

For **ADVANCED DUNGEONS & DRAGONS®** Game
RPGA™ NETWORK MODULE 6

THE INCANTS OF ISHCABEBLE

by **Bob Blake**

An AD&D™ Adventure for 6-10 Characters, Levels 4-7



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THE INCANTS OF ISHCABEBLE

This mini-module was one tournament adventure originally run at the GEN CON® XVI Convention. It is the sixth part of the eight part epic adventure, *Prophecy of Brie*. This scenario can be run in either a tournament or a campaign setting. The Dungeon Master (DM) should read the adventure thoroughly before running it for the players. Background information concerning the *Prophecy of Brie* and the running of these modules was contained in *The Riddle of Dolmen Moor* in POLYHEDRON™ Newszine #16.

STOP! The rest of the information in the module is for the DM's use in running the adventure. If you plan to play in the adventure as a character, stop reading here.

Players' Information

The wards the great wizard Ishcabable placed must be lifted before the tomb can be entered, and you are now charged with recovering the Incants of Ishcabable to aid this end. So many of the situations that you have had to deal with have been hampered by the lack of knowledge of Pellham's past, but Ishcabable is not such a shadowy figure. A wizard of undoubtedly immense power, he is best remembered for his good humor and a penchant for puns and practical jokes. Indeed, his death at the hands of King Dacquiri was the result of a jest at the expense of his majesty, who had no sense of humor. It should be noted that Dacquiri and several members of his court accompanied Ishcabable to Arawn's Island, for the wizard, faced with extinction, shattered his staff. The resultant explosion is still remembered in folklore as "Ishcabable's Last Laugh," and one is said to "beble" if one manages to avenge his own death.

Ishcabable lived at the top of a tall tower about 100 miles north-east of Widdershin in hilly country overlooking the river Damrosil. Valuing his privacy, the tower was constructed to prevent uninvited guests from disturbing him. A series of tests had to be passed in order to reach the top; Ishcabable figured that anyone smart and strong enough to run this gauntlet was worth talking to. It is not known if the magic still works, but you will find out soon enough. Once at the top of the tower, the Incants (written on parchment) should be easy to find.

Tournament note: Prior to setting out, Jenelle has cast **Continual Light** on a small gem.

DM Information

The tower is a puzzle in itself, and must be solved if the party would arrive at the top without undue damage and loss of time. The door in the base is the only entrance. On Levels Two through Seven, each floor has four color-coded doors. The party must locate and open the correct door on each floor to find the key to the next level.

The mosaic design on the floor of the first level is the party's best clue. If the six-pointed star is viewed as two overlapping triangles (the points of one being colored red, green, and black and the points of the other being brown, purple, and yellow) the proper door is the odd color out. For example, on Level Two the doors are purple, brown, red, and yellow. The party must complete the encounter behind the red door before going to Level Three. The encounters behind the other doors will waste their time and strength.

The light beam: Levels Three through Eight are accessed by a magical light beam. When the gem of the proper color is inserted into the stone collar of the beam, the beam's color changes to that of the gem, and the character can rise to the next level by stepping into the beam. Likewise, the character may descend by thinking "Down" or its equivalent.

Doors: On Levels Two through Eight, all doors open easily. The spaces beyond them are extra-dimensional. When a door is opened, the view beyond is blurred such that no details are visible. Sound does not pass the barrier in either direction. Thus, stepping over the threshold is the only way to find out what lies beyond. A slight tingling is felt when stepping through, though no damage is taken nor are there any after-effects. Unless otherwise stated, all extra-dimensional rooms are 50' cubes.

As was previously mentioned, the doors on each level are color-coded. *Only the correct room is described for each level.* If the wrong door is selected, one of the **Extra Encounters** at the end of this scenario is used instead. The party will face the first encounter on the list upon entering their first incorrect choice, the second encounter for their second mistake, and so on. There are only 10 such encounters because the players will probably be out of time before they reach the end of the list.

Campaign note: Repeat the list or make up something suitable.

The gems from the correct rooms are magical, the gems from the incorrect rooms are not. The latter will NOT function in any of Ishcabable's magical beams or teleporters.

At midnight each night, the tower resets. The magical gems disappear back to their respective rooms and all guardians are replaced. Non-magical gems are worth 500 gp each.

Tournament note: In each hostile encounter, the party will have one chance to use missiles, wands, and so on before the monsters can close for melee unless specifically stated otherwise.

The characters should NOT regain spells during this adventure.

TOWER EXTERIOR Level One

The journey upstream from Widdershin is dull and monotonous, and Ishcabable's Tower is easily found, sitting on a hill overlooking the river. The only excitement was the brief sighting of a party of drow near the river some miles back, though there is no sign of them now.

The tower is octagonal, about 30' per side, and rises to a height of at least 120' above the hilltop. It is constructed of close-fitted, mortared stone. The workmanship is masterful, its like seldom seen nowadays except in homes of the extraordinarily wealthy, like the members of the council. The base of the tower is an unbroken expanse of stone, except for a single ironbound door in the south face.

This door is the only entrance. It is not trapped, and opens easily despite indications that no one has entered in many years. When the party decides to enter, proceed below.

The ground floor is dominated by a huge, circular stone stairway upwards, 30' in diameter. Surrounding it is an elegant mosaic of a six-pointed star, blue outline on a white background, and covering nearly the entire floor. At each point of the star is a circle of color; starting with the one immediately facing the door and going counterclockwise they are black, purple, green, brown, red and yellow. The points are joined by a faint blue line.

As soon as anyone enters, read the following:

As you enter a transparent column of flame bursts from the floor before you and the huge head appears before you, thundering:

**If you seek me on the stair
You must find one that isn't there.
Woe will find you linked by threes;
Twice three alone will lead to me.**

Then it disappears along with the flames.

The DM should repeat the poem on request. The colors of the mosaic are given out of the order that will be required, forcing the players to solve the puzzle. Note that the joining of the points gives the star the appearance of a large gem, a clue that gems are what the party is looking for.

Level Two

The stairway ends at the second floor. The flooring here is plain stone, and a beam of white light three feet across projects from the floor upward through a three-foot diameter hole in the ceiling. Encircling this beam at waist-height, without visible means of support, is a stone ring, solid except for a two-foot wide gap in the south side. To the left of this opening a 1-inch diameter hole has been incised into the ring, looking like a faceted gem carved in "reverse relief." In each of the diagonal walls of the room is a door. Each door has a translucent six-sided star inset in it at eye level. The stars are colored: northwest — brown, northeast — purple, southeast — red, and southwest — yellow.

To proceed to Level Three, the party needs a red gem, obtainable by going through the door with the red star (3). Nothing can enter the beam of light until the proper gem is inserted into the stone ring.

Room 3: In the center of the room is a glass-topped pedestal enclosing a large ruby. Standing around the pedestal are three salamanders (AC 5/3; MV 9"; HD 7+7; hp 35, 40, 44; #AT 2; THACO 12; D 1-6/2-12; SA 1-6 heat causes 1-6 points additional damage per attack; SD +1 or better to hit, immune to fire, sleep, charm, and hold). They are the guardians of the ruby, and will immediately attack.

If the party enters an incorrect room (1, 2, or 4), turn to the **Extra Encounters** section and use the first encounter. If they enter more than one incorrect room, use the encounters in the order listed.

The ruby precisely fits the hole in the floating stone ring, and when it is inserted the light changes from white to vivid red. The gem falls out of the hole and can be taken with the party. Anyone who steps into the red beam will levitate to the next level.

As characters reach Level Three, their upward progress will stop, and they will have no alternative but to step out of the beam onto the new level. The beam remains red until the next gem is inserted. Otherwise, the descriptions remain the same from here on; the colors of the beam and door stars, the gems required, and the encounters that yield the gem are the only differences.

Level Three

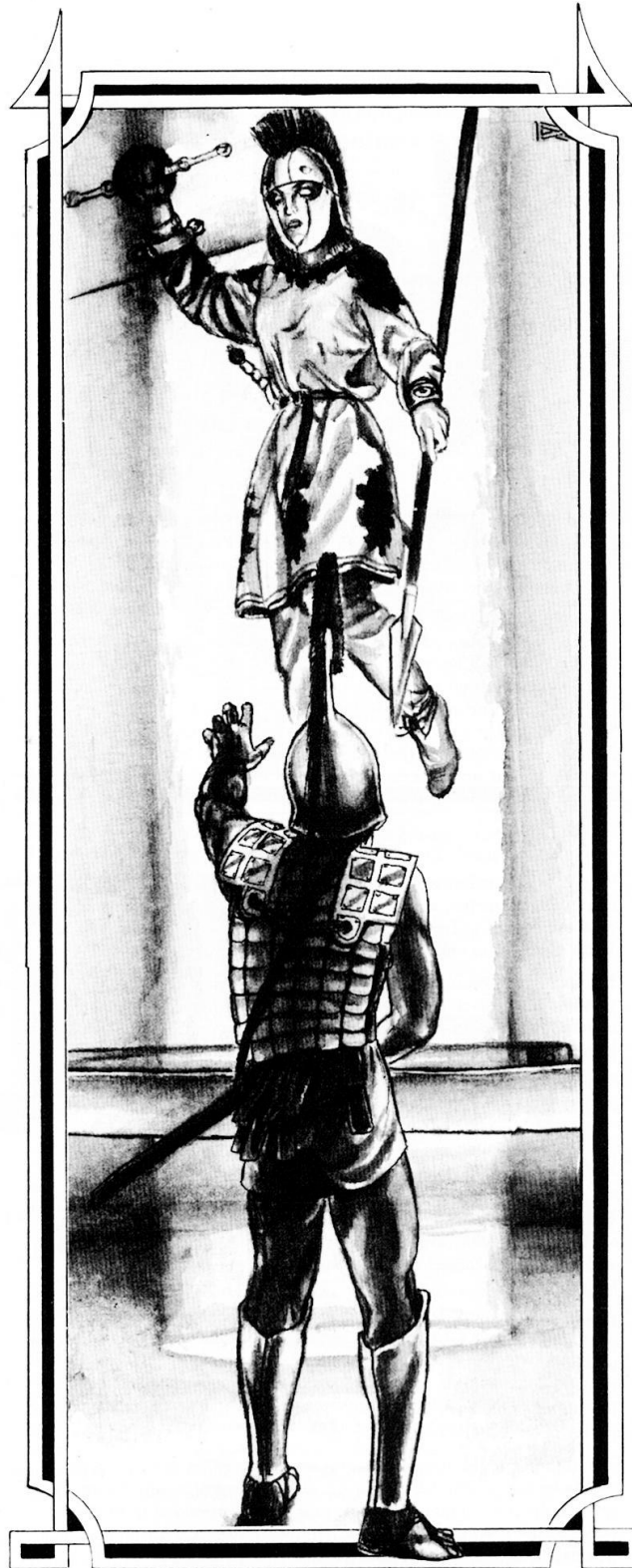
The door stars are: northwest — black, northeast — green, southeast — purple, southwest — red. The beam is red. A purple gem is needed to ascend to Level Four. The gem can be obtained in the encounter behind the purple door (3).

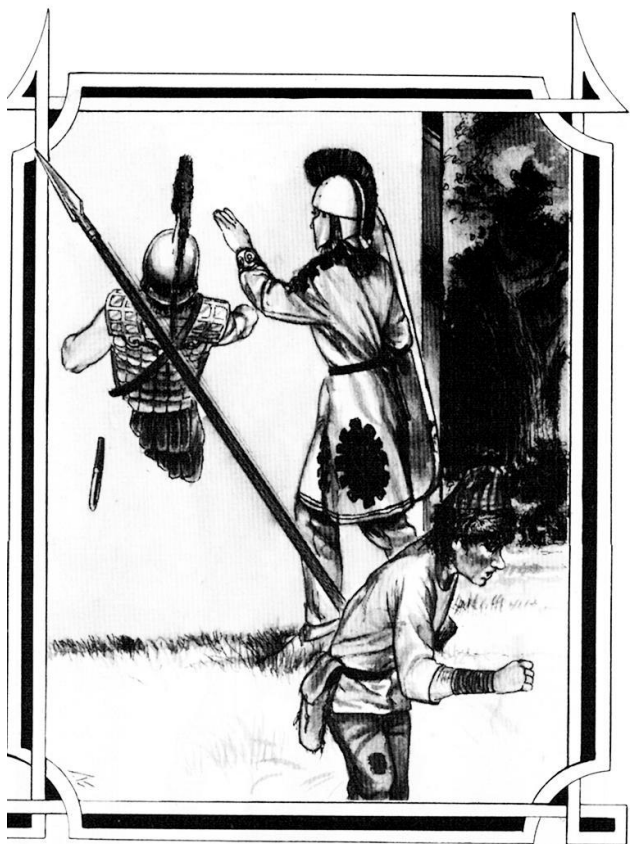
Room 3: The party enters a 30' square room with a 20' high ceiling. A table three feet wide and five feet long stands against the east wall, and on the table is an oil lamp. The lamp is one foot long from tip to handle, and six inches high. The oil reservoir is attached to a short pedestal. The lamp is not lit.

The lamp is magical, and contains a djinni (AC 4; MV 9"/24"; HD 7+3; hp 40; #AT 1; THACO 13; D 2-16; SA whirlwind for 2-12 points of damage). If the lamp is rubbed, the djinni will appear and say that he will grant the party one wish within his power. All the party has to do is ask him to create a purple gem. The djinni can not aid them more, though he may aid them less if they are careless. The party should agree on the wish before the djinni acts.

The request must be carefully worded. For example, if someone says, "Make me a purple gem," the djinni will transform that character into the gem. After the djinni has obeyed one command, he will withdraw into the lamp.

When the purple gem is inserted, the light beam changes to purple and the party can proceed to Level Four.





Level Four

The door star colors are: northwest — black, northeast — brown, southeast — purple, southwest — yellow. The party needs a black gem to proceed to Level Five. The gem can be obtained behind door 1; the light beam will turn black.

Room 1: The room is 30' square. In the middle of the room, a panther-sized black cat lies on a cushion. A black sapphire hangs on a chain around its neck. The cat growls menacingly and attacks immediately.

The cat is a guardian familiar (AC 0; MV 26"; HD 9; hp 49; #AT 3; THACO 12; D 1-6+8/1-4+8/1-4+8; MR 80%). This cat is living the last of its nine lives. If it is killed, it will not be reborn.

Level Five

The door star colors are: northwest — black, northeast — brown, southeast — green, southwest — red. The party needs a brown gem, which can be obtained behind door 2; the light beam will turn brown.

Room 2: The room is 40' square and 20' high. The floor and ceiling have disc-shaped curves, 30' in diameter. The floor is curved upwards; the ceiling is curved downwards. The room holds two brown tiger-eye gems. One gem floats in mid-air six inches above the center of the curved floor; the other floats six inches below the center of the curved ceiling.

The two "gems" are actually reflections caused by the two large parabolic mirrors in the ceiling, as well as a small parabolic mirror set into the floor. The real gem is magically suspended in mid-air between the two ceiling mirrors. The reflections are unsolid; objects will pass through them. The mirrors are unbreakable.

If a character tries to grasp the reflection above the floor, he will be able to see the curved mirror in the floor. If that character then looks straight up, he will see a small hole in the ceiling, through which the real gem can be seen. A character must stand directly beneath the hole in the ceiling to see the real gem; from all other angles only the upper reflection can be seen.

If a character gets to the ceiling and reaches through the hole, the gem can easily be taken out.

Level Six

The door stars are: northwest — brown, northeast — green, southeast — purple, southwest — yellow. The green gem the party needs is behind door 2; the light beam will turn green.

Room 2: The party is greeted by a forest setting. After they have gone a short distance, they find a glum-looking leprechaun sitting on a mossy boulder. If questioned about his sadness, he says that the king of the leprechauns is ill and needs a **Potion of Healing**. He will tell the party of a fine emerald they may have in exchange for the potion. If the party doesn't have a potion (or pretends not to), the leprechaun will help them anyway.

The leprechaun will lead the party on a short walk through the woods, where they find a strange box, 30' square and 10' high. The bottom, top, and two sides are of solid, impenetrable metal. The other two faces are red and violet and are directly opposite each other. The leprechaun will say the potion lies within "Ishcabelle's Rainbow."

These are **Prismatic Bands** within a metal enclosure. There are seven bands of color within the box. Each band is approximately four feet thick and functions as in the **Prismatic Sphere** spell.

* Any character diminutized will be 6 real inches tall and all attacks (melee or magical) will be one-sixth as powerful. This effect will end when the party reaches Level Eight, and affected characters will return to their previous size and abilities.

** Including the **Continual Light** gem carried by Jenelle.

Prismatic Barrier Effects

Color	Negated by	Effect (if not negated)
red	Cone of Cold	10 points of damage
orange	Gust of Wind	20 points of damage
yellow	Disintegrate	40 points of damage
green	Passwall	Death
blue	Magic Missile	Petrification
indigo	Continual Light	Insanity
violet	Dispel Magic	Diminutized

The appropriate saving throws apply to the effects of the green, blue, indigo, and violet bands. For additional information, see the description of the **Prismatic Sphere** spell.

None of the walls can be pierced by weapons, etc., except the green, and no wall can be seen until the one before it is stepped through or negated. Once the emerald is removed from the green wall, all walls not negated will vanish.

The emerald sits atop a pedestal in the center of the green wall. Note that only three walls need to be brought down to reach the green, and that a spear with a helmet attached or some other reasonable contrivance can be used to knock the gem from the pedestal and drag it out of the green wall.

Level Seven

The door stars are northwest — black, northeast — green, southeast — red, and southwest — yellow. The beam remains green. A yellow gem (behind door 4) is required from this level to ascend to Level Eight and the beam will turn yellow.

Room 4: The room is 30' in diameter and filled with murky water two feet deep. The characters stand on a 10' x 10' ledge. In the center of the pool stands a flesh golem (AC 9; MV 9"; HD 9; hp 40; #AT 2; THACO 12; D 2d8/2d8; SD +1 or better weapons to hit, electrical attacks restore hit points) with a topaz in his navel. In the water are 25 electric eels (AC 9; MV 12"; HD 2; hp 8 each; #AT 1; THACO 16; D 1-3; SA electric jolt; SD immune to electrical attacks). Five will discharge every size other melee round, healing the golem of five points of damage and doing 20 points of damage to anyone standing in the pool, which must be done to melee the golem. The water is very murky, so the eels cannot be seen.

Level Eight

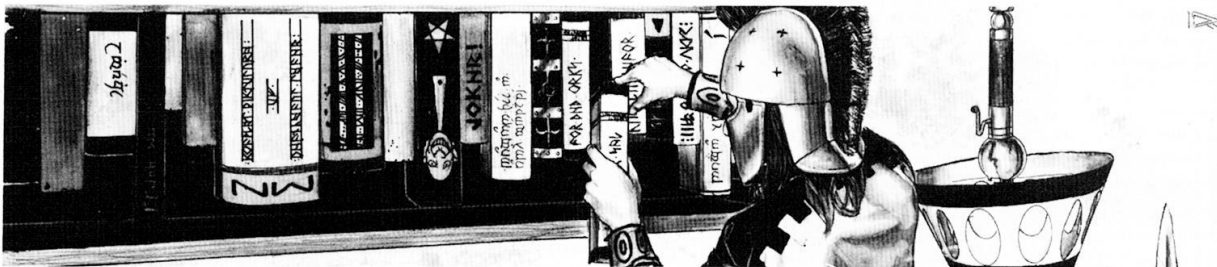
The yellow beam of light does not extend above the floor on this level, the floating stone ring is absent, and the ceiling has no openings. The area is the same size as previous floors of the tower, with smooth stone surfaces throughout. To the east and west are ornate wooden doors, deeply carved with flowing geometric designs of exquisite beauty.

Room 1: Ishcabeble's Bedroom

The floor is highly polished and silvery in color. Directly in front of the door lies a multi-colored carpet of wondrous weave. In the center of the floor sits a wheel-shaped fixture, five feet in diameter with eight lamps equally spaced about its rim.

To the left on the ceiling 20' above is a combination lamp/table sitting next to an overstuffed chair. The left wall to the corner is covered by three cabinets; from their carved tops it is apparent that they are upside down. On the ceiling, butted against the far wall is a large, four-poster bed, again upside down. The headboard is a bookcase, filled with bound volumes. Flanking the head of the bed are two nightstands, each with a lamp. These, too, are upside down.

The right wall at the ceiling is lined with inverted cabinets, the center one having transparent glass doors.



The furniture on the ceiling is not bolted to it; rather, a finial on one of the bedposts is a reverse gravity device with a 12' vertical range. Thus the carpet and lamp wheel on the floor, as well as anyone less than eight feet tall, are unaffected. Anyone jumping or climbing so that any part of his body enters the area of affect of the finial will fall to the ceiling for 1-6 points of damage. The best way down is to climb one of the cabinets. Once the player's feet pass the 12' mark, he will fall to the floor, though without damage.

There are no magical items in this room except the finial, which cannot be removed. The cabinets on south wall contain ordinary clothing (robes, cloaks, tunics, undergarments, etc.), while those on the north wall hold various mundane weapons (daggers and quarter staves). The glass-doored cabinet houses Ishcabeble's handsome collection of cameos and bottles of rare spirits. Some of the brandies are 600 years old. These may be drunk without ill effects, and the imbiber should be told that the beverage far surpasses any he or she has previously had in regards to smoothness and palatability. The

overall impression the players should receive is that Ishcabeble was affluent and most appreciative of fine works of art.

The only other feature of note is the bookcase/headboard of the bed. The volumes comprise a complete collection of joke books, as well as some after some of puns, riddles, practical jokes and limericks.

Room 2: Ishcabeble's Study

This room has the appearance of a well-appointed parlor. Stone walls have been covered with elegant wood paneling, and the floor carpeted wall-to-wall with a thick, spongy sky blue carpet. Lighting is provided by six opaque white panels in the ceiling eight feet above. Many paintings hang on the walls, all of good quality and depicting a diverse selection of themes. Immediately to the left is an L-shaped bar, and to the right is an open book and quill pen supported by a lectern. Near this lectern, jutting from the right wall, is a large fireplace.

Offset back from the center of the room is an arrangement of comfortable upholstered furniture set in a C-shaped pattern. In the center of the "C" is a tray, holding a samovar, a glass bottle and six cups, on a low wooden table. A collection of twelve, life-sized statues occupy the far right corner.

The book on the lectern is a magical item. If any of the players talk, the quill will record the conversation automatically. A special command word is required for anyone to leaf back through the book to read previous entries.

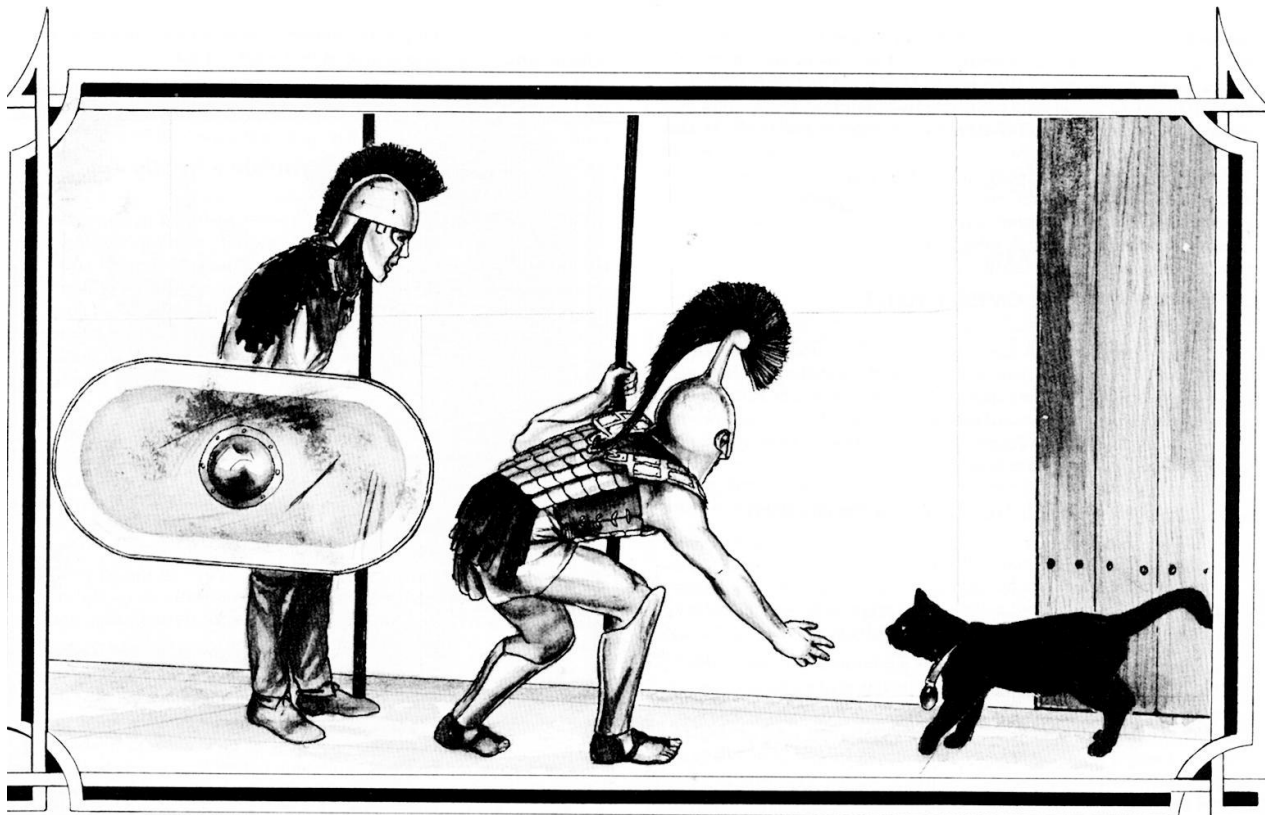
The furniture and table are of the ordinary sort, though Ishcabeble, as a practical joke, placed whoopee cushions under several of the cushions; allow a 50% chance for anyone sitting on the sofas to hit a whoopee cushion. The tray and the items on it are unmovable, though if anyone says "Care for some coffee?" or words to that effect, the samovar and bottle, which contains fine whiskey, will Levitate and mix piping hot Irish coffee into the cups until all are filled or told to stop. The magic and coffee are harmless.

The bar is well stocked with quality spirits, though not as good as Ishcabeble's private stock in his bedroom. No ill effects will be expe-

rienced if any are drunk in moderation. In a cabinet behind the bar are five metal containers with close fitting metal lids that contain springy snakes; no damage if any are opened. They are here simply because Ishcabeble was a practical joker. On a shelf in the cabinet are four dribble glasses.

The statuary is unbelievably life-like, carved with such skill that it is easily imagined they could talk and move at any moment. Six represent musicians and hold the following instruments, all sculpted in fine detail: lute, harp, flute, rebec, drum and tambourine. The remaining six appear to be dancers, three male and three female. Upon command (any phrase requesting music will do) the musicians will play and the dancers dance with style and grace. If desired, the animated statues will dance with a player character. Any type of music (suitable to the milieu) will be played upon request. The players will suffer no ill effects from the music or the dancing.

The fireplace is loaded with fresh wood and will burn on command. It cleans itself of ashes and produces more fuel as required.



Read the following when any character moves to the east end of the bar or the north side of the sofas.

On the floor in the left corner is a four-foot-diameter six-pointed star, of the same design as the huge one on the ground floor of the tower. At each point is a small indentation.

The indentations are the same size and carving as those in the floating stone rings in the center of the tower. The characters should have the six magical gems they recovered in getting to the top. Placing these in the holes activates a teleporter to Ishcabable's laboratory.

When the first gem is placed the pattern lights; the teleporter is fully activated when all gems are in place. Once activated, one person at a time may teleport. All party members may go, if desired. The final order of the stones is crucial, and must be red, brown, green, purple, black and yellow. The order may start at any point or with any gem, but if the exact order is not observed, characters using the pattern will be teleported to a sealed room that glows an angry red and contains the next **Extra Encounter**. They will be immediately teleported back to the study at the end of the encounter, the pattern will be unlit, and the gems will be dislodged.

Room 3: Ishcabable's Laboratory

Unadorned stone walls enclose the 30' × 50' area. The middle portion of the room is dominated by two eight-foot-square work tables, covered with scraps of parchment, books and scrolls, a 10-foot-diameter fire pit, a barrel, and a lectern similar to that in the parlor. To your left down the east wall are floor-to-ceiling shelves crammed with books, scrolls, and glassware. Another set of shelves, 18' long, is set in the far right corner. Centered on the west wall is a work bench, and in the near right corner is a cot and stool. Near the stool is a pattern like the one in the study.

The two tables hold nothing remarkable, just the clutter of an interrupted experiment. The fire pit shows signs of use, but contains nothing but cold ashes; the barrel contains sand to smother fires.

Searching the shelves: Each turn the party spends searching will yield something, though mostly items of no interest. The books and scrolls on the shelves and tables could be atlases, old correspondence and alchemical formulas. The powders, roots, and liquids could be items like sulfur, salt, arsenate of lead, dried leaves, aromatics, and sundry extracts, elixirs, tinctures and solutions. None are harmful by themselves, but if someone desires to ingest several items, follow the guidelines on potion miscibility to determine the effect.

The Incants will be found on the sixth player/turn the party spends searching the shelves on the south wall. That is, one player searching for six turns, three searching for two turns, or any combination that adds up to six or more. No more than three players can search these shelves at the same time.

The north and east shelves: The books and scrolls on the shelving on the north and east walls are not magical, rather reference materials and old correspondence and notes in utter disorganization. The glassware includes alembics, retorts, beakers, and the glass jars contain various powders, roots and liquids (now dried out).

The workbench: The workbench is a cluttered mess, though three books of puns lie amid the piles of crumpled parchment. The cot and stool are ordinary type; Ishcabable catnapped when wrestling with a knotty problem. The pattern is a teleporter to the study.

The south shelves: The shelves on the south wall hold what the party is searching for. The star marks the location of eight metal cylinders, each marked in flowing script "Ishcabubble." They are sealed with screw-on lids. Inside each is a parchment, and together the eight sheets comprise the Incants of Ishcabable. Where else would this punster wizard keep them but "In Cans of Ishcabubble"?

EXTRA ENCOUNTERS

The following encounters are to be used only if the party opens one or more incorrect doors on any level. They are to be taken in order, i.e., the first encounter for the first incorrect choice, the second encounter for the second mistake, and so on. *Each of them is guarding a gem of a color matching that of the colored star on the door that was opened.* The DM must determine the gem according to which door and level is involved.

These gems cannot be used on subsequent levels, even though the color is correct. For example, a yellow gem from Level Two, Four, or Six will not satisfy the requirement for Level Seven; the players must get the magical gem from the flesh golem on Level Seven.

The Encounters

1. One guardian familiar (AC 2; MV 24"; HD 7; hp 40; #AT 3; THACO 13; D 1-6*6/1-4*6/1-4*6; MR 80%) with one extra life, i.e., fights once as a 7 die monster then immediately returns to fight as an 8 die. The gem hangs from around its neck. It looks exactly like a black cat and will not attack unless the party tries for the gem.

2. The room entered is 30' square, all surfaces being of smooth stone. After all have entered, an enormous stone block 20 feet square with the lettering "16 T" on its sides hurtles from the ceiling, striking as many characters as possible (save vs. Spells modified by dexterity, if applicable). The bottom of the block is actually papier-mache, so those hit take but 1-6 points of damage, but now they are caught inside the hollow block. The sides and top are very tough and heavy, making it impossible for those inside to cut their way out or those outside to rescue them.

In the center of the floor is a secret panel over a shallow hole. Once opened, those entrapped will find a gem. Upon lifting the gem from the hole, the inside the block will be teleported back to the central area (same level). Those who weren't trapped may rejoin them by simply walking back through the door.

3. One guardian familiar (AC 3; MV 22"; HD 6; hp 36; #AT 3; THACO 13; D 1-6*5/1-4*5/1-4*5; MR 80%) with two extra lives. The gem hangs from its neck.

4. Four fire drakes (AC 5; MV 6"/18"; HD 4; hp 12, 14, 16, 18; #AT 1; THACO 15; D 2d4; SA breath weapon (x5) for 2d8 each) sit upon the raised edge of a dry stone pool 15' in diameter, in the center of which is the gem.

5. One guardian familiar (AC 4; MV 20"; HD 5; hp 28; #AT 3; THACO 15; D 1-6*4/1-4*4/1-4*4; MR 80%) with three extra lives. The gem hangs from its neck.

6. The party enters a large, well-lit, ice cavern. The air is chill, and there are many huge icicles hanging from the ceiling. The sound of water dripping into many small pools is quite evident. The floor is slippery due to this water dripping onto the ice floor. 60' away a gem can be seen lying in one of the pools.

There are 18 ice piercers on the cavern ceiling, 12 two-die (AC 3; MV 1"; HD 2; hp 9 each; #AT 1; THACO 16; D 2d6) and six three-die (AC 3; MV 1"; HD 3; hp 13 each; #AT 1; THACO 16; D 3d6) above the route that must be taken to get to the gem.

Tournament note: The piercers will attack in waves of 6 (two 3 HD and four 2 HD): halfway to the gem, at the gem, and halfway back, but no more than three to a single character. Running characters must roll lower than their dexterity on 1d20 or slip and become a prone target for the next wave. Each time the ceiling is blasted with lightning or fire, the next wave will be dislodged and miss. Particularly intelligent moves (like using the slippery floor to slide through the danger zone quickly) should give an armor class adjustment.

7. One guardian familiar (AC 5; MV 18"; HD 4; hp 23; #AT 3; THACO 15; D 1-6*3/1-4*3/1-4*3; MR 80%) with four extra lives. The gem hangs from its neck.

8. The area is a 60' square room with a 30' high ceiling. Facing the party is a 10' wide stairway leading up to a portico flanked by four Corinthian columns. All the stonework is of white marble. Seated upon a throne within the portico is a man of noble visage, dressed in a white garment, trimmed with purple, a portion of which is draped over his left arm, leaving the right bare. His head is crowned with a laurel wreath, and his right hand is adorned with a ring set with a large gem.

The man is a green slaad (AC 3; MV 9"; HD 9*3; hp 47; #AT 3; THACO 12; D 2d8/1-6*2/1-6*2; SA **Polymorph Self**, **Telekinesis** (1,250 gp weight), **Cause Fear**, **Continual Darkness 15' r.**, **ESP**, **Detect Invisible**, **Locate Object** and **Produce Flame**; SD +1 or better weapon to hit). It is using its **Polymorph Self** ability to appear as a human or, in this case, a caesar slaad. The slaad will not use its **Delayed Blast Fireball** spell nor **Gate** ability.

9. One guardian familiar (AC 6; MV 16"; HD 3; hp 19; #AT 3; THACO 16; 1-6*2/1-4*2/1-4*2; MR 80%) with five extra lives. The gem hangs around its neck.

10. One ordinary black cat (AC 7; MV 12"; HD 1/2; hp 2; #AT 2; THACO 20(2); D 1-2/1-2). The gem hangs from its neck.

MODULE CREDITS

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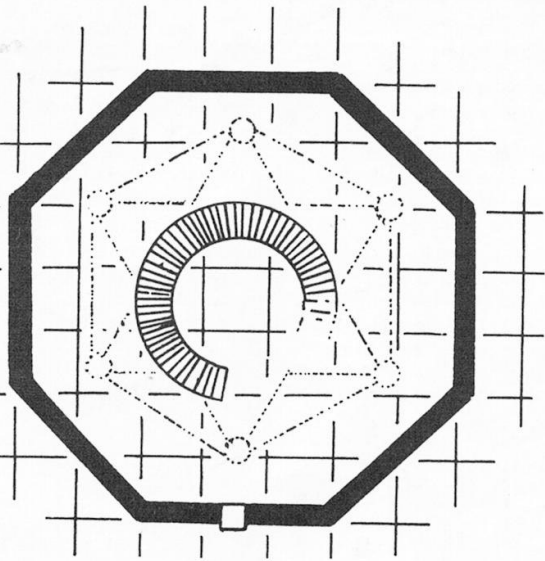
Editing: Jon Pickens

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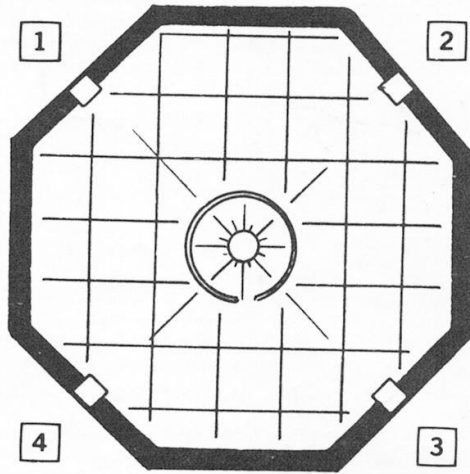
Production: Mary Kirchoff

Special thanks to: Dave Griggs, Jeff Hartz, Ray Krueger, Dan Lawrence, Terry Primrose, Jim Ronco, Tom Sievers, Dean VanDrasek, and Rex Zinn.

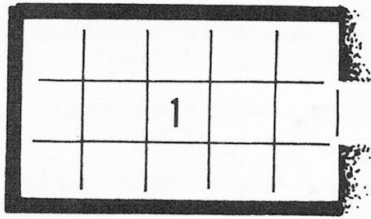
ISHCABEBLE'S TOWER



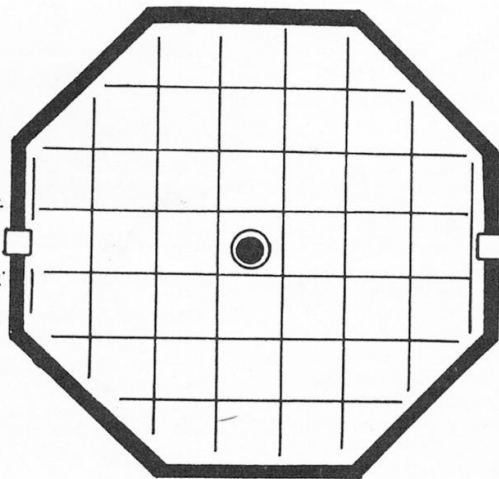
LEVEL 1



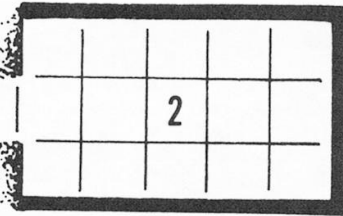
LEVELS 2-7



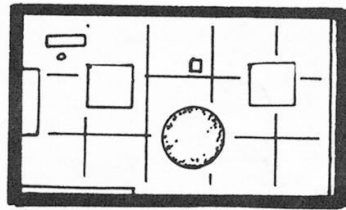
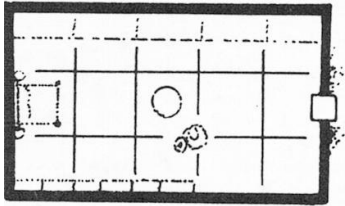
LEVEL 8, ROOM 1



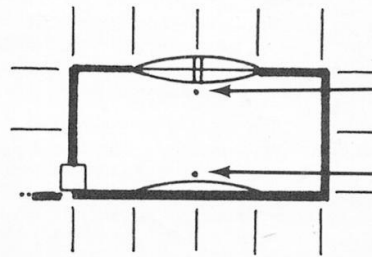
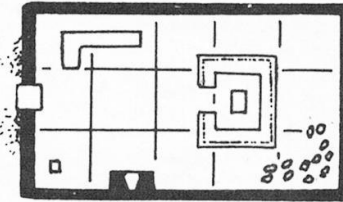
LEVEL 8



LEVEL 8, ROOM 2



LEVEL 8, ROOM 3



LEVEL 5, ROOM 2

square or segment = 10 feet