts to his human form and stays.

This attack is not designed to kill the party. The seven djinns are not nearly that powerful. The Pasha (greater djinni) ordered these seven lesser djinns to keep the desert clear of intruders. For the party, this is more of a warning.

If the party forces a djinn to talk, he can give precise instructions on the spindle mountain. He can use any of his seven powers at their command. However, if he is ordered to talk about the Spindle itself, or to lead the party there, he dies and his spirit returns to the elemental plane of air.

3. THE DESERT PATROL

The Pasha has set this patrol to destroy any group foolish enough to approach the Spindle of Heaven. The patrol contains three gargantuan scorpions led by a manscorpion. Any surviving djinn warns the manscorpion of the party's approach. He has plenty of time to prepare an ambush. If no djinn survived, the patrol catches the party in the open with only 500' between them.

Gargantuan Scorpions (3): AC 2; HD 32*;

hp 160, 155, 150; MV 300'(100'); #AT 2 claws, 1 sting; D 4-40/4-40/2-16 + poison; Save F16; ML 11; AL C; XP 10,000.

Manscorpion (1): AC 1; HD 8; hp 40; MV 240' (80'); #AT 1 weapon/1 tail; D 3-18 + 3/1-10 + poison; Save F8; ML 10; AL C; XP 6500. Spells (MU 13): * = already cast

1st: *Invisibility**, *Magic Missile* (3).

2nd: *Detect Invisible**, *Web*(2), *Phantasmal Force*.

3rd: *Fly**, *Haste**, *Fireball*, *Lightning Bolt*.

4th: *Wizard Eye**, *Dimension Door* (2).

5th: *Telekinesis*, *Cloudkill*.

6th: *Anti-Magic Shell*, *Move Earth*.

Magic Items: **Polarm** + 3.

The scorpions are positioned in the party's path, near a dune or some rocks. They are partially buried beneath the sand. The exposed backs of the scorpions look like large rocks unless examined closely. They explode from under the sand when the party gets right in front of them.

The manscorpion is either hiding behind the rocks, or buried in the sand himself. He is positioned to be behind the party when the gargantuan scorpions spring the ambush. He uses his *Wizard Eye* to keep track of the situation while staying hidden.

His first action is to cast a *Cloudkill* into the camels' rear ranks. If possible, he aims it so as to reach the PCs as well. No longer invisible, but still from behind, he casts the *Fireball* and the *Lightning Bolt* next. If he finds himself in trouble, he uses the *Move Earth* spell to bury the party. Each round under the sand requires a save vs. petrification or the character suffocates.

If the manscorpion flees or is defeated, the scorpions leave. The manscorpion can be questioned, if captured. He believes (the Pasha used an illusion) that a greater efreeti commands him. He has never seen the inside of the spindle mountain.

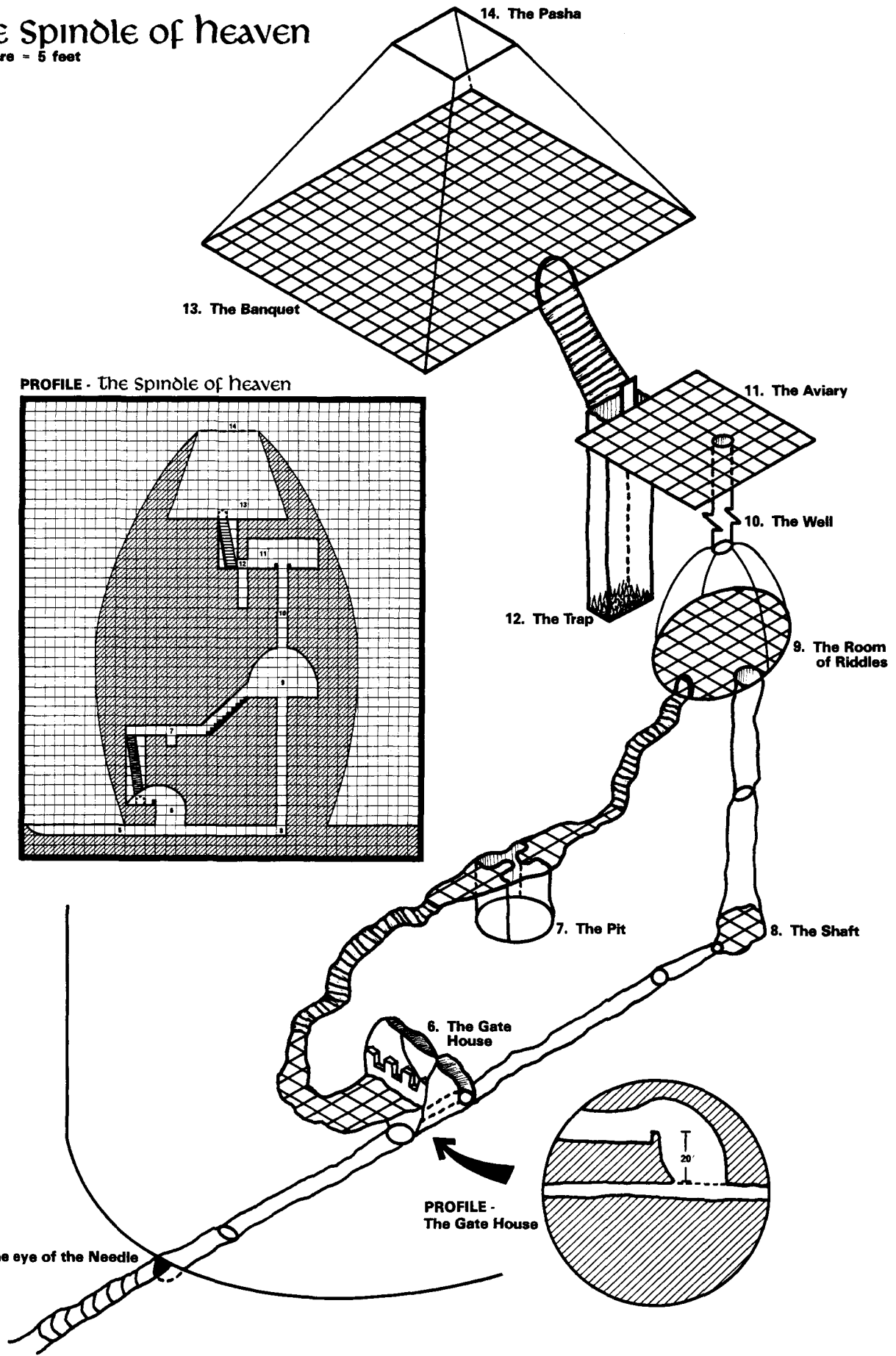
4. THE SPINDLE

"You finally draw within sight of the rocky spindle. A cyclone drags up the sands of the desert toward the sky. Even at this distance the wind picks at your robes and in the eye of the cyclone's dull roar can be heard. In the eye of the stationary storm, a spindle shaped mountain rises for hundreds of feet.

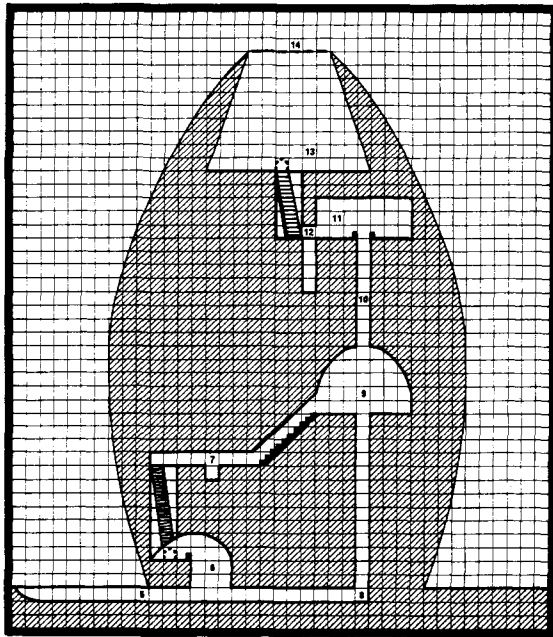
The winds and the sands blind most of the rock and, above all, large dragon-like creatures lazily fly in circles."

The Spindle of Heaven

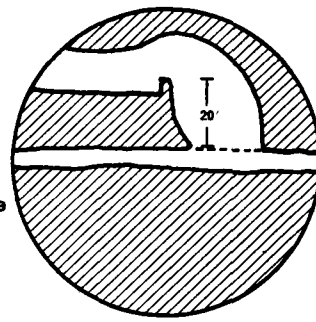
1 square = 5 feet



PROFILE - The Spindle of Heaven



PROFILE - The Gate House



THE ASCENT

They are pteranodons, and of little threat to the party. However, they should be described as strange and menacing from that distance.

Pteranodons (6): AC 6; HD 5; hp 25 each; MV 240'(120'); #AT 1 beak; D 1-12; Save F3; ML 8; AL N; XP 175 each.

THE ASCENT

The Spindle of Heaven is the personal palace of the Pasha, a greater djinni. It rises 500 feet up.

The Pasha magically keeps a cyclone spinning about the rocky tower. The winds blow at over 250 miles an hour, making flying impossible near the spindle. Any creature attempting to do so is flung away at a speed of 1200' per round.

The same winds make it impossible to climb the rocky tower. Anybody trying to do so must save vs. dragon breath each round, or fall off the spindle. This of course puts him into the cyclone which throws him away from the rock.

It is possible to fly in the area above the cyclone, but not to land on top of the rock. The winds are too strong there. The cyclone can not be controlled or dispelled in any way, except for a *Wish* spell. Even then the Pasha restarts the cyclone in d6 + 4 rounds.

5. THE EYE OF THE NEEDLE

"A small gully, about five feet deep leads to a small hole four feet high in the side of the Spindle. Humans will have to crawl through it, although dwarves and half-lings only need to stoop. The wind whipping above the gully does not affect characters in it. This is the only approach to the rock that avoids the winds."

On both sides of the entrance is burried a druj in the gully walls. These guardians are gifts made to the Pasha by a powerful member of the Sphere of Death. When the party moves within 30' of them, all their potions spoil (see Companion Rules p37). They are ordered not to attack unless somebody starts digging toward them.

Druj (2 hands): AC -4; HD 14; hp 60 each; MV 90'(30'); #AT 1 or 4; D 1-4 + poison; Save F14; ML 11; AL C; XP 5150 each 2.

6. THE GATE HOUSE

The tunnel travels straight for 50 feet, before reaching the gate house located above the passage. The tunnel otherwise continues

straight ahead.

The chimney is hidden with a visual illusion of a normal tunnel roof. The illusion is invisible from above, so only those in the tunnel can be tricked.

On the back side of the chimney is a man-made wall, with crenellations for archers. This wall is 25 feet wide, with no breaks. It provides an extra +4 armor class to the archers behind it. Stationed behind it are eight hobgoblins. Each is armed with a +4 bow, and a small quiver of magical arrows in addition to many normal ones.

Hobgoblins(8): AC 6 (2 behind wall); HD 1 + 1; hp 5; MV 90'(30'); #AT 1 weapon; D 1-6 + magical bonuses; Save F1; ML 8; AL C; XP 15 each.

Each hobgoblin has one +4 arrow of climbing, one +4 arrow of dispelling as if cast by a 25th level MU, and one +4 arrow with an additional +3 vs. weapon-using creatures. On the first round, the arrows of climbing are shot at any visible weapons or potential magical items.

On the second round, any hobgoblin that scored a hit with its arrow of climbing, drops its bow and attempts to yank an item away from its owner. Hobgoblins that missed on the first round fire the arrows of dispelling.

On the third round, hobgolins that managed to pull away items from the party pick up their bows and race down the hallway. The others fire their last magical arrows. On any further round, the hobgoblins do whatever the game master feels appropriate.

7. THE PIT

The hobgoblins that grab items from the party race toward the pit. When they get near enough, they throw the items into the pit. The pit is hidden from normal view by a layer of dust supported by magical air currents. To the naked eye, it looks just like a dirt floor. However, it can not support any more weight than a handful of earth. The air currents readjust the dust immediately after something falls through it.

There are two narrow tongues of solid dirt which extend over the pit. The ends of these are each marked by a very normal looking rock. The hobgoblins know this, and leap the pit by sighting on the rocks.

The pit is only 15 feet deep. Falling characters take 1-4 points damage upon landing. In the pit is a small herd of rust monsters. It is almost impossible to step anywhere in the pit without stepping on one. Any character that falls to the floor of the pit is guaranteed to

touch a rust monster.

Rust Monsters (25): AC 2; HD 5; hp 21; MV 120'(40'); #AT 1; D rust; Save F3; ML 7; AL N; XP 300 each.

8. THE SHAFT

"At the end of the tunnel is a shaft. A strong wind blows up the shaft, and a moaning sound can be heard up above. The moaning is easily mistaken for the normal sound of the wind."

Any character stepping into the shaft is gently pulled up into it. By grabbing at the sides of the shaft, his motion can easily be stopped. Eventually the shaft reaches room 5. Partway up the shaft, a face composed of sand and dust held together by the wind, floats down in front of a character. It warns not to continue the journey. If the face is questioned, it tells the party that it once sought after immortality from the master of this place. It will not reveal the nature of the master under any threat.

The master granted his wish by making him a small wind. Although it is immortal, it can not enjoy the experience because of the loss of his body. There is no way the party can affect the creature, except through a *Wish* spell. What the wind does not reveal is that since it is now a minor creature of air, the Pasha can confine it to serving as an elevator in the shaft.

9. ROOM OF RIDDLES

This room is circular, its walls all made of fine, smooth marble. The ceiling is a smooth dome that meets the walls flush. It is decorated with murals, most of which are now illegible with age. Various pieces of furniture rest against the walls, leaving the center of the room open. There is a fine, old rug in the middle of the room. Most of the furniture is larger than man sized, and it is all of ancient design.

This is the lair of a mating pair of sphinxes. If a hobgoblin makes it past the pit (room 3), he warns the sphinxes that intruders are on their way. The wind in the shaft warns the sphinxes if the party arrives from that direction.

Sphinx (2): AC -3, HD 12; hp 65 male, 55 female; MV 180'(60'), 360'(120') flying; #AT 2 claws/1 bite; D 3-18/3- 18/2-16; Save F24; ML 10; AL C; XP 5625 each.

THE ASCENT

Spells for the male MU:

- 1st - *Charm Person, Magic Missile, Protection from Good*, Light*
- 2nd - *Invisibility*, Phantasmal Force, Web*
- 3rd - *Fire Ball, Hold Person, Lightning Bolt, Dispel Magic*
- 4th - *Curse, Confusion, Ice Storm*
- 5th - *Conjure Elemental +, Telekinesis*
- 6th - *Anti-Magic Shell*

Spells, for the female Cleric:

- 1st - *Protection from Good*, Remove Fear, Light*
- 2nd - *Hold Person, Bless*, Silence 15', Bless**
- 3rd - *Remove Curse, Curse, Cure Blindness, Cure Disease*
- 4th - *Cure Serious Wounds, Dispel Magic, Dispel Magic*
- 5th - *Cure Critical Wounds, Finger of Death*
- 6th - *Cure All*

* = Already cast

+ = Only an air elemental can be summoned, and it obeys the sphinx without the need for concentration.

Equipment (each): *Potion of speed, Ring of Spell Turning (4 spells), Ring of Protection +3.*

If the sphinxes are not warned, they are discovered reclining on the oversized divans. They do not immediately attack, unless they are attacked. Instead, they engage the party in sophisticated conversation, mostly about history and what is happening in the outside world.

At some point they reveal the inscription in the floor, and let someone from the party read it. After the explosion, they attack.

If the sphinxes are prepared, they have each downed a potion of speed, and cast spells in preparation for the ambush. Each is now hasted, has +1 on To Hit rolls and damage, +1 on morale and saving throws. In addition, all good creatures are -1 on their To Hit rolls.

The rug over the center of the room is now hanging on a wall, revealing the inset inscription, that is easily read. "All men know me, but none understand me. The more men seek to avoid me, the closer they get to me. They do not want me themselves, but wish to give me to others. Who am I?"

The answer to this inscription is **Death**. It is written in magical runes below the riddle. Anybody that successfully reads it triggers an explosion with a radius of 15 feet. Anybody in that range takes 16d6 damage. A successful save vs. spells reduces it to half damage.

The sphinxes attack immediately after the explosion goes off, or when any character starts to cast a spell or use a magic item. The

female Cleric roars, and the male MU casts a *Lightning Bolt*. The male summons the air elemental as soon as possible. They continue to cast spells until they are engaged in physical combat. Remember that all sphinxes' spells are so powerful that saving throws are made at -4.

10. THE WELL

The hole in the domed ceiling of the room of riddles, is a 100' deep well shaft for the Aviary above (room 7). The well does have some magical properties. The hole in the domed ceiling is a teleporter. However, only inanimate objects traveling down are teleported.

Magical items may not be affected. Those items with pluses, get a 5% chance per plus to not be teleported. Miscellaneous magic items get a 10% chance. The game master may want to assign special probabilities to unusually powerful items.

For example, the party climbs up, or flies up the well, nothing happens. One of them drops his dagger. When it reaches the hole, it is teleported. Now suppose one of the party members falls. When he reaches the hole, all of his equipment and clothes are teleported. He continues to fall and hits the floor.

Anything teleported appears at the feet of the Pasha, wherever he may be, usually in room 8. He keeps these trinkets as part of his treasure. If the party subdues him, they may retrieve their property.

11. THE AVIARY

"Coming through the well, you see a large room with a swirling white mist covering the floor. Sticks and short branches protrude from the walls. There are colorfully plumed birds everywhere. Off to one side is a large humanoid with many birds perched on his arms and shoulders. He is gently stroking a peacock and talking to it in gentle whispers."

The giant is actually an elemental drake of air. The Pasha has warned him of the characters' presence, and he is prepared. If any of the characters ask for unusual features of the giant, they notice he is a bit smallish, only 18' tall, and he is wearing rings. The birds are inoffensive.

The well through which the party enters is covered by a gray ooze along the lip and outer surface. The ooze does not leave the well under any circumstances. After the first character is victimized by it, the air Drake apologizes, claiming that he keeps his birds in

the aviary, away from the sphinxes. The "giant" remains charming and gentle until his companions spring the trap.

Gray Ooze (1): AC 8; HD 3; hp 10; MV 10'(3'); #AT 1; D 2-16; Save F2; ML 12; AL N; XP 50.

There are four other air drakes, and four invisible stalkers in the room as well, all invisible. The stalkers attempt to steal items from party members and drop them down the well. There is no attempt made at subtlety, they just grab and drop.

On the next round, all five air drakes attack. In giant form, they attempt to grab and throw, or push characters into the well, but are not above normal attacks. The stalkers continue to try and grab items. If attacked directly, the invisible stalkers change to normal combat.

Air drakes (5): AC -4; HD 6; hp 35 leader, 30 others; MV 120'(40') or 30'(10') flying; #AT 2 claws/1 bite or 1 fist; D 1-3/1-3/3-10 or 2-12; Save MU12; ML 9; AL N; XP 1175 each.

Equipment: *Potion of Invisibility*, Ring of Protection +4, Ring of Spell Turning (2 spells).*

Invisible Stalkers (4): AC 3; HD 8; hp 40 each; MV 120'(40'); #AT 1; D 4-16; Save F8; ML 12; AL N; XP 1200 each.

Although the characters are of significantly higher level than the air drakes, no character is naturally stronger than them. Magic items may make it an equal match in some cases.

If the fight starts to go badly, as it is almost sure to, the air drakes flee. The invisible stalkers stay to the end. The first air drake to make it to the door, pulls down, and breaks off, one of the birds' perches. This triggers the floor mist, entering through the porous stones of the floor. The last one out the door slams it shut, which sets off a *Wizard Lock* spell cast at 25th level.

The floor mist is poisonous. Each round, the characters take 2-12 points damage, save vs. dragon breath to half damage. In three rounds the mists fill the room, visibility is reduced to arms reach. Breathing becomes impossible. The characters die in four rounds, plus constitution bonuses, without fresh air.

The mist does not enter the well. Any characters hiding there discover that after three turns, the mists go away. All the birds died instantly.



12. THE TRAP

Through the door from the aviary, is a small entryway. The floor is solid and supports the weight of the party. However, when steps number 10 through 13 are treaded on, the floor opens up to reveal a pit, and the stairs all fall flat, forming a slick ramp.

The pit is deep, and filled with three foot tall spikes. Anybody falling to the bottom takes 3d6 + 20 points damage. Pooled between the spikes is a black pudding. It attacks with a +6 modifier for the first round. After that, attacks are made normally.

Black Pudding (1): AC 6; HD 10; hp 70; MV 60' (20'); #AT 1; D 3-24; Save F5; ML 12; AL N; XP 1600.

The walls of the pit are smooth and can not be scaled using normal methods, even by the black pudding. The floor of the trap snaps shut after two rounds.

13. THE BANQUET

"The stairway opens up into a huge room, with many strange sights. The walls of the room slope up, much like an egyptian pyr-

amid, however, the peak is flattened, and visually open to the sky. High above, the pteranodons can be seen gliding on the cyclones high winds."

The peak is covered by a permanent *Force Field* spell. Seated upon this invisible floor, is the Pasha, a greater djinni. Three small air elementals are attending to his every need. A permanent illusion conceals the Pasha and his servants so as to see only the sky in the eye of the cyclone. If a *Dispel Magic* is cast at the ceiling, the illusion will first be neutralized, unless the caster is already aware of the illusion. In that case, the *Permanency* is cancelled along with the *Force Field* (see *Force Field* spell description). The Pasha remains above the ceiling with all the party's stolen items (see encounter 14), however the passage is now free.

On the wall opposite the stairway, is what appears to be a huge mural filling the entire wall. Closer examination reveals that it is made of colored smokes. It depicts the inside of the entire Spindle, seeing with the powers of a *True Sight* spell. The monsters can be seen moving about on it. This is what the Pasha used to track the actions of the PCs.

Below the smoke mural are four 10' tall urns. The three first ones have a different color powder in it, red, yellow and blue. The powders rise magically into the air and mix to form the moving picture. The fourth contains a magical rope and a flute. When played, the rope slowly rises to the ceiling, enabling characters to climb up. However, the flute must be played without interruption or the rope falls back to the ground, totally entangling the climbers.

There are about a dozen large tables in the banquet room. Four of them are floating in mid-air. All are laden with food. A good portion of the food is from the elemental plane of air, and can not be seen with normal vision.

Most of the feasters are small air elementals, and cannot be seen. This can cause some strange sights. Food can be seen rising up off the table, and then disappearing. Others there include airdrakes, lesser djinns, invisible stalkers, cloud giants, and unnamed creatures from the elemental plane of air.

Most of the feasters either cannot, or will not attack the PCs. Those that do are listed below. The others merely race around looking frightened. If things get real bad, they leave for the elemental plane of air.

When the PCs enter, an elf sized crea-

THE RETURN

ture made of blue and yellow mists approaches the party. It is unable to harm them. It asks them to follow it to their seats. If questioned, it says that it is the Pasha's desire that they dine.

If they agree, the PCs find themselves seated at a large table on the floor, with a wide assortment of very polite monsters and creatures from the elemental plane of air. The normal visible food is untainted, but the invisible stuff is by its very nature dangerous.

The creatures at the table spend much of their time trying to get the PCs to try all of the different foods, visible and invisible. Anyone trying invisible food, finds that it tastes absolutely wonderful, even though it is intangible. They must make a saving throw vs. spells, or fall into a deep rapture.

The rapture is such that the PC wants to stay in the banquet hall forever. Every month the victim gets another saving throw to neutralize the effect. While enraptured, the PC cannot attack or defend. He/she always heads for the nearest food, preferring the invisible fare to the normal. By the Pasha's orders, nobody attacks a willing feaster.

As the game master, this is a wonderful chance to role play the parts of the creatures. The possible exotic conversations can be a lot of fun.

The banquet remains peaceful, until the PCs make any hostile moves. This includes angry talk, spell casting of any sort, drawing or raising weapons, or attempting to reach the ceiling of the hall. At that point, some of the feasters grow irate and attack the characters.

Feasters capable of combat:

Lesser Djinn (4): AC 5; HD 7 + 1; hp 32 each; MV 90' (30') or 240' (80') flying; #AT 1; D 2-16 fist or 2-12 whirlwind; Save F14; ML 12; AL C; XP 850 each.

Air Elementals (3): AC -1, -2, -3; HD 13, 16, 17; hp 60, 70, 80; MV 360' (120'); #AT 1; D 2-20, 2-24, 3-30; Save F13, F16, F17; ML 9; AL C; XP 1200, 1350, 1500.

Cloud Giants (2): AC 4; HD 13; hp 62, 59; MV 120' (40'); #AT 1 weapon; D 6-36 or 3-18 with tables; Save F12; ML 10; AL N; XP 2300 each.

Invisible Stalkers (3): AC 3; HD 8; hp 35 each; MV 120' (40'); #AT 1; D 4-16; Save F8; ML 12; AL N; XP 1200 each.

Airdrakes (2*): AC 0; HD 6; hp 30, 25; MV 120' (40') or 30' (10') flying; #AT 2 claws & 1 bite; D 1-3/1-3/3-10; Save MU12; ML 9; AL N; XP 1175 each.

Vampires (2): AC 2; HD 9; hp 40 each; MV

120' (40') or 180' (60') flying; #AT 1; D 1-10 + double energy drain; Save F9; ML 11; AL C; XP 2300 each.

* = Any surviving Airdrakes from previous encounters are also here. This holds true for any surviving creatures that could reach the banquet hall.

The cloud giants do not have any boulders to throw, but the banquet table will do just fine. Thrown furniture does the same damage as boulders. The vampires are gifts from a dark lord of the sphere of death. They are the bouncers for the banquet. At the Pasha's orders, they are in gaseous form near the stairway until trouble starts. They try to attack the PCs from behind if possible.

14. THE PASHA

The Pasha makes no attempt to prevent the party from breaching the Force Field. He merely sits back and enjoys the ministrations of his attendants. Piled next to him are any of the items that were teleported by well.

As soon as the party breaks through the Force Field, the Pasha attacks. He uses any of the items in the pile next to him, with complete knowledge of their abilities and limitations. In addition, he has several magic items himself.

Pasha, the Greater Djinni: AC -6; HD 15; hp 100; MV 120' (40') or 360' (120') flying; #AT 2 fists or 1 whirlwind; D 3-30 fists or 3-36 whirlwind; Save MU30; ML 11; AL C; XP 4200.

Magic Items: **Ring of protection +4**, **Ring of Safety**, **Scarab of protection** (3 charges).

The Pasha fights until he is subdued. This subdual can be achieved several ways.

- 1) He is reduced to 25 hit points or less.
- 2) He is trapped for 3 rounds or more by a spell or situation where he has no chance to harm the PCs.
- 3) Through a *Wish* spell.
- 4) Holding two or more lesser djinns hostage such that they can be killed in 1 round.
- 5) His morale breaks during combat.

Once subdued, the Pasha remains in that condition until he has granted the PCs a favor. He tries his utmost to give them a small favor. He would rather run an errand than use a *Wish* spell, and rather use his *Wish* spell than tell them about immortality.

What the Pasha knows about immortality depends upon the current condition of your campaign. A good choice is to have the Pasha tell them one of the requirements of

one of the character classes for immortality. Another would be to have them seek for a relevant artifact, but the Pasha does not know why it is important or what it does.

Once the favor is granted, the Pasha and all his servants from the elemental plane of air return to their home dimension. The Spindle returns to a normal hunk of rock, the cyclone vanishes and the magic goes away.

THE RETURN

With the magic gone, descent through the Spindle could be tough, although it is only normal hazards and probably no monsters. With the cyclone out of the way, climbing or flying down the Spindle is a likely method. The trip through the desert is just normal random encounters.

There are four follow-up adventures which can be played. First and foremost, is the quest for which the Pasha gave a clue. The other three are equivalent to this adventure, but for the other three elemental planes (earth, water and fire). Each should be a quest for a clue to immortality.

THIEF SPECIAL ABILITIES TABLE									THIEF EXPERIENCE TABLE	
Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide in Shadows	Pick* Pockets	Hear Noise	Level	XP
1	15	10	10	87	20	10	20	30	1	0
2	20	15	15	88	25	15	25	35	2	1,200
3	25	20	20	89	30	20	30	40	3	2,400
4	30	25	25	90	35	24	35	45	4	4,800
5	35	30	30	91	40	28	40	50	5	9,600
6	40	35	34	92	44	32	45	54	6	20,000
7	45	40	38	93	48	35	50	58	7	40,000
8	50	45	42	94	52	38	55	62	8	80,000
9	54	50	46	95	55	41	60	66	9	160,000
10	58	54	50	96	58	44	65	70	10	280,000
11	62	58	54	97	61	47	70	74	11	400,000
12	66	62	58	98	64	50	75	78	12	520,000
13	69	66	61	99	66	53	80	81	13	640,000
14	72	70	64	100	68	56	85	84	14	760,000
15	75	73	67	101	70	58	90	87	15	880,000
16	78	76	70	102	72	60	95	90	16	1,000,000
17	81	80	73	103	74	62	100	92	17	1,120,000
18	84	83	76	104	76	64	105	94	18	1,240,000
19	86	86	79	105	78	66	110	96	19	1,360,000
20	88	89	82	106	80	68	115	98	20	1,480,000
21	90	92	85	107	82	70	120	100	21	1,600,000
22	92	94	88	108	84	72	125	102	22	1,720,000
23	94	96	91	109	86	74	130	104	23	1,840,000
24	96	98	94	110	88	76	135	106	24	1,960,000
25	98	99	97	111	89	78	140	108	25	2,080,000
26	100	100	100	112	90	80	145	110	26	2,200,000
27	102	101	103	113	91	82	150	112	27	2,320,000
28	104	102	106	114	92	84	155	114	28	2,440,000
29	106	103	109	115	93	86	160	116	29	2,560,000
30	108	104	112	116	94	88	165	118	30	2,680,000
31	110	105	115	117	95	90	170	120	31	2,800,000
32	112	106	118	118	96	92	175	122	32	2,920,000
33	114	107	121	118	97	94	180	124	33	3,040,000
34	116	108	124	119	98	96	185	126	34	3,160,000
35	118	109	127	119	99	98	190	128	35	3,280,000
36	120	110	130	120	100	100	195	130	36	3,400,000
Lvl	OL	FT	RT	CW	MS	HS	PP*	HN		

CLERIC TURNING UNDEAD TABLE																	
Cleric's Level																	
Undead	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	D#
Zombie	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#
Ghoul	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#
Wight	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+
Wraith	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+
Mummy	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+
Spectre	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+	D+
Vampire	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D	D+
Phantom	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D	D
Haunt	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D	D
Spirit	—	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D	D
Nightshade	—	—	—	—	—	—	—	—	—	11	9	7	T	T	D	D	D
Lich	—	—	—	—	—	—	—	—	—	—	11	9	7	T	T	T	T
Special	—	—	—	—	—	—	—	—	—	—	—	11	9	7	T	T	T

CLERIC SPELLS

DRUID SPELLS

FIRST LEVEL

1. Cure Light Wounds*
2. Detect Evil
3. Detect Magic
4. Light*

5. Protection from Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

1. Detect Danger
2. Faerie Fire
3. Locate
4. Predict Weather

SECOND LEVEL

1. Bless*
2. Find Traps
3. Hold Person*
4. Know Alignment*

5. Resist Fire
6. Silence 15' radius
7. Snake Charm
8. Speak with Animal

1. Heat Metal
2. Obscure
3. Produce Fire
4. Water Breathing

THIRD LEVEL

1. Continual Light*
2. Cure Blindness
3. Cure Disease*
4. Growth of Animals

5. Locate Object
6. Remove Curse*
7. Speak with the Dead
8. Striking

1. Call Lightning
2. Hold Animal
3. Protection from Poison
4. Water Breathing

FOURTH LEVEL

1. Animate Dead
2. Create Water
3. Cure Serious Wounds*
4. Dispel Magic

5. Neutralize Poison*
6. Protection from Evil 10' radius
7. Speak with Plants
8. Sticks to Snakes

1. Control Temperature 10' radius
2. Plant Door
3. Protection from Lightning
4. Summon Animals

FIFTH LEVEL

1. Commune
2. Create Food
3. Cure Critical Wounds*
4. Dispel Evil

5. Inspect Plague
6. Quest*
7. Raise Dead*
8. Truesight

1. Anti-Plant Shell
2. Control Winds
3. Dissolve
4. Pass Plant

SIXTH LEVEL

1. Aerial Servant
2. Animate objects
3. Barrier*
4. Create Normal Animals

5. Cureall
6. Find the Path
7. Speak with Monsters*
8. Word of Recall

1. Anti-Animal Shell
2. Summon Weather
3. Transport Through Plants
4. Turn Wood

SEVENTH LEVEL

1. Earthquake
2. Holy Word
3. Raise Dead Fully*
4. Restore*

5. Survival
6. Travel
7. Wish
8. Wizardry

1. Creeping Doom
2. Metal to Wood
3. Summon Elemental
4. Weather Control

MAGIC-USER SPELLS

FIRST LEVEL

1. Charm Person
2. Detect Magic
3. Floating Disc

4. Hold Portal
5. Light*
6. Magic Missile

7. Protection from Evil
8. Read Languages
9. Read Magic

10. Shield
11. Sleep
12. Ventriloquism

SECOND LEVEL

1. Continual Light*
2. Detect Evil
3. Detect Invisible

4. ESP*
5. Invisibility
6. Knock

7. Levitate
8. Locate Object
9. Mirror Image

10. Phantasmal Force
11. Web
12. Wizard Lock

THIRD LEVEL

1. Clairvoyance
2. Dispel Magic

4. Fly
5. Haste*

7. Infravision
8. Invisibility 10' radius

10. Protection from Evil 10' radius
11. Protection from Normal Missiles

FOURTH LEVEL

3. Fire Ball
1. Charm Monster
2. Confusion
3. Dimension Door

6. Hold Person*
4. Growth of Plants*
5. Hallucinatory Terrain
6. Ice Storm/Wall

9. Lightning Bolt
7. Massmorph
8. Polymorph Others
9. Polymorph Self

12. Water Breathing
10. Remove Curse*
11. Wall of Fire
12. Wizard Eye

FIFTH LEVEL

1. Animate Dead
2. Cloudkill
3. Conjure Elemental

4. Contact Outer Plane
5. Dissolve*
6. Feeblemind

7. Hold Monster*
8. Magic Jar
9. Pass-Wall

10. Telekinesis
11. Teleport
12. Wall of Stone

SIXTH LEVEL

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate

4. Geas*
5. Invisible Stalker
6. Lower Water

7. Move Earth
8. projected Image
9. Reincarnation

10. Stone to Flesh*
11. Wall of Iron
12. Weather Control

SEVENTH LEVEL

1. Charm Plant
2. Create Normal Monsters
3. Delayed Blast Fire Ball

4. Lore
5. Magic Door*
6. Mass Invisibility*

7. Power Word Stun
8. Reverse Gravity
9. Statue

10. Summon Object
11. Sword
12. Teleport any Object

EIGHTH LEVEL

1. Clone
2. Create Magical Monsters

4. Explosive Cloud
5. Force Field

7. Mind Barrier*
8. Permanence

10. Power Word Blind
11. Symbol

CLERIC EXPERIENCE TABLE

Level	XP	Spells/Level						
		1	2	3	4	5	6	7
1	0	—	—	—	—	—	—	—
2	1,500	1	—	—	—	—	—	—
3	3,000	2	—	—	—	—	—	—
4	6,000	2	1	—	—	—	—	—
5	12,000	2	2	—	—	—	—	—
6	25,000	2	2	2	—	—	—	—
7	50,000	3	2	2	—	—	—	—
8	100,000	3	3	2	1	—	—	—
9	200,000	3	3	3	2	—	—	—
10	300,000	4	4	3	2	1	—	—
11	400,000	4	4	3	3	2	—	—
12	500,000	4	4	4	3	2	1	—
13	600,000	5	5	4	3	2	2	—
14	700,000	5	5	5	3	3	2	—
15	800,000	6	5	5	3	3	3	—
16	900,000	6	5	5	4	4	3	—
17	1,000,000	6	6	5	4	4	3	1
18	1,100,000	6	6	5	4	4	3	2
19	1,200,000	7	6	5	4	4	4	2
20	1,300,000	7	6	5	4	4	4	3
21	1,400,000	7	6	5	5	5	4	3
22	1,500,000	7	6	5	5	5	4	4
23	1,600,000	7	7	6	6	5	4	4
24	1,700,000	8	7	6	6	5	5	4
25	1,800,000	8	7	6	6	5	5	5
26	1,900,000	8	7	7	6	6	5	5
27	2,000,000	8	8	7	6	6	6	5
28	2,100,000	8	8	7	7	7	6	5
29	2,200,000	8	8	7	7	7	6	6
30	2,300,000	8	8	8	8	8	7	6
31	2,400,000	8	8	8	8	8	7	6
32	2,500,000	9	8	8	8	8	7	7
33	2,600,000	9	9	8	8	8	8	7
34	2,700,000	9	9	9	8	8	8	8
35	2,800,000	9	9	9	9	9	8	8
36	2,900,000	9	9	9	9	9	9	9

MAGIC-USER EXPERIENCE TABLE

Level	XP	Spells/Level								
		1	2	3	4	5	6	7	8	9
1	0	1	—	—	—	—	—	—	—	—
2	2,500	2	—	—	—	—	—	—	—	—
3	5,000	2	1	—	—	—	—	—	—	—
4	10,000	2	2	—	—	—	—	—	—	—
5	20,000	2	2	1	—	—	—	—	—	—
6	40,000	2	2	2	—	—	—	—	—	—
7	80,000	3	2	2	1	—	—	—	—	—
8	150,000	3	3	2	2	—	—	—	—	—
9	300,000	3	3	3	2	1	—	—	—	—
10	450,000	3	3	3	3	2	—	—	—	—
11	600,000	4	3	3	3	2	1	—	—	—
12	750,000	4	4	4	3	2	1	—	—	—
13	900,000	4	4	4	4	3	2	2	—	—
14	1,050,000	4	4	4	4	4	3	2	—	—
15	1,200,000	5	4	4	4	4	3	2	1	—
16	1,350,000	5	5	5	4	4	3	2	2	—
17	1,500,000	6	5	5	4	4	3	2	2	—
18	1,650,000	6	5	5	4	4	3	2	1	—
19	1,800,000	6	5	5	5	4	3	2	2	—
20	1,950,000	6	5	5	5	4	4	3	2	—
21	2,100,000	6	5	5	5	4	4	3	2	1
22	2,250,000	6	6	5	5	5	4	3	2	2
23	2,400,000	6	6	6	6	5	4	3	3	2
24	2,550,000	7	7	6	6	5	5	4	3	2
25	2,700,000	7	7	6	6	6	5	4	4	3
26	2,850,000	7	7	7	6	6	5	5	4	3
27	3,000,000	7	7	7	6	6	5	5	5	4
28	3,150,000	8	8	7	6	6	6	5	4	4
29	3,300,000	8	8	7	7	7	6	6	5	5
30	3,450,000	8	8	8	7	7	7	6	6	5
31	3,600,000	8	8	8	7	7	7	7	6	6
32	3,750,000	9	8	8	8	8	7	7	7	6
33	3,900,000	9	9	9	8	8	8	7	7	7
34	4,050,000	9	9	9	9	8	8	8	8	7
35	4,200,000	9	9	9	9	9	9	8	8	8
36	4,350,000	9	9	9	9	9	9	9	9	9

FIGHTER EXPERIENCE TABLE

Level	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10	360,000
11	480,000
12	600,000
13	720,000
14	840,000
15	960,000
16	1,080,000
17	1,200,000
18	1,320,000
19	1,440,000
20	1,560,000
21	1,680,000
22	1,800,000
23	1,920,000
24	2,040,000
25	2,160,000
26	2,280,000
27	2,400,000
28	2,520,000
29	2,640,000
30	2,760,000
31	2,880,000
32	3,000,000
33	3,120,000
34	3,240,000
35	3,360,000
36	3,480,000

DWARF EXPERIENCE TABLE

Level	XP
1	0
2	2,200
3	4,400
4	8,800
5	17,000
6	35,000
7	70,000
8	140,000
9	270,000
10	400,000
11	530,000
12	660,000

Dwarf XP	Attack Rank
660,000 (a)	C
800,000	D
1,000,000	E
1,200,000	F
1,400,000 (b)	G
1,600,000	H
1,800,000	I
2,000,000	J
2,200,000 (c)	K
2,400,000	L
2,600,000 (d)	M

ELF EXPERIENCE TABLE

Level	XP	Spells				
		1	2	3	4	5
1	0	1	—	—	—	—
2	4,000	2	—	—	—	—
3	8,000	2	1	—	—	—
4	16,000	2	2	—	—	—
5	32,000	2	2	1	—	—
6	64,000	2	2	2	—	—
7	120,000	3	3	2	1	—
8	250,000	4	3	2	2	—
9	400,000	4	4	3	2	—
10	600,000	5	4	3	2	1

Elf XP	Attack Rank
600,000 (a)	C
850,000 (b)	D
1,100,000	E
1,350,000	F
1,600,000 (c)	G
1,850,000	H
2,100,000	I
2,350,000	J
2,600,000 (d)	K
2,850,000	L
3,100,000	M

HALFLING EXPERIENCE TABLE

Level	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	128,000

Halfling XP	Attack Rank
120,000	A
300,000 (a)	B
600,000	C
900,000 (b)	D
1,200,000	E
1,500,000	F
1,800,000	G
2,100,000 (c)	H
2,400,000	I
2,700,000	J
3,000,000 (d)	K



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