



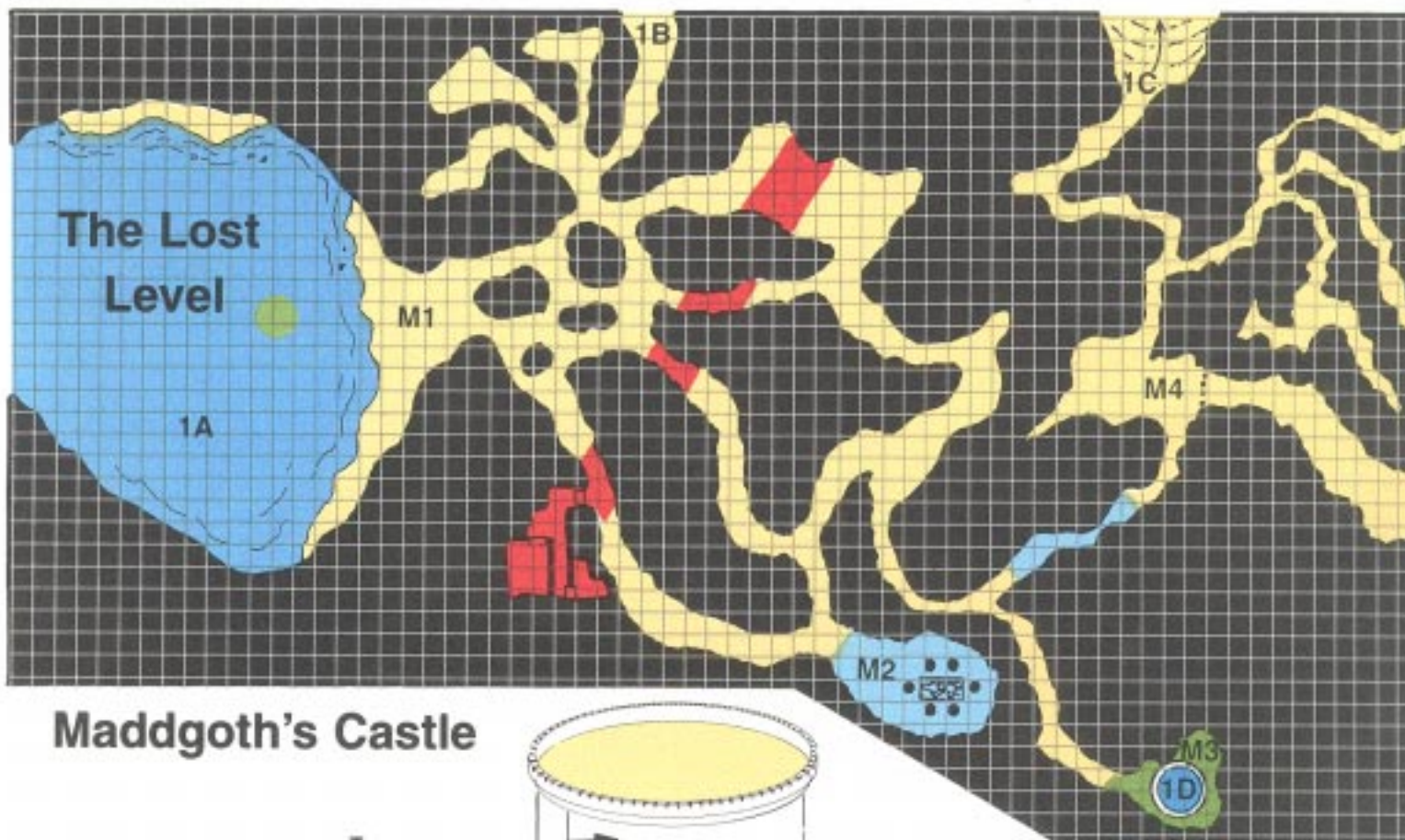
DUNGEON CRAWL™
FOR FOUR TO EIGHT CHARACTERS OF LEVELS 7-10

UNDERMOUNTAIN™

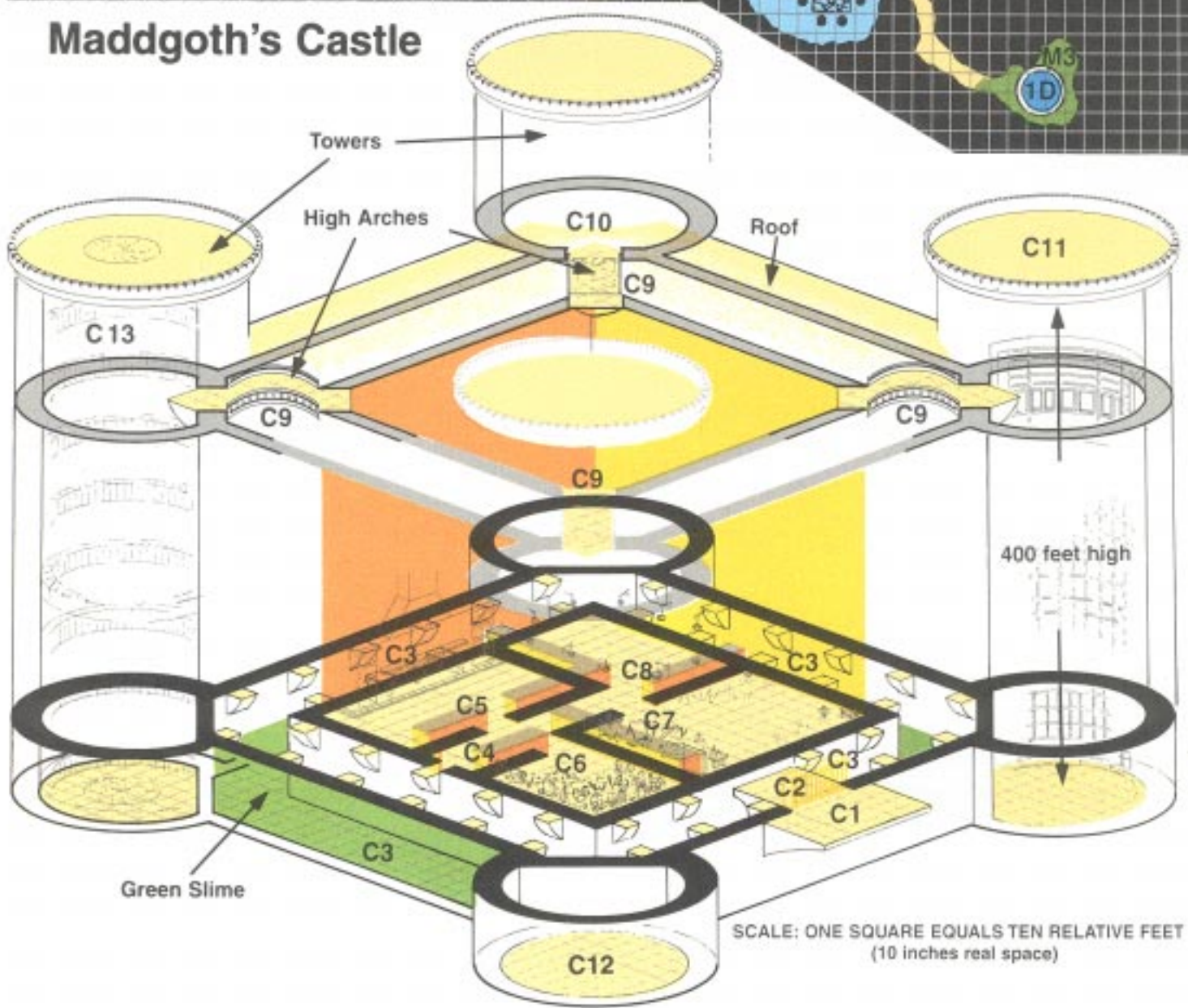
MADGOTH'S CASTLE



Steven E. Schend



Maddgoth's Castle



Advanced Dungeons & Dragons®



Undermountain: Maddgoth's Castle

by
STEVEN E. SCHEND

Table of Contents

Introduction	2
Adventure Overview	3
Hidden Stories	3
History	3
Rumors	4
Details of the Dungeon	5
Ways In and Out	6
The Caverns of Maddgoth's Castle	8-16
M1: Subterranean Shores	8
M2: Rictus Mortis	8
M3: Waters-deep Gate	9
M4: Ropers' Gate	9
M5: Maddgoth's Cavern	9
M6: Cavern of the Great Carnage	13
M7: Cold Cavern	14
M8: Treasures and Trolls	14
M9: Room of Flickering Shadows	15
Maddgoth's Castle	16-25
C1: Main Gate	16
C2: Grand Foyer	16
C3: The Moat	16
C4: The True Gate	18
C5: The Kitchen	19
C6: Supply Room	19
C7: Maddgoth's Laboratory	19
C8: The Homonculi's Lair	20
C9: The High Arches	21

C10: The Tower of Cages	21
C11: Maddgoth's Quarters	23
C12: The Hoard Tower	23
C13: The Armory	23
Undermountain NPCs and Magic	25-32

Credits

Design: Steven E. Schend
Editing: Bill Olmesdahl
Cover Art: Alan Pollack
Interior Art: Earl Geier
Cartography: David Sutherland III
Graphic Design and Production: Dee Barnett
Typography: Tracey L. Isler
Graphic Coordinator: Robert J. Galica

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and the TSR logo are registered trademarks owned by TSR, Inc. DUNGEON CRAWL and MONSTROUS MANUAL are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the toy and hobby trade by regional distributors. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork presented herein is prohibited without the express written permission of TSR, Inc.

© 1996 TSR, Inc. All rights reserved. Made in the U.S.A.

TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom



Introduction



Welcome back to Undermountain and the second DUNGEON CRAWL™ adventure. The first DUNGEON CRAWL adventure was set in the highly-isolated Lost Level of Undermountain, and its construction demanded that no changes to its location or connections be made to it. Let's face it—if it was easy to find or to get to it wouldn't be called "lost." Now, with Maddgoth's Castle at hand, you'll find that this adventure is much more open in its construction. It is easy to move this adventure to any dungeon or adventure, as Maddgoth's Castle only takes up a few square feet!

Maddgoth's Castle is a miniature environment with strong story elements that will challenge any group of seasoned adventurers. To adventure in Maddgoth's Castle the characters must shrink to a size small enough for them to enter. They'll find that their new size gives them a unique perspective on the problems they've had to face in the past.

This adventure, like others in the series, will work as either a stand-alone escapade or as part of an existing campaign. Maddgoth's Castle contains ideas on how to link it to an existing campaign. While this Dungeon Crawl module is set within the FORGOTTEN REALMS® campaign setting of Undermountain, it can serve as part of another major dungeon on any AD&D® world. This adventure takes place where and when you need it to.

Each DUNGEON CRAWL adventure contains features that make it usable in many ways. The module provides many different entrances to the adventure setting, since more options allow the Dungeon Master greater flexibility when linking the adventure into his or her ongoing campaign. Other standards of this series include: rumors and hooks to entice the PCs to face the dangers within; the hidden history and backgrounds on various parts of the dungeon (for the DM's info only); and notes on the physical condition and norms of the mapped areas of the dungeon.

Each DUNGEON CRAWL module needs no supplementary products beyond the basic AD&D rule books to become a full adventure. If the DM wants to link the adventure to his or her campaign and expand the map and details, the adventure is easily adjusted to do so. In fact, it is simple to connect this module to an existing Undermountain campaign in the FORGOTTEN REALMS world, given the many suggestions in the "Ways In and Out" section (page 6). One small cautionary note, even though we encourage you to alter the dungeon to fit a personal campaign, be careful. Each adventure location should be reachable only through the specific entrances and exits given in the module.

DUNGEON CRAWL adventures are self-contained and playable in any order wanted by the DM and players. Each adventure does have suggested ranges for PC levels (the average strength of characters that can survive the rigors of that adventure). Besides that gauge, there is nothing from keeping DMs from mixing and matching their favorite adventures with these DUNGEON CRAWL modules. Maddgoth's Castle is designed to be a challenge for 4-6 adventurers of levels 7-10. A minimum of 40 levels of player characters is recommended.

DUNGEON CRAWL scenes are playable in a vacuum, but linking them together into a coherent adventure or campaign adds more to your game. Imagine teleporting out of the Lost Level after a long and drawn-out battle against beholders only to find yourself six inches tall and facing a flock of roc-sized stirges. Now, an Undermountain campaign doesn't have to be this tense, but that depends entirely on two things: What the players and their characters are willing to take on and how merciful is the Dungeon Master? Answer well, as you enter the dangerous dungeon crawl around Maddgoth's Castle!



Adventure Overview

The players will start this adventure in one of two ways: They will either hear about Maddgoth's strange floating castle and come looking for it, or stumble upon it accidentally. No matter which is the case, there are many obstacles for the group to overcome before the castle.

Even finding this section of the massive dungeon complex known as Undermountain can be challenging. Several carefully hidden gates lead to and from the series of caverns in which the castle is hidden. Players first have to conquer this magical maze before they can even attempt to find the floating castle of Maddgoth.

Once the gate obstacles are overcome, the party next has to deal with the caverns surrounding the castle. This is not an area for the weak of heart. Subterranean horrors like ropers, trolls, medusa, and even the odd ghost or two haunt these ancient tunnels. Before winning the castle, the adventurers must vanquish these foes. Their path will be difficult and fraught with peril, but the means to triumph are there. It will take a brave heart and cunning mind to win the day.

The cavern of the castle is in sight! Surely the quest must be at an end? Don't count on it. Getting to the castle is just half the battle. Surrounding the castle is a field of magical energy that shrinks any who contact it. Unfortunately, not everything is affected by the magic. The adventurers will learn to look at the tiniest creature with a new perspective after this adventure.

The castle is filled with tricks and traps. Merely getting into the castle proper will test the most hardened group of heroes. Once inside, the group will become embroiled in a struggle between homonculi and faerie dragons for possession of the castle and its contents. The party is played as hapless pawns by both sides. Can the group overcome the machinations of these tiny titans, or will they be squashed like the bugs they now resemble?

Hidden Stories

Would that avarice and wizardry were mutually exclusive, but that is rarely so. Among all the Realms' peoples, wizards are those deemed most likely to hoard items mundane and arcane alike. Only dragons are more covetous in nature. Those who would steal from sorcerers and dragons alike should best mind these words: Those who lust after things of power protect their interests well, far more than a cautious man guards his own life.

—Lady Laeral Silverhand-Arunsun, Lady Mage of Waterdeep

Quite a few of the facts detailed in this section are revealed to the players only through role-playing with the relevant NPCs of the area. Of course, some of these facts shall remain totally unknown, since not even the characters relevant to the areas know much of the history. With the spells *stone tell*, *legend lore*, and the like, basic information may be discerned, but Undermountain guards its secrets well and Halaster alone knows all its tales. The material herein is provided exclusively for Dungeon Masters and should help them formulate plans for combat and role-playing within the designed areas of the dungeon.

This module uses a number of references to Waterdeep and the greater dungeons of Undermountain. While the *Ruins of Under-*

mountain boxed sets and the *City of Splendors* boxed set would be quite useful for playing this dungeon sub-level, none are necessary for running the adventure as it is written here. There are notes allowing for further development of the scenarios and tying them closer to Undermountain, and those notes mention various details within those boxed sets. Again, the details are helpful but not essential to enjoying these scenarios as they are written.

Maddgoth's Castle is a unique adventure. Since it is entirely self-contained, it can easily be placed anywhere, in almost any campaign. The history of the structure may have to be changed, as well as the background stories of some of the important NPCs. But all in all, you'll find the castle can easily be transplanted to any small secret room in your favorite dungeon, or placed on the top shelf in any insane wizard's laboratory.

History

Maddgoth's Castle is a relatively new construction in Undermountain. Halaster cleared a stalagmite-littered cavern and created this miniaturized castle that floats upon a mithral spindle, for reasons known only to himself. After this small shell of a castle was built, he cast various spells to protect its exterior from all spells, and then suspended it within a protective magical field that shrunk all that touched it. That magical barrier projects from crystals embedded in the ceiling and the floor of the cavern. It remained an enigma that caused the death of many wandering monsters, escaped slaves, and adventurers alike. After centuries of experience, the creatures of Undermountain learned to simply avoid the cavern of the castle, since they have had no luck in destroying it or its magic. Only a handful of intelligent creatures have entered the castle's cavern in over 400 years.

While lucid dealings between dungeon delvers and Halaster Blackcloak have been few and far between across the centuries, Chollas the Variant managed to talk to Halaster during a trek through the Underhalls in 1309 DR. The wizard apparently was able to buy the rights to use and control the castle, the cavern where it floated, and the gate nearby. All the transmuter needed to do was provide Halaster with a number of spells and a vow to help him create seven new creatures to unleash into Undermountain. Halaster yielded control of this floating miniaturized castle to Chollas a mere 27 years ago, creating a two-way link between the gate to a similar one in a cellar of Chollas' home in Waterdeep. However, Chollas never completed his assignment of creating new creatures for the dungeon. Soon after gaining control of the castle, Chollas and his three apprentices began additional construction, as the castle was found to be only a shell with no internal structure beyond the floor and outer walls. Within two weeks of claiming the castle, Chollas and two powerful archmage friends of his were slain upon using the gate to reach the castle. The youth known then as Phyrgoth had drawn his fellow apprentices into a conspiracy against the studious old mage and they killed him. Phyrgoth then turned against his fellow conspirators and slew them in turn. Phyrgoth, soon to be named Maddgoth, was just a 7th-level transmuter a few weeks shy of 25 winters, and he now claimed this secret hideaway as well as the collective property of six wizards!

Phyrgoth quickly learned how to use his unassuming and youthful features to gain the trust of other wizards or their power-hungry apprentices. His lies and intrigues were easily swallowed by the greedy and grasping, but their avarice was al-



ways but a shadow of their manipulative host. His methods consisted of gaining the trust of one person, then he would entrust them with the secret of his castle and offer to share its laboratory and research facilities. The few who fell into this trap died long and painful deaths as prisoners and research subjects of Phyrgoth.

The evil transmuter was arrested for attempting to abduct a young woman from the Copper Cup festhall. Her testimony at the Lord's Court on the 1st day of Alturiak 1346 mentioned that she was to be "the wife of a wizard destined to be more powerful than the Blackstaff ever dreamed!" Phyrgoth, looking meek and penitent at court, was fined for damages to the Copper Cup incurred while he resisted arrest and was imprisoned for only a month in Castle Waterdeep. A man with many acquaintances through the Guild of Magists & Protectors, Phyrgoth's name kept appearing as a known colleague for a number of missing persons, but he was never charged of wrongdoing due to ironclad alibis. Over the course of the next few years, Phyrgoth became increasingly more eccentric and withdrawn, and he soon became known derisively by folk of Waterdeep as Maddgoth.

During the chaos of the Time of Troubles, Maddgoth grew careless. He lured a wizardess known as Bhellis Malysax and a trio of her apprentices into his castle on the promise that he knew of a way to counteract the magical chaos of the time. After Maddgoth captured and imprisoned the enchantress and two of her apprentices in his castle, Bhellis' newest apprentice, the young Syriana, revealed herself to be Ynim Ceiropole, a wizardess working secretly at the behest of Open Lord Piergeiron. During the spell battle that followed, Ynim and Bhellis were slain, but they managed to allow the two apprentices to escape back to the city with the knowledge of Maddgoth's activities.

Once the extent of Phyrgoth's madness was known, a group of wizards was dispatched to the townhouse to dispel the magic of the two-way gate. The presiding guild mage, one Maxehl Khovtoll, pronounced it destroyed in a report to the city. Unknown to the watch or the Lords, Maxehl and his compatriots were paid accomplices of Phyrgoth, and they left the gate intact. The case was never followed up on, since the distractions of the following days included Myrkul's minions invading Waterdeep!

Now, more than a decade later, the former Trades Ward house of Phyrgoth and Challos and the domicile of Maxehl Khovtoll for the past ten years is being sold in a public auction on the 20th day of Eleint 1368. Though the well-kept three-story home fronts on Andamaar's Street and faces North Ward, few nobles are looking to buy it, given its current notoriety. Maxehl died in his sleep in Alturiak, and Sandoth the Laugher of Silverymoon, bought the house from him just before he died. Sandoth expired gruesomely only days after arriving in Waterdeep. While the few who met the portly mage Sandoth thought him a fine and humorous sort, his two faerie dragon friends seemed very disgruntled at traveling with their comrade here from Silverymoon. Currently, the two dragons are still being sought as witnesses to the murder, and tavern talk has them pegged as the unlikely killers. In truth, Sandoth the Laugher was killed by Maddgoth, who entered the house by way of his old *gate*. While attempting to steal the fat wizard's effects, he was forced to flee from the two vengeful faerie dragons who pursued him down into Undermountain.

Rumors

Rumors about Undermountain, and specifically Maddgoth's Castle, are often mentioned in tavern tales or whispered by mysterious beggars in Waterdeep. They are, of course, mild cues to goad PCs into exploring the dungeon and jumpstart an adventure. Use these to provide the PCs with some ideas, if they are not sufficiently motivated to find the adventure themselves. Whether there is any truth behind any of these rumors is up to the individual DMs to decide. The details of the dungeon in this book certainly tell the DM the truth or deceit of the matter on quite a few of these rumors.

- Maddgoth's Castle can be found high on the northern slopes of Mount Helimbrar, and it is filled to brimming with the plunder of 50 wizards' towers!
- Maddgoth's Castle floats lazily over a clearing near the center of Neverwinter Woods. They say it can't be seen unless you're directly underneath its shadow.
- Phyrgoth was a weak and sickly wizard with a stammer; Maddgoth was apparently healthier with a strong presence and power always at the ready. Whoever this Maddgoth is people talk about, the two are definitely not one and the same in any way!
- One of the last of Phyrgoth's known associates to go missing was Waryn Thell, a master at creating homonculi.
- Phyrgoth was branded on the face with the Lords' seal after his attempted abduction of that festhall girl. They did this since he altered her face into a horrible mess when they tried to arrest him!
- Maddgoth was one of the best students of Chollas the Variant, one of Waterdeep's greatest transmuters.
- Waryn Thell was wanted by the watch in suspicion of killing a number of missing persons. Thell never killed his wizard foes: He turned them into his homonculi!
- Any veteran of Undermountain knows how Halaster has riddled the place with hidden teleports. Well, Maddgoth has hidden polymorphs set in his castle to change any intruders into mice for his imps to eat!
- Maddgoth's Castle can be reached by a cavern deep inside the third mountain north of Mount Sar, but you can only reach it by entering a box canyon on the eastern side and follow it to its center. Maddgoth has an entire tribe of gnolls guarding the surface entry—I've seen them myself!
- The castle of the wizard Maddgoth has an undead guardian keeping adventurers and other dungeon dwellers out of it.
- Phyrgoth works for Halaster Blackcloak! All those wizards and people he killed was to provide Halaster with new transformed animals and creatures!
- Deep within the bowels of Undermountain is a river that connects with nearly everything on the third level from Skullport to Maddgoth's Castle.
- There are at least seven noble house rulers whose villas have secret entrances into the Underhalls! Those nobles used to use those entrances to smuggle slaves into the city.
- Halaster's dead, but there's a whole slew of nutty wizards down there posing as him. That's why he never acts the same way twice. Well, whether they're old Blackcloak or not, they're all pretty dangerous all things told.
- My husband's cousin told me there's some entrance to the



dungeon on Mount Waterdeep. She was picnicking there and somebody popped out of a gopher's hole near her and grew up to normal size in a second!

Details of The Dungeon

If rooms or locations do not have specific details on some of the varied conditions of the dungeon, the DM can use these notes to cover the repeating features in Maddgoth's Castle and beyond.

Architecture

Once within Maddgoth's Castle, the architecture remains spartan and reminiscent of old dwarves' work, but the scales are very odd at your adjusted height and perspective from five to six inches tall! The marble floor is smooth and seamless, even to your touch, but the walls are apparently ordinary rough-hewn granite. All characters attempting to climb the walls gain a bonus of 10% due to easier hand- and footholds on the rougher surface. Most, if not all the furniture, is suited for a person of your approximate size; in other words, the castle was built for additional, arcane purposes, but its current owner has simply made parts of the structure work for him and his reduced size while in it.

The oddest note about the architecture of Maddgoth's castle is the fact that the only floor exists in the four rooms of the central keep, there are no stairs to reach higher points, and the doors to the corners towers exist more than 300 feet above that main floor. These features are explained away easily: Maddgoth and his servitors have no need for floors since they all fly about the castle. It also precludes much need for excessive guards or protections on the Prison; quite simply, there's only one way around this castle unless you can fly.

A final note about Maddgoth's castle: PCs will quickly find that the only spells that have any effect on the castle's walls are those already in place. In other words, *passwall*, *disintegrate*, *transmute mud to rock*, and all other environmental-affecting spells short of *wish* simply fail when cast on any internal or external walls within the castle. *Rings of X-ray vision* don't penetrate the walls. Web spells will only anchor to the floor; if cast against a wall, they simply form and slide off, but the spell's effects are roughly the same to creatures within its area of effect since they are just further entangled in a loose glob of webs.

Climate

While there are no immediately apparent vents or other air passages, all sections along this mapped level contain air. In all cases unless otherwise mentioned, air is supplied by magical means, and that air is fresh.

Magic

Like the constant conditions surrounding the entire Undermountain complex, there are some powerful, indecipherable magics in place to prohibit the proper functions of many different spells and spell-like abilities. These magical barriers cause

most surfaces in Undermountain to radiate with magic under detect magic spells. Some areas emit magic so strongly that detect magic cannot locate hidden items.

- No form of *teleportation* or similar spells— *word of recall*, *dimension door*, *succor*, and even *passwall*— function within any of the areas on this level. No magical methods of escape are possible except through the *gates* or through the passages delineated in the "Ways In and Out" section.
- *ESP* and similar scrying spells (like *locate object*) do not operate through ceilings, floors, walls, or doors. *Wizard eyes* and *projected images* can move only if there are gaps for air passage like keyholes and other gaps in enclosures.
- Spells that summon anything from outside the dungeon do not function. A *monster summoning*, for instance, only finds creatures already in Undermountain. Most items that summon things (such as *horns of Valhalla*) operate, as do items that create extradimensional areas (such as *bags of holding* and *portable holes*).

The Castle's Reduction Screen

The field that surrounds the castle must be breached to approach the castle at all. Attempts to circumvent the field will be in vain, as burrowing underneath it exposes the fact that the field extends directly into the earth and rock at its apex or its base. Movement spells used to bypass the field (such as *dimension door*, *meld into stone*, or any of various *teleports*) automatically fail and the character is deposited outside the field near the destination.

The magical screen reduces all living beings and nonliving material by a factor of one foot to one inch as they pass through it; in other words, characters six feet tall with a six-foot long sword shrink down to six inches in height with a corresponding weapon size. Ranges of characters' spells, missiles, and all effects are similarly reduced. All measurements and ranges given while characters are reduced are written to the visual scale and frame of reference of the characters, not the actual real-size measurements.

There are a number of unique factors about the magic of this reduction screen. Due to unknown influences that Halaster has, *dispel magic* specifically does not work to cancel either the screen itself or its effects. No matter how much time is spent within the castle, the only way to cancel the reduction effects is to exit through the screen or use a carefully-worded *wish* spell (DM's option). The magical field curiously has no reducing effect at all on several types of creatures (brownies, crawling claws, homonculi, piercers, any manner of pixies, and stirges) to name but a few. Whether this is a planned effect or merely an unforeseen quirk is unknown. The effect is always 100% effective on humans and humanoid creatures, regardless of magical resistance or special powers. The field is less sure regarding other creatures (only 95% effective). In the adventure, the abilities of several normally tiny creatures are augmented to represent their relative effects on reduced PCs. Hit points and talents are adjusted for the reduced effect the PCs have at their relative size. As characters can see if they squint to peer through the field, a number of creatures have been reduced but continue within the area beneath the castle. A random sight to note and hint at the fate of those who enter the field could be a 10" gelatinous cube oozing its way toward a small gorgon chomping on the petrified remains of a reduced carrion crawler.



Wild Magic & Magic-Dead Zones

Within these caverns and developed areas are a few “magic-dead” areas as well as a few areas of uncontrolled wild magic. These magical areas are invisible to characters, unless otherwise stated, but all of them are identified in the text (if among the detailed areas) and highlighted in blue (dead) and red (wild) on the map. Many magic-using monsters can ‘feel’ the perimeters of both areas, and will not enter them willingly.

Within a “magic-dead” area, spells do not work, magical item effects do not function, and ongoing spells and magical powers are temporarily suspended until they are out of the area. Spells cast into a magic-dead area are negated at the closest edge. Spellcasting or item use inside these areas will not “waste” the spell or charges—everything magical is “on hold.” Magical weapons function as normal weapons, and memorization of new spells is impossible.

Within a wild magic zone, spells and natural magical powers become chaotic, just as all magic was during the Time of Troubles. But unlike standard wild magic zones, Halaster appears to have tinkered with these as well, if he didn’t create them himself. Any spells cast or spell effects of items used within these areas trigger these effects, rather than their desired magic:

D100 Result

- 01-20 Spell or ability functions as normal.
- 21-40 Spell functions as normal, but components and memory of the spell (or item charges or # of uses per day) are not consumed. In other words, the character used this spell or ability without a cost.
- 41-60 Spell or effect is canceled but the spell (or item charge or 1 use/day) is lost.
- 61-80 Spell or effect goes wild, operating at maximum efficiency, with optimum effect, damage, and duration. However, the effects of the spell are inflicted upon every living being within a 75’ radius of the caster rather than limited to the chosen target.
- 81-85 Spell or effect is canceled, but all *curses* in effect within a 20’ radius of the caster are lifted permanently. Those people or items whose curses were lifted are subject to a *faerie fire* effect on them for 1d20 hours; if the glow is dispelled before its duration is up, the *curse* is reinstated upon that character.
- 86-90 Spell or effect is negated with a spectacular flash of sparks, and the caster’s eyesight is cursed to work only as infravision. In other words, the character can see in the dark, but is blind if within an area of illumination brighter than a small candle.
- 91-95 Spell or ability functions at maximum efficiency, with optimum effect, damage, and duration. If a saving throw against this spell is applicable, it has a -5 penalty.
- 96-00 Magic of the spell or ability becomes manifest as a huge translucent hand which automatically grabs the caster despite any defenses, crushes him or her for 1d4 points of damage/level of the magic, and randomly teleports the character 20d20 feet away from the current location.

Dice Modifiers

- 9 if a natural spell-like ability
- +3 per level of spell
- +6 if effect is from an item
- +9 if effect is from an artifact or relic
- +6 if effect is invocation/evocation magic
- +9 if effect is alteration magic

Other Details

Lighting

Unless it specifically states within a description that there is ambient or direct light within an area, there are no light sources other than those carried by the party. Bear in mind that this is both a strength and a weakness for the PCs; they can see, but they can also be seen from a distance more easily.

Noise

As very few of us players (or DMs) spend much time in castles or caverns, we’re not entirely familiar with the full impact of the setting. With the high, vaulted ceilings of either of those locations, any noise creates echoes off of all surrounding surfaces. Just remember, if you start making noise of any kind, that noise carries . . . and it could either bring safety in the form of aid or it could bring a curious monster that hears its dinner.

Ways In and Out

This section provides a summary of possible entrances linking Maddgoth’s Castle and its other areas on this dungeon sublevel to the surrounding campaign expanses. These “ways in” simply bring the characters onto the mapped area, and it’s up to the characters to get themselves into or out of the situations they find. (In other words, this won’t tell you how to get into the castle, but it will get you near it.)

Like many portals and entries for Undermountain, some of those that enter this adventure permit travel in one direction only—into the dungeon—and it’s up to the players to get their PCs out alive! This Undermountain sublevel is more accessible than some, but it’s never easy to escape Undermountain, no matter how many exits there are to choose from! DMs are, of course, free to alter entrances to or exits from this level, and the *gates* can be moved or blocked by rockfalls or other hazards.

Maddgoth's Castle

- 1A: The lake at the far western edge of the map is 315 feet deep and continues about 40 feet west to end at a flat cliff that closes off the cavern. That cliff face also closes off the lake beneath its surface, but there is an opening about 90 feet wide and 20 feet high at the bottom of the lake. The lake contains some magical or alchemical effect that dissolves wood and wood pulp in contact with its waters. This effect breaks down wood within a week and paper or books within 6 hours if they remain soaked in this water. There are two ways to arrive in this lake, but only one of them leads from the surface. Within the Mere of Dead Men are a multitude of small, brackish pools of standing water, but only one has a moss-covered statue of a bully-



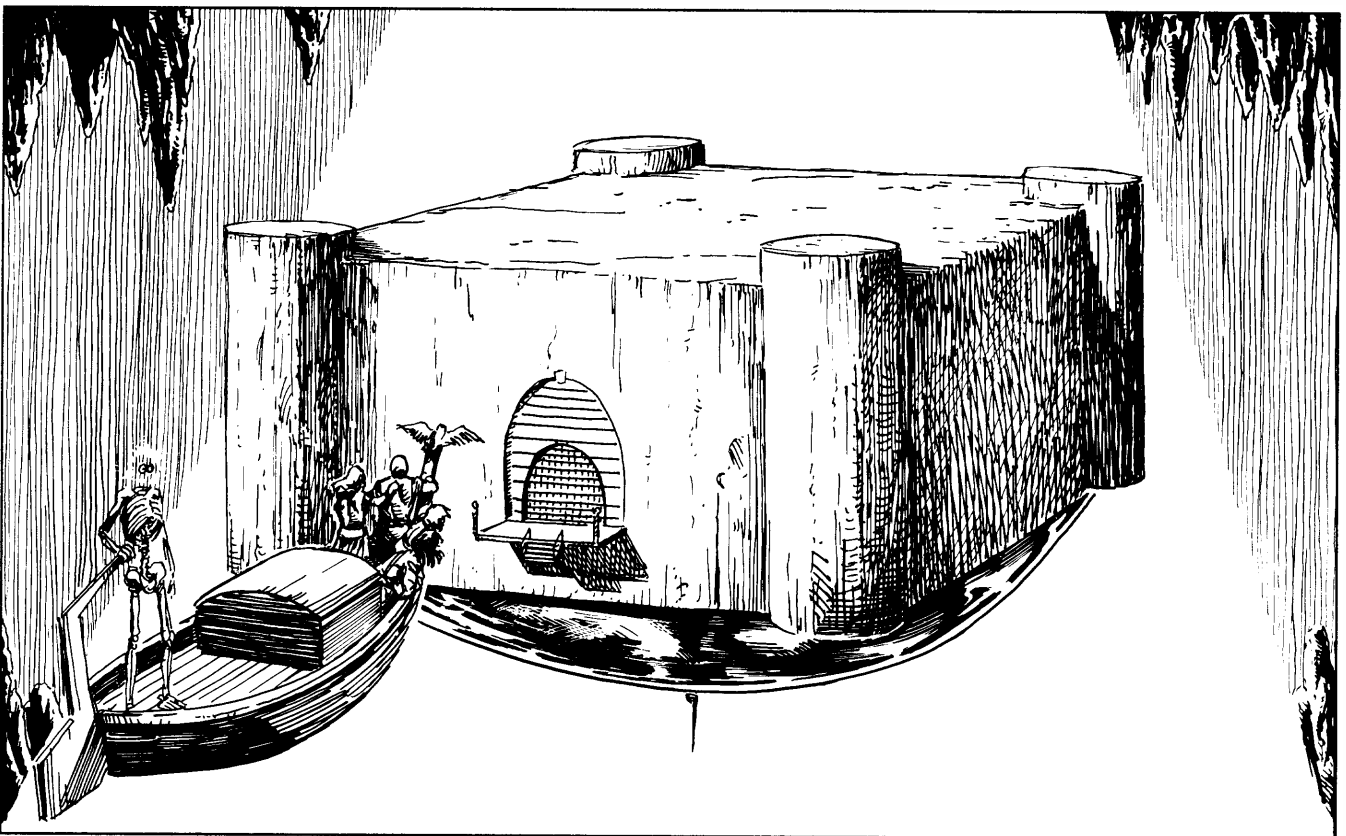
wug jutting out of its center. Diving into this pool causes the diver to teleport into this subterranean lake about 40' from its eastern shore. The other entrance exists at the end of the river on the eastern side of this dungeon map. If any material living or dead contacts the cliff-face marked (1A), they teleport from the river to the lake.

- 1B: The cave tunnel closest to Maddgoth's Castle is one of the few direct links with the surface. The tunnel runs about 900 feet northwest from its entrance on the map, and there the tunnel ends at a crevasse that falls over 100' to a raging underground river. Above the chasm and tunnel is a cliff that leads up 150' to an opening in the cavern ceiling. This opening slowly changes over the course of a few miles from a vertical shaft to a series of caverns that eventually lead to the surface. The surface connection is a cave about 75' up the southern slope of Mount Sethel, a smaller mountain roughly 60 miles north of Waterdeep. The cave is inhabited by 14 gnolls and a gnoll shaman who took over this cavern a year ago. They know nothing of what lurks below.
- 1C: This particular cavern tunnel leads up from the Underdark (end point undetermined). Its path is precarious and often has travelers inching along foot-wide paths along the cliff-sides of deep gorges. In fact, the trail is broken in quite a few places by 30-50' gaps caused by roaming purple worms. Needless to say, little traffic arrives up this trail from below, but it gives PCs an entry to the Underdark (or an escape tunnel from it).
- 1D: The *gate* dumps arrivals into a 15' deep, 15' wide pool.

There is light coming from luminescent fungus on the rock walls above, around, and within the pool. This *gate* has a two-way *gate* connection to the cellar of a townhouse in Waterdeep, formerly owned by Chollas the Variant and Phyrgoth. Six special signet rings can make this *gate* a two-way portal from Waterdeep, and the rings are in either the house in Waterdeep or Maddgoth's Castle; all it takes is one being with one of the rings to activate the *gate* and move all others in contact with him through it to arrive here.

It is interesting to note that Halaster has added a number of other entry points to this particular *gate* (and malevolent DMs can certainly link more gates to this point as well). His reasons are unknown, but his motivations may lie in the fact that neither Challos nor his student have fully honored their agreement with Halaster to deserve unchallenged ownership of the castle. Therefore, the following two *gates* also deposit characters into the watery arrival point marked as "1D."

- *Gate J* from Room #30 of Undermountain's Lost Level (the previous DUNGEON CRAWL module) or another undefined *gate*.
- A sea cave found one mile beyond Llorbauth's northern gate along the coast of the Deepwash contains a small tidal pool at its back that is reachable only during low tide. Anyone fully immersing themselves in the tidal pool rises to Area M3. This tidal pool is known locally as "The Lost Lovers Pool," for legends tell of two newlyweds who found the pool and vanished, never to be seen again!





The Caverns of Maddgoth's Castle

"Maddgoth's Castle, hmm? Well, I can't say that I found it imposing. Of course, it was a bit of a challenge in its heyday when it flouted above the trees of Ardeep. Still, though Halaster moved it, I hear it's still us much of a bane to evil drow as it ever was in its prime, and that is all well and good for the Realms..."

—Elminster of Shadowdale and 5-time veteran of Undermountain

DUNGEON Key

Each of the "Room" descriptions and details below either pertain to one specific place or they are generic references for similar or recurring locations. DMs should take care to make minute changes to the repeated rooms such as the burial caverns, simply for aesthetics' sake and to make each stand out in players' minds. DMs are encouraged to fill in the undetailed areas on the map with encounters and minutia fitting to the surroundings.

Room #M1: Subterranean Shores

Water slaps against the far walls of the cavern and washes coldly over the gravel slope where you stand. Unlike any aboveground seashore, there is no scent of fish or caw of sea birds here. With the lack of light within the cavern, there is no way to tell how deep the lake is without entering it, and its chilly waters hardly look inviting.

The cavern in its entirety (not totally mapped) is approximately 220 feet at its widest and stretches 180 feet from the shoreline to an ominous rough cliff that descends from the ceiling and into the water. Under the water lies a steep slope about 50 feet into the water.

As you turn to look up and around at the looming pillars of rock and the many stalactites above, the toe of your boot turns up a glint of gold! After a moment of digging, you unearth a small Calishite trade bar worth 25 gold lions!

There are abandoned treasures and gold all along the shelf near the shore (in depths from 1-foot-deep to 75-foot-deep water). It takes more than 100 constant work hours to discover all the treasure hidden along the shore, but each PC can unearth 3d10 gp/hour and 1d4 pieces of jewelry (worth 10d20 gp each). If PCs search in the deepest water at the edge of the shelf (before it drops 30 feet for every 10 feet advanced), they will uncover a shield within an hour and a sword three hours after that. The shield is an everbright *shield* +2 emblazoned with a gilt-enamel emblem of a rampant griffon. The long sword is a cursed *vorpal sword* with the name "Azuth's Bite" carved crudely into the pommel. The sword functions normally until the first time the wielder rolls an unmodified 1 with it, the sword then strikes the user's head off. This can be hinted at by allowing the group to discover the skeletal remains of the blade's owner nearby, without his skull.

Room #M2: Rictus Mortis

Entering this cavern, your light sources flicker against six massive pillars of unidentifiable black stone that is icy-cold to the touch. Among them is a sarcophagus of awe-inspiring engraving and carving work. It is all one solid piece of the same unidentifiable black stone, and its top is carved into the shape of a lithe, nude female were-panther roaring over a savaged kill. The victim, oddly enough, is smiling widely, and the only opening visible in the sarcophagus is that smile. There is no smell coming from the opening, and initial investigations can show nothing inside the sarcophagus.

This sarcophagus could simply one of the innumerable mysteries placed in Undermountain for the DMs to explain. On another note, it could be an easy place for Maddgoth to hide the other rings that allow the use of the *gate* to his castle; it is a simple matter to reduce himself to fit through the 6-inch-smiling opening and retrieve one of the rings he could stash here.

As another option obvious to players and DMs of the Lost Level (the previous DUNGEON CRAWL adventure), this could be one of Huntmistress Dhussara's coffins that she has stashed about the dungeon. In this case, the *gate* at M3 has been linked to *gate* J of the Pillared Portals of the Lost Level, and this sublevel is one of the vampire's hunting grounds.



Room #M3: Waters-deep Gate

Read this description only if PCs are using this *gate* to enter the adventure. In all other cases, they are going to view this area from the outside looking in, and thus the second boxed description below.

You and your companions gasp in shock due to two things: You materialize and are instantly ice-cold, and then you begin to choke as water enters your gasping mouth and nose! The magic of the gate luckily forces you to the surface of a small ten-foot-wide pool of water in a small, dark cavern. The only light comes from behind and beneath you, and that is the light from the gate itself and a translucent lichen that grows both underwater and around the edges and walls of this alcove.

The pool itself is ten feet deep and ten feet wide. There is a slight edge along the sides of the alcove, but foot traffic and a barely-noticeable path reveals that most travelers through this gate simply entered or exited by its northern edge and headed out of this alcove.

Looking into this small alcove of a twisting corridor, you find a small spring-fed pool of icy water at the bottom of a light slope. Looking around, you can see that someone has carved small alcoves along the walls, and has set human and elvish skulls in them. The skulls appear either blasted and burnt, though two of the skulls have small holes at the base where they once connected with a spine. There are 14 skulls in all, and three of the small skulls appear to have been young adults.

Approaching the pool, you can see a light glow within its waters. The sides of the alcove both above and below the water's surface gleam with an incandescent lichen. There is a stronger glow centered at the bottom of the pool that is a more concentrated flicker of blue, almost a small flame underwater.

If *Speak with Dead* is employed on any of these skulls, the history of Maddgoth's treachery can easily be uncovered. However, remember that these skulls can only talk about their own deaths, and not all of them saw whose spells or weapons brought them down. Still, at least Chollas, Ynim Ceirople, Bhellis, and the two traitor apprentices can attest to Phyrgoth/Maddgothk evil. If PCs continue to talk to the skulls, they may find out some basic information about the castle, and the skulls may request a proper burial in the City of the Dead in Waterdeep.

Room #M4: Ropers' Gate

An iron gate appears to be jammed into the wide tunnel mouth here, behind a number of enclosing stalactites and stalagmites. There is no hinge on the gate, and scrapes along the rock floor and small bends in the gate itself show that it has been shoved into and out of place at least a few times in the past. As you examine the gate, something shifts almost inaudibly behind you and around you as the stony surroundings erupt in tentacles!

The ropers count on the gate to draw attention and attack when the majority of a group has their backs to them; one lurks 20 feet above the gate where the ceiling slopes down toward the tunnel, while the other is 30 feet south of the gate. The ropers can easily reach every creature within 30 feet of the gate.

Roper (2): AC 0; MV 3; HD 10; hp 37, 56; THACO 11; #AT 1 (6); Dmg 5-20 (special); SA Strands, Strength drain; SD -2 to surprise, immune to lightning, 1/2 damage from cold attacks; MR 80%; SZ L (9' long); ML Champion (15); Int Exceptional (15); AL CE; XP 10,000.

Notes: SA—Ropers can shoot strands 50' away to snare prey, pulling them in 10'/round. Each round in contact with a roper strand needs a save vs. poison or target loses half its Strength for 2d4 turns. When prey pulled within 10' of roper, it can bite for 5d4 points of damage per round (automatic for victims in strands).

Under some loose rocks nearby are the remains of a slain adventurer. His gear, with the exception of his helm, is in horrible disrepair. The helm is a *helm of gazes* (see Treasures section.)

Room #M5: Maddgoth's Cavern

As you enter this cavern, your footsteps immediately echo softly against the lofty walls and stalactite-toothed ceiling that rises irregularly but easily reaches more than 200 feet above the floor in most places. At its highest point, the ceiling is over 900 feet above the floor, and the sheer vista of that open expanse is eclipsed by the sight of the castle that floats amid a magical field in that area.

The ground is littered with rocks, stalagmites, and enormous pillars and rough walls of stone. There is one smooth track without clutter or rocks 10 feet wide and running from the western tunnel mouth straight across the cavern, though it ends at the glittering field that dominates the cavern and surrounds Maddgoth's Castle.

Maddgoth's Castle floats before you, and everything you'd heard about the castle didn't prepare you for this sight. A magical screen of emerald energy coruscates from a fixed point in the ceiling and forms a cone that engulfs the castle and forms a base 70 feet wide on the floor. There is no sound or flicker to the field, but looking down and through the field shows you its effects: The smooth track of cleared debris on the floor ends at the field and inside is a gelatinous cube slowly moving forward, but it is only a tenth of its normal size!

The castle itself is both simple and unique in its outer construction. The structure is simply a stone cube with slightly taller flat-top towers on each corner. The main entry has a shallow sill before it, and the opening appears blocked by a golden portcullis. The square base is capped on its underside by what appears to be a platinum hemisphere with a point at its center; there seem to be other details on the castle and its platinum foundation, but they cannot be seen clearly through the glittering green screen of magic. The castle itself floats about 200 feet off the ground within that screen. There are a number of



small objects, rocks, and minutia on the cavern floor beneath the castle, but these can't be discerned without entering the field of energy.

See the earlier “Notes” section on particulars on the screen’s effects. The reduction happens instantaneously upon contact with the screen, and it simultaneously draws the reduced character into the field and deposits them inside its area of effect closest to the point of contact (and touching whatever surface they stood on, like the ground, or flying in the air, etc). If flying or levitating characters contact the screen, they are also reduced, but they remain at their same altitude (which may seem a lot farther away to those now reduced and on the floor). The following description is a basic introduction to the new scale that characters are in while in Maddgoth’s Castle, followed by whichever area the group wanders closest to while exploring.

Once you touch the magical screen, the world whirls about you in a sudden rush of vertigo. As your sight clears and your balance returns, you look back at your comrades and the outer cavern—and they loom over you, taller than any giant that ever walked the Realms! You’ve been shrunk to a few inches in height, and the castle now looms ominously above you, a far-more impressive and foreboding sight to your new-found perspective. The ground beneath

the castle, which once appeared littered with pebbles and dust, is now treacherous ground covered with small and large boulders and rocks. You can see the opposite edge of the magical reduction field, but it looms hundreds of yards away from you.

Once they touch the field with anything (a sword point, a finger, a cloak hem, etc.), the characters are reduced to three to six inches in height, depending on their original sizes. They are 1d20 feet inside the point of where they touched the reduction screen. Relative to their entry point, refer to any of the four detailed points under the castle. If the PCs debate for more than two rounds within 30 feet of the screen before shrinking or spend more than two turns wandering underneath the castle, the stirges from Area A will converge on them automatically. If they attack before the PCs shrink, resolve the encounter as per normal statistics of stirges, not the scores below.

Area M5 (A): A Huge Thirst

As you get your bearings and become accustomed to your newly reduced status, a loud buzzing fills the air around you. Coming into view from above are three hulking stirges almost three times your size—You’ve never heard of any adventurers of your experience and savvy being afraid of these pests, but your new viewpoint makes them a danger akin to wyverns!



Stirge (3): AC 4; MV 8, Fl 45 (C); HD 6+6; hp 30, 33, 36; THACO 11; #AT 5; Dmg 3-18 (beak)/1-4 (x4; claw); SA Blood drain; SD Nil; MR Nil; SZ L (12' long, 24' wingspan); ML Average (8); Int Animal (1); AL Neutral; XP 975.

Notes: SA—The stirge's normal proboscis attack inflicts 3-18 points of damage simply from the size wound it makes. If the stirge hits the target with a natural 20, it manages to attach itself as it would at normal size to drain blood; if not, the creature's beak runs through the target entirely. Targets must make a saving throw vs. death magic or the character is automatically killed (-10 hp) by the end of the round due to blood loss; successful saving throws only incur an additional 3d6 points of damage. These saving throws must continue each round until the stirge is detached from the target.

PCs that inflict more than 10 points of damage to a stirge in one strike roll 1d10; on a 9 or 10, the attack has crushed or severed its beak and it no longer has its major beak attack, and will attempt to flee next round.

Area M5 (B): Dangers Big and Small

This area is included if PCs (or DMs) wish to explore the ground beneath the castle thoroughly (remember that the 70-foot circle beneath the castle is now equal to 840 feet), looking for more treasure or creatures. For the most part, it can be a role-playing effort and a chance for the DM to show monsters and things in a whole new light. Encounters can turn into combat scenarios, but that is entirely up to the PCs. Among the elective scenes are these suggestions:

- The PCs encounter a gorgon in an area filled with shattered petrified limbs and body parts. Apparently, the gorgon came through a *gate* and found this a good feeding area with the confused and reduced NPCs. Characters with *stone to flesh* spells can restore parts of long-dead adventurers to gain some equipment: a *long sword* +2, *giant slayer*, an *amulet vs. undead* (P6), and a pair of *boots of levitation*.

Gorgon (1): AC 2; MV 12; HD 8; hp 56; THACO 13; #AT 1; Dmg 2-12; SA Petrification; SD Nil; MR Nil; SZ L (8' long); ML Average (10); Int Animal (1); AL Neutral; XP 1,400.

Notes: SA—Four times per day the gorgon can make a breath weapon attack (their preferred means of attack). Their breath shoots forth in a truncated cone, 5 feet wide at the base and 20 feet wide at the end, with a maximum range of 60 feet. Any creature caught in the cone must immediately roll a saving throw vs. petrification. Those who fail are turned to stone immediately! The awareness of gorgons extends into the Astral and Ethereal planes, as do the effect of their breath weapon.

- A gelatinous cube is consuming some of the gorgon's petrified adventurers, as well as loose rocks and debris on the floor. Within its clear mass, PCs can see a cube (a *cubic gate*), a golden helm (*helm of opposite alignment*), and two swords (one +2 *short sword of quickness*).

Gelatinous Cube (1): AC 8; MV 6; HD 4; hp 28; THACO 17; #AT 1; Dmg 2-8; SA Paralyzation, surprise; SD See below; MR Nil; SZ L (10' cube); ML Average (10); Int Non- (0); AL Neutral; XP 650.

Notes: SD—The gelatinous cube is difficult to see, others are -3 on their surprise roll. Electricity, fear, holds, paralyzation, *polymorph*, and sleep based attacks have no effect on the monster, but fire and blows from weapons have normal effects. If a cube fails its saving throw against a cold-based attack, the cube will be slowed 50% and inflicts only 1-4 points of damage.

- The corpse of a bald, red-bearded, burly fighter lies on the ground, its chest impaled by a piercer twice its size (a relatively tiny piercer in normal circumstances). The fighter's armor is totally useless, but he still has a sword, shield, and a pack with a week's worth of iron rations. Nothing identifies his name.

Piercer (1): AC 3; MV 1; HD 8; hp 40; THACO 13; #AT 1; Dmg 8-48; SA Surprise; SD Nil; MR Nil; SZ L (12' long); ML Average (8); Int Non- (0); AL Neutral; XP 900.

Notes: SA—Piercers are virtually indistinguishable from natural phenomena. A group of characters has a -7 modifier on its surprise roll against a piercer (this guarantees that the group will be surprised unless it has some positive modifiers).

- A monstrous crawling claw is scurrying and bounding its way across the floor. It was once an orc's paw, but it is now eight feet long! If the group approaches within 120 feet of the claw, it will leap at them, crush the PC (4d6 damage!)





with the most magical equipment, and then crawl off with the items in hand.

Crawling Claw (1): AC 7; MV 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 4-24 (armored foes), 4-48 (unarmored foes); SA Nil; SD See below; MR See below; SZ L (6' long); ML Fearless (20); Int Non- (0); AL Neutral; XP 1,000.

Notes: SD-Edged weapons inflict half damage on a claw; all magical weapons cause damage as if they were not enchanted in any way (although to hit bonuses still apply. MR-Claws are immune to any form of death magic or *raise dead* spells, although a *resurrection* spell renders them immobile for a number of turns equal to the level of the caster. Claws have the same resistance to *charm*, *sleep*, and *hold* spells that undead do, but claws are not subject to turning, *control undead* spells, or damage by holy water. Cold-based spells make the claws brittle so that all rolls to damage them are increased by 1 point per die.

- An Intellect Devourer has chosen this area as its personal hunting ground. It lurks among the “boulders,” seeking to catch a party unaware. The creature, though normally tiny, is dangerous to a full-sized adventuring group. This one is immune to the effects of the shrinking field and is the equivalent of 6' long!

Intellect Devourer (1): AC 4; MV 15; HD 12+6; hp 88; THAC0 7; #AT 4; Dmg 3-12/3-12/3-12/3-12; SA Psionics, stalking; SD +3 weapon needed to hit; see below; SW Nil; MR Nil (see below); SZ M (6' long); ML Fanatic (18); Int Very (12); AL CE; XP 10,000.

Notes: SA—The intellect devourer prefers to attack with psionics, though its three taloned claws can be used the same round, as the creature jumps on an opponent and rakes.

SD—The intellect devourer has specialized forms of three psionic powers; these are constantly in effect and cost no PSPs, but do count as psionic activity for detection purposes. Through a special form of energy containment, the intellect devourer is immune to damage from normal and magical fires, and takes only one hit point per die of electrical damage; a form of split personality is always in effect, allowing the creature to attack with psionics and claws in the same round; and it has psionic sense with a 60 foot range.

The intellect devourer is immune to weapons with less than a +3 enchantment, and takes only 1 point of damage per hit from those weapons which can harm them.

MR—A *death spell* has only a 25% chance of success, but *power word: kill* is effective. A *protection from evil* keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

This particular intellect devourer has the following psionic abilities, all at 12th level of effect:

Attack: Ego Whip, Id Insinuation
 Defense: Mind Blank, Thought Shield, Intellect Fortress
 Score: 12
 PSPs: 200

Disciplines:

Psychometabolism— **Sciences:** ectoplasmic form.

Devotions: body equilibrium, chameleon power, expansion, reduction.

Psychoportation— **Devotions:** astral projection.

Telepathy— **Sciences:** domination, mindlink.

Devotions: aversion, contact, ego whip, ESP, id insinuation, telepathic protection.

Area M5 (C): In Case of Travel Emergencies . . .

As your characters explore the odd landscape beneath the castle, you pass through a large cluster of boulders (a small pile of 18 loose rocks, but huge to your perspective). This area seems a better defensible area to rest as opposed to the open flats away from cover. In fact, after an initial search, you find the years-old remnants of a campfire made from torch ends.

If PCs camp or explore here for more than one hour, roll Intelligence checks for all the PCs. Elves or dwarves with a successful score of 10 or less (or humans with a 5 or less) notice a hidden trapdoor under a thick layer of rock dust at the base of one of the boulders. Unless both *knock* and *dispel magic* are cast on this trapdoor (no matter how many thieves check for traps), the PC who opens the trapdoor takes 3d12 points of electrical damage from a specialized *shocking grasp* trap.

Under the trapdoor is a small hollow that contains a small cache of magical items; the underside of the trapdoor has Maddgoth's sigil on it. The hidden treasures are: a pair of *winged boots* (Fl 21, C), a *carpet of flying* (two people, Fl 36), and four *potions of flying*.

While Maddgoth and his servitors can already fly, there are times when these abilities are blocked and Maddgoth needed other ways to reach his castle. Therefore, he hid this cache of items for when he had need of them. These have been undisturbed for more than 20 years, though they are all in fine condition. They were hidden away a decade before Ehnorak's Barge was established by Halaster.

Area M5 (D): Ehnorak's Barge

As you approach this area, there is a curious shimmer in the air against a trio of large rocks. As you draw closer, the shimmering coalesces into a large open-topped gondola with a falcon with wings outstretched as its figurehead. At the stern of the boat, which you now notice floats off the ground about a foot, is a cloaked, skeletal figure with only a pair of glowing magical eyes where its entire head should be! He poles the gondola closer to you, brings it to a halt directly next to your group, and extends a bony hand palm up to you.

Assuming the PCs do not immediately attack the figure, the figure will make no hostile moves. His gestures seem almost beseeching. His alignment registers as lawful neutral, despite his undead status. If a character wears a holy symbol or appears to be a priest, the figure grabs the PC's hand and its eyes flash brightly. If the PC has *speak with dead*, the spell is used, but the figure can telepathically speak to the priest for an hour. In that time (or if other ways are found to talk with its consciousness), he will urge the PCs to enter his boat and take them to the castle. Once aloft, he will identify himself as Ehlark, an elf, and tell the story of his curse.



Halaster still remembers that Chollas and Maddgoth owe him on their agreement for the castle's ownership. In a fit of whimsy, the black-cloaked wizard collected the remains of the slam elf Ehlark the Enchanter of Everdusk (killed by Phyrgoth in 1344 DR) and turned him into a lich of sorts. However, he left the head back among Maddgoth's trophies (in Area M3), and Ehlark can only actively converse via his special ability above. Just like a crypt thing's stylized programming, Ehlark is charged with ferrying anyone who pays the fare up to the point at the foundation's center of Maddgoth's Castle. Ehlark's curse is to ferry 1,000 individual passengers up to the castle before his spirit is allowed to rest; he has ferried only 26 people before the PCs up to the castle in ten years, and he desperately wants to rest. Only Ehlark can pilot or power the boat, and any damage done to it (or him) is restored in one turn per point of damage (to either the boat or him).

Ehlark must charge one coin per passenger, though it doesn't matter if the coin is copper or mithral. The ship floats upward to the castle at a rate of 18 with a maneuverability class C. While inside the boat, all PCs are protected by a magical field that provides AC -3 protection against any flying creatures or debris. After approximately fifteen minutes, Ehlark pulls the barge even with the sill in front of the castle. Once the PCs disembark, he sinks in a spiral slowly down toward his mooring point on the floor.

Oddly enough, Maddgoth has never even taken notice of the barge. Still, he has been curious about how so many adventurers found their way into his lair and meant to investigate soon. Even the homonculi haven't noticed, though they will if the PCs discover the barge, since they are intently watching these PCs to be the distraction they need to enter the castle and rescue their master.

Room #M6: Cavern of the Great Carnage

Moving over a partially-obstructing rockfall, you find a cavern beyond that is nearly half-filled with skeletal remains and broken, shattered weaponry that cover the entire floor. The air is still, like nothing has disturbed this place for centuries, and your feet stir small clouds of dust in the air. As you move a little closer into the room, a formerly immobile chestplate with a horrible rend across its center rises from the pile of the dead! A ghostly male form fills out the rest of its body, and it rushes toward you, hands outstretched, and it wails, "You must help me! You have to give me aid! On the holy right hand of Tyr, YOU MUST HELP ME!"

This cavern is an ages-old site of a slaughter of drow, duergar, dwarves, and humans. No history records exactly what happened or when, but the huge piles of cracked bones have been here for more than 800 years. It has more recent bones and deaths here, including the ghost that currently rushes toward the PCs. In all, there are the skeletons of 439 drow, 217 duergar, 99 dwarves, 314 humans, 39 halflings, and 2 gnomes in this cavern.

Sixty years ago or more, this noble paladin walked the Underhalls as a sometime companion of Durnan the Wanderer and Mirt the Merciless. Trigol the Hearty became separated from his comrades for a time, and found his way to these caverns long before Maddgoth's Castle was ever founded. Within this lonely cave, he fought a banshee and destroyed her, though it cost him



his life as well. Unfortunately, he died unshriven and without a proper burial, slowly becoming a ghost over the decades.

About the time when Chollas first claimed the castle to the west, Halaster wandered into this chamber and encountered the desperate, pleading ghost of Trigol. After a wry chuckle, Halaster gave him a burial, though not the kind he needed: The mad wizard shattered Trigol's skeleton and scattered the bone fragments all among the multitude of skeletons within the chamber.

Trigol wants desperately to have a proper burial with honors in the Hall of Heroes of Waterdeep's City of the Dead; all the PCs must do, is collect all his bones and his armor. It will take at least eight months of constant work to find all the bone fragments of Trigol's skeleton and piece it together without magical aid. If the PCs help at all, Trigol will leave them *Helim-brash*, a +3 frost brand broad sword. Other still-useful treasures within the cavern can be decided by the DM.

Ghost (1): AC 0 or 8; MV 9; HD 10; hp 67; THAC0 11; #AT 1; Dmg Ages target 10-40 years; SA See below; SD See below; SW Nil; MR Nil; SZ M (6' 6" tall); ML Fanatic (18); Int Highly (14); AL LE; XP 7,000.

Notes: SA—The supernatural power of a ghost is such that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2-12 (2d6) turns unless a saving throw versus spells is made. Priests above 6th level are immune to this effect and all other humanoids above 8th level may add +2 to their saving throws.



Any creature within 60 yards of a ghost is subject to attack by a magic jar. If the ghost fails to *magic jar* its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is Armor Class 0). Semi-materialized ghosts can be struck only by silver (half damage) or magical weapons (full damage).

SD—Ghosts can be attacked by spells only by creatures that are in an ethereal state. If a ghost fails to become semi-material it can only be combated by another in the Ethereal plane (in which case the ghost has an Armor Class of 8).

Room #M7: Cold Cavern

Your torches flare briefly and then almost die, burning with a low, blue flame, as you stand at the entrance to this cavern. The dim light reveals a magnificently large room, with a high ceiling. Stalagmites and stalactites cover the ceiling and the floor. A small, tidy pile of bones dominate the center of the room. Easily the remains of a dozen men are arranged in a neat, circular pile there. The dim torchlight reveals just a glint of gold from the pile as well.

The reason for the cold in the room and the torch dying down is a huge patch of brown mold that literally covers every square inch of this cavern, except for a pathway 15' wide from the entrance to the treasure. The reason for this pathway is that it is carefully maintained by the group of wights which make their home in this area.

The scene is fairly simple. The adventurers enter the cavern and move toward the treasure and nothing happens. These wights are too clever to spring the trap early. A round or two after the group gathers near the treasure, the leader of the wights, a spectre uses a *fireball* from his *wand of fire* (9 charges). This will both soften up the party and activate the brown mold, which then covers every surface in the cavern and begins causing 4d8 points of damage to every warm-blooded creature in the room. (Note that both the wights and the spectre are immune to cold damage.) Wights then surge out of the darkness, ready for a meal.

This group of wights have managed to survive using these tactics for nearly a decade. When times get lean, they take a bit of the brown mold and move to a new level in Undermountain.

Mold, Brown (1): AC 9; MV 0; HD N/A; hp N/A; THACO N/A; #AT 0; Dmg N/A; SA Freezing (4d8 per round to all within 5' of it); SD Absorb Heat (No damage from any type of fire); SW Cold; MR Nil; SZ L; ML N/A; Int Non- (0); AL N; XP 15.

Wight (5): AC 5; MV 12; HD 4+3; hp 27, 24, 23, 21, 19; THACO 15; #AT 1; Dmg 1-4; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SW Nil; MR Immune to *sleep*, *charm*, *hold* or cold-based spells; SZ M; ML Elite (14); Int Average (8-10); AL LE; XP 1,400.

Spectre (1): AC 2; MV 15, Fl 30 (B); HD 7+3; hp 52; THACO 13; #AT 1; Dmg 1-8; SA Energy drain; SD Hit only by silver or +1 or better magical weapon; SW Nil; MR Immune to *sleep*, *charm*, *hold* or cold-based spells; SZ M; ML Champion (15); Int High (14); AL LE; XP 3,000.

This group of undead was once a fairly successful adventuring group that pushed its luck in Undermountain once too often. Bits of adventuring gear can be spotted hanging from rotting weapon belts. Here and there the tattered remains of a Waterdeep guard's uniform can be spotted. Characters who have been in this area for a long time may even recognize an old friend amongst this hoard of walking dead.

Assuming the party is able to overcome this group, the following treasure is scattered in the center of the cavern, in amidst the bones: 2,587 gp, a *potion of diminution*, 3 +3 *darts*, and an *amulet of misdirection* (see Treasures section).

Room #M8: Treasures and Trolls

This is another large, irregular cavern. The floor is a mixture of stone and tightly packed dirt. The ceiling and floor are lacking stalagmites and stalactites. Near the center of the area is a gigantic idol carved from what appears to be a single massive block of stone. It's impossible to tell from this distance what type of stone it's made of. Years of smoky fires in the nearby pit have covered the idol in a layer of black soot. The figure depicted in the stone is a massively obese humanoid, with shaggy goat legs and stubby bat wings. The head of the idol is cracked and parts are missing, but a goat-like head with ram's horns is still visible. A massive iron pot sits between the idol's legs.

To the west of the idol is a massive collection of wood, cloth, dirt, and discarded metal tools. The great heap forms a lopsided sphere. Near the top a small dark opening can be seen.

The collection of refuse to the west of the idol is the home of the chieftain of the troll pack which claims this area as its own. The trolls have dug many troll holes into the walls and floors of this cavern and only their chieftain has an obvious dwelling.

The trolls were driven here when a group of adventurers armed with *fireball* spells attacked their original lair on level 3 of Undermountain. They never would have survived had it not been for their leader, who was a crafty, old she-troll. She led them through the *gate* mazes to this level where they discovered an amazing thing. In this cavern magic has no effect. They need not fear adventurers and their hated fire spells any longer.

The trolls have prepared several surprises for unwary individuals. Notably the several covered pit traps marked near the entrance to the room. The pits are 30 feet deep and are partially filled with splintered bones and refuse.

If the trolls hear the party approaching, they'll hide in their holes until one or more characters encounter the covered pits. They'll then spring out and attack the group while they're disorganized. Since the trolls know that magic doesn't work within the confines of their cavern, they will concentrate on attacking any obvious wizards in the group. They figure that they can kill the magicians here where they're weakest, and overpower any others who escape later.

The trolls are led by the she-troll. While most trolls are unintelligent brutes, she is crafty and wise. She will avoid combat at all costs and direct the battle from the rear. Under no circumstances will she allow her warriors to leave the room in



pursuit of fleeing adventurers. She prefers to fight on her own terms and in her lair. The trolls are fairly self-sufficient, thanks to the stream running through this cavern which provides them with fresh water as well as blind cave fish.

Troll (8): AC 4; MV 12; HD 6+6; hp 4x36, 32, 30; THACO 13; #AT 3; Dmg 5-8/5-8/5-12; SA Nil; SD Regeneration; SW Nil; MR Nil; SZ L; ML Elite (14); Int Low (5-7); AL CE; XP 1,400.

She-troll Shaman (1): AC 4; MV 12; HD 6+6; hp 50; THACO 13; #AT 3; Dmg 5-8/5-8/5-12; SA Spell use; SD Regeneration; SW Nil; MR Nil; SZ L; ML Elite (14); Int Ave (10); AL CE; XP 2,400.

Notes: SA—The troll shaman can cast spells as a seventh level priest. She has access to the following spheres; Charm, Divination, Sun (Darkness only), and Weather. Remember that spells can't be cast in the confines of the troll cavern.

The troll holes are squalid messes, giving new meaning to the word repulsive. It will require several hours to find and search them all. If this is done a total of 2,376 gp in various small coins and gems.

The idol shows no sign of recent usage. It was an idol to a now forgotten being of great power, but hasn't been used in thousands of years. It was carved from a single block of marble and hides no sinister secrets. If any pieces of it are taken from this cavern, they are found to radiate dim magic and evil, but have no overtly baneful effects.

Room #M9: Room of Flickering Shadows

The walls of this cavern are covered with tiny gem shards which sparkle and flash constantly causing the room to become alive with flickering shadows. The shadows pitch and jump about the room, dancing across the walls, floor and ceiling creating a spectacle both wondrous and awe inspiring. This is obviously the work of some ancient magic, perhaps elven in nature.

As your eyes become accustomed to the flaring lights, you can make out several other features of the room. Along the walls of this long cavernous hall every 15 to 20 feet are statues. The first is of a drow priestess in long flowing robes, she has a look of evil cunning on her face and her heavy mace is raised to deliver the death blow to a helpless foe. On the opposite wall is the stone form of a svirfneblin, or deep gnome. This tiny demihuman looks extremely life-like. His features are frozen in a look of horror, his arms are up over his head, partially obscuring his face, in an effort to shield himself from a blow yet to come. Perhaps it is meant to be matched with the drow priestess. Further in the cavern, more statues can be spotted. But no details can be discerned from this distance.

The flickering lights and shadows are remnants of some great magic that was worked in this cavern centuries ago. The flashing lights are all that remains. The effect is disconcerting, adding +2 to all initiative rolls made by the PCs in this cavern.

The constantly flickering lights reduce the range of infravision to only 5' in this area.

The statues in this room are all the victims of a group of medusa that haunt these halls. Their main lair is a small chamber off this main room. The leader of the group, a greater medusa named Ursula, takes pride in her artistic endeavors and will attempt to capture the party without resorting to the use of her stoning gaze. She prefers to carefully dress and pose her victims. She will forego this pleasure if the group seems to be particularly powerful.

Their method of hunting is fairly simple. Once the party is in the cavern, one of the medusa will approach to sight distance with her face covered, where she'll use her potion of human control (elves, half-elves, and humans) against the party. Characters that are not obviously under her power will be attacked by the other medusas. Ursula will attack from range using a *crossbow of speed*, its bolt coated with type O poison.

Captives that are particularly attractive (charisma 15 or higher) will be posed and turned into new exhibits in Ursula's gallery. Male captives may be kept to act as a mate for one or more of the medusa. The rest of the captured group will gain a quick and unpleasant death.

The medusas have quite a hoard of treasure in their lair. If the group is destroyed, the PCs find 105 sp, 4,191 gp, 70 gems, an *oil of disruption* (see "Treasures" section), 3 *potions of human control*, and a *potion of clairaudience*.

Medusa (3): AC 5; MV 9; HD 6; hp 46, 42, 39; THACO 15; #AT 1; Dmg 1-4; SA Petrification, poison; SD Nil; SW Nil; MR Nil; SZ M; ML Elite (14); Int Very (11-12); AL LE; XP 2,000.

Notes: SA—The medusa is able to petrify any victim within 30' that looks into its eyes. Any creature must make a saving throw versus petrification or turn instantly into lifeless stone. The medusa's serpentine hair can attack creatures within 1 foot. On a successful attack, the victim must save versus poison or die.

The medusa can see into the Ethereal and Astral planes, and its petrifying gaze is equally effective against creatures there. It retains its petrifying gaze even after death. Creatures looking at a freshly-dead medusa's head make a saving throw at +1. The saving throw increases +1 each day the head decays.

Greater Medusa (1): AC 3; MV 12; HD 8; hp 61; THACO 13; #AT 1 +weapon; Dmg 1-4 and by weapon type; SA Petrification, poison; SD Poisonous blood; SW Nil; MR 20%; SZ M; ML Elite (14); Int Very (12); AL LE; XP 4,000.

Notes: SA—The greater medusa is able to petrify any victim within 30' that looks into its eyes. Any creature must make a saving throw versus petrification or turn instantly into lifeless stone. The medusa's serpentine hair can attack creatures within 1 foot. On a successful attack, the victim must save versus poison at -1 or die.

The greater medusa can see into the Ethereal and Astral planes, and its petrifying gaze is equally effective against creatures there. It retains its petrifying gaze even after death. Creatures looking at a freshly-dead medusa's head make a saving throw at +1. The saving throw increases +1 each day the head decays.

The blood of the greater medusa is so poisonous, that even after it has been killed, merely touching the body requires a saving throw versus poison.



Maddgoth's Castle

Room #C1: Main Gate

You arrive at the entrance to Maddgoth's Castle at long last. Before you loom two massive doors roughly 25 feet tall each and half again as wide. In front of the doors rests a gold portcullis with no apparent winch to raise it. There are two-foot wide gaps between the bars of the portcullis that can easily be sidestepped. The doors obviously open inward, so the gate can either be avoided or lifted.

The portcullis must be lifted at least six feet above its resting point in front of the doors to disable the trap, unless a thief detects for traps at the tops of the doors rather than the bottom (and disables the trap at the same location). If not, the trap occurs once a door is opened more than one foot.

The trap involves a series of barbed blades that jut out of hidden recesses in the floor and hit anyone within 10 feet of the open door. Everyone within the specified area takes at least two points of damage from the near-misses of blades, but the blades strike with a THACO of 8 and direct blows cause 4-15 (1d12+3) points of damage. The blades then retract but erupt again for duplicate damage if the plane of the open door is broken or the door moves.

To lift the portcullis or open one door requires a successful bend bars/lift gates roll. These doors and gates reset into place once PCs remove all weight from Areas C1 and C2 (i.e., leave the areas behind).

Room #C2: Grand Foyer

Once you are beyond the front gates, you step into a 50-foot square corridor as wide as it is tall, and it leads to an archway flanked by flickering torches set in the jaws of gargoyles on the walls high overhead. Suddenly, torches begin flaring to life in the chamber beyond the arch!

Before your eyes, a huge corridor lights up, with five sets of gargoyle torches flanking four doors on each side of the corridor. Two open archways forming a corridor at the far end. The floor is covered by a rich, crimson carpet and on the wall facing the foyer hangs an opulent tapestry decorated with Mystra's holy symbol. A bell rings off to one side and in a few seconds, a small red-haired halfling in formal attire steps into view.

The major domo clears his throat as he nods in your direction, and speaks in very precise Common. "Since you have survived your journey here and have arrived safely, you have been deemed worthy of meeting his grace. If you would be so kind as to follow me please, I shall lead you to your rooms for your baths and a change of clothes before your audience with Lord Phyrgoth."

For all intents and purposes, this triad of preset *permanent illusion* spells gives no indication that it is anything other than

what it is. If anyone has any reason to disbelieve what they see, hear, or smell (i.e., checking for secret doors even under the scrutiny of the "halfling major domo," looking pointedly at the stonework of the walls or the halfling, etc.), the DM should roll a saving throw for disbelief for the PC. Now, unless otherwise noted, the first indication of any trouble is when someone steps more than 30 feet forward. The first PC to do so gets immediate Intelligence and Dexterity checks; if both are successful, the illusions of the walls, the last ten feet of corridor, and the connecting room vanish to no effect. If either one fails, read the following text, but if both checks are failed, the character will lose its panicked grip and fall off the platform into the moat. See C3 for details.

As you step forward toward an unexpected invitation, the halfling evilly grins, its mouth riddled with fangs, and the floor and corridor vanish beneath your feet in an instant! You manage to grab hold of the edge of the foyer platform, but your grip is very tenuous and it's slick. Below is a long drop toward some liquid that glistens at the bottom of the pit. Just as you reassert your grip on the edge, some stones slide away and flames jet out all along the edge, blasting you in the face and arms with fire!

As detailed, any characters who made a successful Dexterity or Intelligence check grabbed the edge and hung on. Now, a few seconds later, the character takes 1d6 points of fire damage (save vs. spell for half damage) and must make a Strength check with a -2 penalty to maintain her grip. At the end of each round that a character hangs over the edge of C2, the flame jets fire and repeat the damage until the character either falls into the moat or pulls herself out of danger.

Room #C3: The Moat

Once the illusionary foyer walls and corridor dissolve, you find yourself standing on a platform over a huge chasm. You've only penetrated the outer wall of the castle. The inner construction of the castle is protected on all sides above and below by an internal moat! Looking over the edge, it's more than a rope coil's length to the surface of the moat, and you can't see any color in the shadows to learn what fills the moat. It is well beyond the range of torchlight to the ceiling, though you can almost make it out due to a small glint of light coming from each of the corners. Lit from above, you can see that there are openings leading into both the corner towers and the interior of the keep itself. There are no windows on either inner or outer walls.

All around the inner and outer walls are evenly-spaced platforms less than a third of the size of the platform upon which you currently stand. Along their edges, there are scrape marks from shifting stone, though there is nothing coming into contact with the platforms as of right now.

There are two wooden levers banded and capped in brass, and each is set in a brass plate mounting on either side of the entry. The levers are placed roughly at dwarven height (i.e., easy for dwarves to push the switches either up or down). They are both pointed down at the floor.



It is 40 feet wide between the outer and inner walls, and the chasm sinks 50 feet down to the surface of the moat and rises 290 feet overhead. Dropping a torch down to the moat lights it briefly enough to discern the sickening bright shade of green slime before the torch is extinguished and consumed. If PCs can see in the darkness or have a light source with a greater radius than 30 feet, they can spot the existence of other levers like those flanking their platform. The ways out are obvious: Use the levers, leave the castle, or attempt to fly or climb the castle walls.

Stepping Stones

When the PCs pull one of the levers into the up position, a low grinding noise is quickly heard, and three stone pillars 10'x10'x52' (at least) rise from the moat like pistons. By the time they rise level with the edge of the platform, the PCs can notice that there are grooves and channels in their top faces that drain away any green slime. See Inset Map B on the interior cover of the module for a sketch on how the blocks rise and pattern themselves. It is an uneven pattern but it allows PCs to travel on a roughly 10'-wide ledge step by step around the moat.

Note: Once a lever is triggered up, the preceding lever flips down and the previous pillars recede back into the moat. Just as quickly, new pillars rise on the opposite side of the platform. This pattern continues all the way around the inner moat.

Secret Triggers

At the corner platforms (those within 20' of a corner of the interior keep), the levers have a secret trigger that allows the PCs to either waste time or successfully navigate the corners. If a dwarf (or a rogue with a find traps roll) looks at the lever before it is flipped up, they have a 25% chance (rogues get a bonus) of spotting a hidden trigger. If the lever is pushed in, turned, and then flipped up, the lever activates the four pillars that allow them to work around the corner. If just flipped normally, the blocks rise as normal and the party is placed on the outer platform against the tower, and this one's lever activates nothing and leads nowhere.

If PCs seek to outsmart Maddgoth and his traps by pushing both levers up by the entry (either simultaneously or otherwise), they doom themselves as the entire main platform of C2 sinks slowly into the moat. PCs have one round to grab onto the edge by the door to C1 to escape this trap.

On every platform, there are simply a blank stone floor, a brass-bound wooden lever, and a healthy amount of dust. If PCs check the walls or floors for secret doors and the like, they can always easily find what appear to be the keyholes and activators for secret doors. If they trigger them, the stone pillars that were most recently moved (either up or down) will start sinking back into (or rising up from) the moat. Simply triggering the secret door again will return the pillars to their previous positions. This gimmick simply tricks the PCs into halting





their search for a secret door. See Room #C4 for details on discovering the only true secret door accessible from the Moat.

Secret Dangers

There are secret traps hidden along the length and breadth of the walls lining Maddgoth's Moat. The simple hidden truth about the defenses is this: If you think going up will save you, you're wrong. All the defenses are geared to stop people from rising above certain levels, especially with the tantalizing and exclusive view of entrances high up on the walls in the inner and outer corners. In other words, if characters fly or crawl along the walls below the platforms, they are perfectly safe (unless, of course, they slip and fall into the moat of green slime) from any of the major defenses. Of course, there could be other dangers present that DMs can add in their own malice.

There are four major levels of defenses to prevent anyone from flying or moving about areas above the moat. They are stepped at 70-foot increments (70'/140'/210'/280' up from the platforms level. Once anything rises to or above any of those levels, the trap is triggered.

- Elevation 70 feet: A volley of arrows fires from both sides of the wall at this level. Of roughly 40 arrows fired from 20 feet on either side of the target, 1d4 of them strike the target with a THAC0 14, and 1d12 may hit with a THAC0 21, and the remainder fall.
- Elevation 140 feet: Eight spears fire out of each wall at this level and within 20 feet of the target. Of the sixteen spears, two will strike with a THAC0 10, four can attack with a THAC0 16, four more might hit with a THAC0 22, and the rest fall into the moat.
- Elevation 210 feet: Two 7d6 bright red (!) *lightning bolts* fire out of the walls (saving throws as normal for half damage) and then dissipate. These electrical attacks can pierce a *minor globe of invulnerability* despite its normal security. The bolts reflect only if they fail to impact on the target, and they then arc directly toward the closest living creature within 220 feet.
- Elevation 280 feet/Eye level with the underside of the bridges: If a target flies to this elevation, the target is instantly hit with two *dispel magic* effects that cancel (75% effective; 5 or greater on d20) the current magical functions of one item and one spell or a combination of two spells or two items. Ideally, the intent of this field is to cancel the magic that holds the target aloft, causing them to plummet 330 feet into the moat; of course, they are still subject to the traps set at lower levels as they pass them once again in freefall.

DMs can use these same traps for thieves and rogues and others climbing up along the walls. In addition to other effects, simply require Strength and Dexterity checks for the character to maintain a grip on the wall after taking damage. As an added bonus for wall-climbers, there is a secret trigger set on all the walls 180 feet up from the platforms: If any pressure is placed on the wall between 180 and 190 feet up the

wall, grease pours out of the hidden vents in the mortar cracks 10 feet further up the wall. Effects are identical to the wizard's *grease* spell.

Lastly, there are separate and invisible magical defenses arching over the bridges that arch over the chasm. If anything comes into contact with any part of a bridge without entering from either the tower or the interior of the castle, the point of contact becomes the center of an instantaneous 10d6 *fireball*. If something attempts to enter the open archways into the castle or one of the towers without touching the bridge, the target is struck by a 6d6 *vampiric touch* effect (though the spell's drained hit points do not benefit anyone, though DMs could have damage to the castle *heal* itself with these points). Finally, the last magical defense upon the bridges is this: If a target reaches the open archways and attempts to bypass any magical fields by *teleporting*, *gating*, or *blinking* its way to the other side within sight range, the spell simply deposits the target back outside on the ledge facing Area C1.

Room #C4: The True Gate

If the PCs have worked their way around to the outer side of this secret door, they can find the secret door trigger (+1 bonus for any dwarf or halfling searching for one) at the base of the platform. The secret door pulls up from floor to ceiling. However, there is something keeping the door from fully opening.

You've finally found the hidden entrance to the interior of Maddgoth's Castle! You trip the door switch and you and your friends try to open it, but it won't open! It rises an inch, and then pushes itself back down. After a number of tries, you hear a loud amused snort come from behind the door, followed by a resonant voice say, "Hmph. No manners at all among adventurers anymore, isn't that right, dear?"

The door has been working fine, but there's an 18'-tall faerie dragon holding a claw down on the latch from the inside. Otto is bored silly today, and when he heard the stepping stones moving about in the moat, he knew that company was coming. He assumes that the homonculi aren't using the blocks, since they don't need to, but since he can't see out and he's not totally sure what the intruders' intentions are, he's playing things safe.

Otto sits just inside the secret doorway, remaining invisible. He'll only ask politely once, and then upon the next attempt to trigger the door, he'll allow it to open and simply breathe his breath weapon on all the intruders. Any intruders that aren't knocked out or incapacitated by the breath will be engaged, and he will not allow anyone to enter more than 40 feet without a serious fight until they can prove that they or their intentions are harmless. Otto figures his breath will knock out all targets and he can imprison the intruders in Maddgoth's prison tower where he can safely discuss what they want in "his" castle.

If the PCs ever consciously get to see the castle's floor area (depending on how the initial meeting plays out), use this basic description:



Maddgoth's castle seems to be an odd exercise to making do with the construction as it stopped. The floor is a beautiful, smooth patterned marble, and the walls are a nicely carved granite, but there are only five free standing 20'-high walls that jut out from the inner wall to split up the interior area. It appears that they were intended to be covered by a ceiling and construction would continue on additional rooms and at least two upper floors, but that apparently never happened. Twenty-foot-wide doorways gape openly without their doors, and the *continual light* spells set on the ceiling illuminate the interior of the castle but cast long shadows along the bare walls and one central corridor. The rooms on the ground floor have been put to various mismatched uses by Maddgoth and his homonculi, as well as the now-resident dragons. No one can truly know what the plan actually was for this castle, since Chollas died too swiftly to tell anyone. The halls are all 20 to 30 feet wide to allow the homonculi freedom of movement, and all else is sized for Maddgoth's reduced stature. This castle is an odd juxtaposition of huge halls of stony grandeur dragged down by the miniature existence and equipment of a wizard tiny in mind and body.

Room #C5: The Kitchen

Like all the other rooms on the main floor of the castle, the scope and size of the room far exceeds what purpose it serves. The room has what appears to be a 20'-high and 30'-wide fireplace and hearth in the center of the western wall facing the door. Obviously, this was once meant to be a grand kitchen. While it is used as the kitchen, its scale is much reduced, since all the apparently used utensils and things are set inside the fireplace. There is a small pile of ashes with one cast-iron pot that hangs over it. Inside the pot is the charred remnants of an unidentifiable eat and mushroom stew (the remains of Maddgoth's and his servants' last meal here nearly two months ago). Triel used a simple spell to burn the offensive food out of the pot, and refuses to use these utensils due to their disgusting and uncleanly nature. There are a few shelves against the north-eastern inner corner of the hearth, and these contain simple cooking spices, dried vegetables and dried meats, and three remaining pickling jars of last season's tomatoes. The cabinets are hanging open, and there are signs that things have recently been removed.

The room is largely unkempt, dusty, and the only area that sees any activity is a track from the door to the cupboards in the hearth. Triel has been using some of the preserved food and cooking it, but she hasn't been using the kitchen. Now that her eggs have hatched, she has been using this room often for its spices and dried vegetables to add to her husband's magically-created foods. When the homonculi and the wizard are sufficiently chastised and sent packing, she or Otto will venture up to Waterdeep for fresh food for themselves and the hatchlings.

Room #C6: Supply Room

This open-topped cavern of a room is filled with, well . . . junk. All along the walls starting from about twenty feet into the room, there is refuse and wreckage stacked, strewn and thrown against the stones to a height of 15 feet and a depth of 30 feet! There are whole and wrecked wagons, carts, saddles with parts missing, ruined suits of plate mail, cracked or broken anvils, and much more. There is a fine layer of dust over everything in this room, and it is clear nothing has disturbed it for some time.

This is Maddgoth's "supply" room. When Maddgoth would enter Waterdeep for supplies, he would often distract a merchant with a simple spell, reduce an entire cart of goods (or the entire forge of a blacksmith's shop, etc.), and deposit the *reduced* items into a *portable hole*. After returning here to his castle, he would use the items and raw materials he needed and junk the rest of it here. Of all the missing materials, wood is the most lacking material, since he and the dragons use it for firewood.

Room #C7: Maddgoth's Laboratory

The largest room on the floor of the castle, Maddgoth's laboratory comes the closest to seeming like it fills the space it has been given. Of course, this is relative, as all the wizards' bookshelves, lab tables, component and potion shelves, and wizardly equipment takes up the southwestern corner of the room opposite and to the right of the doorway. Much of the equipment is smashed, many of the library shelves are destroyed, and a large pile of rent book bindings and shredded parchments lie before the tables!

The northern and western quadrants of the room are relatively bare and undisturbed, though the walls and floor are badly scratched up and scorched. Apparently, this is where some magical or alchemical experiments went awry. Up in the far eastern corner, as far from the doorway as possible, is another pile of parchments, scrolls, and books, but these were put to the torch and burned. All that is left is a few shards of book covers and ashes. In front of this pile of ashes and soot is a brazier, a cooking pot resting on the pile of coals and boiling a vegetable broth.

Once you enter the room, the most immediate thing you hear is a low but piercing snarl, followed by the following whispered warning which nearly booms in your ears: "If ye step so much as an inch closer, ye'll be wearing the daftest looks on yuir faces for the rest of yuir lives! I'm not as kind a host as me mate, and I've no patience for nosy adventurers of any size, at least, not now." As the voice finishes, a pair of eyes nearly a foot high and a span two feet wide appears before you and glare icily into yours.

The destruction of many of Maddgoth's workbooks, notes, scrolls, and other research tomes was all the work of Triel. In fact, she lined her impromptu nest within the tower with shredded vellum from a collection of fine and rare tomes on alchemy found within Maddgoth's library. The ashes are the last remnants of Maddgoth's collection of stolen spellbooks.



Otto was simply glad she had this task to vent her rage, which was consuming her and ruining her humor. However, should anyone gainsay her decision to destroy Maddgoth's ill-gotten loot, she will bare her fangs and come dangerously close to losing her temper, especially if the matter is pursued. She feels within her rights to destroy Maddgoth and much of what he had, since that is what he did to her and her mate.

She is, however, still a student of magic as well, and she has kept intact a number of spells, scrolls, and spellbooks. But she is keeping them for herself, and the bulk of these are the few that Maddgoth stole from Sandoth. All that truly remains intact of Maddgoth's laboratory and library is a shelf of potion components (worth at least 3,000 gp to an alchemist or transmuter in Waterdeep), one scroll of the *Maddgoth's Servitor* spell (see the appendix), and some platinum bowls. If the PCs wish to remove these items, she will gladly allow them entry to do so.

Verbally, Triel is truly just sparring with the PCs to test their mettle and just to provoke what she sees as amusing looks of fear. Still, there is an edge of serious threat to her that is quite uncommon in faerie dragons, but it's a result of her recent tragedy. She is still quite bitter about the death of Sandoth, but she is recovering her spirits quickly due to the birth of her hatchlings.

The hatchlings, only four days old, are currently asleep, but if any noise above a normal voice carries up from the floor, they awaken with much high-pitched squeaking and chirping. The hatchlings are up in the tower, and the squeak-

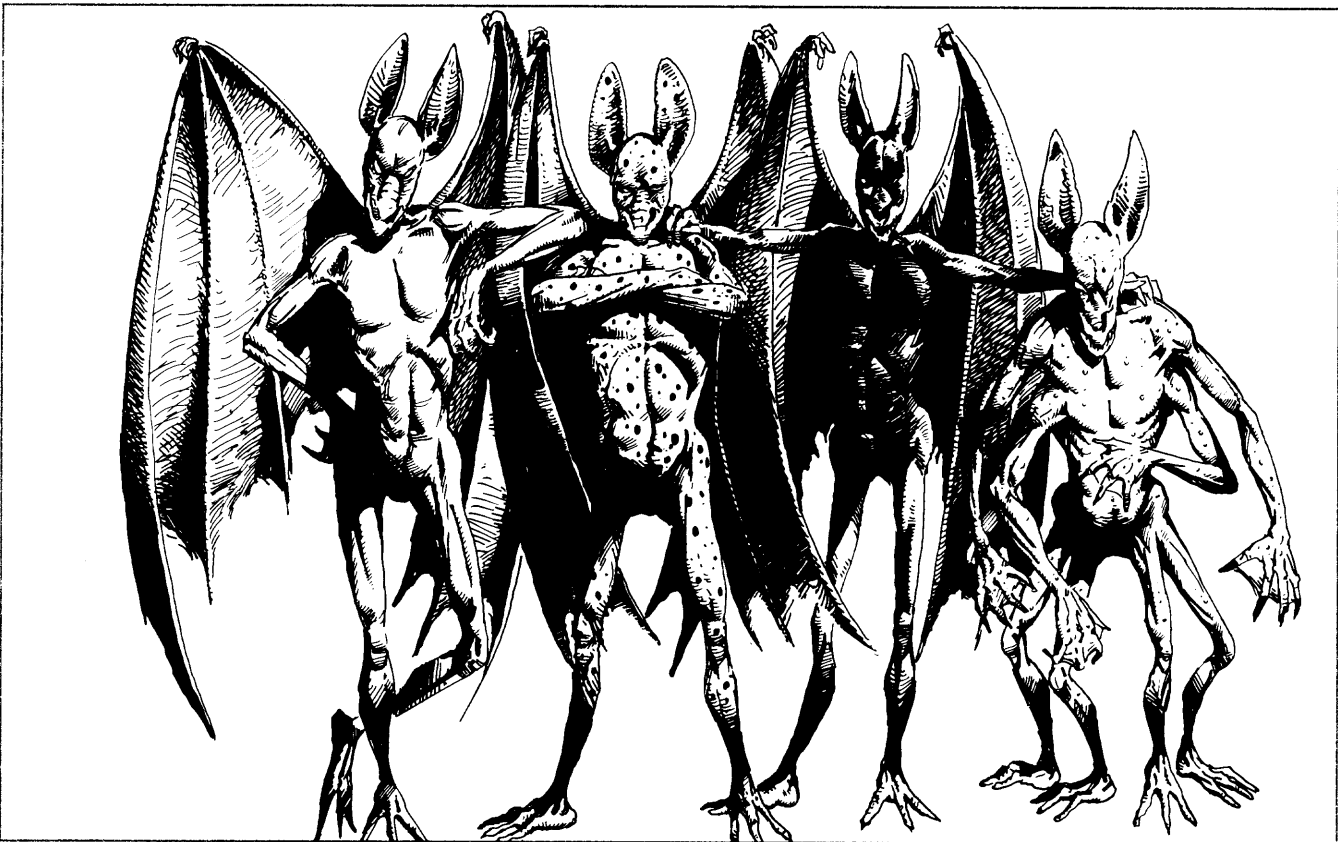
ing is coming from the door high up on the eastern wall (Room C11). Triel is barely tolerating the presence of anyone, including Otto, near her hatchlings. Nothing will convince her to let anyone other than her or Otto near her babies. Should any PC even come within 50 feet of the entrance to the living quarters tower, she will fly into a rage and fight that intruder with everything she has.

Room #C8: The Homonculi's Lair

The floor of this room is cluttered in the eastern corner by discarded and gnawed bones, dust and dirt, shredded clothes, threadbare blanket fragments, and other pieces of refuse too disgusting to mention. Once-gleaming brass braziers surround the room, hanging from wall-mounted chains 15 feet from the floor. There are two on the west and east walls and three each on the north and south walls. While these 3'-diameter braziers were originally meant for lighting, they were never lit or used as such.

Within the ones on the north and west walls, there are straw mattresses and small nests for the homonculi. Various items are found within each nest, and they have written their names (in surprisingly beautiful carving work that closely resembles Maddgoth's longhand) into the stone above their nests. All of them are relatively messy and disorganized with two exceptions.

Ardor's nest is the central brazier on the northern wall. Amid





his scattered belongings and matted mattress, diligent searchers will find 93 coins (14 pp, 19 gp, 34 sp, 26 cp) and two large growths of mold from a lump of cheese and a dried-up end of an old sausage (an old meal in bed).

Brawn's now-abandoned nest swings in the southwest corner on the western wall. It is neat and spartan, with a tidy mattress and a peg on the wall beneath his name. On the peg hangs a small harness; it acts exactly like *bracers of protection AC 5* but only for a creature the size of a house cat or a homunculus. Under the mattress are 42 neatly-stacked gold pieces and 17 rubies worth 30 gp each.

Proxie's nest, the only other neat and orderly one of the bunch, is the northern brazier near the eastern corner. Unlike the others' more nestlike lairs, Proxie made his mattress with a light wooden frame, looking more like a human's bed. Neatly hidden within the wood of the bed frame is one of Proxie's hidden weapons, a *wand of magic missiles* (12 charges) that only he and the master know about. Under his neatly-made mattress and frame, Proxie has hidden 14 gems worth 20 gp each, and various coins (37 Sp, 21 CD, 14 gp).

Skulker's nest is the leftmost brazier on the northern wall. He has rigged additional blankets along the chains of the brazier, forming a tent over his bed. Under and within the nearly-shredded straw mattress, a searcher can find the only type of treasure Skulker liked: onyx gems. He has 11 of them (3 are 50 gp each, 4 are 35 gp each, and the other 4 are 10 gp gems).

Spider's nest lies next to Brawn's in the northwest corner on the western wall. The little thief has amassed the most treasure of any of the other homonculi, because he is Maddgoth's primary sneakthief. All of Spider's treasure is jewelry, some of which he wears. He has 2 ruby rings (50 gp, 175 gp), an emerald necklace (300 gp), and a flawless pearl necklace of alternating black and white pearls (1,500 gp)! As he is also the warden for the prison, he has keys hanging on a peg on the wall under his name.

Otto originally thought this would be an ideal place both to watch out for any tricks of Maddgoth and for Triel to hatch the eggs. However, the homonculi's hygiene left something to be desired, and Triel took up residence in a shelf above Maddgoth's own living quarters. Still, Otto is intent on keeping Maddgoth imprisoned until the family is healthy enough to drag the wizard back to Waterdeep to meet justice. Otto sets a *wyvern watch* in the air directly in front of the archway leading to the Prison twice a day; he had previously tried to set one on the archway itself, but the castle's innate magical resistance canceled the spell. Anyone coming within a 10' radius of the archway will activate the spell and at least give Otto a chance to fly in and prevent a jailbreak.

Room #C9: The High Arches

A simple construction, these stone arches span the chasm between the inner and outer walls of the castle and provide the only access to the corner towers. All of the bridges look identical, with the same 3-foot-high stone side and the 20-foot-wide seamless span itself. Both the archways leading to and from the towers and the inner castle are identical, with Maddgoth's sigil gleaming in a golden plaque on the key-stones.

Each of these high-spanning arched bridges is identical in look and feel, though the bridges leading to and from the Prison (C10) and the Hoard Tower (C12) have traps on them; the details are placed before their main descriptions.

The invisible magical defenses that are active on the chasm side of the bridges do not attack anyone on or over the bridge if they entered from either archway. When a character enters through the archways, none of the defenses are activated. If the character were to fly off the bridge and fly above it, he would likewise be fine. Creatures flying through the archways and along the bridge's span are also safe, provided they remain above the bridge. However, the moment a character slips below the level of the bridge, he is just as susceptible to the castle's magical defenses as any intruder.

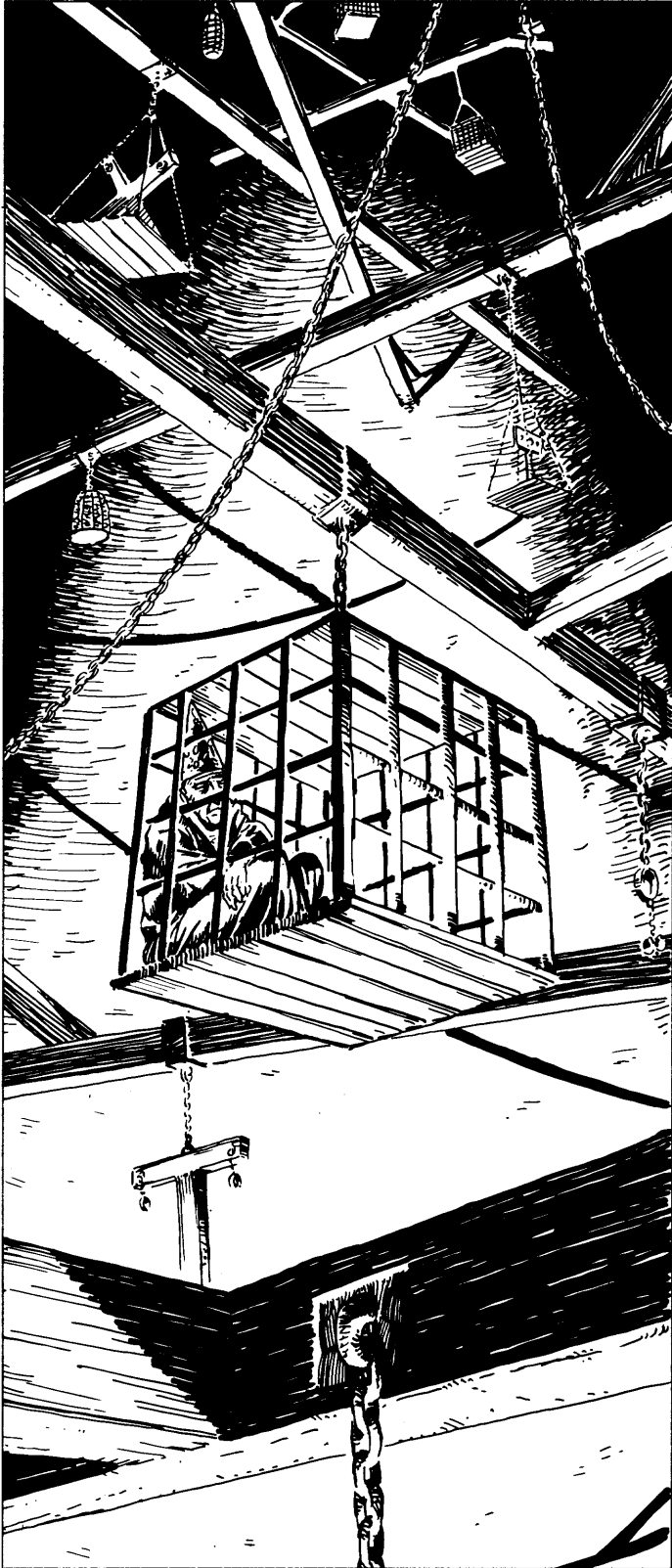
There is a small scale model of the castle on the shelf in Maddgoth's living quarters; whenever anyone breaches one of the archways to or from a tower, a small bell rings in the corresponding tower on the model (as well as a separate bell for whenever the secret door at C4 is open). It was originally Chollas' basic alarm system, and Maddgoth used it as such too. Now, it serves as the dragons' secondary alarm as well as a toy for the hatchlings, who imitate the sound of the bells perfectly.

Room #C10: The Tower of Cages

If a character without a signet ring comes into contact with the bridge leading to or from this tower, the trap is triggered and stays in motion for 1d12 rounds. Seven rolling blades appear at set intervals along the expertly-hidden tracks, though at least two sets of blades are in motion at initiative 2 and 6 during any round they are activated, guaranteeing at least one attack on an infiltrator or escapee. There are a pair of blades that roll parallel to the floor of the bridge (THAC0 5), a pair that angle from the floor toward the center (THAC0 8), and a trio of blades that run along the base of the bridge (THAC0 8); either of the blade pairs deals each bridge trespasser 6-16 (2d6+4) points of damage, while the trio of blades does 9-24 (3d6+6) points of damage to any creature on the bridge. The only location where one can avoid damage from the rolling blades is to perch atop the stone side railing; anyone on the railing edge while blades are in motion must make two Dexterity checks per round to keep his balance or fall off the bridge.

Looking into this tower, it is a sight both chilling and amusing in the sense that someone human could come up with such a cruel place of imprisonment, while the amusement comes from the fact that this mastermind is currently one of two tenants in his own prison! All the prisons are suspended twelve feet from the walls on strong duskwood beam with chains leading down to either a hanging platform, a cage, a spread eagle cross, or a set of manacles and shackles. There is no floor within this tower save the bottom over 350 feet straight down.

Further down into the tower and attached to the flat, inner wall is the platform containing Skulker the homunculus. He is shackled to the underside of the platform, but the chain and shackles are attached above and beneath it such



that if he loses his balance from the center of the platform and falls, the chains will trap him painfully against the edge of the wooden disc. He is obviously quite disgusted at being captured, and he won't even acknowledge you unless you speak directly to him.

The walls in this tower are smoother than the rest of the castle, such that seams between the stones are invisible.

There are over 30 balanced platforms, suspended sets of manacles, and wall stocks attached to the walls of this tower. The method of imprisonment is simple: The prisoner keeps himself alive by not moving too much and tipping himself off the only floor he has, and the drop to the floor below guarantees instant death. For those whose skills might allow them easier egress from prison, there were manacles and other persuasions to keep from leaving before Maddgoth was through with them. The keys for these manacles and cages and shackles are kept on a peg above Spider's bed in Room C8. The platforms are set in a diagonal pattern around the room, starting 30 feet to the right of the entry landing, dropping 20 feet down and 30 feet around the tower's circumference for each platform placement; there are 15 platforms in all. There are only eight sets of direct-wall-mounted manacles and stocks, and these are all spaced roughly 15 feet apart from each other, and they are all in a row eight feet above and 30 feet away from either side of the initial entry.

The most cruel prison of the tower is a spread eagle suspended ten feet from the ceiling; it hangs the prisoner face down over the length of the tower. Solid metal manacles keep the feet and hands in place, but the pain of keeping the back straight is horrible. The chain that suspends the x-shaped stocks from the ceiling is mounted at its center, making the slightest move of the prisoner shift the entire balance and cause more pain.

The four *mage cages* are mounted on the walls 50 feet, 150 feet, 250 feet, and 350 feet down inside the tower. While the other suspended prison platforms hang 15 feet out from the attached wall, these cages are suspended out into the exact center of the tower on 50'-long beams of mithril-reinforced duskwood. These cages are unique, and evidence suggests that they may not be native to the Realms due to some of their properties.

Their primary function is to act like *spelljamming helms* to drain a mage or priest of the ability to cast spells for 24 hours; the memorized magic of a caster's spells is instantly drained with the slightest contact to the floor of the cage, and that magic powers the cage's other abilities. The *mage cages* project two permanent spell effects on the inside and outside of the cage and its bars: *dispel magic* and *shocking grasp* (as if cast by the imprisoned mage himself). In other words, Maddgoth's cage (set 50' down into the prison tower) dispels any magic cast on it like a 17th-level spellcaster, and it projects 2-25 (1-8+17) points of electrical damage to any that touch the cage. The only creatures that can avoid these effects must wear one of the signet rings (that also key the *gate*) and be holding the specific key to the cage. Once a mage is released from one of these cages, he is capable of remembering spells as per normal, but he cannot cast spells until he does so.

Unlike all other walls inside this castle, the walls are ex-



quisitely smooth-finished. Therefore, the 10% bonus for climbing walls is canceled in the prison tower; in fact, the walls are so smooth, any attempts to climb walls without magical spider climbing abilities incur a -10% penalty.

Room #C11: Maddgoth's Quarters

The original purpose of this tower is immediately obvious, once you reach the end of the bridge span and bring light into the tower. From floor to ceiling, the walls of this tower are paneled with deeply polished cherry wood and built to be library shelves for a person of normal size (not reduced) within this castle. However, with the reduction field in place, this was far too much room for a library even for 1,000 wizards.

However, Maddgoth has converted a number of shelves across the open expanse of the tower's center into his personal quarters. The "ceilings" of the two shelves in question are lit softly by continual light spells, providing the only light in this tower. In fact, in his chambers are the only stairs found in the entire castle, a small set of spiral stairs leading from a bedchamber (complete with a small canopy bed with curtains) up through a hole to a higher shelf. That higher "chamber" has been converted into a diminutive library within a library with miniature shelves to fit books in relative scale to Maddgoth's reduced stature. Curiously, Triel hasn't destroyed these books yet, though she has stripped much of Maddgoth's bed and quarters to build her nest below.

The bookshelves within this library tower range from 12'-to 18'-high in the relative perspective of the PCs. This is one of the few places where travel by ropes or simple climbing is possible, though not recommended due to a skittish mother dragon in the tower.

The tiny library on the shelves across the tower contains a wealth of books on alchemy and theoretical treatises on alteration magic, but no spellbooks. Still, to the right sagely buyer, the books are worth about 50-250 gp each.

In the converted miniature bookshelves above Maddgoth's living quarters shelf, there is a secret door trigger that spins the top half of the entire bookshelf wall around like a revolving door. Hidden behind the bookshelves (and directly facing the library shelf where the trigger is) is Maddgoth's primary hidden magic cache: his hidden master spellbook, two wands (*wand of fear* (18), *wand of size alteration* (4)), two magical rings (*ring of chameleon power*, *ring of swimming*), two additional signet rings for the *gate*, a magical *cloak of the manta ray*, and a *well of many worlds*. If PCs uncover this treasure hoard, Triel and Otto only wish that all the stuff be removed.

Near the lowest shelf, Triel has built a nest from a number of Maddgoth's blankets, shredded parchments and vellums, and the goosedown mattress that was once on Maddgoth's bed. Her hatchlings sleep peacefully and warmly together, one the proper red shade of a hatchling faerie dragon and the other shares her mother's unique coloration of silver scales.

Room #C12: The Hoard Tower

The bridge leading from the castle to this tower has a trap on it. If a character comes into contact with the bridge leading to or from this tower without speaking the password of "Rapacity's Hold," the trap is triggered. The bridge is electrified for 1d6 rounds, dealing 11-18 points of damage (1d8+ 10) per round to all who touch the bridge. People must make a saving throw vs. spell for half damage and a save vs. paralysis to be able to move (further along or off the bridge) at half normal movement rates.

Like the prison, this tower has no floor except its very bottom over 350 feet down from its entry point. This tower is totally dark, but some shuffling can be heard at the bottom of the shaft.

Despite rumors of great amounts of treasure, the bulk of Maddgoth's fortunes were in his magical items and equipment, not coins. Still, he had some small success as a thieving, backstabbing wizard and kept his money on the floor of the tower, often haphazardly flung from the tower's archway down. If PCs bother to go to the bottom of the tower, they will find only 512 loose gold coins, 167 silvers, and a sleeping, very overfed rust monster, courtesy of Halaster.

Room #C13 The Armory

Once more, you enter the tower, look over its landing into the tower, and find it too lacks a floor until it reaches the bottom of a 350-foot drop. This tower is magically lit from top to bottom. Along the walls above and below the entryway and surrounding the tower every 40 feet are 15'-high glass-fronted wooden cabinets mounted on the walls. This tower looks like an armory, with the cabinets filled with weapons of all shapes, sizes, and types. The majority of weapons are swords, which account for four rows of cabinets and nearly half of the collection. The next two rows are maces, followed by single rows of bows, polearms, daggers, and a final row of clubs. None of the weapons are dated or named, though many of them seem quite old. However, there seems to be no way to touch the weapons, since there are no doors on the cabinets.

This armory of weapons is a collection of Halaster's favorite weapons that have been scavenged from Undermountain from fallen adventurers. If PCs have ever lost weapons in the dungeon, they might find that weapon here. Of course, it is encased neatly behind *glassteel*. However, if the PC offers up another weapon of equal value in its place and presses it against the glass over the other weapon, the weapons will magically switch positions. Bear in mind, though, that there are more than 4,000 weapons in these cases, and all is not as it appears. DMs are encouraged to provide enticing displays of cursed weapons (since such is their nature) as well as legendary or lost weapons.

If the PCs activate the display case or attempt to bypass or destroy the *glassteel*, there is a blinding flash of light and a dark form takes shape in the room. Read the following aloud:



A blinding flash of light temporarily removes your sight. As your vision clears you can see a massive, dark armored figure with a two-handed sword. Beneath his helmet you see nothing but inky blackness and two glowing red eyes. He speaks in a raspy voice, like something out of a sepulcher.

“Halaster is pleased that you show an interest in his weapon collection. He bids me to show you mine. He’s sure that you’ll show a keen interest in it.”

With that the black armored figure draws his sword and charges toward you!

The dark figure is a death knight. The sword he wields is called the *blade of twilight doom*. The sword is detailed fully in the Treasure section of the book.

Death Knight (1): AC 0; MV 12; HD 9; hp 84; THAC0 11; #AT 1 with +3 bonus; Dmg By weapon; SA Magical abilities; SD Spell reflection; SW Nil; MR 75%; SZ M; ML Fanatic (17); Int Genius (18); AL CE; XP 6,000.

If the glassteel covering the weapons is broken or bypassed, all the weapons and everything within 50’ of the glassteel wall will be sucked into the negative material plane. The weapons will be scattered throughout the plane, as will any characters caught in the planar vortex.

At the center of the floor and the ceiling 400 feet up, there are iris patterns to the stonework. Both are magical doorways, though neither Maddgoth nor any of the castle’s other tenants ever found or knew the command word to activate them. The word is “Phlegethon,” and it causes a huge catapult to rise from the bottom of the tower through the roof to automatically help defend the castle from attack. It automatically generates 5d6 *fireballs* or standard catapult stones and hits any living or moving targets within 200 feet of the screen with a THAC0 14.

Final Notes ON Maddgoth’s Castle

The castle was presented relatively peacefully, though DMs who wish to make this a little more dangerous can use these hints on adjusting the setting and bringing some offstage plot-lines back onto the scene:

When the PCs reach Room #C4, they find out that the homonculi have dogged them silently until this moment. They will stay hidden in the shadows and down below until the door is open. Then, with a command word from Maddgoth, Proxie’s *wand of frost* fires a *cone of cold* at the PCs and the dragon. They then use the moment to get Spider and Proxie into the castle to free Maddgoth while Ardor delays the dragon. If this option is used, the PCs will seem to be in league with the homonculi and it will be difficult to role-play an alliance with the faerie dragons.

Here are the actions and plans of each of the homonculi, and possible reactions of the dragons:

Ardor continues to fight Otto, but his style is hit-and-run, so he can catch his breath and turn the situation to his advantage. However, his main concern is to run interference against the dragons until the others can free Maddgoth and they can

all escape. If the fight is easy, he will take a moment to return to his lair in C8 to get his treasures (and help himself to Brawn’s treasure too).

Spider scampers quickly and pointedly through the castle, directly to his nest. He retrieves the key to the mage cages, and runs up the wall toward the prison to free Maddgoth. The DM should run a check against the wyvern watch to determine his success. That’s his only part of the plan: reach the prison and wall-crawl out with Maddgoth.

Proxie goes directly toward C7 and C11, where he intends to retrieve Maddgoth’s spellbook and other items from the cache behind the bookshelves. Unfortunately for his plan, it is in direct conflict with Triel, a very angry, overprotective mother faerie dragon equal to it in size.

The dragons want any treasure of the castle to be used in their names to buy the property above ground. If the PCs prove themselves to the dragons, they may be chosen to be their agents. Given time and building on a foundation of trust, the PCs and the dragons may share both above- and below-ground living spaces, and both are prime pieces of real-estate.



Undermountain NPCs and Magic

This section describes the major nonplayer characters that currently inhabit this level of Undermountain. After the characters and their stories, we'll take a look at some new magic concocted within the halls of that dreaded floating keep. This is where DMs will find major plotlines to weave into the PCs' adventures, rather than in the dungeon key. Simply put, the histories, current activities, and mindsets of the NPCs contain the plots, and it's up to each DM to decide how the PCs will alter the ongoing stories. Dungeon Masters can create details of the characters' stories to implement any plots into the campaign. For example, Maddgoth could easily be an agent for the Shadow Thieves, and the castle could be a rallying point to reenter Waterdeep.

Maddgoth The Transmuter

Game Data: NE hm Tr17; D 16, I 17, W 16. AC 1; 67 hp.

Spells: 6/6/6/6/4*4*/3* (17th level +1 alteration spell/level). Maddgoth has no access to his spells at all due to his current imprisonment. The faerie dragons placed him in one of his own prisons especially designed to hold wizards, and the cage has drained him of all magic until he can study again.

*In addition, the dragons placed a *hat of stupidity* on him, reducing his Intelligence score to 10 and access to spells above 5th level.

Spellbook:

- 1st— *Affect Normal Fires, Armor, Burning Hands, Color Spray, Dancing Lights, Enlarge, Feather Fall, Magic Missile, Mending, Message, Read Magic, Shocking Grasp, Spider Climb, Wizard Mark*
- 2nd— *Alter Self, Continual Light, Darkness 15' Radius, Flaming Sphere, Glitterdust, Invisibility, Irritation, Knock, Levitate, Mirror Image, Pyrotechnics, Strength, Wizard Lock*
- 3rd— *Blink, Explosive Runes, Fireball, Fly, Haste, Infravision, Item, Lightning Bolt, Melf's Minute Meteors, Secret Page, Slow, Tongues*
- 4th— *Confusion, Dimension Door, Enchanted Weapon, Extension I, Fire Shield, Magic Mirror, Polymorph Other, Polymorph Self, Stoneskin, Wizard Eye*
- 5th— *Animal Growth, Avoidance, Chaos, Cone of Cold, Distance Distortion, Extension II, Fabricate, Feeblemind, Passwall, Teleport, Transmute Rock to Mud*
- %GMK%6th— *Contingency, Disintegrate, Enchant an Item, Extension III, Guards & Wards, Mordenkainen's Lucubration, Move Earth, Permanent Illusion, Tenser's Transformation*
- 7th— *Delayed Blast Fireball, Duo-Dimension, Forcecage, Phase Door, Prismatic Spray, Reverse Gravity, Statue, Teleport Without Error*
- 8th— *Glassteel, Maddgoth's Servitor *, Permanency, Polymorph Any Object, Screen, Trap the Soul.*

*New spell; see below.

Special Abilities: Maddgoth has permanently gained the effects of a *fly* spell for up to a cumulative four hours a day. He has a speed and maneuverability of 18 (B), but he can only hover or fly at speed 3 if he wishes to cast spells or perform other actions.





Special Equipment: *Bracers of Protection AC3, Ring of Warmth* (on person); see Room C11 in Maddgoth's Castle for further equipment currently out of reach.

Description: Most folk of Waterdeep remember Phyrgoth, or Maddgoth as he has been called for the past 20 years, as a weak figure of a man. He was always rather haggard and sickly with a pronounced stammer, and he could not grow a beard, making him seem younger than he was. His most distinguishing features were his oddly-colored eyes: The left eye was an olive green hue, while the right eye was a piercing crystalline blue. Now, Maddgoth's use of alter self and other spells has adjusted his "normal" appearance; when in public, Maddgoth wears his magical disguise to appear tall and broad-shouldered (rather than stooped and wasted), with a full beard and head of long chestnut-brown hair (instead of his thinning, receding hairline and beardless chin). Now, in his captivity, he is reduced to his stooped and emaciated visage. Normally, he is haughty and oh-so-superior, but he is also paranoid, greedy, and petty. The hat of stupidity has made him even more arrogant about his intellect, as part of its curse.

History & Notes: The mage now immortalized as Maddgoth was born in late Alturiak of the Year of the Gulagoar (1316 DR), and he was named Phyrgoth, the fourth son of a fishmonger and a midwife of Dock Ward. Phyrgoth was a sullen child who hated the fact that he and his family were poor, and he resented those who had more than they did. By the age of ten, he was apprenticed to Chollas the Variant, a noted wizard and transmuter who noticed the boy had an affinity for magic. Chollas was a kindly man who tried to improve the boy's outlook by teaching him magic and letting his own abilities raise his station.

Chollas later adopted two other apprentices and they both learned the basics from Phyrgoth. After four years of adventuring, Chollas and his four apprentices resettled in Waterdeep in Trades Ward. As noted in the "Histories" section, Chollas gained the floating castle in Undermountain in the Year of the Gate (1341 DR). Chollas made signet rings for himself and his apprentices that would allow them to use the gate in the cellar of his Waterdeep townhouse to reach the castle. Chollas invited two colleagues to join him at his castle and aid him in its development. Sadly, both Niever the Smiling and Arvent Rokham died with Chollas as the three trusted apprentices slew the wizards upon their arrival through the gate with spells and burning oil set above and around the watery *gate*. The treachery didn't stop there, though, as Phyrgoth suddenly turned on fellow apprentices Reil Sablance and Tobor Blackthorn, *polymorphed* them into harmless rabbits and put them to the torch as well.

Since his fiery graduation to the status as master of the castle, Maddgoth has led more than eight other wizards to their deaths over the intervening 27 years. He uses his harmless features and false names to goad others into believing they can kill him easily, once they have his se-

crets; truth be told, Maddgoth plans on that and uses his target's overconfidence to defeat them and appropriate their spellbooks and magical items. He appropriates any materials he can from the wizards he kills, copies any new spells from their spellbooks that he doesn't have, and then he sells the spellbooks in an assumed identity. Identifiable items and books are always swiftly destroyed or kept permanently out of sight in the castle.

When the Watchful Order of Magists & Protectors tried to destroy the gate and trap Maddgoth in Undermountain, they unfortunately chose Maxehl Khovtoll, a wizard as greedy as Maddgoth himself. The elder mage left the *gate* intact, and he planned to destroy Maddgoth and claim all his possessions. The *gate's* destruction was never checked due to the city-wide invasion of shadowy minions of Myrkuil only days later! Maddgoth remained in Undermountain, and when Maxehl arrived to kill him, Maddgoth captured him. When he found his secrets were still intact, he gleefully turned Maxehl into a dog to feed to his new homunculus Skulker. Maddgoth has spent most of the past decade underground, rising periodically to check on the building and appear as Maxehl.

He recently sold the house to a wizard from Silverymoon, hoping to simply let the man move in so Maddgoth can steal his identity and his magic. He used a number of illusory identities to set up Maxehl's funeral and then disappeared. While Maddgoth planned to allow the bumbling Sandoth a chance to get comfortable in his new home, the mage found the *gate* within two days and activated it with a ring left there. Maddgoth allowed him to return to Waterdeep, and there he and his homonculi killed the fat wizard. They did not know he had two faerie dragon companions, who pursued the wizard and his homonculi with a vengeance back through the *gate* and into the castle.

Maddgoth and his homonculi were surprised when the dragons didn't shrink upon entering the field, and it was simple for the pair to disable the wizard. When he awoke, he found himself confined in one of his own prisons, though he's not sure how everything works now, due to the *hat of stupidity* they found and placed on his head. Maddgoth hates the dragons, especially when they play cruel pranks on him such as flooding his cage with water. He plans his escape with his homonculi, and he communicates to them through Proxie, but his servants are now much smarter than he is; despite their master's "grand plans," Proxie and the others wait for their opportunity to free him and restore his right mind.



Maddgoth's Servitors

The following special homonculi were created with a new spell, *Maddgoth's servitor*, which is presented following the NPCs.

Ardor

Homunculus, Servitor (1): AC 6/2; MV 6, Fl 18 (B)/15, Fl 45 (B); HD 2/12; hp 11/66; THAC0 19/16; #AT 1/1; Dmg 2-4 (bite)/3-24 (bite); SA Flame breath/flame breath; SD Immune to fire; MR Nil; SZ T (18'')/H (18'); ML Elite (14)/Champion (16); Int Genius (17); AL NE; XP 650/1,400.

Notes: SA—Ardor, as a servitor homunculus, has its other special ability to breathe a 1'wide by 5'long jet of flame that deals 7-12 (1d6+6) points of fire damage to one normal sized target. From the perspective of reduced targets, the flame jet is effectively 12' wide and 60' long, and it deals 8-30 (2d12+6) points of fire damage to all reduced targets within its area of effect (i.e. in Maddgoth's Castle).

Proxie

Homunculus, Servitor (1): AC 6/2; MV 6, Fl 18 (B)/15, Fl 45 (B); HD 2/12; hp 13/78; THAC0 19/16; #AT 1/1; Dmg 1-3 (bite)/3-18 (bite); SA Sleep bite/Poison bite; SD Nil/Nil; SW: *Wand of frost*; MR 20%/20%; SZ T (18'')/H (18'); ML Elite (14)/Champion (16); Int Genius (17); AL NE; XI' 650/975.

Notes: SA—At normal size, the homunculus' bite requires a successful save vs. poison or a victim sleeps for 5d6 minutes; at the altered scale within Maddgoth's Castle, reduced victims who fail saving throws fall into a comatose state for 5d6 turns. Proxie's special ability as a servitor homunculus allows Maddgoth to speak through his mouth. With this link, Proxie is capable of wielding Maddgoth's magical wands (including one *wand of frost* he currently carries) that are activated by vocal command words. Maddgoth cannot cast spells or use scrolls through Proxie.

Skulker

Homunculus, Servitor (1): AC 6/2; MV 6, Fl 18 (B)/15, Fl 45 (B); HD 2/12; hp 10/60; THAC0 19/16; #AT 1/1; Dmg 1-3 (bite)/3-18 (bite); SA Sleep bite/Poison bite; SD Nil/Nil; MR 20%/20%; SZ T (18'')/H (18'); ML Elite (14)/Champion (16); Int Genius (17); AL NE; XP 650/975.

Notes: SA—At normal size, the homunculus' bite requires a successful save vs. poison or a victim sleeps for 5d6 minutes; at the altered scale within Maddgoth's Castle, reduced victims who fail saving throws fall into a comatose state for 5d6 turns. Skulker's jet-black coloring allows him to hide in shadows at 90% effectiveness. He also has 90' infravision even in magical darkness.

Spider

Homunculus, Servitor (1): AC 6/2; MV 15/45; HD 2/12; hp 11/66; THAC0 19/16; #AT 1/1; Dmg 1-3 (bite)/3-18 (bite); SA Paralytic bite/Poison bite; SD Nil/Nil; MR 20%/20%; SZ T (18'')/H (18'); ML Elite (14)/Champion (16); Int Genius (17); AL NE; XI' 650/975.

Notes: SA—At normal size, this servitor homunculus' bite requires a successful save vs. poison or a victim is paralyzed for 1d6 turns; at the altered scale within Maddgoth's Castle, reduced victims who fail saving throws against Spider's poison will die within 10 rounds if the poison is not neutralized. Spider also can spider climb naturally, though it affords him no further combat skills.

Descriptions: In overall form and primary components, all four servitors appear to share the same basic homunculus patterns. In other words, they all appear as small imp-like creatures with reptilian features, skin, snout and fangs, and small wings. However, they are all distinct and different in terms of physical and mental details.

Ardor: Ardor is the temperamental servitor of Maddgoth, and the reddish tinge to his ears, scales, and wings betray his ability to project fire. Ardor has not been used by his master to injure people, but he has been quite handy in setting fires and destroying the homes of Maddgoth's enemies. His actions often betray a certain nervousness and paranoia in his psyche in addition to a mercurial temper.

Proxie: The youngest of the servitor homonculi, Proxie was created less than a year ago. He shares the atypical coloration of Maddgoth's eyes (one green, one crystal blue) and his snout and ears are less pronounced and pointed. In all other outward appearances, he seems to be a standard homunculus. The personality traits Proxie shares with Maddgoth are impatience and an inability to sit still; like his master, Proxie constantly fidgets, tinkers, and toys with things in his reach. Due to his abilities and closer link to Maddgoth (and the orders the mage barks or whispers through him), Proxie considers himself to be the ringleader of the homonculi.

Skulker: Skulker, at first glance, appears to be a normal homunculus that was dipped in crude petroleum oil. However, his jet-black coloration is permanent and does have a sheen that most homonculi hides do not share. In areas of bright light, his eyes reflect light similar to a cat, though they do not do so when he is using his infravision, making him nearly impossible to locate in the dark. Skulker's personality is exemplified by greed; once he has something in his grasp, he doesn't want to let it go, and if he has the chance to abscond with new toys, he will make every effort to do so.



Spider: The eldest of Maddgoth's homonculi, Spider has four arms and four legs rather than wings. Its additional limbs allow it greater speed (15) and it can stick to vertical surfaces, even when carrying additional weight. Spider is the most loyal of Maddgoth's servitors, but he is easily distracted from his task by his insatiable curiosity. Spider also begrudgingly acts as the cook for the castle.

Collective History & Notes: Maddgoth created these new variant hononculi for a number of reasons. First of all, he needed to prove he could do it. Secondly, they made extremely useful sneak thieves, spies, and helpers against his enemies. Finally, Maddgoth simply wanted the company down in his subterranean lair. His first homonculi (which was destroyed by Triel the night of Sandoth's murder in Waterdeep) was Brawn, a larger, clawed homunculus that would act as a loyal guard and attack creature for Maddgoth. Spider was created to be a spy and thief of small objects (including spellbooks). Skulker came next, as an improved spy and explorer for his master. Ardor was then created for Maddgoth to use as a way to quickly distract his foes (few wizards can keep their concentration when their libraries are aflame!). Finally, Proxie was created as a remote messenger and mouth piece for Maddgoth to taunt his foes.

Maddgoth's servitors are still loyal and as cunning as he is. In fact, he is still in contact with them through Proxie, and he's simply having to wait until they can get him a means to escape. The homonculi just have not had any luck in fighting their ways past the faerie dragons to reach the prison tower and aid their master over the past three tendays. In fact, the last foray into the castle ten days ago saw the defeat and capture of Skulker, and he was imprisoned too.

While the trio of free homonculi wait to outwit the dragons and free Maddgoth, they have found a new home in a small recess cave in a stalactite that hangs high over the castle near the apex of the magical screen. Skulker has proven to be their best hunter and he has developed a taste for the stirges and piercers that he catches and Ardor roasts with his flames. If the homonculi notice activity within the cavern, they will do their best to remain hidden from sight. They will hopefully use the distraction of adventurers in the dungeon to swoop in and rescue Maddgoth and some of his magical treasures. They then plan on leaving the castle until Maddgoth's power returns and he is ready for revenge.





Ottolenszillasla, aka "OTTO"

Faerie Dragon (1): AC 5 (1)/1 (-3); MV 6, FI 24 (A)/15 FI 50 (A); HD (4)/11; hp 18/90; THAC0 16/9; #AT 1/4; Dmg 1-2 (bite)/1-4/1-4/2-12/1-10 (claw/claw/bite/tail slap); SA Breath weapon, priest spells; SD Invisibility; MR 72%; SZ T (18'')/H (18'); ML Steady (11)/Champion (15); Int Genius (17); AL CG; XP 3,000/4,000.

Notes: SA—The faerie dragon's normal breath weapon creates a 2-foot-diameter cloud of gas; NPCs with failed saving throws cannot attack for 3d4 rounds. When used inside Maddgoth's Castle, the breath is a gas cloud 25 feet in diameter and the gas affects all living creatures within it automatically as above for one round; NPCs who miss their saving throws are paralyzed with euphoria for 1d12+2 turns. Otto can also cast priest spells as if he were an 11th-level cleric.

Spells:

- 1st— *Command, Create Water, Cure Light Wounds, Detect Evil, Faerie Fire*
- 2nd— *Heat Metal, Hold Person, Warp Wood, Wyvern Watch*
- 3rd— *Create Food & Water, Pyrotechnics, Remove Paralysis, Summon Insects*
- 4th— *Cure Serious Wounds, Neutralize Poison* (x2)
- 5th— *Control Winds, Cure Critical Wounds*
- 6th— *Heroes' Feast*.

Description: Otto is a very old faerie dragon, as is evident by his deep blue coloring and silver tinged wings. While he still laughs a lot and has a constant mischievous twinkle in his eye, he is currently quite serious for a faerie dragon. While he is enjoying the adventure of imprisoning and humiliating Maddgoth, he is worried for the safety of his mate and their hatchlings. Under normal circumstances, Otto is a highly sardonic and sharp-witted dragon, with an insatiable appetite for puns. Until his family is safely returned to the surface, he will do his best to protect the other dragons from harm and keep Maddgoth both imprisoned and humiliated. Otto wears a ring that activates the *gate* on his right hind leg, where it won't easily slip off.

History & Notes: Ottolenszillasla is the mate of Triel, the silver faerie dragon. Otto was born somewhere within the Forest of Tethir over 600 years ago, and he migrated northward over the decades. From folk he met in his travels, he was intrigued by tales of Silvermoon, a magical haven of sorts in the Savage North. He arrived in Silvermoon in the Year of the Wilted Flowers (1258 DR) and became a regular, if odd-appearing, feature in the skies around Silvermoon. While the brunt of his jokes and tricks is most often borne by the Knights in Silver who guard the city, he also uses his abilities to aid them when they have need of them as well.

Otto's first meeting with Triel was love at first sight, surprising to many of the city since Otto was definitely hard to approach and quite acerbic, not to mention the centuries of difference between their ages. Still, their love bloomed, though Otto's acceptance of Sandoth and Triel's loyalty to him took longer. When Sandoth chose to move to Waterdeep, the two dragons decided not to part company, and for

Triel to hatch her eggs in relative safety and comfort with two protectors. Unfortunately, Sandoth fell to the machinations of Maddgoth and he was murdered soon after arriving in what Otto called "an interesting, if overly aromatic, city filled with endless hours of potential fun."

Triel and Otto arrived home late after their first night flying out within the City of the Dead, having had fun sending the watch on extended chases among the mausoleums. They flew in the window to see a shadowy figure rummaging through Sandoth's laboratory while smaller figures clawed up the dying wizard. Triel went into a rage, and instantly slew one of the homonculi, simultaneously wounding Maddgoth and forcing the wizard and his retinue to retreat through the cellar. Out of loyalty to Sandoth's memory and his mate's need for vengeance, Otto went with Triel and chased the villains through the *gate* down to Maddgoth's Castle.

Once the dragons got their bearings, they managed to disable Maddgoth with their breath weapons and keep the homonculi at bay with their spells and other abilities. While Otto imprisoned Maddgoth in a cage of his own making, Triel insisted on returning to the surface for an cursed item in Sandoth's possession (a *hat of stupidity*), which she insisted on placing on Maddgoth as a cruel joke. Once the crisis was passed, Otto decided to stay a while in the castle both to bear their young and torment the wizard who slew their friend. Otto likes the castle and may stay permanently if they can purchase the house (through some agents) above to maintain control of the *gate* in the cellar.

Alustriel, aka "Triel"

Faerie Dragon (1): AC 5 (1)/1 (-3); MV 6, FI 24 (A)/15, FI 50 (A); HD (4)/11; hp 10/50; THAC0 16/9; #AT 1/4; Dmg 1-2 (bite)/1-4/1-4/2-12/1-10 (claw/claw/bite/tail slap); SA Breath weapon, wizard spells; SD Invisibility; MR 40%; SZ T (13'')/H (13'); ML Steady (11)/Fanatic (18); Int Genius (17); AL CG; XP 3,000/4,000.

Notes: SA—The faerie dragon's normal breath weapon creates a 2-foot-diameter cloud of gas; NPCs with failed saving throws cannot attack for 3d4 rounds. When used inside Maddgoth's Castle, the breath is a gas cloud 25 feet in diameter and the gas affects all living creatures within it automatically as above for one round; NPCs who miss their saving throws are paralyzed with euphoria for 1d12+2 turns. Triel also casts spells as if she were a 5th-level wizard.

Spells:

- 1st— *Color Spray, Grease, Magic Missile, Spook*
- 2nd— *Stinking Cloud, Tasha's Uncontrollable Hideous Laughter*
- 3rd— *Slow*.

Description: Alustriel is covered in silver scales with a reflective sheen to them, and her gossamer wings are a translucent aquamarine color. Her eyes are a blue akin to ice and diamonds. She hasn't changed at all since her birth, aside from growing to her current size, and this unchanging coloration is doubly unique among faerie dragons.



Triel is a merry, light-hearted dragon most of the time, and her every emotion plays across her face and features. She feels everything quite passionately, and is prone to overreacting. She has a light sense of humor, with a penchant for slapstick (i.e. tripping up people), but she swiftly apologizes when someone is truly embarrassed and sad from her pranks. If she is extremely happy, her wings flutter uncontrollably, while a rapid thumping of her tail warns people when she is agitated. At her current state as a new mother, she is highly defensive and easily agitated. This, coupled with the recent loss of her friend and mentor Sandoth, puts her in a disturbed and easily-provoked state of temper that makes her more like a dragon than usual. Like Otto, Triel wears a signet ring that triggers the gate on her right hind leg, more as a marital band than to prevent its loss.

History & Notes: Triel's story is intertwined heavily with the mirthful Sandoth the Laugher. A 30-year-native of Silverymoon, Sandoth was the apprentice mage to Nohlwen "the Emeraldstar" and both wizards belonged to the Moon-silver Corps, a group of six adventurers that traveled the Moonwoods and the High Forest and the territory in between them. The group encountered a young black dragon in the northern High Forest. The only survivors of the conflict were Gulland Stonefist and Sandoth, though they found the dragon had been consuming a faerie dragon and her nest of eggs. Just as they found the nest, the remaining egg hatched and saw Sandoth as its parent.

Gulland and Sandoth returned to Silverymoon with the hatchling dragon, which was unlike typical faerie dragons in her odd coloration: From her hatching, the baby dragon had bright silver scales and deep blue wings, and this odd color hasn't changed in the intervening 50 years. Due to her coloration and his adoration (many said unrequited love) of the High Lady of Silverymoon (where he lived), Sandoth named her Alustriel, though he always called her Triel.

While many believed her to be Sandoth's familiar, she was simply a devoted friend and companion, almost like a daughter, to him. They made each other laugh, and both owed the other their very life a number of times over. When she met and fell in love with the faerie dragon Otto, both males were jealous of the attentions of the other. Luckily, Triel set up a prank on the both of them that convinced them to settle their enmity and become friends. For a short time of three years, Triel was extremely happy.

Triel was the only member of this cheerful trio that was not excited over the move to Waterdeep. She superstitiously believed part of their good fortune came from living in the city of her namesake, though she acquiesced to their decision and was at least curious about the City of Splendors. Soon after their arrival, Sandoth was killed and all of Triel's fears and angers rose at once and focused on Maddgoth and his servitors. Triel wanted to make the evil mage pay heavily for the death of one she held almost as a father, and she struck her first blow in killing one of his homon-

culi. In the heat of battle rage, she raced after the wounded wizard and clamped onto his cape in time to travel with him through the cellar *gate* she hadn't known was there. Once she and Otto were there, they pursued Maddgoth into his castle, where he believed he would have the upper hand against them, but his reduced size made it even easier for them to defeat and imprison him. While she wanted to pursue and destroy the homonculi, she was nearly ready to bear her eggs and in need of protection during her nesting. Therefore, Triel insisted on cursing the wizard and remaining until her eggs are hatched. She misses the sunlight and trees, but she has grown to like the castle and its amenities and protections for creatures of their size. It was her idea to use Maddgoth's treasure to hire agents to buy the property in Waterdeep for them and to act as tenants to prevent others from finding the gate. She is now over her rage from Sandoth's death, and she is trying to revive her spirits by telling jokes and explaining the finer points of comedic timing to her new hatchlings.

New Spell

Maddgoth's Servitor

(Alteration), Level 8

Range: 0	Components: V, S, M
Duration: Instantaneous	Casting Time: 1 day
Area of Effect: Special	Saving Throw: None

In short, this spell will allow a wizard to create a special homunculus without the need for an alchemist. This spell combines all the processes used to create homonculi into one spell with an extended casting time. In addition, this spell creates homonculi with additional abilities beyond their norm since its casting involves at least one other alteration spell during the casting of this greater spell.

All benefits of having a servitor homunculus are exactly the same as detailed in the *MONSTROUS MANUAL™* Tome, such as telepathic links to its creator, wings for mobility, a minor bite that causes sleep, and its usefulness as a living tool to aid the wizard. Servitor homonculi created by this spell are also 20% magically resistant in addition to sharing their creator and master's saving throws. However, this spell also incurs all the drawbacks of a homunculus, from its muteness and small size to the greater link incurred between creature and creator: If a servitor is destroyed, its creator suffers 4-24 points of damage in sympathetic pain.

Only six known alteration spells work within the confines of this spell and within the form of the final servitor homunculus. Listed below are the six spells and their effects in the servitors.

- *Burning Hands:* The servitor can project a 1-foot-wide, 5-foot-long jet of flame out its mouth twice a day for 1d6+6 points of fire damage to one target within its area of effect. The servitor can also use this flame breath to ignite combustible materials. When biting an opponent, flames still flicker in its mouth, accounting for an increased bite of 2-4 (1d3+1) points of damage. This servitor has no magical resistance, but it is immune to fire.



- *Darkness 15' Radius:* This spell alters the look of the homunculus, giving it a shiny jet-black scaled hide rather than its usual olive tone. The dark scales grant it a 90%-effective hide in shadows ability. The servitor also has 90' infravision that remains effective even within magical darkness of any kind.
- *Light:* The homunculus created with this added spell is an albino with only light tinges of green at the edges of its ears and wings. Its eyes are enlarged and rounded, similar to those of a cavefish, and it emits light equal to a torch from its eyes (10' radius globe of light surrounding it) at will.
- *Message:* By casting this spell into a forming homunculus, this ties the casting wizard far more closely to it than normal. The wizard can now speak through this homunculus up to the range of their telepathic link. With this link, a servitor can wield magical wands activated by vocal command words, though it cannot use any other magical items. A wizard cannot cast spells or actively use scrolls through one of these homunculi either.
- *Spider Climb:* The most distinct of servitor homunculi, this spell alters its form so it grows four arms and four legs rather than wings. Its additional limbs allow it greater speed (15), balance, and strength, allowing it to carry up to 30 pounds of material. Also like a spider, it can stick to and move across vertical surfaces, even when carrying additional weight. Its bite poison is also slightly altered to cause paralysis for 1-6 turns.
- *Strength:* As expected, this spell alters the form of a homunculus to create a larger, bulkier servitor (24" tall). Unlike other homunculi, it has claws that do 1d2 points of damage each (claw/claw/bite attacks per round). With this increase in size, strength and offensive capabilities, it has a lower maneuverability and speed (6, Fl 12 (C)) than a regular homunculus.

During the casting, the mage must draw a pint of his own blood into a specially-prepared receptacle, and then add 2 ounces each of the "perspiration of an illithid," "tears of a drider," the "saliva of a grimlock," and 5,000 gp worth of rare herbs and spices that grow only in Calimshan and Raurin. Once all the component ingredients are in the receptacle, the wizard must continue the casting. Mages who study this spell discern that it involves castings similar to *mending*, *mirror image*, and *wizard eye*, the three standard spells used in creating homunculi. As the homunculus coagulates slowly within the receptacle, the mage casts the final alteration spell to give a servitor its special powers. With the final spell, the servitor homunculus slowly coagulates into its final form (far more slowly than a standard homunculus) over the course of an hour.

DM's note: There are just enough vials of liquids and prepared herbs and spices of the type needed to create one servitor homunculus; all a wizard needs do is prepare a platinum bowl for the process, add a pint of his own blood, and cast the spell to create one servitor homunculus. If the spell was written onto a scroll and all the herbs and liquids were sold with the scroll (a homunculus kit) to a wizard, the total package of herbs could garner anywhere from 25-40,000 gold in an open auction at the guildhall of the Watchful Order of Magists & Protectors!





Treasure

The Blade of Twilight Doom

This +4 two-handed sword functions as a *sword of sharpness*. The weapon is fashioned from enchanted steel and carries a strange scarlet color. The blade is intelligent and evil, choosing to hide its nature from its user, subtly goading him to cause evil until he is turned from light to darkness. Then and only then does the sword reveal its full powers. The sword has an intelligence of 17, allowing it to communicate through both speech and telepathy. Its alignment is chaotic evil, though it does not radiate an alignment if one is checked for.

The sword can *detect invisible* objects in a 10-foot radius at will. Its wielder has giant strength as though he was wearing a *girdle of fire giant strength* and the sword can heal its user 1 time/day.

The sword's primary motivation is the defeat of good and law and when used in combat against a lawful good opponent, that opponent must save after each successful hit vs. spell or be disintegrated.

The sword has an ego of 20 and speaks common.

Amulet of Misdirection

This item is typically worn as a brooch or on a chain as a charm. Wearing this item will cause all detection spells to give false information—to the benefit of the wearer of the amulet. It functions in all ways as the second level wizard spell *misdirection* with the exception of the following changes. There is no saving throw versus the effect of this item, the misdirection is automatic. Unlike the spell, the amulet of misdirection affects all divination spells (*know alignment, augury, ESP, clairvoyance, etc.*) giving the caster of these spells a false answer against the amulet wearer.

Helm of Gazes

This platinum helm is set with five catseye gems or agates along the brim. The helm absorbs gaze attacks (like from a medusa, basilisk, or catoblepas) and stores them allowing the helm wearer to redirect them at any future time. The helm can absorb and store up to five gaze attacks automatically in this manner. But if the wearer is subjected to any further gaze attacks when the helm has reached its capacity, he is automatically affected by *all* the gazes (newest to oldest) and gets no saving throws against any of them.

The helm wearer knows which gaze weapons are stored in the helm while wearing it, and can cause them to be released in any order. New gazes may be stored as soon as a slot is available. Absorbing a gaze attack takes but 1 second and does not count as an action during a round.

Oil of Disruption

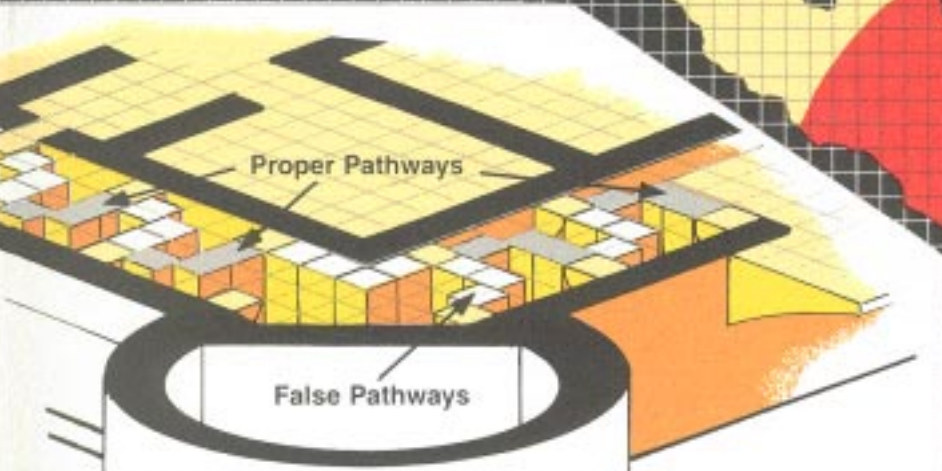
Applying this oil to a weapon (the entire flask must be used) will cause it to function as though it were a *mace of disruption*. The oil functions for 50-80 minutes, after which the weapon returns to normal. Magical weapons treated with this oil have a 10% chance per magical plus of becoming nonmagical at the end of the oil's duration. (The additional magical enchantment causes the spells woven into the weapon to overload).

Oil of disruption can be used as a missile weapon by throwing the entire flask at an undead. If the roll to hit is successful, the undead creature must make a saving throw against the disruption at -5.



- Dead Magic
- Wild Magic
- Teleport Area

- Water
- Direction of Current
- Ramp (Arrow Points Down)



Example of the Stepping Stones

Advanced
Dungeons & Dragons®



UNDERMOUNTAIN™

MADDGOTH'S CASTLE

by Steven E. Schend

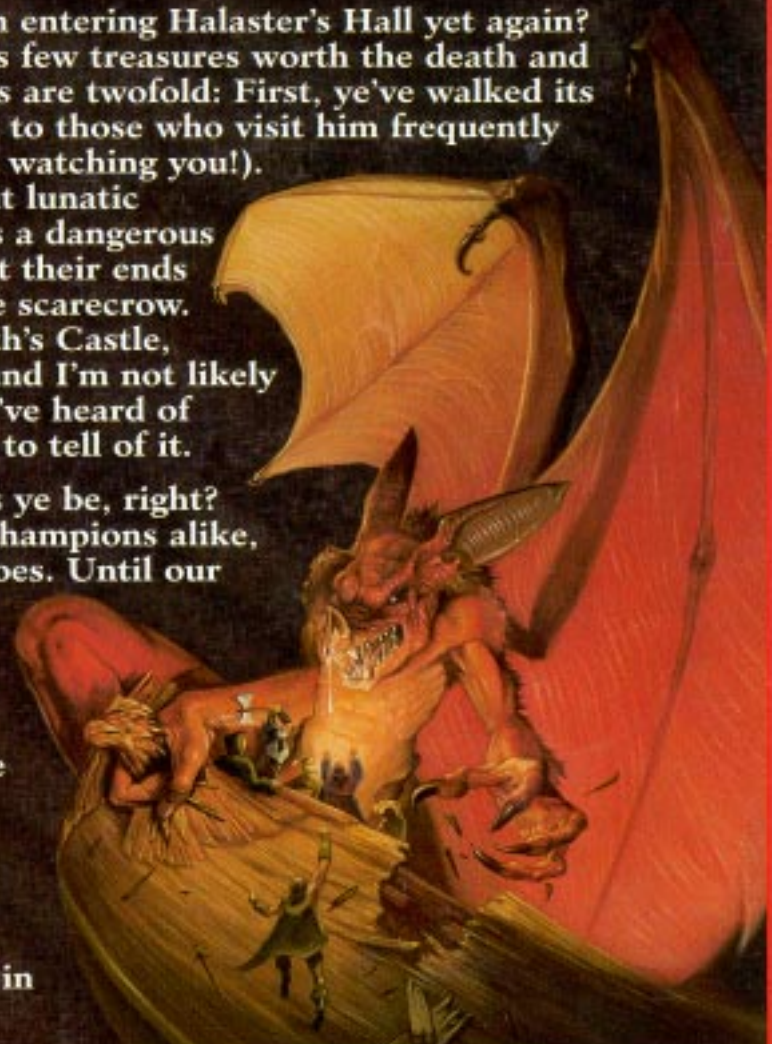
"Ye want this ol' moneylender's advice on entering Halaster's Hall yet again? My advice is this: Don't. There's precious few treasures worth the death and agony and fear you'll face. Your problems are twofold: First, ye've walked its halls before, and Halaster pays attention to those who visit him frequently (and he's the one you don't want to have watching you!).

Second, you're looking for the lair of that lunatic wizard-murderer from Trades Ward. He's a dangerous lot, that Maddgoth, and many others met their ends by underestimating that pasty-faced little scarecrow. If you're looking to lay siege to Maddgoth's Castle, you're on your own—I've not visited it, and I'm not likely to, either. Truth be told, no adventurer I've heard of looked for Maddgoth's lair and returned to tell of it.

"Not that this scares bold heroes such as ye be, right? Well, the path to fame allows fools and champions alike, though fools often listen better than heroes. Until our coins are shared again, good fortune."

—Mirt the Moneylender

This DUNGEON CRAWL™ adventure returns once again to the hallowed halls of Undermountain and into an adventure like those AD&D® game archetypes of years past. This is a stand-alone module and does not require extra support materials. It can be placed easily into a campaign on any AD&D world, but best fits a FORGOTTEN REALMS® campaign set in Undermountain or Waterdeep.



TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

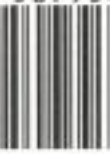
ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and the TSR logo are registered trademarks owned by TSR, Inc.
UNDERMOUNTAIN and DUNGEON CRAWL are trademarks owned by TSR, Inc. ©1995 TSR, Inc. All rights reserved.
Made in the U.S.A.

ISBN 0-7869-0423-2



9 780786 904235

50795>



U.S. \$7.95

Sug. Retail.
CAN \$10.00

U.K. £4.99