

A3**FOR ADVANCED
D&D™ GAME**

Dungeon Module A3 Assault on the Aerie of the Slave Lords

by Allen Hammack
AN ADVENTURE FOR CHARACTERS LEVELS 4-7



Into the Drachengrab Mountains! Hot on the trail of the marauding slavers, you and your fellow adventurers plunge deep into hostile Hills. Spurred on by your past success, you now seek the heart of the slaver conspiracy. But hurry! You must move quickly before the slavers recover from your previous forays and attack!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at the Gen Con® XIII convention and is the third in a series of four related tournament modules from TSR.

This module contains a challenging scenario, a tournament scoring system, plus nine pre-rolled playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A3 is a complete adventure in itself, but is also a companion to A1 (Slave Pits of the Undercity), A2 (Secret of the Slavers Stockade), and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards at TSR.

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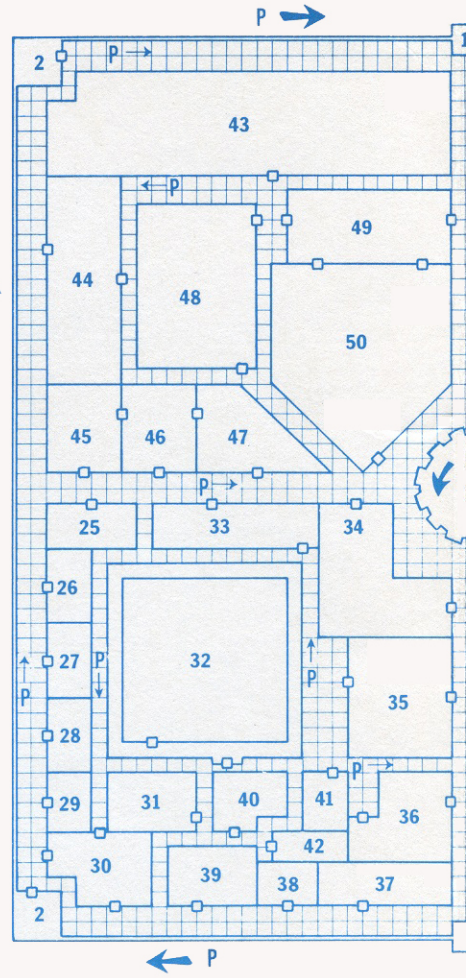
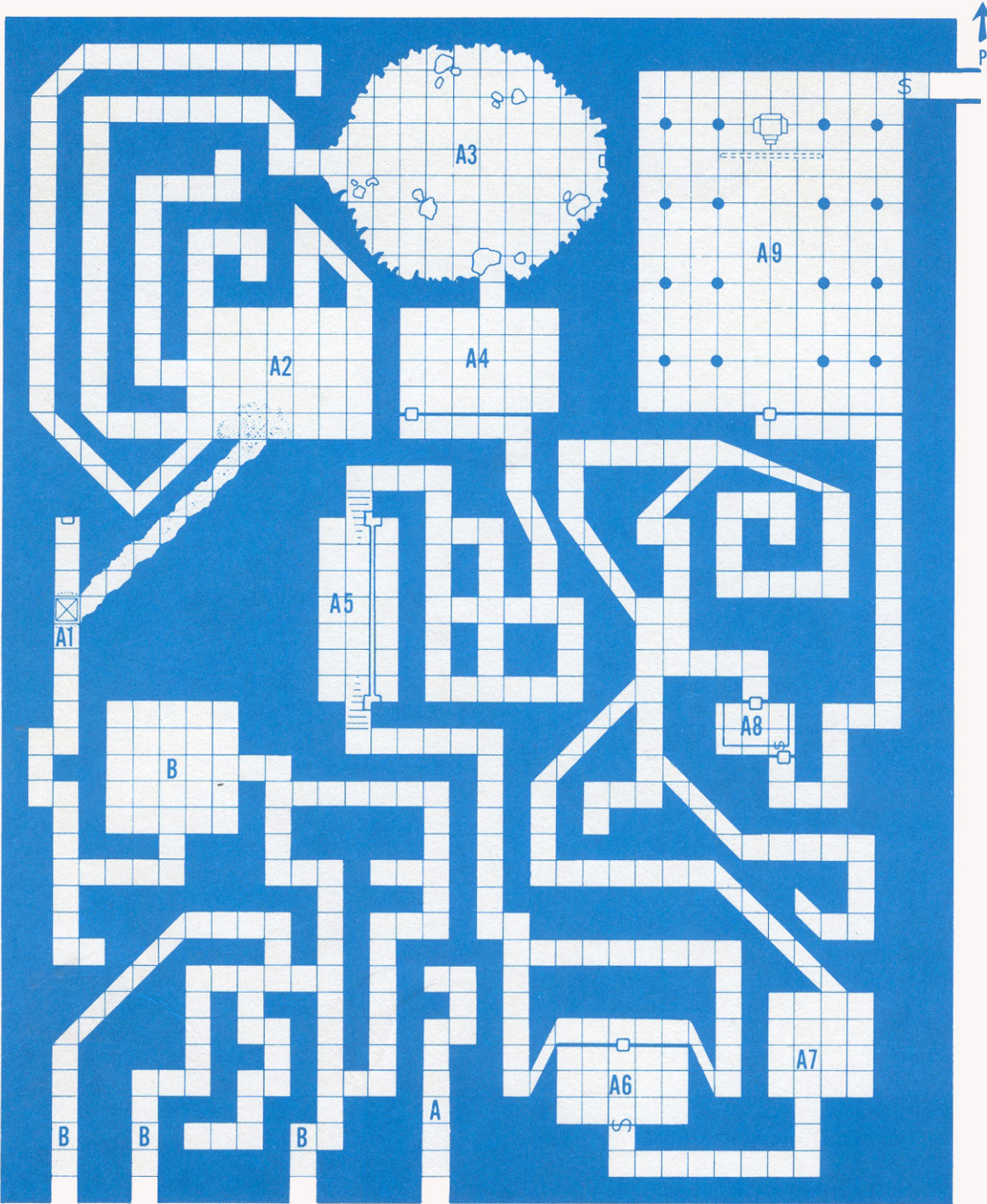
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CAVE MAP

1 square = 10'



TOWN

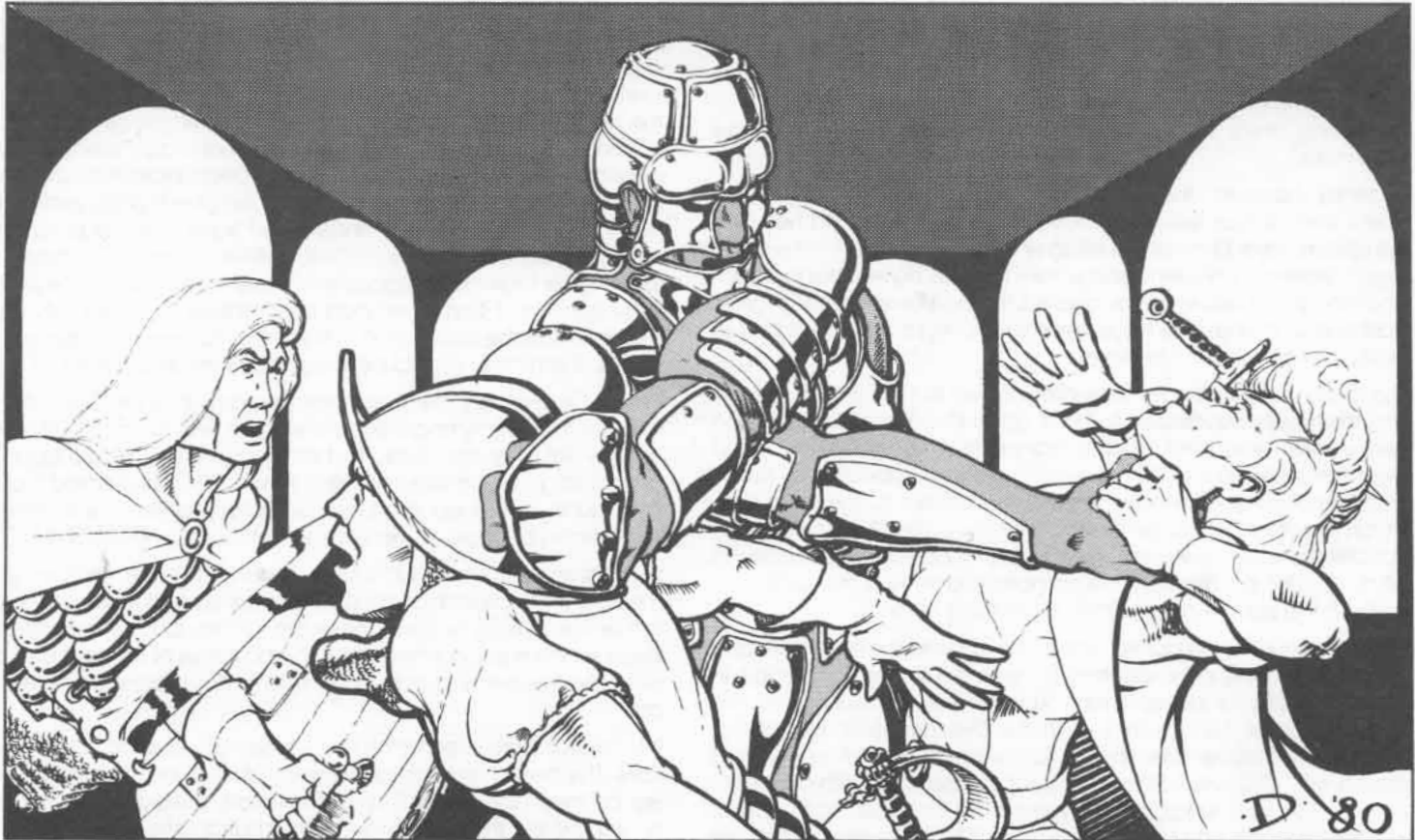
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Advanced Dungeons & Dragons™ DUNGEON MODULE #A3 Assault on the Aerie of the Slave Lords

Background: For several years, organized bands of marauders and slavers have made a living raiding the coastal towns of the sea of Geamat. Ranging from Onnwal to the Wild Coast, they have descended quickly and ruthlessly upon the small towns and villages, and carried off innocent citizens into the night. Though these marauders were not approved of by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding amongst the lords and lack of funds prevented all but an occasional naval battle with the villains and the slow fortification of the towns. Bribery was often a more effective method of protecting one's lands from the incursions of these avaricious seawolves.

Recently, however, the slavers' attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns. Women, children, and whole families have disappeared; and though the bribes are accepted, the agreements are ignored. Vast tracts of coastline have been reduced to ashes, left barren except for packs of wild dogs.

The lords have finally become determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. Through information gained from escaped slaves and those fortunate enough to have been found and bought by family and friends, the lords have traced the slavers to the land from which they launch their swift attacks on the coast. A plan of stealth has been chosen — several small bands of adventurers to attempt what couldn't be done by the combined armies of the lords — to infiltrate the slavers and destroy them from within.

You are one of these parties who have entered the no-man's land that is the Pomarj in the attempt to track the slavers to their lair. In the course of your adventures, you received information that the next bastion of the slavers was in the Drachensgrab Mountains. After many fruitless attempts at following parties of slaves and slavers, you discovered that they disappeared beneath one great peak in the Drachensgrab Hills. The search has taken many days of winding through cave and tunnel, seeking the pathway that the slavers use. At last, the choice has been narrowed down to four tunnels. One of these must lead to the Aerie of the Slave Lords!

Module Background: Sections of this module were used as part of the ADVANCED DUNGEONS & DRAGONS™ Open Tournament at the Gen Con® XIII Convention, 1980. Instructions are given for using this module (along with other modules of the A series) to reconstruct this tournament. Information included for this purpose includes the route taken, descriptions, a scoring sheet, and the characters used in the Open. In certain cases, information presented in this module will or will not apply to tournament use; this is clearly marked where it occurs. However, the DM should take special note of such instances to prevent confusion.



START (TOURNAMENT AND NON-TOURNAMENT):

Play begins with the adventurers standing on the rocky slope of a steep hill. The horses have been tied under some nearby trees, and the party is deciding which of the four entrances to go into. No clear tracks at any of the entrances can be made out. No slaves or slavers will be observed in the time that the characters are in the area, and the party will need light sources as soon as they enter the caves.

Notes For The Dungeon Master

Assault on the Aerie of the Slave Lords was designed for six to nine characters of intermediate levels (4 to 7). A party wishing to attempt this adventure should contain several fighters, one or more clerics and magic-users, and at least one thief. Every member of the party should have at least some small magic item (such as a potion or a scroll), and several should have magic weapons and/or armor. The characters which have been provided for tournament use (found at the end of the module) give a good example of how a party should be balanced and equipped, as parts of the module were designed with their abilities in mind. Characters of levels lower than those suggested for use here may also be played if the number of party members is increased, or if the party members can exit the caves and catacombs to recover spells and hit points. This matter should be weighed carefully by the DM.

Before beginning play, it is recommended that the DM read the module *thoroughly* and become familiar with the information given. The DM must also decide whether to use this module as part of a campaign, or as a tournament. If the latter, it is advised that the final round contained in A4 also be obtained. Particular attention should also be paid to the section entitled TOURNAMENT NOTES.

A random encounter table is provided for each section of the module. It will contain appropriate chances and types of encounters for the area specified. These are for non-tournament use only, since random encounters affect the balance of tournaments and will critically delay a party in a limited time tournament like this one.

Information presented in the key is generally divided into two sections. The boxed text is material which should be read to the players as they approach that area, unless special circumstances would prevent their knowing the information given there. The information not boxed is initially for the DM only, so that he or she can referee the encounter. Characters may discover some or all of this information as play continues, but they will not know it at the start of the encounter.

TOURNAMENT NOTES

Originally run at the GenCon® XIII convention, this module contains only two parts of the seven part ADVANCED DUNGEONS & DRAGONS™ Open Tournament, in which over nine hundred gamers participated. To replay the entire tournament, it is necessary to have the following modules in addition to this one: **A1 (Slave Pits of the Undercity)**, **A2 (The Secret of the Slavers' Stockade)**, and **A4 (In the Dungeons of the Slave Lords)**. In the original tournament, modules A1 and A2 each provided two first-round scenarios, and Part A of module A3 provided the fifth first-round scenario. Winners advanced into Parts B and C of module A3, which together formed the semi-final round. Finally, a lucky few advanced into module A4, the final round of the tournament.

Each first round (A1, A2, A3-A) is scheduled to last for three hours, as are the semi-final (A3-B/C) and final (A4) rounds. Teams are scored based on how far they penetrate in three hours (with members surviving being a factor as well). DMs in an informal or small tournament might wish to score the team at that point, then (if there is time) continue through the rest of the module just for the enjoyment of the players and the DM.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be known and understood by the owner completely.
2. There are **no** wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight to the best of their ability and will show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
4. Note that between these modules, the tournament characters do not advance in level. Although tournament characters may accumulate experience points for their adventures, they will not be able to advance in level until the requisite amount of time is spent in training. The pacing of the modules is such that characters are not allowed sufficient time to do this between adventures.
5. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the GenCon Open but may be used as a method of determining top players from session to session.

Cave Encounter Table

Encounters will *never* occur during tournament play. Otherwise encounters will occur on a 1 in 8 chance (d8); check each turn. If an encounter occurs, roll percentage dice to determine the type of monster encountered.

d% Roll	Encounter
01-25	2-8 Bugbears
26-50	2-8 Gnolls
51-60	1 Leprechaun
61-70	1-2 Leucrottas
71-80	1-4 Ogres
81-90	1-2 Giant Spiders
91-00	1-4 Wights

KEY TO PART A: THE CAVES OF DRACHENSGRAB

A. BLIND CAVE

After 100' this cave ends. Piles of gnawed, yellow bones and other refuse litter the cave floor near the far wall. This is exactly the type of cavern the party has been searching through time and time again over the past few days.

This cave is empty and inconsequential. There is nothing of value and no exit other than the cave mouth.

B. ENTRY TUNNELS

The caves are all winding and natural, twisting deeper and deeper into the cliffs. They eventually come together in a large square room, 50' on a side and 10' high. The room is dusty and dirty, and in the northwest corner are two 10' long by 2' wide strips of bark or hide-like material which give off an odor resembling that of spoiled meat. There is a 10' wide passageway of cut stone leading out the center of the south wall.

If the two pieces of hide are examined closely, they will appear to be strong and flexible. Also, the undersides of the strips are scored deeply, and crystals of a salt-like substance will be found in the grooves. This material is perfectly normal salt from the slide (area 1).

A1. THE SALT SLIDE

The rough-hewn north passage ends in a dimly seen door. As the party approaches within 40' of the door, the floor suddenly drops out from under the lead characters! They land on a great pile of salt and begin to slide rapidly down into the darkness.

Up to the first two ranks of the party will fall through the floor. The floor section will snap shut after 1 round unless it is held or spiked open. All those who fall will drop 15' and take 1-6 points of damage. This trap can be found by searching for traps or by magical means, and can be sprung safely if discovered. The door at the end of the hallway is false.

There is a 20% chance that a character falling through the trap will drop one or more items (1-2) that are in hand. Any object dropped into the salt mountain has a 75% chance of being lost forever. In addition, fragile items (like flasks of oil or potions) may break. Use the appropriate save vs Fall, with the penalties for height cancelled by the soft impact surface. For example, a ceramic oil flask will save on a roll of 11 or better.



Those sliding down the mountain of salt pass through a large natural chute, which has strange luminous fungus growing upon the walls.

The cavern and the salt remain from thousands of years ago when the subterranean river Lethe wended its way through here. The combination of the fungal radiation and the salt acts as a **slow** spell lasting 5 turns. **Neutralize poison** or **dispel magic** will counter its effects. Salt taken from the slide area immediately becomes normal salt with no special properties.

Any character who does not contact the salt will not be slowed; for example, those using a **fly** spell or one of the bark toboggans found in room **B**. Armor or clothing will not negate the salt's effects. However, if a character attempts to slide down on a large shield he or she will have only a 40% (minus his or her dexterity) chance of being slowed. Descent will take 1 round if tumbling, sliding, flying or levitating; it will take 2 rounds for a controlled descent using ropes.

A2. GUARDROOM

Tumbling quickly out of the salt slide, you find yourself in a 70' x 50' x 20' high room with many exits. Standing in a semicircle around the slide are 10 gnolls, aiming crossbows and armed with longswords. They fire their crossbows and reload very quickly.

The 10 gnolls (AC 5, leader 4, MV 9", HD 2, hp 14, leader 16, #AT 1, D crossbow 1-4, sword 1-8, leader 1-8+1) will all fire their crossbows for 1 round (remember that the party is probably **slowed** at this point). They will concentrate their fire on spellcasters. Then, three of the gnolls and the leader will draw swords and defend the remaining 6, who will continue to fire crossbows. When two or more gnolls are killed, the remainder will all melee with swords, concentrating on one or two characters at a time.

Retreat up the slide is not possible unless a **fly** or **levitation** spell is used.

Each gnoll has 6 gp and 2 ep. One gnoll (the leader) has a gold amulet worth 50 gp and a scroll case. In the scroll case is what appears to be a very thick piece of blank paper. It is actually two pieces of paper glued together with a third piece in between. The inner piece of paper can be discovered simply by peeling the other two pieces apart, or by cutting them. It cannot be found by gazing through the paper at a light source. The concealed paper is a map of this room (or one identical to it) with the southernmost hallway on the west wall marked with an "x". The ranger will be able to tell that this exit is the most heavily travelled if she spends at least one turn looking for tracks.

A3. THE PIERCER CAVERN

The corridor widens into a rough hewn, natural cavern area of approximately octagonal shape. This area is also lit by luminous fungus. The exact size of the room is difficult to determine because of the large number of stalagmites and stalactites present. Directly opposite the entry, 110' away, is a door of iron banded wood.

The door is false; the real exit is behind a boulder against the south wall. This exit will be easily seen from the false door. This cavern is inhabited by piercers of the largest size (AC 3, MV 1", HD 4, hp 30 each, #AT 1, D 4-24). There are a total of 30 piercers, and they cannot be detected by infravision. (Should the party specifically state they are looking for piercers, there is a 5% chance per character per round that the slight movement in the ceiling will be noticed.)

The piercers will not react to torches or noise alone, but if a **pyrotechnics** or **burning hands** is cast 1-4 of the creatures will drop. A **fireball** or **wall of fire** will cause 3-12 to drop. This will clear a safe path across the room. However, piercers do move, so a safe path cannot be cleared for longer than one round. Shields should be taken into account for armor class if held overhead, but will not give immunity to attack.

Each round that someone is in the indicated area 2 piercers will fall from the ceiling. If more than one person is in the area, determine randomly who is struck. If offensive measures are taken against the piercers, the piercers will launch a mass attack of at least one piercer per person in the area.

If the piercers do any damage to the party, then it will be impossible for the characters to surprise the gnolls in the next area (the gnolls will hear the noise from this cavern).



A4. HYENADON FEEDING TIME

In this room are 3 large, dog-like creatures and 5 gnolls with buckets of bloody meat.

As soon as the gnolls see the adventurers, they will throw pieces of meat among them and the hyenadons will immediately charge the party and attack (AC 7, MV 12", HD 5, hp 33 each, #AT 1, D 3-12). They are +2 to hit the first melee round because of their charge.

The 5 gnolls (AC 5, MV 9", HD 2, hp 10 each, #AT 1, D bow 1-6, sword 1-8) will use their bows as long as possible, concentrating on the spell casters if possible. When the party begins to break through the hyenadons, one or two gnolls will advance with swords. When all the hyenadons are dead, the rest of the bowmen will draw their swords and melee.

Each gnoll has 10 gp and 5 ep. The fourth gnoll is wearing a **ring of free action**.

A5. THE CURTAIN OF BLUE FIRE

The passageway enters a 30' wide, 70' long, 20' high room. Stone steps descend into a pool of white, bubbling, translucent goo and emerge from the muck at the other end. A 1' wide stone bridge arches some 5' above the pool crossing all the way to the other end of the room. Bisecting the room exactly halfway across the bridge is a 30' wide, 20' high, 5' thick wall of transparent, crackling blue fire that leaps from wall to wall and from the ceiling to the surface of the goo. The air smells as if a lightning bolt has struck nearby.

The blue fire is actually a field of magic force that will strike any character who tries to walk through it for 16 points of electrical damage (save vs. Breath Weapons for 8 points).

A character who walks across the bridge after first coating himself or herself with the thick white goo will suffer only half damage (8 points or save for 4 points). **Whenever the electricity strikes a character for damage (including a thief climbing the walls), a dexterity check must be made to see if the character falls into the goo.** The character must roll his or her Dexterity or less on a d20 to avoid falling in; no damage will be sustained from the fall.

A character crossing through the fire without touching the bridge, walls, or ceiling (by flying, for example) will suffer no damage, but all metal on his or her body will be strongly "magnetized" for 5 turns — a drawn sword will attach itself to metal armor or shield, and so on. This is not true magnetism, so even non-ferrous metals will be affected.

The white goo is 10' deep; the bubbles are caused by air being forced through the thick liquid. An unencumbered character can swim through the goo with great effort. (Swimming is so difficult that a character who swims the entire length of the room will take 1-4 points of damage from severe overexertion.) However, the curtain of fire does not affect characters below the surface of the goo. A character who walks across the bottom of the room will discover that the goo can be breathed without difficulty, and that any taken into the body is harmlessly absorbed. The goo will, of course, hide any character in it from the rest of the party.

The first person walking across the floor of the room will bump into the sheathed **Sword of Lyons** suspended in the goop. This legendary invisible short sword is +1. While it is sheathed, its wearer is invisible (as the spell **invisibility**) until he or she attacks. When the sword is drawn the invisibility ends, but the sword itself is always invisible.

A character who wears the **ring of free action** may move through the white goo with no difficulty. Party members will discover as they leave the pool that the sticky white goo has coated their bodies and will begin to harden as it dries. For the next 5 turns the drying goo will impair fighting capability. Those so covered will attack and defend at -2. At the end of the five turns the rubbery material will be solid enough to peel off easily. The drying process cannot be speeded up by any means, nor can the goo be removed with water, oil, or any other solvent.

A6. THE HANGING ROPE

Hanging from the center of the ceiling of this bare 50' x 30' x 20' high room is a thick (6") rope. There are no visible exits from this room.

There is a secret door directly opposite the door the party enters by. It may be detected in the normal way (all but elves/half-elves 1/6 chance if searching the area, elves/half-elves a 3 in 6 chance if searching and a 1/6 chance of "noticing" the door if they are looking anywhere in the room). The only way to open the secret door is to pull firmly on the rope. This always opens the secret door. Opening the secret door triggers the floor to fold back against the walls, dropping anyone in the room (except someone holding on to the rope) 10' down into a pool of clear liquid. The pool is filled to the depth of 1' with acid, causing 1-8 points of damage per round. The fall does 1-6 points of damage (so the initial damage will be d6 plus d8 points). Characters who escape the pool will continue to take 1 point of damage each round until they remove the acid from their skin and clothing with water, wine, or some similar material. This will take only one round.

Any character who pulled the rope (or who was holding the rope when the floor fell) may hang onto the rope by rolling his or her strength or less on a d20. A player who succeeds may swing back and forth and reach the door on either side of the room. A player who fails drops into the acid, leaving the rope hanging in the center of the room. (If this happens, the players may **fly** or **levitate** to the rope, try to snag it with several long items tied together, or attempt to leap to it.) Leaping has a chance of success equal to the character's strength plus dexterity plus 40%. Success means that the character has caught the rope and can swing back and forth to either door. Failure means the character has fallen into the acid and is stunned for 2 rounds. The acid cannot be gathered or transported unless the characters have special containers (tournament characters will not).

A7. THE STOROPER

The passage enters a 40' x 40' x 10' high room with no visible doors. Near the northeast corner is a man-sized statue of a cigar-shaped beast with 6 tentacles and a gaping maw in the center of its body. The statue is about 5' high and 2' in diameter. The texture of the stone suggests a mass of rotting plant matter. The base of the statue partially covers a 3' diameter circular opening in the floor.

As soon as the party enters, the "statue" (actually a **storoper**: AC 0, HD 6, hp 35, #AT 6 plus 1, D strength drain, 1-10 bite) will suddenly shoot its tentacles out at the lead party members. The first two characters hit will **appear** to turn to stone—no saving throw. The next round this effect wears off, but the victims will fight **the party** to the best of their ability as long as the storoper is alive. If the storoper is killed, the victims will wander about aimlessly until the effect wears off (10 turns). Normal missile fire will not harm the storoper.

Otherwise, the storoper fights as a normal roper—each tentacle hit causes **weakness** (50% strength loss in 1-3 rounds). Characters hit by the tentacles will be drawn to the creature's maw at 10' per round. Characters may break the tentacles by rolling double their **Bend Bars/Lift Gates** percentage or less. Lightning, cold and fire attacks do normal damage to the storoper. The storoper will not attack characters under its control.

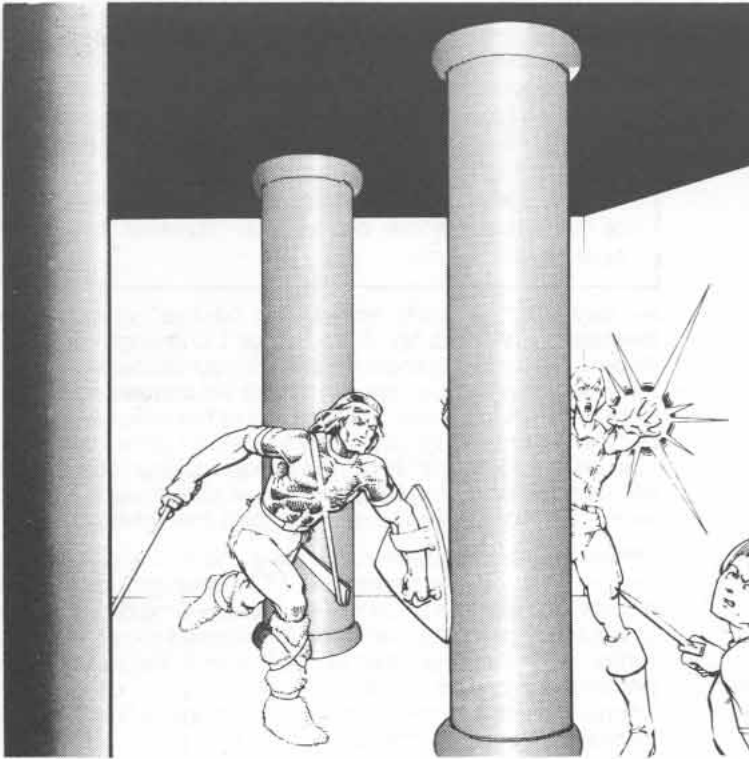
Once the storoper is slain, it may be cut open to reveal 2 wooden bludgeons, 15 pp, and 5 polished red garnets worth 100 gp each. One of the garnets is actually a **gem of seeing**, but this will be noted only if a character looks through it or casts a **detect magic** spell upon it. The hole beneath the storoper, when uncovered, leads to a passageway 10' below that leads northwest.



A8. THE SPIKED DOOR

This empty room is 25' wide and 20' deep, with wooden walls. There is a wooden door on the opposite wall, near the southeast corner. All the wood in this room is similar to knotty pine—it is old, heavy and full of knots.

This room is actually a wooden room inside a stone one. There are two doors in the position indicated—the wooden one with knotholes described to the players, and a second door behind it with spring loaded spikes. Should the characters knock out knotholes and peer through the first door, there is a chance to detect the spikes (as detect traps). The first door can only be opened by slamming a heavy weight against it (as in "bashing" a door). When this is done, the door slides two feet back on a track and slams up against the second door. The spikes in the second door then pierce the first door through the knotholes, inflicting 18 points of damage on anyone bashing the door (save vs. Poison for 9). Once the trap is sprung, the doors may be safely opened. (The trap may be sprung harmlessly; for example, by throwing a dead body against the door.)



A9. THE THRONE ROOM

This room is locked. The lock must be picked or shattered (1 turn smashing with weapons) before entering. The room is 130' long, 100' wide, and 30' to 40' tall. There are four rows of pillars, two on each side of the room, with a long space between them that is occupied by a large reptilian creature with a heavy shell and a tail that looks like a giant mace. At the far end of the room is a throne. Sitting there is a tall, emaciated gnoil-like figure whose evil eyes glow amber. The creature bears a 7' long flail with three massive heads. To the right of the great marble throne are 6 tall gnolls with halberds, and to the left are 6 leering ghouls. A loud bellow breaks from the reptile as it charges.

The occupants of this room will not be surprised, as there is a small peephole in the wall looking out into the corridor. All of the figures described to the players are illusions. The illusion of the ankylosaurus hides a rust monster (AC 2, MV 18", HD 5, hp 27, #AT 2, D rust only). The illusion of gnoil-god Yeenoghu on the throne hides **Wimpell Frump**, a lackluster illusionist of the 8th level. (AC 0, MV 12", hp 33, #AT 1, D 1-4 +2) He has been hired by the Slave Lords to guard this entrance to their city. The throne upon which Wimpell sits has special magical enchantments to maintain these illusions. The ghouls and gnolls are illusions. The real guards — 5 gnolls (AC 4, MV 9", HD 3, hp 20, #AT 1, D arrow 1-6, sword 1-8 +1) are hiding among the pillars and will pepper the party with arrows when they enter. When the gnolls are discovered, they will protect the illusionist.

All of the illusions in this room are actually **spectral forces** and cannot be dispelled simply by disbelieving in them. If the **gem of seeing** is used, the actual nature of the illusions will be revealed. Otherwise each illusion will be maintained until a character successfully strikes at it, at which time that illusion will disappear.

There is a glass wall in front of the throne so that Wimpell may cast his spells (see below) without fear of being struck by missiles. This wall is impervious to physical missiles, though certain spells (like **lightning bolt**) may shatter it, subject to saving throws, of course. The wall will not provide protection

from missile attacks from the sides of the hall if the firer is beyond the third set of pillars. While the "ankylosaurus" delays the party, the illusionary ghouls and gnolls will advance (if a cleric attempts to turn the ghouls they will turn away and cower and not attack). The illusions will strike for real damage until they themselves are hit, at which point they will disappear. The rust monster will fight until slain or distracted (by a large amount of iron spikes — at least 7-10). Note that any weapon striking the rust monster will probably be subject to rust (unless the weapon is made of wood, like the clubs found with the storoper). The real gnolls who are protecting Wimpell will fight to the death. Wimpell, on the other hand, will cast the following spells and then flee (note that the powerful throne *doubles* spell ranges, but not areas of effect):

- 1) as soon as possible (when most of the characters are fighting the rust monster) Wimpell will use **fear**, following this immediately with **paralyzation**.
- 2) **blur** on himself.
- 3) **emotion** (hopelessness)
- 4) **blindness** on a party spellcaster
- 5) repeat 4
- 6) **color spray**
- 7) **color spray**
- 8) **darkness**, in which he will try to escape.

If at any time, Wimpell is seriously threatened, he will cast the **darkness** spell and try to escape. He will use the secret door in the northeastern corner of the room.

As Wimpell leaves the room he will revert to his true form — a wizened old man in tattered clothing. After passing through the secret door he will activate a special lock that prevents the door from being opened for ten turns and make his escape. He has **bracers of defense AC 4**, and a **dagger +2**. The throne has a hidden panel in the rear which can be detected by tapping or by a similar method. After searching for one turn the party will discover how to open the panel, which conceals a duplicate key to the secret door and a map to **Part B** — the hidden city of Suderham!

PART B: THE HIDDEN CITY OF SUDERHAM (SEMI-FINAL ROUND)

Notes for the Dungeon Master

The secret mountain pass in the Drachensgrabs (from area **A9**) leads to a large hidden volcanic crater. Most of the crater is occupied by a lake. There, in the middle of the lake, is the Isle of the Slave Lords. Called the Aerie, it is accessible only by the boats and ferry-rafts visible at the docks of the island. On the isle there rises another "extinct" volcanic peak, Mt. Flamenblut, and a small city, Suderham, surrounded by impregnable walls (see accompanying illustration). The area between the city and the docks is mostly low-class slum dwellings, and the only other visible areas are farmland worked by slaves. The DM must discourage exploration of the island other than Suderham, for the rest of the mysterious isle is detailed in module A4 (**In the Dungeons of the Slave Lords**).

The party will be permitted to enter the city by displaying their passes but will not be allowed access to the Slave Lords' citadel or such key areas as the **Slave Cells (B43)** or the **Treasury (B32)**.

The secret passageway from room **A9** leads under the lake and comes out in a hill near the slums of Suderham. This passageway and everything in **Part A** except for the piercer cavern and the salt cave are man-made. They were constructed many years ago by the mad King Olarek, grandfather of the king the Slave Lords and deposed when they decided that Suderham would be their secret base of operations. Olarek used the maze to dispose of political prisoners; the unfortunates were not told that even if they made it through the maze they would be slain in the **Hall of Pillars** (room **A9**).

The Slave Lords knew of this labyrinth when they took over the city, and then discovered that the groll caves in the Drachensgrab Hills (at the beginning of **Part A**) connected with the king's maze through the salt cavern. Fearing that random explorations or organized expeditions might someday penetrate this secret entrance to their city, the Slave Lords hired Wimpell Frump the illusionist and disguised him as Yeenoghu. The worshipful gnolls faithfully guard their "demon lord", who has instructed them to slay all comers; the Slave Lords only maintain this passage as an emergency exit should a catastrophe occur. Shifts of gnolls rotate from rooms **A5**, **A7**, and **A9**, drawing replacements from the wild lands outside when needed. To pass the piercers, the gnolls simply run to the concealed door (although one occasionally gets nailed). The gnolls avoid the rooms with the **Hanging Rope (A6)** and the **Storper (A7)** by using a secret tunnel that is not shown on the map. Food is "magically created by Yeenoghu", i.e., brought through the secret door by servants of the Slave Lords when the gnolls aren't around. Small tricks like these convince the gnolls of "Yeenoghu's" divinity and assure their loyalty.

TOURNAMENT NOTES

The "B" portion of this module marks the beginning of the semi-final round of play if the "A" series of modules is being used for a tournament. The TOURNAMENT START section will inform the players of what has happened between the earlier adventures and the present.

The major sections of this round occur in the **Catacombs** under the city (**Part C**). Therefore, in tournament play encounters in the city should be resolved as quickly as possible. For non-tournament play, other buildings can be opened, wandering encounter tables can be used, and the characters might spend several days adventuring in Suderham before venturing below.

If this module is being used with the tournament time restrictions, the players should be told that they *must* accomplish their mission before daybreak (three hours playing time). A successful party spend as little time as possible in the city and thus have more time available for the dangerous encounters in **Part C**.

City Encounter Table

Encounters will **never** occur during tournament play. Otherwise, they will occur on a 1 in 6 chance (d6); check each turn. If an encounter occurs, roll percentage dice to determine who or what is encountered.

d% Roll	Encounter (night)
01-05	Assassin
06-10	Bandits
11-25	Beggar
26-30	Cleric
31-45	Drunk
46-50	Ghoul/Ghost
51-70	Guard Patrol*
71-80	Harlot
81-82	Rakshasa
83-88	Slaver**
89-97	Thief
98-00	Wight

*Standard Suderham guard patrol; described fully elsewhere.

**1-10 Slavers will be encountered. These will frequently be wealthy, decadent boors with no inclination for combat. They will be interested in any "business" talk: new sources of slaves, etc.

All other encounters listed above may be determined using the CITY/TOWN ENCOUNTERS EXPLANATIONS section in the **DUNGEON MASTERS GUIDE (pp.191-194)**.

THE CITY OF SUDERHAM

All the buildings in the city of Suderham are one story tall unless otherwise noted. There are no wandering monsters in the city for tournament play, but there are patrols of guards (described later). Lighting is by oil lamps, suspended from posts 12' to 14' high. The posts are positioned on every street corner and in the middle of each block, thus providing overlapping areas of illumination. Those businesses that are open have two oil lamps in front of them. Thus, the business district is well-lit, while other areas of the city are somewhat darker.

Shops: Shops and places of business, unless otherwise noted, are now **closed**. They are securely locked up and the proprietors have retired into their private quarters in the shops' back rooms. The streets are largely deserted. Shopkeepers are treated as normal humans and will often live with families and/or apprentice laborers. They can offer no aid to the party, and will not answer knocks or calls for assistance by persons in the streets. If molested in any way, they will first seek to avoid combat or injury, and will notify the police patrols if they, their dependants, or their property is abused. None of the townspeople can be threatened into any action, and even those who have clues to relate know nothing more than that which they tell. The only people who will accept bribes are those especially noted. Others will refuse the money, with fearful glances over their shoulders.

Most people in the city, whether encountered on the street or in a tavern, will be able to give directions to shops, other inns, and important buildings like the **Arena (B3)**, but not to residences. If questioned concerning the **Treasury (B32)** or storage warehouses, there is a 75% likelihood that they will report the party to a guard patrol after they leave. Directions will be general, locating the quarter of the city the building is in, but nothing more specific. For example: "A map shop? There's one over in the Official Quarter, that's southwest, but I'm not sure where." Other quarters are **the Military (northwest)**, **the Wealthy (northeast)**, and **the Thieves' Quarter (southeast)**.

Taverns: It should be noted that taverns are, more often than not, frequented more by one type of person (or class of character) than others. In these taverns (and the guilds as well, of course), the minority classes are seen as inferior and will not receive a convivial welcome. At the Fighting Man's Haven, for example, a cleric or magic-user that enters will probably sit alone or be held up for ridicule by the fighters there. Violence will probably be limited to brawling or throwing the "intruder" out.

Moneychanger: Like most city-states, Suderham mints its own money and insists that it be used within the city. Anyone attempting to purchase items with non-Suderham money will be directed to the **Moneychanger (B6)**. The city charges a 10% tax on exchanged money, and the moneychanger adds a tidy 5% profit for himself. If anyone insists on using non-Suderham money or tries to pass anything other than the official money after their first warning, guards will be called. Penalty for possession of unofficial money after being warned is confiscation of *all* money and possessions!



Guard Patrols: Guard patrols on the city walls will consist of 6 soldiers each (AC 5, LVL 1, hp 8 each, #AT 1, D broadsword 2-8, short composite bow 1-6). They ceaselessly pace the great square formed by the city walls. The positions of the patrols are noted on the map, as is their direction of movement. If a party or character attempts to scale a section on wall, the DM should note the relative position of the nearest patrol moving toward that area. Patrols will move 60' per turn, and will see up to 40' with the torches they carry. All soldiers on patrol carry whistles with which to sound the alarm if necessary. The nearest guard tower will respond to such an alarm, and each tower contains 20 guardsmen (AC5, LVL 1, hp 8 each, #AT 1, D 2-8, bow 1-6), and a 3rd level sergeant (hp 18).

Guard patrols in the streets will consist of 10 militia police (AC 4, LVL 1, hp 6 each, #AT 1, D broadswords 2-8), one of whom will act as a spokesman for the group. Their movement should be checked (as the wall patrols previously described) whenever the party enters a street currently under patrol.

Patrols will always ask to see the passes of a large band of characters (more than 4) after dark. If not satisfied with the papers or if the conduct of the characters is suspicious, the patrol will seek to disarm them and take them under arrest to the **Slave Cells (B43)**. Patrol leaders can each be bribed *once* to release a party for 200 gp, but will on no account do anything further to aid the party. If attacked, patrols will blow their whistles, alerting nearby patrols and allowing warning to be given to the Slave Lords' citadel. A

company of 60 footsoldiers (AC 4, LVL 1, hp 8, #AT 1, D broadswords 2-8) will be dispatched in 2 turns to investigate and quell any disturbance. The company will be led by a 5th level magic user and a 5th level cleric.

TOURNAMENT START: SEMI-FINAL ROUND

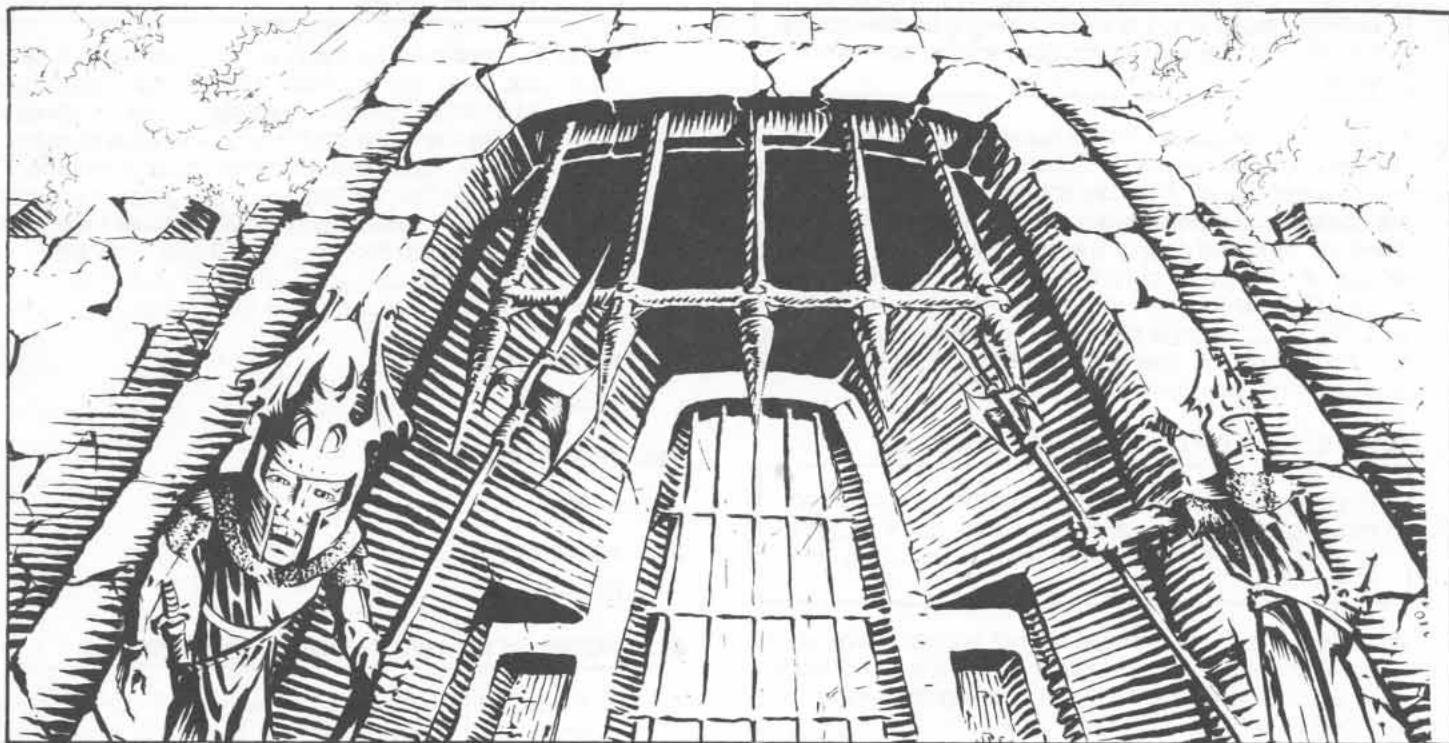
Your party has done well. You have made your way through a secret underground passage to a gate hidden by bushes and shrubs. The passage must have run far underground, for the hill is on an island in the center of a large crater lake. The group comes out on the rocky slopes of a hill in the shadow of an extinct volcano, Mt. Flamenblut. Below you lies the island — *the Aerie of the Slave Lords!* It is now clear why no military force could ever make a successful assault — the one pass that leads from the known Drachensgrab trails to the Slave Lords' stronghold is narrow and winding; a small force could effectively guard it and destroy all enemies. Even if an army could force its way through the pass, it would have no way to cross the crater lake.

You have emerged high above your goal: the hidden city of Suderham. Its mighty walls make it impregnable, so a more subtle method of entry is called for. You observe Suderham from afar for the rest of the afternoon. Patrols on the wall and in the streets are frequent, more so in the western section than the lower-class southeastern section. Public disturbances appear to be punished quickly and harshly. It is time to review your situation. The kings, dukes, and lords who hired you have made good on their part of the bargain, healing and resurrecting your comrades who were wounded or slain. In your previous adventures you lost some magic items but obtained others, and you now find yourself equipped as indicated. Ready for action, you descend toward the ramshackle buildings and dock area outside the city walls.

In the slum sections outside the city, you encounter a dozen or so richly-attired people in fine silken robes disdainfully making their way toward the city gate. Guessing them to be buyers of slaves, your party ambushes and subdues the frightened aristocrats without difficulty. You learn from them that Suderham is known as the City of the Nine — the nine dreaded Slave Lords. It is an imposing stronghold, guarded by elite troops culled from the races of the dozen or more lands where the slavers hold sway. You learn that within the city is a well-guarded stronghold — impossible for so small a party as yours to penetrate. However, there are rumors of subterranean passageways beneath the city, used only by the Slave Lords and their agents. Certain contacts in the city will have clues which can lead you to this passageway.

A search of your prisoners reveals papers that will grant entry into the city, and their fine robes will effectively cover your armor if no one looks too closely. You have chosen to enter the city at sunset to improve your disguise and to avoid unnecessary encounters and challenges. Tying up the prisoners, you also realize you must act quickly. Guards might find your prisoners, or escaped enemies from previous adventures might arrive to give warning of your coming. One of your prisoners laughs before you gag him: "You fools! The Slave Lords know everything their enemies do! You haven't a chance!"

As the players approach Suderham from the north, they notice the city wall, the gate, and the corner towers are well maintained. The stone wall is nearly 30' high, with 50' towers, and the heads and shoulders of armored soldiers can be seen above the battlements. The roadway ends at the main city gate. The outer doors are open, but the far end of the gateway is barred by a massive portcullis and flanked by two sentry posts. Darkness is beginning to settle upon the city as the party nears the gateway.



KEY TO PART B: THE HIDDEN CITY

B1. MAIN GATE

The entrance to this arched gateway is guarded by a massive iron double door (now open) and a raised portcullis. At the far end of the gateway is a lowered portcullis, with two armed men on sentry duty standing before it. Beside each sentry is a single iron door, one set in each side of the gateway.

Each sentry post is maintained by a guard soldier. One of the two will stop the party and ask for their warrants and permits. If these are shown to him in a polite manner he will signal for the portcullis to be raised. If threatened, he will blow his whistle. This will summon 10 more soldiers from each of the two guard rooms (AC 4, LVL 1, hp 8 each, #AT 1, D 2-8) who will answer such a call.

As you pass through the main gate and take your first steps into the city, a wizened, limping beggar hobbles up and asks for alms.

The beggar, upon closing with the party, whispers that he is an agent of those who hired the players. He says, "Seek out the ivory paladin," and then disappears into the passersby.

This cryptic phrase refers to a tavern, the **Sign of the White Knight (B14)**.

B2. GUARD TOWERS

These imposing stone structures, built into the city walls, stand about 50' high. There are entrances at ground level and on the walls.

Each tower has three rooms (ground level, wall level, and a roofed fighting platform) connected by winding stairways. Distributed throughout each tower will be 20 1st level soldiers (AC 5, LVL 1, hp 8 each, #AT 1, D 2-8, bow 1-6) and one 3rd level sergeant at arms (AC 5, LVL 3, hp 18, #AT 1, D 2-8, bow 1-6) armed with broadswords and short composite bows and wearing chainmail.

B3. SLAVE AUCTION ARENA

This is a massive, circular, coliseum-like building nearly 100' in diameter and slightly over 50' tall. There are doors leading to the interior of the structure every 20'. These doors are closed, and signs reading "Closed: Keep Out" are posted upon each.

Breaking open one of the locked and barred doors will reveal vast open spaces underneath rows of stone and wooden seating. It resembles conventional stadium construction. Numerous passageways lead out to the seats which are arranged in ascending tiers around a central circular auction block, now deserted.

There are 10 guards (AC 4, LVL 1, hp 8, #AT 1, D 2-8) individually patrolling through the arena complex. If the party remains inside the arena for 4 turns, a guard will surprise them on the 5th turn unless precautions are taken.

THIEVES' QUARTER

B4. TAVERN: THE FIGHTING MAN'S HAVEN

This large, slightly run-down looking tavern has a painted sign above each door depicting a fighter-type in full armor. It is open, and raucous singing comes from within.

The tavern is occupied by 28 human fighters, including 4 soldiers of the city garrison. Half are of 1st level experience, half of second level. They are feeling happy with drink and will cheerfully hail any newcomers with a demand that they stay for a drink and a song. The crowd will be annoyed by a refusal, and the tavern bully, **Davis**, a burly, red-faced fighter (AC 7, LVL 2, hp 16, #AT 1, D dagger 1-4, SA H+H combat, S 16, D 13), will challenge the player with the lowest charisma to a fight. Davis will attempt to overbear, then pummel the character into submission.

B5. TAVERN: SIGN OF THE WALTZING WEREBEAR

This large tavern has a painted sign above each door showing a dancing werewolf cavorting with a bottle in each paw. It is open, but little noise comes from within.

The tavern is occupied by 34 normal human townspeople who sit at tables and eat or drink with very little conversation. They are not interested in chit-chatting too much with strangers.

B6. MONEYCHANGER'S SHOP

The sign over this establishment shows two pairs of hands, exchanging old jewelry and gold nuggets for clean, shining gold pieces with the arms of Suderham stamped on both sides: a series of three forearms grasping each other to form a triangular frame for a human figure in chains.

The money changer within is a small man with beady, darting eyes. He will exchange gems, jewelry, gold, silver, copper, electrum, or platinum for the coin of the realm, subtracting 15% (10% for the official city moneychanging tax and 5% profit). If anyone threatens him or tries to enter his barred cage, two secret doors behind him will open and 4 second level fighters (AC 3, LVL 2, hp 16 each #AT 1, D longsword 1-8, crossbow 1-4) will emerge. If these fighters are attacked, a fifth fighter (who remains hidden in a secret passageway) will escape outside and call the watch for assistance. There will never be more than 1000 gp (in various denominations and forms) here at any one time, as armed guards come by every two hours to transfer any excess to the city treasury.

B7. TAVERN: SIGN OF THE GRIMACING GARGOYLE

This rectangular-shaped tavern has a painted sign above each door showing a bound gargoyle having its tail pulled by a swashbuckler. It is open, but quiet.

Only 12 customers, all normal human townspeople, are drinking here. They are friendly to strangers, but have nothing of importance to relate.

B8. FLOPHOUSE

This building is made of cheap wood and plaster. It appears to be very dilapidated and dirty. From within come muffled snores.

Inside the flophouse on the bare dirt floor sleep 6 derelict drunkards who are clothed in ragged cast-offs and wrapped in filthy, tattered blankets. A pile of stones and cloth bundles lies in the southeast corner. The derelicts are very drunk and will not awaken unless roughly disturbed. The bundles contain the derelicts' few belongings, various bits of worthless rubbish. Disturbing them will uncover the hole in the ground the pile was blocking, and 3 giant rats will emerge and attack the nearest party member (AC 7, HD ½, hp 4 each, #AT 1, D 1-3 plus chance of disease).

B9. FOOD STORE

Closed.

B10. TRINKET SHOP

Closed.

B11. FOOD STORE

Closed.

B12. HOUSE OF ILL REPUTE: SIGN OF THE MERMAID

This building is made of whitewashed stone. Above each door is a painted sign depicting a mermaid chased by a merman. Noise of merriment from within can be heard.

This bawdy house is in the midst of a boisterous party. Nine men, normal human townsfolk, and 12 women in scant attire are drinking and singing in the main room. They will be delighted to see newcomers and will ask the party to stay for the fun, but will not be offended if refused.

B13. HOUSE OF ILL REPUTE: SIGN OF THE ROSE

This building is constructed of wood and is badly in need of paint. Above the door is a painted cluster of red roses. All is quiet within.

Inside the doorway is a small room with a corridor visible beyond. The madam reclines upon a couch and sips from a small goblet. Other comfortable furniture is arranged along the walls, and upon a polished wooden table near the couch sit several full decanters containing various colors of liquids.

The madam will languidly welcome the party and make praising remarks upon the robustness of the fighters or the handsomeness of the clerics. She will wave towards the hallway and announce that they may go and choose what room they will — all her girls are presently unoccupied. When the party checks, they will discover most of the rooms to be normal bawdyhouse rooms, each containing a large bed, other furniture, and a young, pretty, half-dressed woman. One room, however, is empty of women, and under the bed is a trap door entrance to a secret passage leading to the catacombs (see map C). The passage resembles a section of the city's sewer system.



B14. INN: SIGN OF THE WHITE KNIGHT

This large 2-story building is constructed of wood and stonework. Above the door is a painted chesspiece — a White Knight. The inn is open for business, and the sounds of people eating and drinking come from within.

The door opens onto the dining room of the inn. A stairway on the north side appears to lead to the private rooms on the upper story. There are many sets of tables and benches, half of which are occupied by normal human travellers and merchants, busily engaged in having their dinners. On the east side of the dining area is the bar counter, behind which works an overweight, sweating bartender. If the bartender is given 10gp (or more) he will say, "Not all who lie may be resting;" for 50gp (or more) more he will add "learn from the knowledge that never dies." The first refers to the bawdy house at **B13**, in the **Thieves' Quarter**, the second to the sage and his books at **B29** in the **Official Quarter**. He will actively encourage bribes if possible.

B15. ARMOR SHOP

Closed.

For non-tournament play, this is a noisy place, with a huge forge in the background and many workers hammering and polishing as they create fine weapons and armor. Most armor types listed in the **Players Handbook** are available at the listed cost plus 10%.

B16. GAMBLING HALL: SIGN OF THE BOUNCING BUGBEAR

This seedy-looking whitewashed building is open and much noise can be heard from within. Above the doors are painted signs showing a bugbear tumbling head over heels down a hill.

There are 24 human townsmen inside, obviously members of the lower class, who are divided into 4 groups; each busily playing cards or throwing dice. They are sitting around worn tables on crude wooden benches, and almost all are at least half drunk. Newcomers will be invited to join a game and try their luck.

Any player wishing to gamble can do so. The DM may use the gambling rules set forth in the **Dungeon Masters Guide** for specific games, or simply use an abstract, dice-rolling system. The games will pay twice the amount wagered by the player, but the player will only win 25% of the time (d% roll: 01-25, the player wins; 26-00, the house or other players win).

B17. THIEVES' GUILD

This squat, dirty-looking building seems to be deserted.

The Guildhall has been closed down recently by the city constables, though the local thieves are preparing to establish a new secret guildhall soon at another location.

B18. THE ASSASSINS' GUILD

This small stone building has no windows in its walls. Its walls and doors are marked with coded words and signs.

An assassin or thief will recognize the signs identifying this building as the Assassins' Guild. The doors are locked and double-barred (will not open except on 1-2 d6 if an attempt is made by characters whose combined strength is 72 or more). **For tournament purposes, there will be no one in the building and nothing of interest to be found.**

In non-tournament play, characters may, by searching, discover the secret panel in the floor; they must successfully avoid a deadly reloading poison needle trap to get the panel open. The secret passageway leads below to the functioning offices of the guild, where poisons are concocted and sold, contracts and records are kept, etc. For a fee assassins can find out where potential victims live, how they are guarded, what kind of treasure they are known to have, and so forth; the information will never be 100% accurate, but the greater the fee the higher the likelihood of accuracy.

The guild will not provide any information concerning the **catacombs** ("impassable sewers filled with rats"), and will report anyone questioning them on these matters to Nerelas the Assassin, who functions as the local guildmaster — and as one of the Slave Lords. A more complete description of the Slave Lords can be found near the end of Part C of this module.

Membership in the Guild is required in Suderham; anyone doing "freelance" assassinations is soon visited by two messengers in black cloaks, who explain the two options available: join the Guild or die. Dues are based on the level of the member: at 1st level, the assassin pays 50% of any fees (or treasure won while adventuring) to the Guild; at 2nd level, 40%; at 3rd level, 30%; at 4th level, 20%; at 5th or greater level, 10%. This compensates for the greater fees and treasure received at higher levels (from the Guild's point of view!). Woe be to the assassin who welves or doesn't pay the full amount, for the Guild is notorious for somehow knowing the loot players return with — it is said their eyes and ears are everywhere! Being a guild member does have its benefits, though: aside from being able to purchase poisons and have special weapons and tools constructed, the Guild offers a safe haven where a "wanted" assassin can stay until things cool off somewhat. The Guild also offers (for a fee) plans to many of the buildings in town, which can help members carefully plan their next jobs.



B19. TAVERN: DENHOW'S PUB 'N' GRUB

This building has been rather shabbily constructed and maintained. Its roof is made of thatch, not tiles. Most of the wood appears worm-eaten and decaying. Its name has been painted in scrawled letters over each door. It is extremely noisy within.

There are 36 lower-class human townsmen and women inside, all drinking prodigious amounts of ale and wine. The room is very crowded and the party members will be subjected to a great deal of pushing and shoving should they seek to move about inside. There is a human cutpurse loitering near the east doorway (**Ayares the Cutpurse**: AC 7, LVL 3, hp 14, #AT 1, D shortword 1-6, AL NE). He will make his way over to the party if they appear at either door. Ayares will attempt to pick the pockets of one of the party but fail, and the attempt will be noticed by the would-be victim. If menaced by a party member Ayares will worm his way through the crowd to a table in the northwest corner where 4 brigand friends (AC 7, LVL 1, hp 6 each, #AT 1, D shortword 1-6) will help him fight. If a melee breaks out, some revelers will clear out of the bar so that there is space to fight, while the others will watch and cheer for the winning side.

B20. BLACKSMITH SHOP

Closed.

B21. ALCHEMIST'S SHOP

Closed.

B22. SCRIBE'S SHOP

Closed.

B23. CARTWRIGHT'S SHOP

Closed.

B24. TAVERN: SIGN OF THE MAGIC MISSILE

This small building is notably clean and neat for this lower-class section of Suderham. It is constructed of natural red stone, and above each door is a painted sign showing a sparkling arrow surrounded by cabalistic symbols. There is light coming under the door but very little noise.

Inside the tavern are six magic-users, one 3rd, 2 2nd, and 3 1st level. They are all seated at the same long table and enjoying a light meal and conversation. They will extend a friendly greeting to others of their profession but will disdainfully ignore, as much as possible, all other character classes.

OFFICIAL QUARTER

B25. LUMBER WAREHOUSE

Closed.

B26. FARMING TOOLS AND EQUIPMENT STORAGE

Closed.

B27. NAIL WAREHOUSE

Closed.

B28. LUMBER WAREHOUSE

Closed.

B29. MAPS AND CHARTS LIBRARY

This small building is rather dull and nondescript. Though it appears at first to be as deserted as the other buildings on this block, a light is shining under the door from within.

If the players knock and request audience, a tall, bearded sage will open the door and invite the party in. Inside are row after row of bookshelves covered with books, maps, and scrolls. A desk and chair are near the doorway, near which burns a lantern. The desk is covered with inkstains, half-finished maps, and piles of loose papers. The sage will assist the party by giving directions and/or maps to any place in the city. He has **no** maps for the underground! For 100 gp he will say "Where those that bear us reside" and give the party an art book entitled *The Illumination of the Rose*. The message refers to the stables (**B44**), in the **Military Quarter**, the book to the red-light district and the **Sign of the Rose** bawdy house (**B13**) in the **Thieves' Quarter**.

B30. GRAIN WAREHOUSE

Closed.

B31. GRAIN PROCESSING MILL

Closed.

B32. TREASURY

This enormous square building is made of solid stone, and entry is restricted to a single, closed iron-bound door behind an iron portcullis. There are two sentry posts flanking the doorway, in which are stationed 2 soldiers (AC 4, LVL 1, hp 8, #AT 1, D broadsword 2-8).

The soldiers will sternly command any loiterers to move on. If menaced, they will sound their whistles or shout to alert the nearby patrols and the guards within. Through the protected doorway, a 10' corridor leads to another iron bound door, securely barred and locked. Beyond this is the actual treasury complex, a warehouse of small 10' x 10' x 10' iron vaults arranged in clusters of four, forming narrow aisles around them. A double strength guard detachment (20 soldiers plus one sergeant) is always posted here; they have a small room in the southeast corner in which they spend their time gambling, but they will be alerted if any trouble breaks out. The iron treasure vaults are protected by magic mouth alarms and sealed by intricate trap and lock mechanisms built into their doors. Each vault is double trapped; first by a needle coated with a paralytic agent, second by sleep gas, 20' radius (both require saving throws vs Paralyzation). There is **no chance** the second trap will be detected by a thief unless the thief again tries to "find traps" after dealing with the first trap. Further, due to the complexity of the lock, a thief will have only half the normal chance to open a vault after the traps have been passed. They contain coins, gems, and other precious objects belonging to the city.

B33. CLOTH WAREHOUSE

Closed.

B34. FIGHTERS' GUILD

The building is closed and deserted at this time.

B35. TEMPLE OF THE EARTH DRAGON

This tall and ornate building is fashioned from colored marble and highly polished woodwork. It appears to be deserted at this time.

The temple complex is unoccupied except for a 1st level cleric who is moving about the inside dusting and cleansing the holy objects in the various chambers.

B36. CLOTH WAREHOUSE

Closed.

B37. FRUITS AND PRESERVED MEATS STORAGE

Closed.

B38. OILS WAREHOUSE

Closed.

B39. LUMBER WAREHOUSE

Closed.

B40. STONE AND BRICK WAREHOUSE

Closed.

B41. LEATHER WAREHOUSE

Closed.

B42. FURS WAREHOUSE

Closed.

MILITARY QUARTER

B43. SLAVE CELLS

This stone building is long and sprawling, without windows or adornment.

Inside the building are many rows of 10' x 10' x 10' high cells, most containing one or more slaves. Altogether, there are 80 cells, imprisoning a total of 90 female and 125 male human slaves. This is where characters arrested by the guards are brought. Slavery is the usual punishment for all but the most trivial misdemeanors. The Cellkeeper, a fat merchant named **Samovar**, is in his office near the entrance, filling out reports. The other laborers have gone for the day, but Samovar knows there are always patrols in the outside streets should the need for assistance arise.

B44. STABLES

The long rows of the city stables are easily identifiable, for there is no mistaking their distinctive shape and construction. The doors are open, but there seem to be no customers in the immediate area.

There is one stableboy inside, sweeping out old straw from the main walk. If given 50 gp he will whisper, "There is a secret passage! It is in the rows of rouge!" He will not elaborate. This refers to the red-light district in the **Thieves' Quarter**.

B45, B46, B47. OFFICERS QUARTERS

These are a series of interconnected buildings with guards posted at each outside entrance, one at each doorway. These three buildings are the living quarters of the garrison officers. Access is limited to officers and those with official business bearing the appropriate passes. The buildings are occupied at the moment by 20 sergeants (3rd level), 5 lieutenants (6th level), and one Captain (8th level), all of whom are chiefly engaged in eating dinner in the various dining rooms.

B48. GARRISON ARMORY

This large stone building has a guard posted at each entrance.

Most of the garrison's spare weapons are stored here. There are vast quantities of arrows, bows, swords, spears, suits of armor, and other tools of war.

B49, B50. BARRACKS

These 2-story complexes are made of stone and individual soldiers may be frequently seen entering or departing.

These interconnected buildings house the bulk of the city garrison, though there are many other warriors also on permanent assignment inside the Slave Lords' citadel. At the moment, there are 600 soldiers inside the barracks, of whom 100 are experienced fighters (2nd level). Trespassers who are not members of the garrison or on official business will be roughly shown to the exit.



WEALTHY QUARTER

B51. WIZARDS' GUILD

This building is built from the finest stone available, and is roofed with fine red and blue tile. There are strange mystic symbols inscribed on the door.

Magic-users in the party will be able to identify the building as the guildhall of their profession. Naturally, the door is **wizard locked** and a hidden doorkeeper has a **guards and wards** spell in a ring should non-members attempt to force their way in. **For tournament purposes the doorkeeper will not allow anyone to enter the building.**

Members of the guild are allowed to use the research library and facilities here, as well as the dormitory facilities. Membership is 100 gp/month plus any material expenses incurred, plus repairs to areas that are damaged by less-than-successful experiments. Non-member magic-users will be allowed in the guildhall, and will be allowed to sleep there at 20 gp/night, but will not be permitted to use any of the research facilities. Non-magic-users will not be allowed to enter under any circumstances.

B52. RESIDENCE

This is the home of a prosperous merchant.

B53. WAINWRIGHT'S SHOP

Closed.

B54. RESIDENCE

This is the comfortable home of a wealthy cleric.

B55. JEWELLER'S SHOP

Closed. Inside the shop, in a backroom, is a hired security guard (AC 7, LVL 3, hp 25, #AT 1, D longsword 1-8). He will attack a single intruder, but in the face of a large party, will slip out a back door to alert a patrol. Hidden behind a secret door in a back room is a solid iron strongbox that is four feet square and weighs 500 pounds. Locked in it are ten pieces of fine jewelry, 28 rough gems of various types, and five pounds each of unworked bars of silver and gold.

B56. MONEYLENDER'S SHOP

Closed. There is no loose cash on the premises, the moneylender having all his accounts transferred to the city treasury each day for safekeeping.

B57. RESIDENCE

This is the home of a retired and wealthy sea merchant.

B58. BLACKSMITH'S SHOP

Closed.

B59. SLAVE LORDS' STRONGHOLD

Behind a 10' tall stone wall can be seen the topmost stories and battlements of the citadel of the Nine Slave Lords. The wall is patrolled by stern-faced guards. The only way into the stronghold is through the double-portcullised gate on the northern wall. Four guards stand beside this gateway.

The four guards at the entrance to the Slave Lords' compound are all 2nd level fighters, HD 2, hp 16 each, AC 4, chainmail and shield, #AT1, D 2-8 broadsword. They sharply order away all who approach too closely. There are a further 10 1st level guards (AC 5, hp 8) on each side of the compound wall, armed with chainmail, short composite bows, and broadswords.

Between the wall and the actual fortified headquarters of the Slave Lords stretches an open courtyard. It is covered with close-cut grass but contains no cover or concealment. There are four Minotaur Lizards in the courtyard, one on each side (AC 5, HD 8, hp 48 each, #AT 3, D 2-12/2-12 claws, 3-18 bite). They have been specially bred and trained to guard the courtyard, and possess a dim intelligence that allows them to be ordered and controlled by the soldiers on the wall. Upon command they will attack any living thing within the courtyard, and will fight to the death when in combat, being deterred by neither food nor fire.

In addition, there is a further detachment of 160 1st level and 40 2nd level soldiers which can be called upon if needed from inside the Slave Lords' citadel itself. These will be commanded by a 7th level magic-user and an 8th level cleric, and will respond to any attack within one turn. The rest of the city garrison can be summoned within two turns by means of a flickering light signal flashed from the rooftop battlements of the citadel.

B60. RESIDENCE

This is the home of a wealthy mercenary captain.

B61. RESIDENCE

This is the home of a retired alchemist.

B62. TAILORS SHOP

Closed.

B63. COBBLERS SHOP

Closed.

B64. HOUSE OF ILL REPUTE: THE WILD CAT

This large, ornately-constructed building has only one entrance, above which is a painted sign showing an arched cat. Noise of revelry comes from within. Leaning nonchalantly against the building near the doorway are five young men. They are wearing bulky cloth tunics and short cloaks of rich fabric, and longsword scabbards hang at their sides.

The five men are rakes (AC 7, LVL 8, hp 40 each, #AT1, D 1-8, longswords) wearing concealed leather doublets. When the party nears them, they will call out in sarcastic and insolent terms, hurling the vilest of insults upon the party members.

They will try to goad one or two characters into fighting with them. If they are ignored, one will seek to start a brawl by jumping the first party member to turn his back on them. If attacked by the entire party, or severely pressed in any other way, 2 of the rakes will flee but the others will fight until down to 8 hit points, at which time they will try to surrender and save their lives. All five rakes have purses of 20 gp and 20 sp concealed within their doublets.

Inside the bawdy house are 14 women and nine townsmen in the main parlour, gambling, drinking, singing, and otherwise making merry. They will not hear a fight outside over their own din.



B65. TAVERN: THE CLEVER CUDGEL

This building presents a rich and well-kept exterior. It is obviously a successful establishment. Above each door is a painted sign depicting an animated quarter-staff beating a halfling. There is the sound of singing and the rhythmic thumping of mugs coming from the interior.

Inside the tavern are 26 townsmen and 6 off-duty soldiers. Only the soldiers are armed with weapons (broadswords) other than daggers. The townsmen are obviously men of some means, for they are well-dressed and inclined to stoutness. All are singing a local ballad and beating time with their mugs. The men will happily converse with strangers if they buy the drinks (a round costs 2 gp).

B66. RESIDENCE

This is the city home of a country squire. He is staying here while conducting financial business.

B67. RESIDENCE

This is the home of a prosperous trader.

B68. ABANDONED RESIDENCE

This dwelling appears to be an inhabited home, but it is actually deserted, although still fully furnished inside. Under a rug in the master bedroom is a door covering the entrance to a secret passage leading to the underground (see map C). The passage appears to have been built to resemble a section of the city's sewer system.

Although all the clues in this module point toward the other secret entrance at the **Sign of the Rose (B13)**, it is remotely possible that the party might stumble onto this passageway. If this happens, it is quite alright to let them proceed to **Part C** of this module; after all, luck is a part of the game, too! This second passageway exists because the Slave Lords never allow themselves to be backed into a corner — they always want more than one way into (and out of!) wherever they go.

PART C: THE CATACOMBS

At this point, the party has either found the passageway intended (from the bawdy house, **B13**) or accidentally found the other passage (from the "abandoned" residence, **B68**). Whichever passage is found, the party will follow a 10' wide corridor of worked stone. A dwarf will be

able to tell that it was constructed less than fifteen years ago and is definitely *not* part of the sewage system. Torches or other light sources will be required unless otherwise specified. The corridor leads the party into encounter area **C1**.



KEY TO AREA C: THE CATACOMBS

C1. GUARDIAN AREA

This roughly hexagonal room was obviously once part of the city's sewer system. The carved ceiling, 20' high, is coated with a smooth deposit of limestone, and moisture clings to every surface in the area. In the center of the room stands a giant humanoid figure. The room's dim light, supplied by a feebly burning torch, gleams off the creature's metallic hide.

The chamber's guardian is actually a poorly made flesh golem with hundreds of polished iron plates attached to its flesh, giving the creature an improved AC and more fearless aspect (AC 4, MV 8", HD 9, hp 35, #AT 2, D 1-10, immune to all spells except fire or cold, which **slow** the golem to half-speed for 2-12 rounds). Non-magical weapons may strike the golem for ½ damage, due to its poor construction.

When the party enters the area the golem will raise its arms in a warning gesture and shout in a garbled voice, "Flee now, or I shall breathe poison death upon you all!" If the party remains in the area longer than 1 turn (or attacks the unmoving golem) the golem will engage the party in melee, selecting his targets randomly. Once the golem has begun to attack it will pursue the party to the death. The door on the west wall is concealed behind a thin layer of limestone but can be found by any party member searching for a door.

C2. PIT TRAP

As the party moves down this corridor, a 10' x 10' pit (7' deep) suddenly opens under the first rank of characters.

Immediately, a large section of stone on the north wall of the corridor slides down, revealing a 1' long brass nozzle from which whooshing sounds emerge.

The characters who fell will land on soft sand and take no damage. The DM should get immediate reactions from the players. Each character may take one action before a jet of flame shoots out from **point a**, covering the entire corridor up to the pit. There is enough time between the nozzle's appearance and the jet of flame for any character to jump into the pit if desired. Characters in the pit will take no damage from the flames; characters in the corridor above or north of the pit will take 12 points of damage (save versus Breath Weapon for half damage). A character in the **south** section of corridor (one who has jumped over the pit, for example) will suffer **no** damage.

This trap is a precaution of the Slave Lords against one of them being captured and forced to show the way in. Should the golem have failed to slay the enemy, the Slave Lord would walk ahead, fall into the pit, and the captor would be roasted. Meanwhile, the Slave Lord would open a secret door in one wall of the pit (which can be opened only with a special ring that only the Slave Lords have) and would escape to the **Council Chamber (Room C9)**.

For tournament purposes, this secret door does not exist.

C3. THE KILLER MIMIC'S LAIR

The entrance to this 40' x 40' x 20' high room is on the north wall. There are two doors across the room on the south wall, one to the west, the other to the east. Also near the south wall is a bulging wooden chest.

The door on the east side of the south wall is false. The chest is really part of a killer mimic (AC 7, MV 3", HD 9, hp 43, #AT 1, D 3-12, SA Glue) that is lying on the floor awaiting prey. The first character to step 10' into the marked area will be stuck fast, unable to move his or her feet. The mimic will then attack the trapped victim by extending blobs of its own form and using them as sticky bludgeons. The creature will not reveal how much of the floor is actually part of itself. Therefore any character moving over the marked area to help the first victim will also become stuck to the floor. If the mimic rolls 4 over the number it needs "to hit", the monster has successfully disabled its victim's weapon arm, preventing attacks by that character. The only way to free the glued party members is to slay the mimic. Beneath the creature are 300 gp, 4 topaz gems (500 gp each), and a **ring of warmth**.



C4. THE HELL HOUNDS' HIDEOUT

This long corridor is illuminated by blazing torches set in wall sconces at intervals of 10' along the passage walls. Hot drafts of air blow down the corridor and the floor grows warmer and warmer as you advance.

As the party nears the dual secret doors, the temperature of the walls, ceiling, and floor will become blistering hot. Although no damage will be sustained, the entire group of characters will be -1 to hit and become one Armor Class worse due to their intense discomfort. As the party passes the hidden compartments, the secret doors will silently slide open and a hell hound will emerge from each alcove (AC 4, MV 12", HD 5, hp 30,25, #AT 1, D 1-10, breath 5, SA Breathe fire). They will attack spellcasters exclusively until all are dead (breathing 50% of the time). Both of the hell hounds wear thick leather collars studded with gems and long, wicked spikes. The spikes are poisoned. Unless great care is taken removing the collars (this *must* be stated by the player doing so) there is a 50% chance the character will accidentally prick himself on one of the poisoned spikes (save vs. Poison or take 20 points of damage). Each collar contains 3 fire opals worth 750 gp each. A character who tries to use the poisoned spikes as weapons, must check each round he or she handles them.

C5. MINOTAUR MENACE

a. Bolt from the Dark

As you round the corner into another corridor, a huge crossbow bolt flies out of the darkness up ahead.

The bolt (shot by the minotaur described in C5c) will be aimed at one of the party members in the first two ranks (determined randomly), and causes 1-12 points of damage if it hits. The bolt is roughly 3' long and 1" thick.

The heat from the torches and walls of the previous passage blur infravision, but heavy receding footfalls and the sound of a door slamming can be heard.

b. Ambush

Depending upon the choice of direction the party will arrive at one of these 3 points before reaching **5c**. When the characters reach one of these locations another large quarrel (as **5a**) zips out of the darkness at the lead member of the party. A character who has the chance to use infravision will see a larger than man-sized figure fleeing around the corner.

c. Minotaur's Lair

This room (15' ceiling) is lit by small pots of glowing coals set around the edge of the wall. Carved into the walls are vivid scenes of human suffering — battles, slavery, and so on — all rendered artistically and in fine detail. In one corner of the room there is a large pile of bones and meat scraps. Next to this pile is a minotaur in some kind of lacquered scalemail armor. He is holding a large crossbow.

In tournament play, the minotaur will retreat to this area and await the characters after firing upon the party at points **a** and **b**. The moment a character enters the room the minotaur (AC 2, MV 12", HD 6+3, hp 33, #AT 2, D crossbow 1-12, Axe 1-8+6, bite 1-4 or gore 2-8) will shoot another giant

crossbow bolt, then drop that weapon and pick up his **bat-tle axe +2**. He will attack the strongest fighters first. The minotaur knows the labyrinth well, and may move through its corridors to circle behind pursuers or lure them into the crossbow traps (**5e**).

The minotaur carries 50pp in a sack at his belt. His axe is so heavy that only fighters with a strength of 16 or better can wield it. The armor is useless as is the mammoth crossbow; both are simply too large and too difficult for mere humans to use.



d. Minotaur Hoard

Scattered within this room are 400 ep, 3 aquamarine gems worth 250 gp each, a pouch (**dust of disappearance** — 1 use), and an especially well preserved human skull.

e. Crossbow Traps

Each of these locations is trapped. As soon as a character enters a trigger area (marked with a "T") a crossbow bolt will shoot out from a small hole in the wall (use the minotaur's to hit roll) at one of the party for 2-7 points damage. If the proper 10' section of floor (the trigger square) is searched, the pressure trigger of the trap will be discovered and can be easily avoided.

f. Perilous Portal

The floor, ceiling and walls of this area are made of some kind of dull, tarnished metal. Occasionally, large drops of water fall from the moisture covered ceiling, striking the party below. In the east wall at the corner is a tall metal door covered with a strange, angular script.

The script can only be deciphered by a thief, or by a magic-user with a **comprehend languages** spell. It reads, "DANGER. NO ENTRY." This door is a one-way door that can only be opened from the other side. If the door is checked for traps, an elf, half elf, or a thief may find the braided copper wire hidden under a dull flap of metal foil. (This chance is 2 in 6 for elves and half elves, 4 in 6 for thieves.) Otherwise, the first character who touches the door will take a massive jolt of electricity for 24 points of damage (save vs Breath Weapons for half damage).

The wire leads to a concealed compartment in the wall. This compartment contains a sealed glass bottle with a copper rod through its stopper. The jar is wrapped with metal foil and has another rod attached to the outside of it. The copper wire is attached to the outside rod, while another wire runs from the inside rod into the wall.

This is a primitive battery (**Leyden jar**). It has only one charge (24 points of damage). If the party has not already discharged it, the thief can discharge it safely by a successful attempt to "remove traps".

C6. CUNNING GELATINOUS CUBES

The air in this chamber is foul and clinging. A thick translucent slime covers the floor and trails out along the passage at the far end of the chamber.

As soon as the first rank of the party walks onto the 10' x 20' area (marked by the dotted lines) a 1' thick slab of stone tilts, spilling them into a pit on top of a gelatinous cube (AC 8, MV 6", HD 4, hp 25, #AT 1, D 2-8, SA paralysis). Characters in the second rank must save vs Paralyzation to avoid falling into the pit. Every round, a character who is in contact with the cube will take 2-8 points of damage and must save vs. Paralyzation or become paralyzed for 5-20 rounds. In addition, once per round the cube will extend a pseudopod and strike an opponent up to 15' away. The pit is 10' wide, 20' long, and 5' deep. The cube has altered its shape to fit this area.

If the party looks carefully through the cube they will notice several shiny objects under it. The remnants of the cube may be burned away in 1 turn (using 3 flasks of oil). The treasure includes 70 gp, a **longsword +3**, **chainmail +1**, and a dusty rose-colored crystal prism (an **loun stone** — this will orbit around the first character to toss it into the air, giving +1 to both Armor Class and saves).

If the party searches for treasure before looking around the corner, they will not see the second gelatinous cube that is advancing to attack. This cube (AC 8, MV 6", HD 4, hp 30, #AT 1, D 2-8, SA paralysis) will move quickly in through the far opening and into the pit, altering its shape to land on any characters there (all those searching for treasure). All such characters will automatically take damage and must save against paralysis. Characters who are not paralyzed are -4 to hit and do only half damage. This cube attacks as the first cube in all respects.

C7. GROTTO OF TERROR

a. The Black Lake

The passageway opens into a huge natural cavern at least 150' across. The stalactite-filled ceiling varies from 50' to 75' high, and the floor is covered with a spongy turf. The grotto is lit by the eerie luminescence of a forest of tall fungi (6'-7' tall, with caps 4' across). The turf at the entrance rapidly gives way to a dense marsh from which these man-sized mushrooms sprout.

However, most of the grotto is filled by a large lake, with clammy-looking black water and a few patches of green surface scum. Floating in the water are the bodies of several blind, whitefish covered with leeches. Across the lake, nearly 100' away, another shore can be dimly seen. It may be reached by taking a narrow path (5' wide) along the east wall of the

grotto. Strange clumps of vegetation litter the path, but beyond the marshy beach of the far shore an opening can be seen in the grotto wall.

If a character attempts to swim across the lake, dozens of leeches (normal size) will attach themselves to the character's body the moment he or she enters the water. The leeches will inflict a total of 2-12 points of damage before they can be removed.

The caps of the giant fungi are easy to cut off and are quite buoyant. They can serve as rafts; each cap can carry 2 characters across the lake. If the players spend more than two minutes of actual time deciding what they are going to do, then the shambling mound (see below) will attack them at once. **Tournament only:** If the players try to cross the lake by water, the shambling mound will come out and attack one of the rafts. The players **must** fight the shambling mound, or abandon several characters to it.

If the party takes the path:

b. Shambling Mound

The path grows increasingly soft and wet. As you approach the halfway point, a huge heap of rotting vegetation rises from the muck. It is alive, and attacks.

The creature is a shambling mound (AC 0, MV 6" HD 8, hp 37, #AT 2, D 2-16/2-16, SA If both attacks hit the same target suffocation will occur in 2-8 rounds unless the monster is slain; SD weapons do half damage, fire does no damage, cold does half damage, lightning causes it to grow 1 HD in size). The shambling mound will continue to attack until either all the adventurers are dead or escaped. It will not leave the grotto or enter area 8, but will return to its original location. If the shambling mound is killed and area 8b is searched, treasure can be found amidst the rotting vegetation: a portion of **extra-healing**; **gauntlets of dexterity**; and a **sword +2**.

C8. THE SINISTER SNAKES

As you reach the far shore, two giant snakes appear from holes in the ground and attack!

These are giant constrictor snakes (AC 5, MV 9", HD 6+1, hp 37, 35, #AT 2, D 1-4/2-8, SA Constriction). The snakes will pursue escaping characters, but will not fight the shambling mound.

STOP! READ THIS BEFORE CONTINUING!

If the DM is using this module in a tournament the party will be defeated in the **Council Chamber of the Slave Lords (C9** — the next area). This is necessary because in module A4 (**In the Dungeons of the Slave Lords**) the party will begin as prisoners of the Slave Lords. Use the TOURNAMENT VERSION outcome for room **C9**.

If this module is not being used as part of a tournament, then a climactic final battle can ensue! Use the NON-TOURNAMENT VERSION outcome for room **C9**. Instructions will be given at the end of that section to enable continued adventuring into module A4.



C9. COUNCIL CHAMBER OF THE SLAVE LORDS

This long corridor is well-lit by many small oil lamps set into the wall. After about 100' the corridor dead-ends.

The concealed door at the end of the corridor will be found after one round of searching. It can be opened easily by any member of the party.

The door opens into a great room (70' x 70' x 40' high) lit by large torches set in wall sconces. There are nine large throne-like chairs in a semi-circle facing the concealed door. A large iron staircase spirals upward in the southwest part of the room. Every odd numbered chair is occupied (five in all). Seated there are five large, dangerous-looking men wearing many jewels and fine robes — and for some the glint of concealed armor can be seen.

TOURNAMENT VERSION (Outcome for Room C9)

Although the men are clearly laughing, no sound can be heard coming from the room. As the party observes this scene, the man sitting in the central throne (a fighter-type with a black eyepatch) gestures to an unseen henchman. Suddenly a wall of stone drops 20' down the corridor, blocking any hope of retreat!

The stone wall is impenetrable. If the characters try to move forward into the room they will discover an invisible **wall of force** in a 10' radius hemisphere from the door.

As you struggle to win free of this trap, a small panel in the ceiling opens and a vial of fluid is hurled against the floor. The vial shatters, releasing a thick green gas as the opening in the ceiling is hastily closed. Slowly, one by one, you fall to the ground unconscious — prisoners of the Slave Lords.

NON-TOURNAMENT VERSION (Outcome for Room C9)

The five Slave Lords present have observed the party's progress by means of a **crystal ball with clairaudience**. They have spells and weapons ready and cannot be surprised. The Slave Lords are impressed with this party's tenacity and skill and view the coming battle with some amusement. This will change, however, as soon as one of the Slave Lords take damage. It will then become a fight to the death. The cleric Mordrammo will prepare to use his **word of recall** (in his **ring of spell storing**) to escape. The DM must allow Mordrammo to escape, for he appears again in module A4.

The thrones are numbered 1-9 on the DM's map. The magic-user **Ajakstu** sits in #1; **Nerelas** the assassin is in #3; **Feetla** the fighter/buccaneer sits in throne #5; **Brother Millerjoi** the monk is in seat #7; and **Mordrammo** the Evil High Priest is in seat #9. The DM should study the brief personality sketches of these Slave Lords, as these will influence their actions during battle.

Ajakstu, the magic-user, has been quite useful to the Slave Lords with his **staff of power**, **crystal ball** and **ring of spell storing**. The **crystal ball** in particular has enabled them to escape traps set for them and eliminate any dissent. Ajakstu is worried now, because his precious staff only has 3 charges remaining; he will not use the final charge.

Nerelas the assassin is a silent, cunning fighter. As soon as the party appears, Nerelas will sip a small amount of his potion of **invisibility**. Then he will sneak around until he gets a chance to *backstab* someone (after the area-effect spells are finished, of course). If not immediately engaged in melee, Nerelas will sip more of his potion and repeat the process.

Feetla is a master buccaneer and current leader of the Slave Lords. His daring raids and naval strength have helped the Slave Lords dominate the region. Feetla will enter melee with his cutlass as soon as the area-effect spells have been thrown.

Brother Milerjoi is a high-ranking monk from the Scarlet Brotherhood (see the WORLD OF GREYHAWK™ fantasy world setting). He and his disciple **Brother Kerin** mysteriously appeared at the first Council of the Slave Lords. It is an indication of the growing strength of the Scarlet Brotherhood that Brother Milerjoi was immediately accepted into the Council.

Mordrammo is the chief priest of the Temple of the Earth Dragon. He is a strong enemy, but his self-preservation instinct is strong. He realizes that the attacking party could very well get lucky, so he has a **protection from good 10' radius** set up before the party enters the room. As soon as he throws his **flame strike**, Mordrammo will escape using his **word of recall**.

Mordrammo, Brother Kerin, and the other Slave Lords will reappear near the end of module A4 (**In the Dungeons of the Slave Lords**).

The men are laughing loudly. As the party observes this scene, a fighter-type with a black eyepatch (sitting in the central throne) gestures to an unseen henchman. Suddenly a wall of stone drops 20' down the corridor, blocking any hope of retreat!

In this version Ajakstu has already expended his **wall of force**, thus the Slave Lords are forced into combat. Their recommended actions for each round are given below; however, the DM should use his or her good judgement. Remember, these are high-level, intelligent characters and they will fight to their best advantage.

IF THE PARTY LOSES . . .

If the players lose this battle and the DM wishes to have them participate in module A4, it can be assumed that Mordrammo has returned and, over several days, has cast **raise dead** on all slain party members in order to torture and interrogate them. They will be carefully guarded as described in A4 and the DM may then proceed with that module.

IF THE PARTY WINS . . .

Congratulations are due. That's quite a group of players, there!

The iron staircase leads up into building **B59**, the **Slave Lords' Stronghold** in the hidden city (map **B**). If the party tries to go this way, they will almost certainly be killed or captured. If they do not, they must still escape the catacombs, the town, and the vengeance of the surviving slavers.

If the players are to participate in module A4, the DM should arrange to have them captured at some point (and raised if necessary). The prisoners are interrogated and guarded as described in module A4. The DM may then proceed with the new adventure.

RECOMMENDED SLAVE LORD ACTIONS

ROUND 1:

Ajakstu throws **slow** spell (the first 6 characters are affected) as soon as they appear.

Mordrammo has already cast **protection from good 10' radius** by the time the party appears. He now casts a **flame strike** on one of the spellcasters of the party (determine randomly).

Nerelas sips his potion of **invisibility**.

Feetla hurls a throwing axe at one of the lead party members.

Brother Milerjoi throws two of his daggers at the closest target.

ROUND 2:

Ajakstu throws a **fireball** targeted on the door behind the party. Previous experience has shown him that the burst from this point won't quite reach his seat, but will envelop the nine squares in front of the door.

Mordrammo uses his **word of recall** from behind the safety of his throne. If a character is charging him, he will cast a **blade barrier** first and then exit.

Nerelas maneuvers invisibly into position (but *not* into the nine squares — these tactics have been previously discussed among the Slave Lords).

Feetla fires a cocked heavy crossbow at a lead enemy.

Brother Milerjoi hurls two more daggers.

ROUND 3:

Ajakstu uses his staff to fire **magic missiles** (4) at the closest enemy.

Nerelas backstabs a random target.

Feetla engages in melee with strongest fighter using his **cutlass +2**.

Brother Milerjoi uses open-hand attacks upon some target.

ROUND 4:

Ajakstu fires **magic missiles** (4) from staff.

Nerelas attempts to sip potion or will melee if engaged.

Feetla continues to melee.

Brother Milerjoi continues to use open-hand attacks.

SUBSEQUENT ROUNDS:

DM's discretion using the above as guidelines.

THIEVING ABILITIES:	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Nerelas	75%	72%	60%	75%	61%	30%	98%	45%
Brother Milerjoi	70%	62%	60%	70%	56%	30%	98%	45%

OPEN HAND ATTACKS (Brother Milerjoi):	ATT/RND	Damage	Kill %
	2	3-12	2% + victim's AC, if stunned

THE SLAVE LORDS

Character	Feetla	Nerelas	Mordrammo	Ajakstu	Brother Milerjoi
LVL/CLS	10th/Ftr	11th/As	11th/Clr	9th/M-U	9th/Monk
ALIGNMENT	NE	NE	NE	LE	LE
AC	-1	2	0	5	3
HP	90	58	52	32	35
MV	12"	12"	12"	12"	23"
STR	18/25	16	15	13	15
INT	15	14	14	18	14
WIS	12	17	17	10	15
DEX	15	17	17	17	15
CON	16	13	13	11	13
CHR	18	15	11	14	11
SAVING THROWS					
PARALYSIS	8	9	4	11	11*
PETRIFY	9	8	7	9	10*
RODS	10	8	8	6	10*
BREATH	9	12	10	11	14*
SPELLS	11	9	9	8	11*

*Brother Milerjoi is 9th level, which means he takes *no damage* with successful saves, and only $\frac{1}{2}$ damage (where applicable) when a saving throw is failed.

ARMOR	Chain & shield	Leather	Chain	None	None
ATTACK ADJ	+3	+1	+2	+1	0
DAMAGE ADJ	+5	+1	+3	+1	+4½*
MISSILE ADJ	+1	+3	+3	0	+1**

*Brother Milerjoi will stun opponents up to 7'10" and 700# with his open hand attack.

**Brother Milerjoi can *dodge* any non-magical missile attack by making his saving throw vs. petrification.

	Weapons	Magic Items	SPELLS & NOTES
Feetla	Cutlass, Crossbow, hvy. Throwing axe	Cutlass +2 Chain +2 Shield +2	(Treat cutlass +2 as a Scimitar : Damage = 1-8/1-8 plus bonus)
Nerelas	Longsword Dagger	Longsword +1 Dagger +1 Leather +1	(Dagger +1 has blade venom type C: 35 h.p. if save is not made, no damage if save is made)
Mordrammo	Mace	Mace +2 Ring of protection +2 Ring of spell storing (word of recall)	protection from good 10' rad. flame strike blade barrier (plus DM choice)
Ajakstu	Dagger	Dagger +1 Cloak of protection +2 Staff of power (3 charges) Crystal ball with clairaudience Ring of spell storing	(DM choice) Ring: (dispel magic, fireball, shocking grasp, slow, wall of force at L9)
Brother Milerjoi	Dagger (8)		

STOROPER

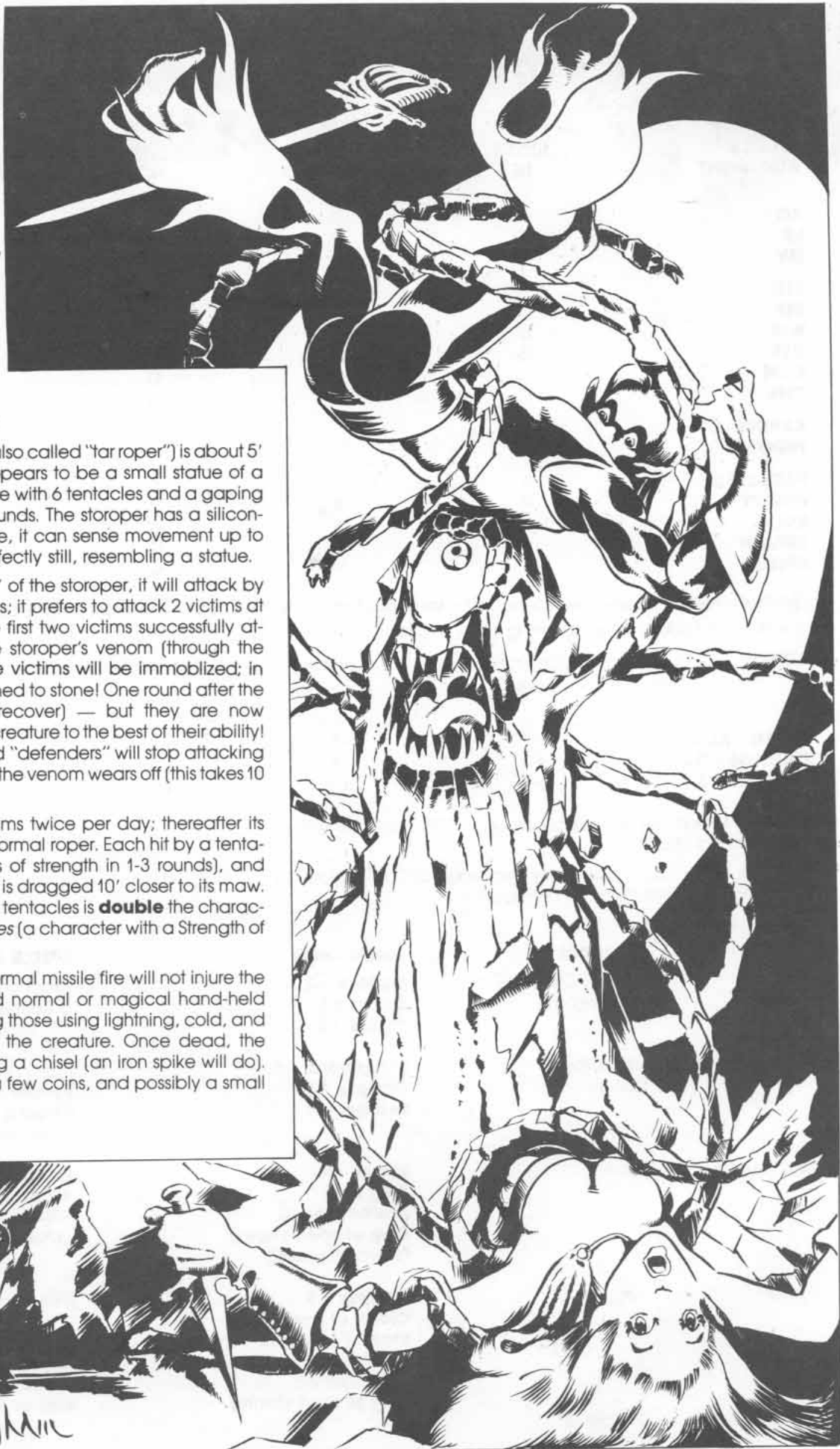
FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 1"
HIT DICE: 6
% IN LAIR: 90%
TREASURE TYPE: *M, N, Q x 2*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: 6; **See below**
SPECIAL DEFENSES: **See below**
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic Evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
ATTACK/DEFENSE MODES: *Nil*
LEVEL/X.P. VALUE: *VI/500 + 6/hp*

The storoper (from "stone roper", also called "tar roper") is about 5' high and 2' in diameter, and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and weighs about 500 pounds. The storoper has a silicon-based, rocklike body; furthermore, it can sense movement up to 200' away and will become perfectly still, resembling a statue.

If anything approaches within 50' of the storoper, it will attack by suddenly shooting out its tentacles; it prefers to attack 2 victims at once, each with 3 tentacles. The first two victims successfully attacked will be injected with the storoper's venom (through the tentacles—**no saving throw**. The victims will be immobilized; in fact, they will *appear* to have turned to stone! One round after the "petrification", the victims will recover) — but they are now drugged and will fight *to aid* the creature to the best of their ability! If the storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off (this takes 10 turns).

The storoper can only inject victims twice per day; thereafter its attacks are similar to those of a normal roper. Each hit by a tentacle causes **weakness** (50% loss of strength in 1-3 rounds), and each round the victim (or victims) is dragged 10' closer to its maw. The chance to break these strong tentacles is **double** the character's chance to *Bend Bars/Lift Gates* (a character with a Strength of 15 has a 14% chance).

Because of their stony exterior, normal missile fire will not injure the storoper (but magic missiles and normal or magical hand-held weapons will). All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel (an iron spike will do). Inside its gizzard may be found a few coins, and possibly a small number of gems as well.



TOURNAMENT SCORING

In the "Slave Lords" Tournament, points are given to parties based on how far into the dungeons they penetrate and how many characters are alive at the end of the three hour time limit. Use the matrix below to arrive at each party's base score; use the encounter area number of the **last encounter completed** to determine the penetration score. For example: if a party was engaged in melee in room A9 when time ran out, they would be scored as completing area 8 and receive 360 points (assuming all nine characters were still alive).

AREAS ENCOUNTERED

	1	2	3	4	5	6	7	8	9
0.	0	45	90	135	180	225	270	315	360
1.	5	50	95	140	185	230	275	320	365
2.	10	55	100	145	190	235	280	325	370
3.	15	60	105	150	195	240	285	330	375
4.	20	65	110	155	200	245	290	335	380
5.	25	70	115	160	205	250	295	340	385
6.	30	75	120	165	210	255	300	345	390
7.	35	80	125	170	215	260	305	350	395
8.	40	85	130	175	220	265	310	355	400
9.	45	90	135	180	225	270	315	360	405

Tournament Missile Fire into Melee

If characters wish to fire missiles into melee, the following simpler system shall be used in place of normal AD&D procedures (described in the DUNGEON MASTERS GUIDE):

1. A specific target is declared by the player.
2. The DM secretly determines the real target, as follows:
 - a. Find the total "man-sized units" present in the **melee pairing** (as opposed to the entire melee); small creature = 1/2, man-sized = 1, larger = 1 1/2, huge (e.g. ankhveg, dragon) = 2.
 - b. Roll randomly to determine which man-sized unit becomes the target of the missile: determine by half-units if necessary.
3. The player rolls a "to hit" roll, announcing the adjusted total to the DM.
4. The DM compares the number to the armor class of the actual target (not necessarily the intended one) to determine hits.
5. ANY miss will miss the entire melee, and NEVER hits an alternate target.

EXAMPLE: Blodgett (halfling thief, AC 3, rear AC 7) tries to slip around behind a melee with gnolls, but is spotted and attacked by 2 of them. Freda the Forester decides to help with arrow fire. The total number of man-sized units is 3 1/2 (1 1/2 per gnoll, 1/2 for the halfling). The DM rolls a d8: 1-3 = 1st gnoll, 4-6 = 2nd gnoll, 7 = Blodgett, 8 = reroll. Unfortunately, a 7 is rolled, and Freda's "to hit" roll is compared to Blodgett's REAR AC (7) to determine the results of the shot.

In these cases, a character target's AC must be carefully determined: rear AC is the most commonly encountered, but occasionally only shieldless AC is used. If a character expects missile fire, include dexterity adjustments to AC.

SCORING ADJUSTMENTS

In a large tournament it is likely that at least some teams will be tied using the base scores. To prevent this, the **DM's Discretionary Bonus** system can be used. In each of the 9 encounter areas, the DM awards from +3 to -3 points depending on whether the party resolved the encounter intelligently, quickly, etc. +3 points are added for superior play, +2 for excellent play, +1 for good play, 0 for average play, etc. down to -3 for extremely poor play. This is not exactly the system used the first time this tournament was run, but should prevent ties.



CREDITS

Designed and Written By: Allen Hammack

Development: Allen Hammack, Kevin Hendryx, Paul Reiche III, Evan Robinson

Able Assistance: Dave Cook, Harold Johnson, Lawrence Schick

Editing: Allen Hammack, Jon Pickens

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Playtesting: Mike Carr, Helen Cook, Jeff Dee, David S. LaForce, Jo LaForce, Erol Otus, Bob Waldbauer

Tournament Coordinator: Bob Blake

Special Thanks to the many great DMs who worked so hard to make this adventure and the entire tournament a success!

TOURNAMENT CHARACTERS (PART A)

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3'10"	6'	5'3"	6'	3'	6'1"	5'8"	5'4"	5'6"
WEIGHT	131 lbs.	183 lbs.	129 lbs.	175 lbs.	60 lbs.	162 lbs.	204 lbs.	123 lbs.	98 lbs.
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	9"	12"	12"	6"	12"	12"	12"	9"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH SPELLS	13	13	16	15	14	15	15	16	15
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)**
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)**
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%
THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language	
	65%	62%	50%	60%	56%	25%	75%	20%	

* Blodgett's Thieving Abilities.

** Racial Bonus with bow or sword

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	Shield +1 War hammer +2	Pouch belt, (lg) 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	Long sword +1 Splint mail +2	Backpack, waterskin flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight arrows +2 Chainmail +3 Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50' rope	
Karraway	Footman's mace Hammer	Potion of Clair-audience , Scroll of Raise dead	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	Bless, Command, Cure It. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	Ring of protection +1, Boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 20 bullets, 20' of rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	Bracers of Defense AC6, Wand of fire (4 charges)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstem	Dagger (silver)	Potion of Extra healing , Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	Spear +1 Potion of Speed	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure It. wounds (x2), Light, Chant, Hold person, Silence 15' R
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Two Javelins of piercing , Scroll of Hold portal and Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	Charm person, Shocking grasp, Sleep, Invisibility, Knock

TOURNAMENT CHARACTERS: SEMI-FINAL ROUND (PARTS B & C)

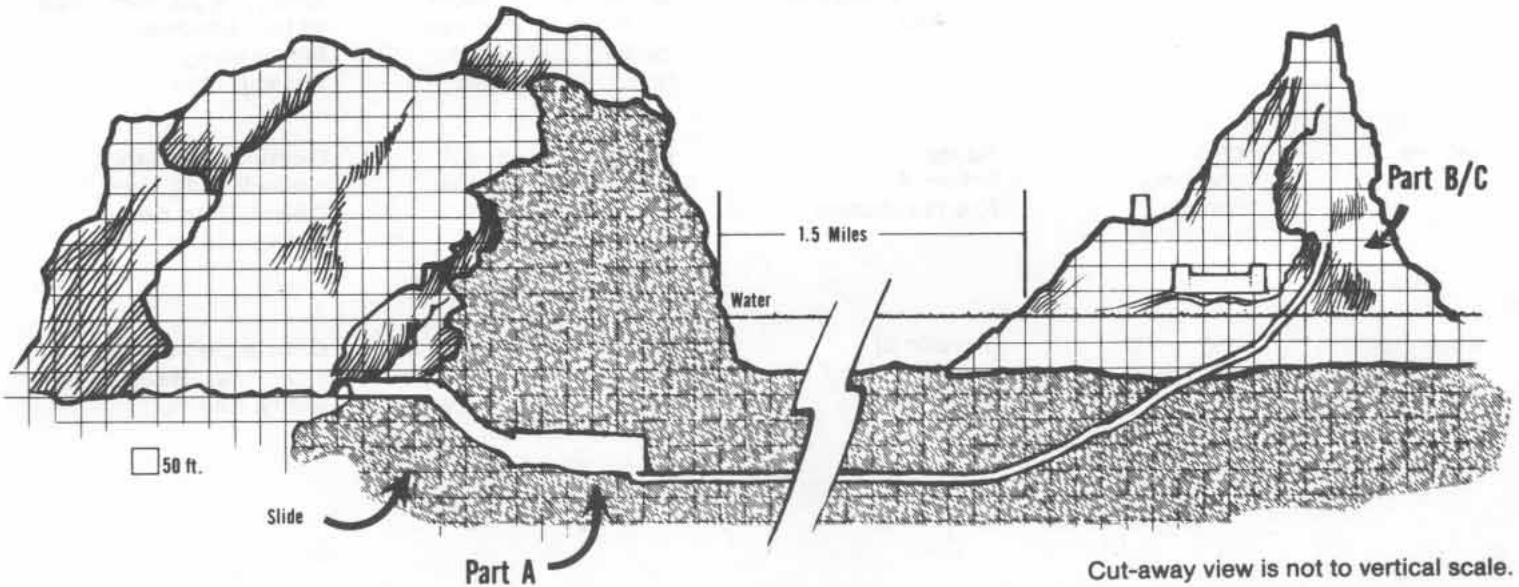
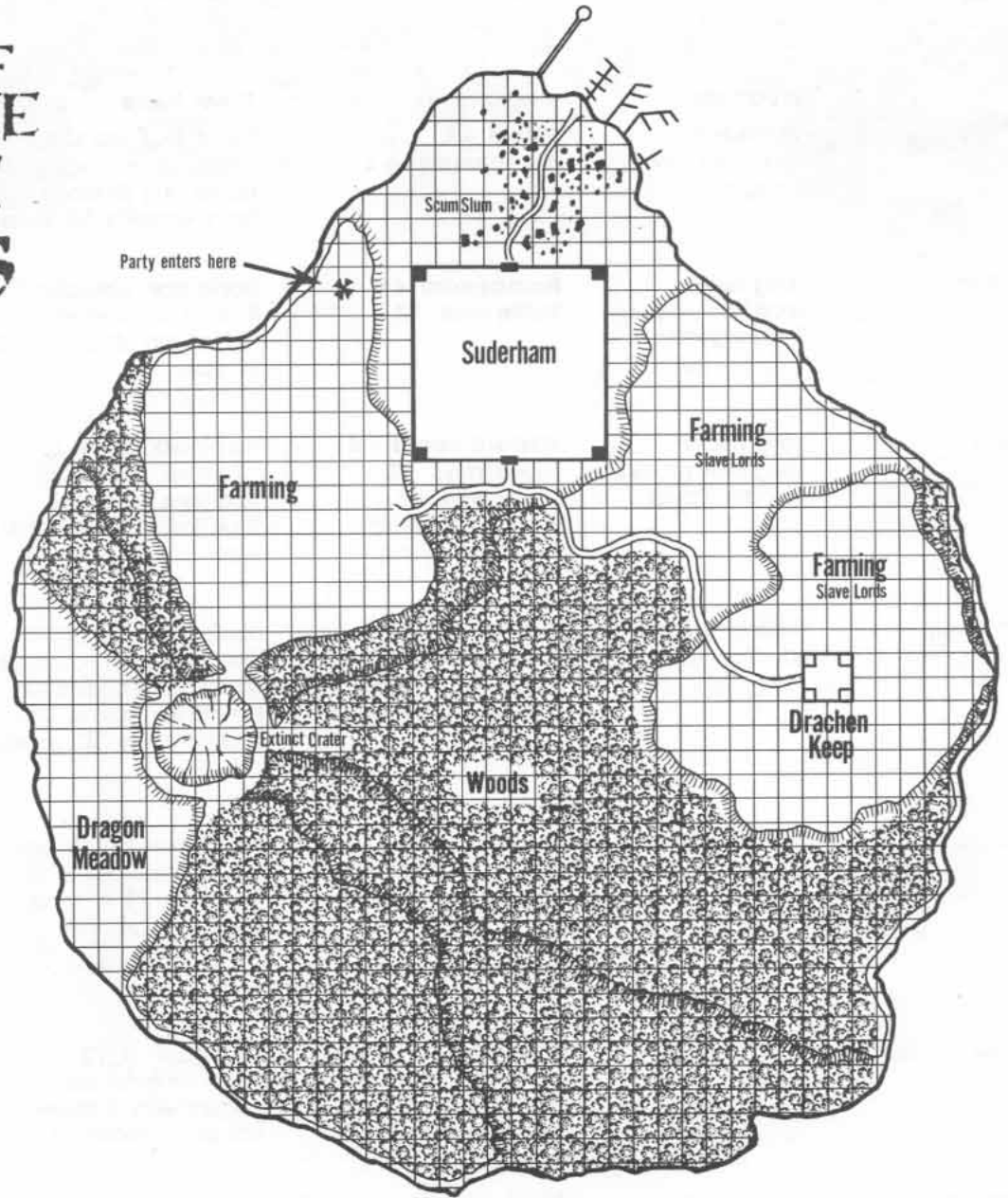
CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan- stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3'10"	6'	5'3"	6'	3'	6'1"	5'8"	5'4"	5'6"
WEIGHT	131 lbs.	183 lbs.	129 lbs.	175 lbs.	60 lbs.	162 lbs.	204 lbs.	123 lbs.	98 lbs.
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	9"	12"	12"	6"	12"	12"	12"	9"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH SPELLS	13	13	16	15	14	15	15	16	15
	9	14	16	14	8	12	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)**
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)**
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%
THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language	
	65%	62%	50%	60%	56%	25%	75%	20%	

* Blodgett's Thieving Abilities.

** Racial bonus with bow or sword

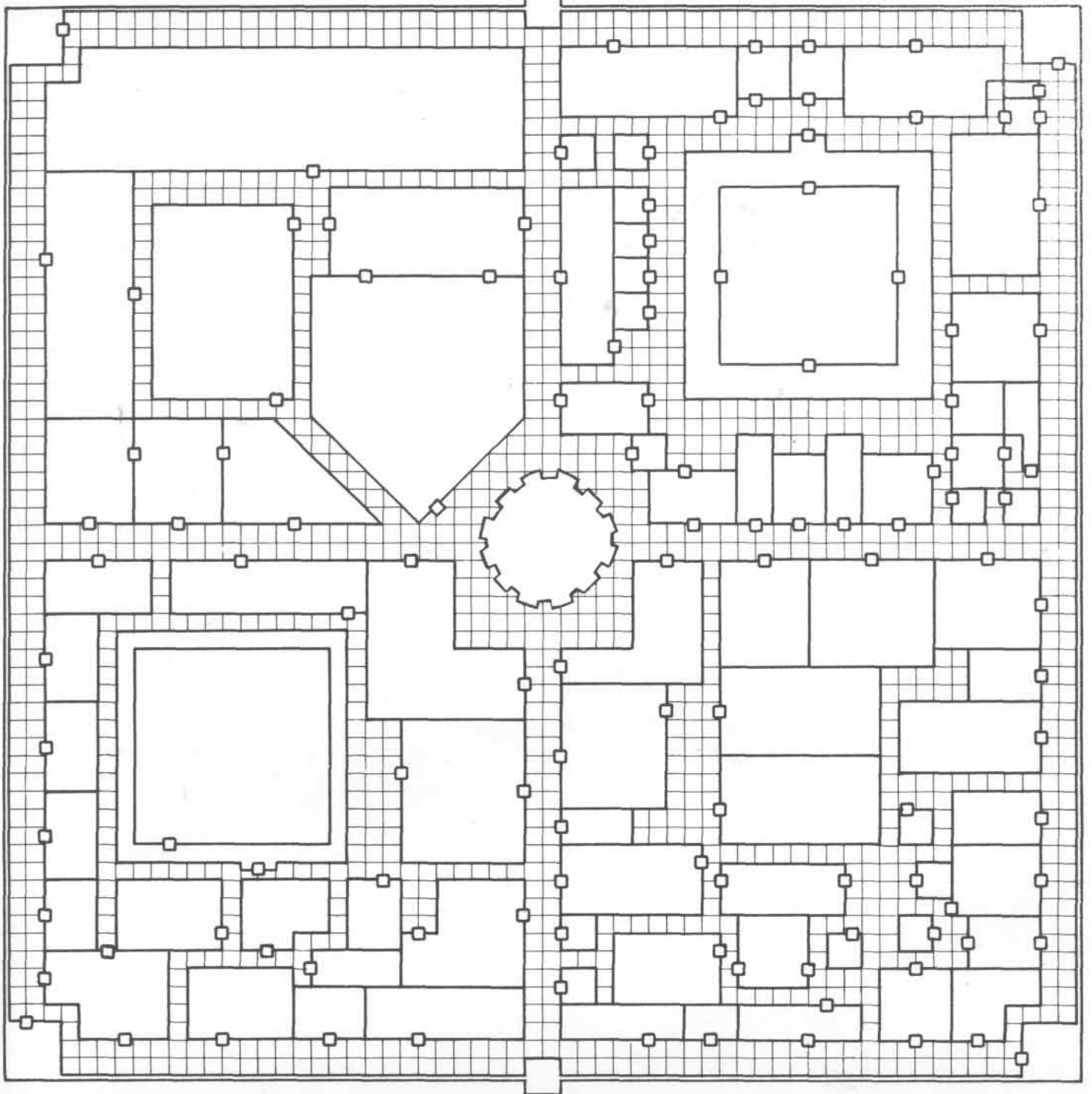
	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	Shield +1 War hammer +2	Pouch belt, (lg) 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	Broadsword +1 Splint mail +2	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Bastard sword +1 Four arrows +2 Chainmail +3 Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 4 torches, 50' rope, 2 oil flasks, 2 pearls (100 gp each)	
Karraway	Footman's mace Hammer	Hammer +2 Potion of Clair-audience , Scroll of Cure serious wounds	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes, 2 moonstones (50 gp each)	Bless, Command, Cure lt. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	Sword of speed +1 Ring of protection +1, Boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 12 bullets, 20' of rope, 4 spikes, waterskin, thieves tools	(Note: The sword of speed gives a free blow at the beginning of each combat round. Initiative for the normal blow is determined normally.)
Dread Delgath	Dagger Staff	Bracers of Defense AC 6, Ring of spell storing (fly, cold cone, magic missile, at L9)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Cloak of protection +2 Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	Spear +1 Potion of Fire resistance	Quiver & arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure lt. wounds (x2), Light, Chant, Hold person, Silence 15' R
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Javelin of piercing , Scroll of Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle, amethyst (100 gp)	Charm person, Shocking grasp, Sleep, Invisibility, Knock

ISLE OF THE SLAVE LORDS



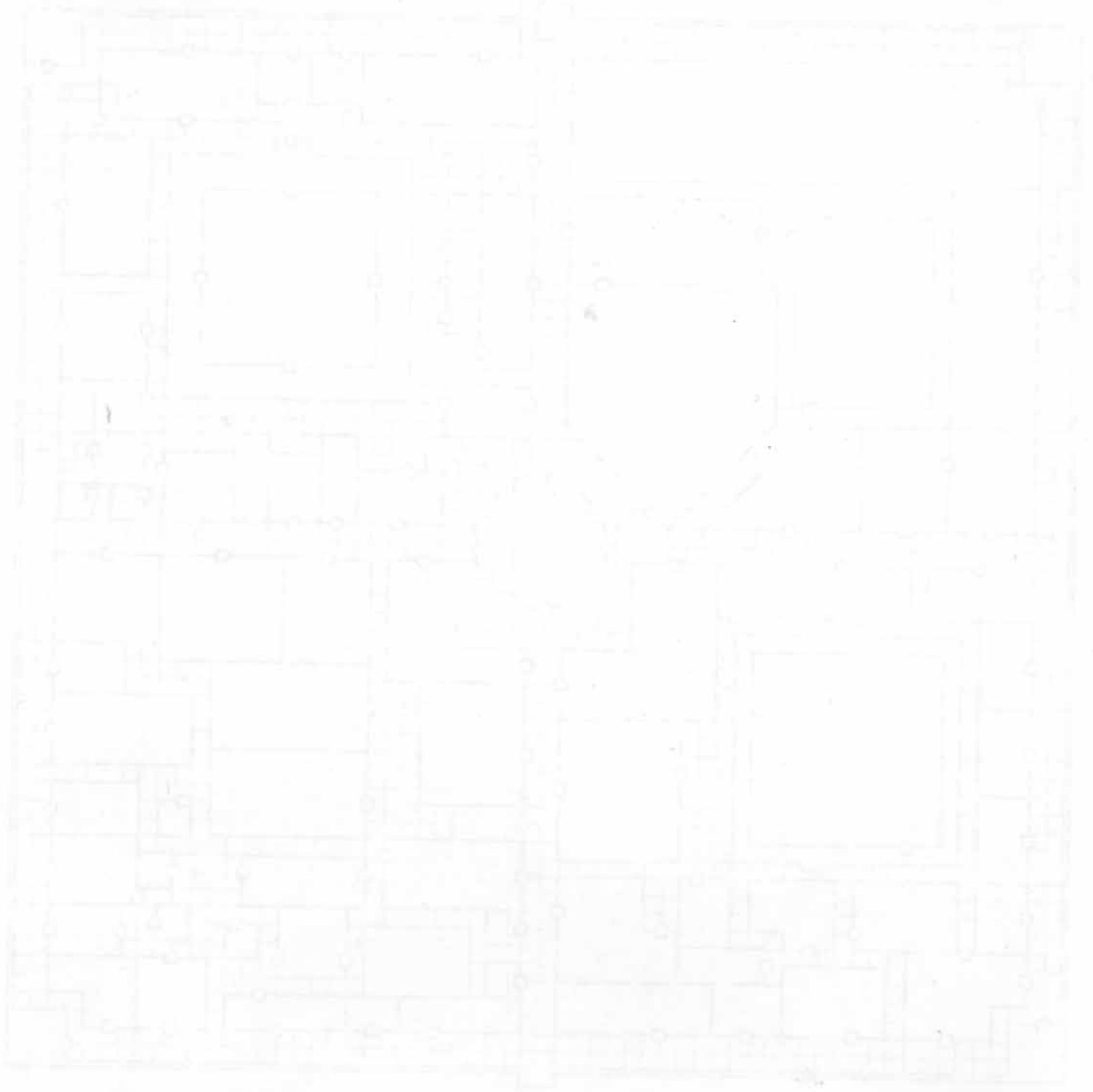
Cut-away view is not to vertical scale.

PLAYERS' MAP: CITY OF SUDERHAM



PLAYER NOTES

CHAPTER 1: THE NEW WORLD

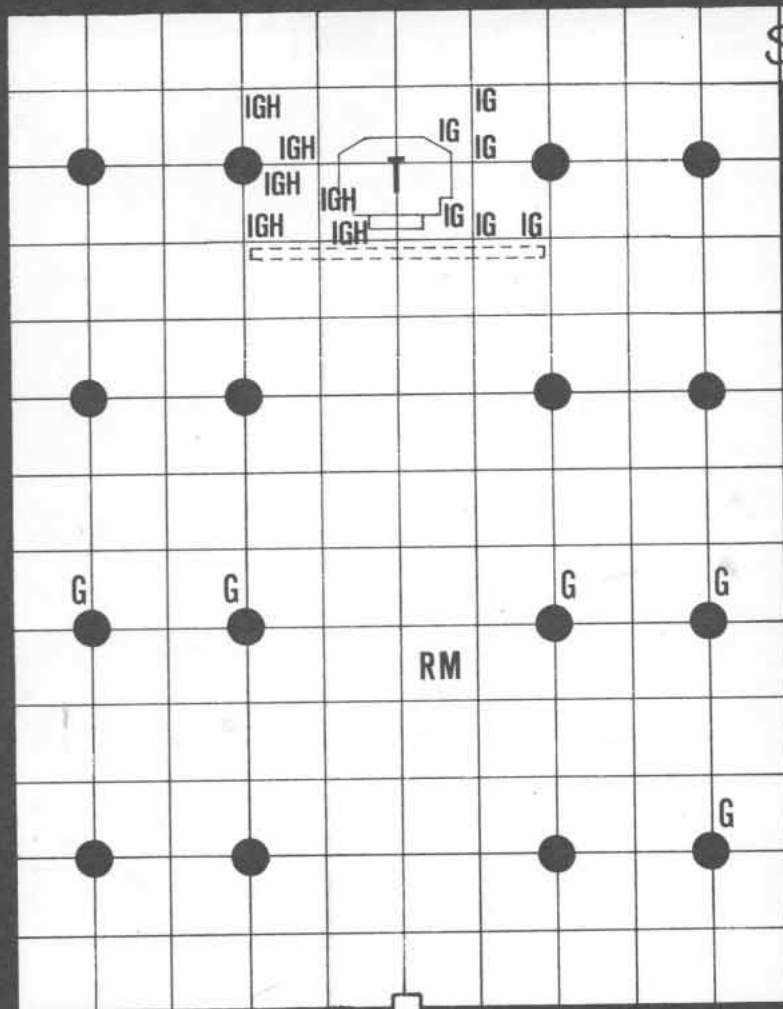



DM NOTES

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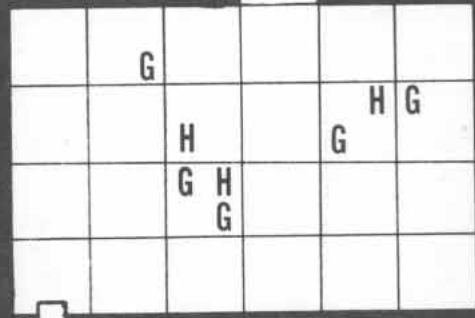
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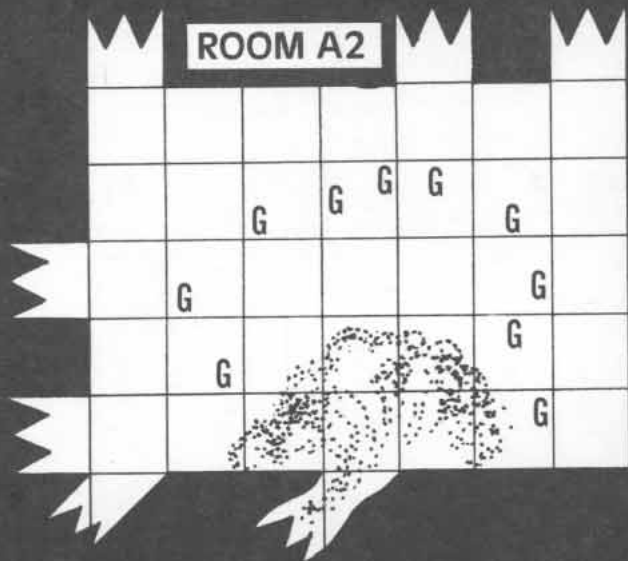
- PILLAR
- G GNOLL
- RM RUST MONSTER/
ANKYLOSAURUS
- IGH ILLUSIONARY GHOUL
- IG ILLUSIONARY GNOLL
- WALL OF GLASS
- T THRONE
(AND ILLUSIONIST)
- H HYENADON
- HOLE
-  STOROPER

ROOM A9

ROOM A4

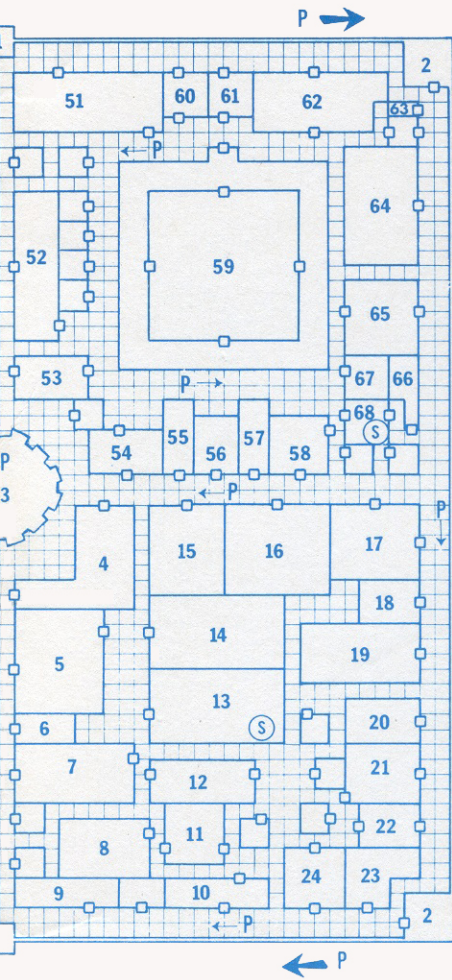


ROOM A2



ROOM A7



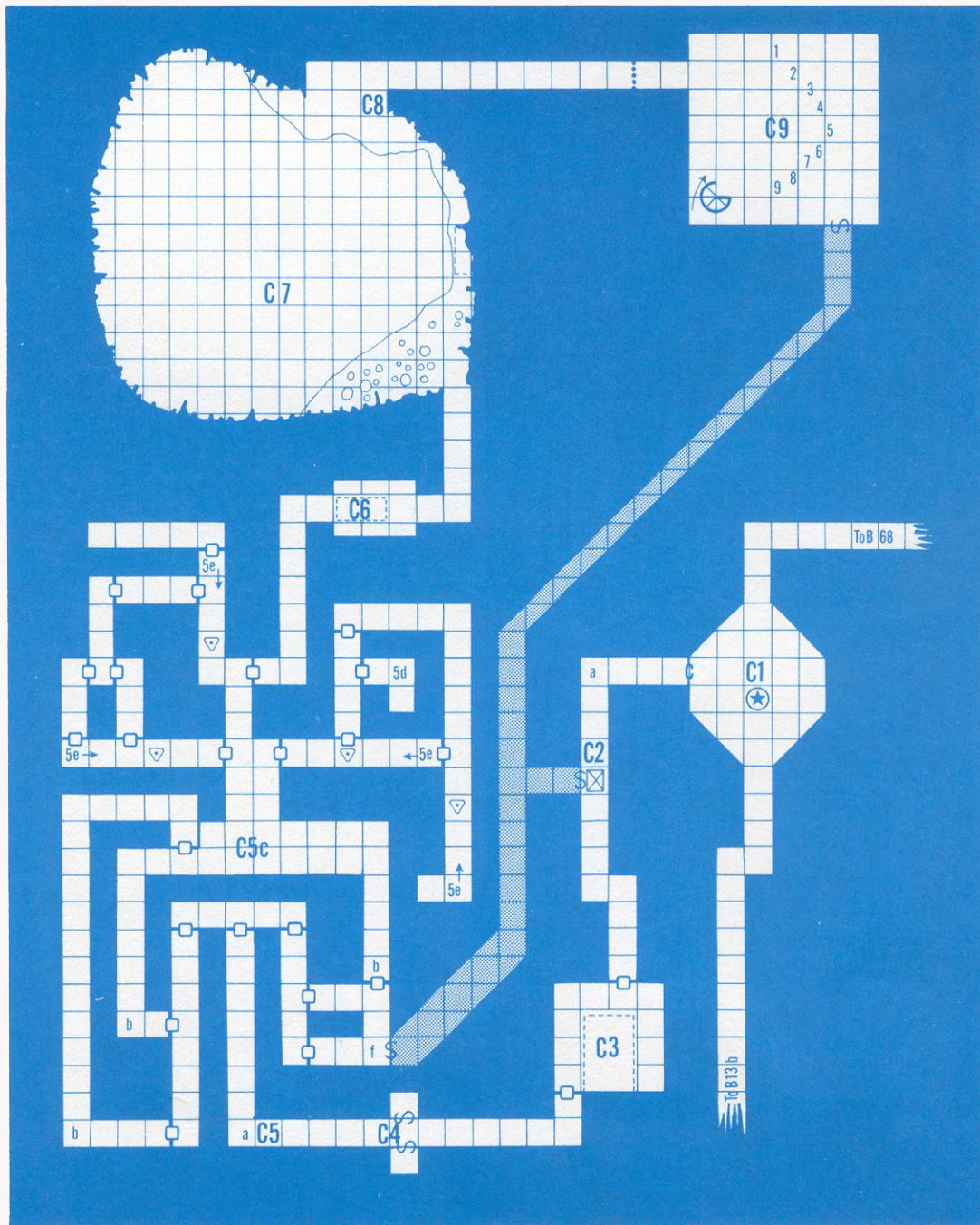


FLOOR MAP
1 square = 50'

- BRIDGE
- DOOR
- SECRET DOOR
- FALSE DOOR
- CONCEALED DOOR
- STAIRS DOWN
- SPIRAL STAIRCASE
- SEE TEXT
- COVERED PIT
- SECRET TRAP DOOR
- CROSSBOW TRIGGER
- STATUE
- PATROL MOVEMENT
- BOULDERS
- SALT SLIDE
- DROPPING WALL

SEWER MAP

1 square = 10'



SHADED AREA FOR NON-TOURNAMENT USE ONLY



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