

WORLD OF KALIBRUHN[®]
ADVENTURE

THE MAZE OF ZAYENE

PART 4

THE EIGHT KINGS

by Robert J. Kuntz



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A World of Kalibruhn™ Adventure

The Maze of Zayene — Part 4 The Eight Kings

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Credits:

Editing: Robert J. Kuntz
Illustrators: Bill Taylor, Dave Zenz
Cover Artist: David Zenz
Cartographer: Jon Baade
Typesetting: Getter Press Works, Whitewater, WI

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Printed in the U.S.A.

Abbreviations/Terms Used In This Series

<i>St</i>	Strength	<i>CL</i>	Character-Level: A variant of MP usually used to indicate Player-, Non-Player character's MP only	<i>Character Types:</i>	<i>F</i> Fighter, <i>Mg</i> Mage, <i>Pr</i> Priest, <i>Il</i> Illusionist, <i>Bd</i> Bard, <i>As</i> Assassin, <i>Tf</i> Thief, <i>Fp</i> Fighter (paladin), <i>Fr</i> Fighter (ranger)
<i>In</i>	Intelligence	<i>Al</i>	Alignment	<i>HtK</i>	Hits to kill
<i>Ap</i>	Appeal (sometimes known as charisma, leadership ability)	<i>AT</i>	Armor Type	<i>Atk</i>	Number of attacks possible
<i>Ws</i>	Wisdom (also insight)	<i>Dm</i>	Damage	<i>Lair:</i>	Chance of being in lair/home, etc.
<i>V</i>	Vitality (also constitution)	<i>EX</i>	Value, or EX: Experience point value	<i>THAT0</i>	To hit armor type 0
<i>Ag</i>	Agility (also dexterity, et al.)	<i>GM</i>	Game Master (also known as DM, CM, etc.)	<i>/flying speed</i>	- game inches
<i>Bt</i>	Beauty (also known as comeliness)	<i>SP</i>	Special (attacks, powers, defenses, weapons, etc.)	<i>//swimming speed</i>	- game inches
<i>MI</i>	Magical Immunity (also magical resistance; also used to indicate SRs which are above normal, or different in some way)	<i>ft</i>	feet	<i>gp, sp, ep, pp</i>	(gold, silver, electrum, platinum)
<i>MP</i>	Melee Prowess (level of monster/being; MP: F7 stands for melee prowess, level 7 fighter)	<i>M</i>	Moves (or movement) usually in game inches	<i>1st Order, (spell):</i>	Rank or level of spell use
<i>SR</i>	Saving Rolls (or 'throws, saves, et al.)	<i>D</i>	(D% D6, etc.): Type of die (or dice) used	<i>Time:</i>	Segment = 6 seconds; Melee round = 10 seconds, or 1 minute; Turn = 10 rounds, or 10 minutes.

Introduction

This module, **THE EIGHT KINGS**, is part 4 of a four part series entitled **THE MAZE OF ZAYENE**. Part 1, **PRISONERS OF THE MAZE**, saw the characters thrown into a deadly maze complex; Part 2, **DIMENSIONS OF FLIGHT**, saw the adventurers escape the maze to flee through dimensions and acquire the keys to release them from their imprisonment; and Part 3, **TOWER CHAOS**, saw

the party pursue their objective after escaping, that of assassinating the evil King Ovar, only to find that the real King has been captured for some time by the Wizard Zayene, and that fake Ovars -- magical simulacrum -- ruled instead!

After learning that King Ovar was a prisoner in Zayene's dimension, the adventurers, with or without full support of the regent) have decided to enter that dim-

ension through an annex located at key #85 on level three of the King's tower (see **TOWER CHAOS**). Their intent is to execute the sentence of death against the evil Zayene, and return the real King to Ersille. They have the blessings of the Kingdom behind them and the unknown before their every step . . .

GameMaster (GM) Information

USING THIS SERIES MODULE: This module can stand on its own; and by supplementing characters (not included herein) of the appropriate strengths (note suggestions below), players and GMs will have no problem in appreciating this unique module. Scenarios are outlined below with the thought in mind that

modules are sometimes not used for what they were intended for. Extrapolation is welcome, and with the provided guidelines, a true possibility!

Of course, this module was intended as the last in a four part series, and as such there are specific parts of it which relate to the other modules in the series to a greater

degree than to scenarios not inherent to it. The **MAZE OF ZAYENE** series has introduced many wonderful and interesting beings and situations -- some of which are further detailed in this module; but these additions should not interfere with game play or game enjoyment.

PLAYER—CHARACTERS: There are no player-characters provided with this module; PCs were included with Parts #1 and #3. A way to substitute existing characters was provided with module #2 of this series; and the following recommendations are forwarded in that regard for this module:

1) PCs should be of levels 9 at least and 12 at most when gaming with four to six players; when playing with less than this, the median range 10-11 should be opted for, with a strong mage of level 12 included. When more players are involved, the mage (above) should be included -- and other character types should be level 8 to 9 with multi-double-class characters' lower levels counting as 1/2 to 1 in making this determination. Thus a mage/priest/fighter (6/4/4) is a combined level 10 in this instance, and is only useable if 4-6 characters or less are involved, or at the GM's discretion.

2) PCs must have one strong mage among them, and a medium-strong priest; paladins, and fighter types (including rangers) should represent 40-60% of the party members.

3) Magical items of the medium-high sort are recommended; no **Wishes**, artifacts, or "one-swing-and-you're-dead-type" instruments should be allowed. Each character should possess the allotment noted below; and be reminded that these are only suggestions for starting items. GMs who become familiar with the module should well understand the difficulties presented by the many magical areas represented. GMs should extrapolate where needed, keeping in mind at all times that this particular module is highly dangerous. Characters making mistakes will suffer hardly in accordance with their own wishes, and good, on-the-foot-type thinking will be rewarded according to the difficulty overcome; but mistakes are mistakes, and are sometimes disastrous, especially in such a realm as this. The assignment of magical items should be discretionary, and fully given over to the GM for approval. It is certainly hard to strike a balance in many situations, like those that reflect the danger factor, player expertise, monster reactions, surprise situations, and such an insane and powerful mage like Zayene; but balance the GM must do...

RECOMMENDED MAGICAL ITEMS

Fighter Types: Three potions (or 1 potion, 1 randomly determined protection scroll), at least AT 1, and at most AT -2, magical weapon +3, and secondary weapon +2 -- or one +5 or better weapon, ring/rod, or ring/misc. magical item.

Priest Types: Scroll with up to 12 levels of spells, or three potions, AT of 3 at least, 0 at most, two magical weapons +3, ring/staff, or ring/misc. magical item.

Mage Types: Scroll with up to 16 levels of spells, or scroll with 8 levels of spells and two potions, AT of 5 at least, 2 at most, one magical weapon +2, ring/wand/misc. magical item.

SCENARIOS

There are two scenarios adaptable to this module:

1) **(Original) Quest for Ovar:** This is the module scenario; and previous modules (#1-3) have sculpted a storyline to serve the end of this quest. Starting characters have infiltrated the King's tower and located the hidden annex to Zayene's dimension. Unless closed by the wizard, the party may use this to travel to and from the tower; but, if the party has alerted other tower inhabitants about the fake kings (see **TOWER CHAOS**), then Zayene is forewarned of their approach. He will assume that nothing will be done about him. He feels invulnerable in his dimension. For the first 12 hours Zayene is gone, collecting allies for various purposes. When the characters enter here the GM must start timing them. They do not know if Zayene is present or not. After 12 hours elapsed time Zayene returns with the following forces:

A: Shadow Demon Lord. (AT 8,4,0, M 12;;, MP 9, HtK 60, Atk 3, Dm 1-10/1-81-8, SP lightning, cold, fire do not affect, any light less than darkness or dark shadows cuts AT to 4 for first 1-4 rounds then to 8 thereafter; concentrated light-type spells cause 2 points of damage per level of caster and **Slows** it, MI 10%, **Magic Jar** twice per week, cause darkness in a 50' radius area.)

This creature looks like a shadow demon, but slightly larger. It is currently held captive in the Brass Bottle by Zayene. Note the appendices for infor-

mation about the bottle.

B: Balu Eye. This creature is detailed in the appendices. It is currently veiled and kept in one of Zayene's pouches. If taken out and unveiled it will randomly look at moving creatures. SRs vs. **death** at -4 are required upon meeting its gaze.

Upon his return Zayene will be alerted to the characters' presence, whether from the lack of wandering spirits to inform him (they could be dead) or by the fact that these same spirits warn him. Other things might be amiss, also. If the characters fail in the mission to save the King, then Zayene dispels the dimensional gate -- this ends getting to the dimension in this manner, though other ways could be tried, if available.

2) **Mages Guild Assignment:** The mages of Ersille have for a long while wanted Zayene removed from their zones of influence. He has been an evil mark upon the otherwise neutral guild; and upon learning of his attempted coup they will offer up to 200,000 gp for his head, or for other proof that he is dead -- permanently. A bonus of two good magical items will be given each party member if they also return, intact, **Zydilec's Dimension Crystal**, which Zayene possesses. The guild archmage will use a dimensional transportation device (GMs' options) to send them to Zayene's dimension. Getting back is another problem. Zayene is at key #42 when the characters enter here. He moves to key #20 two hours later.

Background on Zayene and His Dimension

Zayene is an evil (lawfully so, but growing with his insanity towards chaos) wizard which maintained his air of neutrality with King Ovar to the extent that he was trusted by the latter, even with the warnings from the Mages Guild about him. Ovar, over confident with his own magic, thought that through guile and tact that he could control Zayene in a way that would make his position as Mage-King more powerful. Zayene had failed to take over the Mages Guild and welcomed a chance to serve Ovar. He became the Grand Vizier, and for a while influenced court matters to such a degree that certain enemies of his started disappearing without a trace. It was not until the cry was raised by the Mages Guild, which had suffered similar disappearances among its membership, that Ovar belatedly curtailed his court wizard's power. Though his part in the "assassinations" was never really proved, Ovar, influenced by the

Mages Guild, limited Zayene's power by having him perform experiments. Zayene acted as was expected, but he planned Ovar's overthrow in secret; and he openly threatened the Mages Guild, which had no way of knowing Zayene's next series of moves.

Zayene's forte was dimensions and studies in time/space. In researching these areas, he stumbled upon an obscure formula, which when prepared in potion form and quaffed allowed probability travel. Zayene made and imbibed such a potion and traveled to the dimension he now owns. Upon arriving there he found the place in chaos: The former mage -- one **Zydilec the Elementalist** -- had been possessed by a demon, and was now an occupant of one of his own Abyss Cells. Zayene set the place to order after a brief encounter with a succubus which he literally **sank** (c.f. the spell) into the laboratory floor. Zayene claimed all of Zydilec's

magical items, including an artifact made by the imprisoned wizard named **Zydilec's Dimension Crystal**. With this device, and a new spell named **Simulacrum 99**, Zayene started his operation to overthrow Ovar.

Zayene installed his dimensional annex in the incense room of Ovar's tower; he himself assassinated the queen with a rare poison he acquired on the Elemental Plane of Fire; he captured Ovar after a brief fight in the throne room (see **TOWER CHAOS**) at which time the King's familiar spirit was killed; and he has used his imperfect, but powerful, spell, **Simulacrum 99** to make fake Ovars which abide by his secret rule. Thus Zayene, plus his simulacra -- one for every day of the week -- are the "eight" real kings that rule Ersille while Ovar remains prisoner in an **Abyss Cell**.

Keyed Encounters for Zayene's Dimension

GM NOTE: The floors here have the density of stone, but are actually made of shadow-stuff, a substance which has many applications in magical operations -- such as creating dimensions like this one. Dwarves or elves do not detect anything unusual about the walls and floors here -- neither can they detect slopes, age, make, etc. as they usually could. **Detect Magic** reveals this to be highly so. The "stone" cannot be affected by the following spells:

Identify, Dig, Conjure (Earth) Elemental, Stone Shape, Transmute Rock to Mud, Move Earth, Stone to Flesh, Meld Into Stone, Stone Tell,

Animate Rock.

Rangers track at 50% upon this surface; secret doors are found on D6 rolls of 1, no matter who is checking. Light is shadowy in all areas, with no apparent sources. **Infravision** and **ultravision** work here; darkness spells are sustained for 50% longer times when employed, and they seem to be sucked into the very "stone" when they fade out. Ceiling height is 20' unless otherwise noted. There is no residual dust upon the stone surfaces here, though there are various piles (in the laboratory, for instance) of simulacrum residue present where noted.

1. THE 10' ROUND SHADOW PATCH

You come thorough the shadow patch on this side. You see a 10' wide by 20' high corridor proceeding straight ahead. The 10' round patch on the wall behind you appears as it did from the **Incense Room's** side. You hear nothing.

This is the entryway to/from Ovar's tower (See key #85 of **TOWER CHAOS**). The patch can only be removed by implementing a **Dispel Magic** spell at 16th level or higher. It then folds like a hole (c.f., **Portable Hole**) and can be tucked

into ones' pocket. The hole has a "through-way" in the **Realm of Shadow**. There is an accumulative 1% chance per year of use that a being on that realm will find the hidden annex/power source which sustains this device. Until then it is quite useable since it was just recently installed by Zayene.

2. BLACK STAIRS DOWN

As you walk upon these stairs you feel that the thoughts of the evil multitude are upon you.

Characters with a high (18+) Intelligence can ignore this effect, and the thoughts disappear. Thought shields and/or similar defenses also cancel the mind link. The stairs are made from essences of evil beings. Zydilec -- the ex-master of this realm -- used the stairs to test his will power and keep him on the edge of controlled thought; and he would often meditate here before proceeding to the Hall of Whispers (key #5). If his will power availed here, he knew that he was in a state of mind to approach and make offers at the separate altars beyond that hall. Zayene dislikes these stairs -- as do the simulacra which pass by here everyday -- but he will not tamper with them.

Characters below an 18 Intelligence who linger upon these stairs for more than a round must make a SR vs. **suggestion** to do something evil -- to someone else if in a party, to oneself if alone. The suggestion is subtle and takes 3 rounds to come to a head, at which time -- if the SR was initially missed -- the act is committed. If the affected individual is removed from the stairs before that time, a new SR is made. If this is successful the thoughts disappear and the individual(s) return to normal. GMs must design appropriate evil acts which are initiated immediately. In most cases these acts will not change the affected/initiating person's alignment since they are not responsible for their actions.

3. BLACK 8' SQUARE HOLE

This appears as noted. There is a perceptible bottom, and there appears to be a small under-passage out of it.

The passage between key #3 and key #8, the **Curtain of Metamorphosis**, can only be traveled through by those with **Protection from Evil** spells active upon them. This need is not revealed, however, except through a subtle tingling which is felt upon initially entering the tunnel from the pit side.

Protected characters traveling down the passage feel invigorated. Their hearts

seem filled with heat; their minds are as clear as a sky on a cloudless day and their thoughts are quick and piercing like a winter wind; their sinew and muscle seem taught and supple; they neither thirst nor hunger for sustenance. Read key #8 once the characters reach that juncture.

Non-protected characters feel the reverse of the aforementioned good effects; and they will eventually collapse dead at the half way point between the two keys. If they turn back before this point, allow them an SR vs. spells at -2 to regain the hallway above. Failure equals death.

These three areas -- the hole, the passageway, and the **Curtain of Metamorphosis** at key #8 -- were brought to this dimension by Zydilec who found them at a supreme elemental's abode on the material plane. He is unsure of their power, other than that the prescribed ritual -- entering the pit and proceeding to the curtain's back -- gains a temporary power from the curtain.

4. BOX ROOM

This room has four boxes in it. They are all made of iron and sealed with silver symbols.

These are 3' square spirit boxes. If opened, shining inner dimensions are revealed. Zayene's four principle spirits reside here, but at this time are dormant since Zayene is away. Their material plane aspects are:

- 1: A shimmering cloud which looks to be forming into a human(oid) shape, but never does.
- 2: A black shadow snake with centipede-like feet.
- 3: A whirling ethereal prism of variegated light.
- 4: A ragged sheet of cloth with dots which are always changing size.

The spirits will not attack, but if threatened can form a combined monster as noted below. This action requires a full round with all spirits present and within 20' of each other. The spirit monster appears as a spinning/floating top with prismatic arms. If any one of these is killed before they form, the formation is not possible.

SPIRITS: AT 2, M 12" floating, MP 4+4, HtK 24 each, AtK nil, Dm nil, SP 20% MI, can travel invisibly, ethereally, or astrally for up to a week, can telekinese 200 pounds, use telepathy to communicate, initial sighting of these might confuse viewers (= mild **Confusion** /inaction for 2-8 segments) allowing the

spirit to react/act.

SPIRIT MONSTER: AT -2, M 18" floating, MP 16, HtK 90, AtK 1 electrical bolt, Dm 4-24, SP 50% MI, travel inv./eth./astr. as above, protected against psionic/physic attacks, telepathy = **Suggestion** power once/round, **Confusion** is permanent until dispelled or the person is attacked, but SRs must be made every round.

The boxes are magical. Captured spirits (familiar, etc.) will prefer to live in these containments above all other types of abodes. Spirits regenerate lost hit points twice as fast within spirit boxes.

4A. INNER-TELEPORTATION ROOM

You see a spacious room with three black-colored wall sections: One on the west wall south corner, one directly to the north, and the last to the east.

The black wall sections are magical. Characters note that anything touched/thrust to the blackness disappears into the wall, but can be withdrawn. These sections are magical transportation devices. Humans can transport through here freely (to #11, 12, 13). Other plane creatures must roll SRs to do so. Making the save repulses the creature in question; missing it transports the creature to an Abyss Cell (q.v.); and if these are filled the creature is disintegrated. Zydilec constructed this device to be used against possible incursions of demons or devils which he exacted many services from. He intended to duplicate the process and have many of these devices installed at various points within his dimension, but he found the artificing too time consuming. Zayene's spirits circumvent this device by traveling ethereally. Zayene chose the positioning of the annex hole at key #1 with this room's location in mind. He feels that any other plane creature locating the annex hole would not be able to get past this room.

5. HALL OF WHISPERS

As you proceed down this hallway a faint whispering can be heard. Your own thoughts seem to become louder in your mind and become more and more repetitious as you concentrate on them.

The hall's captive spirits are of the prankster mimicking type -- a limited type of poltergeist -- and do no harm to the characters. They do send thoughts to beings, though, and will repeat the most urgent thought to the point where it is difficult to ascertain if it is ones' own thought process run amok or whether one

is being influenced otherwise. Semi-intelligent beings will flee this area and will not enter it again, unless they are threatened with death. Characters which do combat in this hall fight at a -1 to hit and AT due to the distraction involved. Spell casters have a 5% chance that their concentration factor will be lost when casting spells here, thus ruining the intended spell.

Priest characters can silence the spirits here by "turning" them while holding their holy symbols. These spirits are considered special; and they are silenced for turns equal to the priest's level time his or her Wisdom divided by 4. Priests turning these spirits without the use of their holy symbols divide by 8. The whispering here is telepathic, though it might at first seem verbal. **Silence**-type spell, therefore, will not work against these spirits. Other forms of telepathic blocks will work to negate these spirits' sendings.

6. ALTAR OF THE GUARDIAN DEMON

You see a circular stone slab ahead of you. Four pits form a semi-circle behind it. As you come closer you realize that this is set just inside the opening to a large room which spreads out to the north, south and east. You also see something on the altar.

The object remains indistinguishable through any means short of **Altar Reality**, etc. unless someone steps upon the stone slab to take a closer look at it. Those doing that note this:

The object seems to be a multi-colored egg. As you look it starts to spin and a gas issues forth from it!

An elemental guardian demon will come forth to combat the characters. It pursues and attacks as long as they remain in the room.

If the characters pray before this altar, read the following:

The object on the slab starts spinning and lights strike you but do no harm, other than to blind you for a moment. You now see five different colored eggs near the edge of the slab. They are within easy reach.

There is one egg for each pit (the ones in back of the slab). The eggs' colors are: Red, Indigo, White, Light Green, and Gold. They correspond to the pits respectively: Fire, Lightning, Ice, Water, Pentagram. Read **#6A-6E**.

If the proper prayer is not offered and the eggs gained, the guardian demon appears 1-4 rounds later and attacks the characters. Also note that looking into the

pits without first garnering the eggs will have an adverse affect upon the viewer(s).

ELEMENTAL GUARDIAN DEMON:

AT 1, M 9", MP 9, HtK 51, Atk 3, Dm 1-6/1-8/1-12, SP Immune to sleep, charm, polymorph, fear, paralyzation, hold types of spells/powers, gains +4 AT and 50% damage vs. elemental attacks, can generate one of the following balls, range = 9": 1) fire, 2) lightning, 3) cold, 4) water up to 40 points per day, but upon spending 50 it goes dormant for 1-12 rounds. All weapons affect this creature, except those based upon a certain element (cold, flame, et al.).

Description: A large horned head with admixed colors (as the eggs above); its lower body appears no more than a dense fog which swirls due to repelling/attracting forces (i.e., opposing elements).

6A. THE RED PIT

You note a red colored pit. There is smoke rising from it.

This is the fire pit. If the holder of the red egg drops it in this, a proper sacrifice is made, and the pit will not explode. If looked within without depositing the egg, the pit explodes and causes 3-36 fire points of damage (SR applicable for 50% damage) to all those within its blast (5' radius). The holder of the egg always sustains half or no damage, but the egg is burnt and thereafter useless. The egg does not protect against any other fire except the pit's own. Scrying type spells (. . . eyes, etc.) will not cause the pit to explode; only sight can trigger the magical explosion.

If the sacrifice is botched, the elemental guardian demon (**#6**) automatically appears.

6B. LIGHTNING PIT

You note an indigo colored pit. Tiny flashes of electricity can be seen near its lip.

This is the lightning pit. As with the red pit, above, this explodes for 3-36 points of damage if the egg sacrifice is botched. As with **#6A**, above, all other instances apply. The demon (**#6**) appears, as noted, if the sacrifice is botched.

6C. ICE PIT

You note a white colored pit. Cold emanates from it.

This is the ice pit. It deals 3-36 points of cold damage if the egg sacrifice is botched; all other instances are as **#6A's**, above

(read that).

6D. WATER PIT

You note a light green pit. You smell water.

This is the water pit. As with **#6A**, this explodes for 3-36 points of damage if the sacrifice is botched. All other instances, as with **#6A**, apply here.

6E. PENTAGRAM PIT

Those peering within this pit see a jagged edged golden pentagram magically suspended therein. All onlookers must make SRs vs. spells or jump into the pit; the pentagram begins to spin in a whirlwind fashion, and its axis cuts back and forth, up and down, ripping everyone within the pit for 3-30 points of damage per round they remain there. The guardian demon is freed to wander the entire complex in this instance. It will wander for 1-10 hours seeking the first beings it saw upon being freed. It then returns to its original room and stands guard.

The pentagram cannot be dispelled in any manner. It takes 100 HtK and is AT 1 for hitting purposes. Weapons lesser than +2 must make SRs vs. crushing if they contact the spinning pentagram; weapons with higher plusses are not adversely affected by contacting the spinning pentagram. If it is destroyed the pits no longer functions and the demon is freed. In this case the demon does not wander but its smoke seeps into the wall and it is gone.

The pentagram will stop spinning if the egg is dropped within the pit, and will not start spinning if this is done before one looks into it. The egg does not protect its bearer from the pentagram's slashing attacks.

GM NOTE: Once the egg bearers/characters depart this room the eggs/egg effects are dispelled. The proper ritual/sacrifice must be offered if the room is to be entered again without attracting the demon.

7. CURTAIN OF CONTEMPLATION

You see a curtain made from fine black silk. An orange face is interwoven upon it: It appears demonic in form with horns and fiery eyes. As you look, the woven image speaks, eyes sparkling and its mouth spitting a few flames which break the curtain's surface. You listen to its words, affixed against your very will to the place you stand at: "**You are the contemplators, I the contemplated, though**

condemned I be!" It snorts, and then continues its sentences, looking from one party member to the next. **"I am the auger, the oracle, the condemned! Fire is mine! Command my services or be cursed!"** You feel relaxed now and can move if this is your desired action.

The curtain holds a trapped efreet; if it is removed from the room or if the curtain is damaged for more than 56 points, the efreet lord is released. The curtain is completely fire resistant and only edged weapons will damage it. Blunt weapons, magical bonuses and even strength benefits, whether magically bestowed or not, do not work against the curtain. Missile/Weapon spells are negated if used against it.

The efreet has another way of escaping: If it can fool the characters into asking it questions, then it will be released on the 3rd one asked by them. Its last sentence to "command my services or be cursed," is an attempt to get the characters to ask it something. Note below . . .

1st Question Asked/Answered: Upon answering the first question the efreet's face becomes more distinct, and a part of its immense chest is seen; if the characters decide to leave, or do not ask questions in the following round as prompted by the efreet, then it attacks them with **flaming breath** (see below).

2nd Question Asked/Answered: Upon answering the second question the efreet's form grows to 10' in height, as if it were rising from the depths of the curtain's blackness; if the characters attempt to depart, and/or do not ask the third question as prompted by the efreet, they will be attacked by **flaming breath** and its **Flame Find** power (see below).

3rd Question Asked/Answered: Upon answering the third and final question, the efreet is freed; its full form jumps from the curtain.

Read to the players: The efreet jumps from the curtain, laughing. It hesitates for a moment and its smile disappears. What do you do?

If only one of the characters orders it to serve, the efreet gains a SR vs. spells with the following adjustments for the ordering character's alignment:

Evil: -6
Neutral: -3
Good: -1

If the SR fails, the efreet is forced to serve the one who ordered it for 1-12 months. It will grant 1 **Wish** during that time, but that forfeits all other services thereafter and it is released. (Note that a

Wish will not ascertain Ovar's location due to the magic surrounding the **Abyss Cell** he is in, nor will it allow the characters to wish "him here," etc. It could, if worded properly, transport them to a place near Ovar, or give them a general direction to proceed in relative to their present location.)

If more than one character orders it to serve, the efreet is not obligated to do so. It will travel ethreally and escape this dimension. If attacked it will attempt to leave when this is possible; if trapped here it fights until depleted to 8 HtK or less then surrenders to an evil party member (or which is less good or more neutral, and/or tending towards chaos before law).

EFREET LORD: AT 0, M 10"/25", MP 12, HtK 70, Atk 1, Dm 3-30, SP 3(x)/day: **Invisibility, Gaseous Form, Detect (all), Change Self** (as **Poly. Other**, but gains +1 to SRs when in any form), illusionist spells up to 10 levels worth/day, create fire walls x2 in intensity which it needs to concentrate upon, immune to fire attacks, flaming breath for 2-24 points up to 30' distance, **Flame Find:** This equals a flaming outline of the intended victim which takes shape in one round and stalks him/her at a movement rate commensurate to that of the target's own +1". Impact = 2 points of fire damage (no save) per level of the target. Length of the spell is rounds to the efreet's Intelligence (16 in this case). **Ethereal** travel once/day.

N.B. The efreet cannot perform any attack function before the first question is asked, and is otherwise limited in its attacks as outlined above until it is freed.

8. CURTAIN OF METAMORPHOSIS

This curtain appears as united stars. There is the sound of astral chimes as you approach it, and in one breath you taste death, in one smell you sense sweet things and in a multitude of thoughts you think of timelessness.

These are the effects imparted when anyone is within 10' of the curtain. Entering the star chain is dangerous; and the correct way to do so this is to start at key #3 and plumb the chambers there, which end on the other side of this curtain. Anyone not going through the curtain from that side must make a SR vs. sleep (spells) or be absorbed into a star on the curtain. When this happens, astral chimes sound and the respective star shines. The character finds him-/herself on the astral

plane in a room of whirling mist. They then tend to themselves in an automation fashion, as if pre-programmed, ordering the 10' square room they're in, making the bed, pouring a draught of water into a clear crystal glass. The walls are solid, yet noises can be heard beyond them. The character then lies down to rest, very comfortable with his or her surroundings.

If the star which absorbed the character is ripped from the curtain (= SR vs. sleep, or the one touching it is absorbed), a door opens on the interned character's side. This is a permanent **Phase Door**, which will stay open for 2 rounds, though this cannot be seen from the material plane side. The chimes become more alluring to the captured player at this point, and a SR vs. sleep must be made, but at +1 due to the true realization of their own dilemma. If this is made, the character can think and act normally. Characters stepping through the doorway before the door disappears appear outside of the star. If the door closes, the star explodes in a sheet of white flame; the captured character(s) is incinerated, and anyone within a 3' radius of the explosion sustains 1-12 points of searing damage.

If the curtain is entered from the reverse side, all SRs are increased by +2 for turns equal to each character's major ability score; and there is a better chance for the sacrifice at key #10 to work.

The curtain is an artifact and cannot be destroyed. Its power is never affected by lesser than god-type magics/abilities.

9. CURTAIN OF EYES

You see a curtain with seven eyes, three to each side of a larger middle eye which appears closed. This curtain is obviously woven from the finest material.

Anyone having received the benefits of the metamorphosis curtain can pass here freely; if they approach the larger, closed eye, its lid opens to form an entryway to a space beyond.

If anyone not having the benefits of the metamorphosis curtain attempts to approach here, the eyes root them to their spots and slowly repulse them (1/2" per round) in opposite directions than those intended. A **Dispel Magic, Anti-Magic shell, Protection From Evil, Protection From Magic** spells/ powers, or similar magical abilities, will open the middle eye and thus make the other repulsion eyes dormant. In any case, once the middle eye opens, the others do not function. The eye-entryway closes after 1 round of being opened.



10. ALTAR OF THE TIME ELEMENTAL

This room is peaceful, dustless, almost empty. A simple stone altar is set against the far wall.

Those characters not having the benefits imparted by the metamorphosis curtain must make SRs vs. petrification. Failing to do so in any one case releases the trapped time elemental on the altar of timelessness. Petrified characters are turned to stone, but as the elemental passes them they return to flesh, no **System Shock** roll required. The following key numbers are affected as follows, since their power rests solely with the continued existence of the elemental upon this dimension.

Key #5: The walls turn gray and no more whispering is ever heard here.

Key #6: The altar appears cracked and there is no egg.

Key #6A: This pit is empty.

Key #6B: This is empty.

Key #6C: There is a little bit of water left here.

Key #6D: This is dry and musty smelling.

Key #6E: There is a pile of copper-colored dust here.

Key #7: The curtain is ripped, and a burnt form lies on the floor before it.

Key #8: The stars have exploded here and the curtain is in cinders.

Key #9: This curtain molders before your eyes, and turns into a pile of dust.

Those characters having the benefits imparted by the metamorphosis curtain can demand a boon from the elemental. The elemental informs them that it can move them ahead or back in time if they stand on the altar with it, but that its power is limited to teleporting without error up to 60' in any direction. It does this by manipulating time fields to the extent where matter moves (that is, the characters do not move, per se, but the area they wish to "teleport" to comes to them through a complicated time/space/matter transfer which, in effect, "sends" them there).

The elemental will not perform any other service. It cannot be harmed in any manner.

11. HALLWAY NORTH

This hallway ends before a set of stairs down into a large open area.

12. HALLWAY EAST

This hallway ends before a gray curtain to the north.

13. HALLWAY NORTH

This hallway ends before a curtain to the north. On the western wall is an inlay of 10 iron skulls.

The skulls are the entry/exit point to key #40; and they can be utilized only if the character(s) in question has overcome the rigors of the Walk of Ten Deaths (see key #39).

14. HALL OF THE GRAY CURTAIN

This hall imparts a neutral-good feeling; you tend to be cautious yet feel safe here, as if you were prepared for any situation.

There is a type of **Sympathy** spell at work here (no SR possible, though MIs and items protecting one from magic will work to negate these mixed feelings). As long as a character remains confident of this area's good effects he or she gains +1 (accumulative) to all SRs and can **Augur** (like the spell, but 100%, and for rounds equal to ones' Wisdom score).

[**Note:** GMs should ask the characters how they would like to feel, or how they feel about this area.] In essence, if any character attempts to overcome the **Sympathy** here, they can do so, but they lose/do not gain the aforementioned good effects.

The hall is permanently imbued with the **Sympathy** spell and cannot be dispelled.

15. STRANGE STRUCTURE WITH WINGS

You see a building reminiscent of a mausoleum in design; there are four wings: N, S, E, W. There appears to be four entryways -- dark tunnels -- into the central structure: NE, SE, NW, SW.

Entering this place is an easy affair, but leaving it is another matter! This is the Spirit Chamber, which was constructed aeons ago by the **7 priests of U'm**, whose cult practiced necromancy and perfected its art to where essences of departed spirits could be kept and questioned. Four of the high priests' essences are housed in the inner wings. Zydilec, who had an unwilling Dao transport this mausoleum from deep under the peaks of Meang, (also known as the Peak of the Dead), rarely made use of it in his lifetime, for he found the draining effects disturbing.

The tunnels slope down to a round room with four ornately carved teakwood doors (N, S, E, W walls).

North Room: When opened, characters note the following: There is a 10' x 5' x 8' room beyond. A large bed with white sheets occupies its width, and most of its length. There appears to be nothing else in the room.

If the bed is lain upon by one character, he or she is given a portent of their most precious want. Characters receive an impression which guides them to the area/object in question, but only if this is upon this dimension. In respect to finding Ovar, it will act as a super powerful locate spell which works on its own accord and will not cease functioning until the entryway to Ovar's actual *Abyss Cell* is located and identified. Note that this particular power requires only general demands, but can net specific results, so GMs should carefully read all encounter areas before deciding upon the viability of a given request.

This power can be invoked but once per week, and drains the one doing this of one of each ability point, permanently. As the draining process ends, the affected character sees an image of a white-visaged man lick his purplish lips.

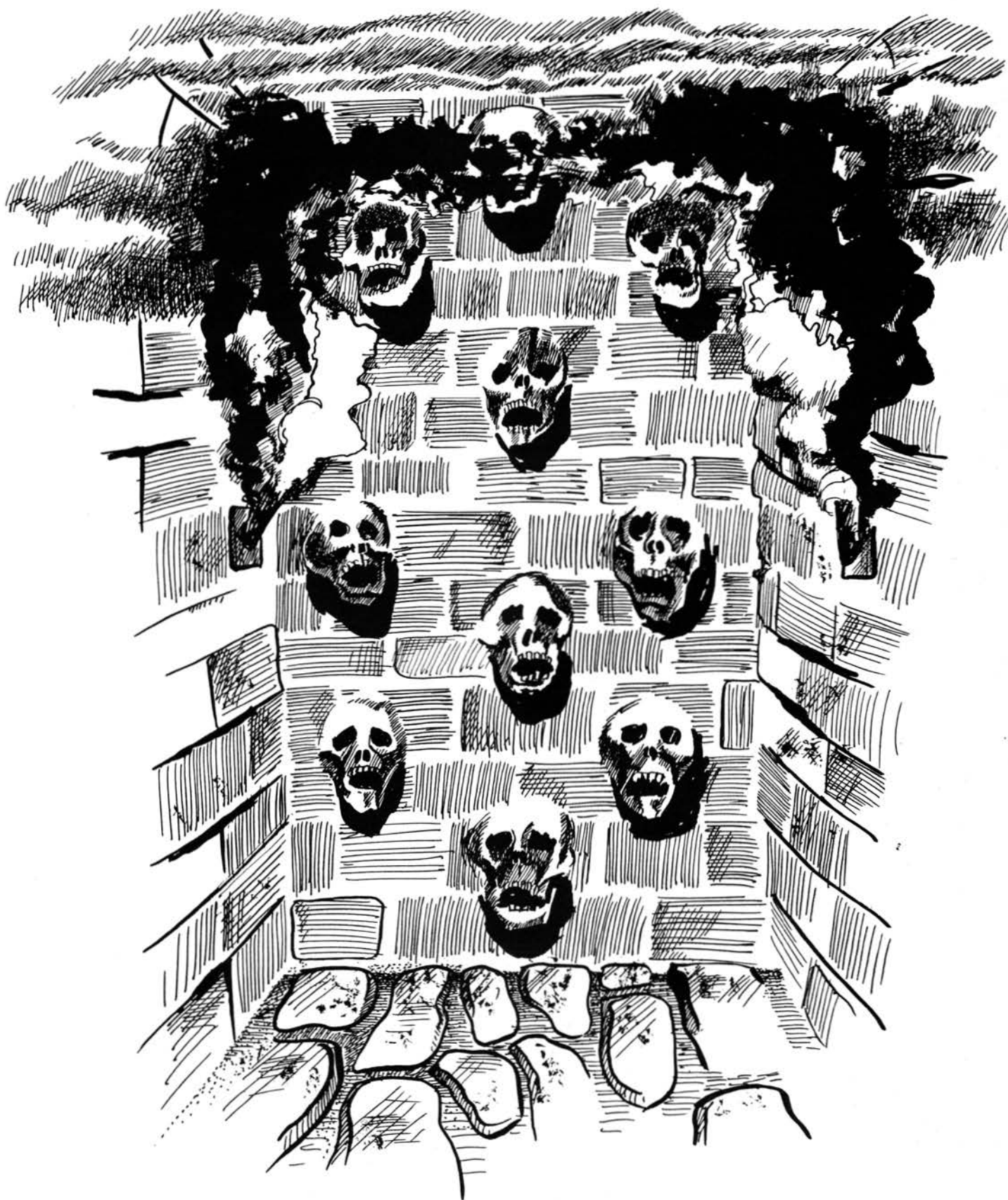
South Room: This room has the same dimensions as the north one. A iron casket lies in the middle of the floor here.

If lain in, a character is automatically telepathically asked 10 questions. There is a 90% chance per question that these can be answered correctly. Consult the chart below for affects from wrong answers; and note the accumulative effects from not answering them correctly.

	-% Next	
Incorrect	Question	Affect
1st question	-5%	-10 HtK
2nd question	-10%	-20 HtK
3rd and subsequent	-15%	-30 HtK

EXAMPLE: If the character in question misses the first question, then he or she rolls for an 85% chance to correctly answer the second question (90% base - 5% for wrong answer = 85%); the effects are accumulative. Characters attempting to rise from the casket before the questioning has ended take 10 points of damage per remaining question, no SR possible.

Characters answering all 10 questions receive a psionic contact which remains with them for 10-60 days. During that time the character is sleepless, can never be surprised, and evil creatures with Intel-



ligences of 10 or less will attempt to avoid the character due to a demonic repulsiveness they perceive in them.

Characters receive no benefits for missing a question. Upon leaving the casket the affected character receives an image of a black-visaged man licking his gray lips.

Eastern Room: The dimensions of this room are the same as the northern room, above. Located in this room's center is a gray 6' long by 3' wide slab of granite.

If lain upon, a chill encompasses the character doing this, and a SR vs. spells must be made. If missed, the character is disintegrated; the dust is immediately absorbed into the stone. If the save is made, the character feels a compunction to move; and as he or she moves away from the slab, an ethereal man in gray robes appears out of its depths. His black eyes regard the party with a total look of disdain: "**Who disturbs a High Priest of U'ums rest!**" He looks longingly at the character who made the SR. He licks his yellowish lips. If the characters answer anything, the ghost says: "**Bring me a red rose from Zydilec's greenway and I shall answer your most urgent question.**"

The rose (at key #38), when applied to the slab, will **Ressurrect** this high priest; and he will slay all of the characters. His level is 22.

If the characters refuse this request the ghost stands there as if awaiting something; if nothing is said or done to alter the situation he repeats his request. If the characters insist that the ghost impart his knowledge gratis, it will scream as if in agony, and then disappears. Characters note a 25 word paragraph carved upon the stone slab's top. GMs must create a reasonable sentence(s) based upon the information requested. It can be in clue form if desired, but should be decipherable without too many more inputs.

Western Room: This room's dimensions are as those of the northern room. Upon opening the door characters note a dark gray coffin made from a strange substance (shadow stuff).

If the coffin is lain in, the character's mind is transported to the **Realm of Shadow**; he or she finds their spirit in a pit which certain priest-type figures hover around. Pieced together sentences spoken by the priests indicate that they are having trouble with the pit of "oracles" for the past few moments. The character then realizes that he or she has exchanged souls with the once interned presence here. In actuality, the original essence is still in the pit, and is waiting for the priests to discover the intruder and cast an **Exorcism**, at which time it will escape. If the priests

leave (50% chance per round), the spirit of the last High Priest of U'um will inform the captured character of what he is attempting; and if the character agrees and plays along, the **Exorcism** is cast and both are freed. The freed spirit of the priest will tell the character how to acquire Zydilec's Dimension Crystal at key #42. "**With this,**" he boasts, "**who needs rescue a mere king?**"

Once exorcised, the trapped character's soul returns to his or her body in the coffin room.

If for some reason the character doesn't follow the High Priest's plan and instead informs the priests about in detail, more priests appear a few turns later with the "**eater,**" a small, amorphous shadowy creature kept in a cage of translucent black glass. It is loosed in the pit and then starts moving around -- slowly. The High Priest realizes this tactic, but can do nothing about it. He will reveal himself in lieu of being consumed; and the trapped character -- well, the eater has had worse meals.

16. LARGE IRON SKULL

You see a large (3' round) iron skull imbedded in the western wall, about eye level.

This skull is the exit point from key #40. It cannot be removed from the wall in any way. There is a strong magic of the alteration type upon it.

17. LARGE AREA

You are at the base of a set of stairs. To your east are many oddly formed closets --or at least you think this is what they are, since each has a small door. To the north is a large open area with various apparatus and objects in it. You think you see a large hole in the floor 30' in that direction; the western wall slants northwest, and semi-circular shelves can be seen hugging that wall and reaching up to the ceiling there.

18. THE CLOSETS

There are four doors here. All seemed to be locked somehow.

The doors are **Wizard Locked** at the 16th level.

1st Closet, SW: This contains about 200 bottles. Four are random potions; three are poison sap (contact poison C), and two bottles are filled with golden liquid. The golden potions are "**gold change,**" and can be used to change any type of metal into gold. One drop is required for a coin sized object; and this permanently trans-

forms the metal coin into gold. Each bottle contains 300 drops. The remaining bottles are regular chemical and liquids.

2nd Closet, proceeding NE: This closet contains four large barrels: 1) Sulphur, 560 pounds worth, 2) Iron Sulphide, 130 pounds worth, 3) Sea Salt, 240 pounds worth, 4) Blue Granules (a form of proteid), 575 pounds worth.

3rd Closet, continuing NE: This closet has a poison gas trap on it; if broken open without regard for the **Wizard Lock**, the trap goes off and a 10' r. is filled with a volatile acidic gas which eats at the flesh for 1-10 points per turn (SRs applicable). The flesh burns for a base 4 turns with Vitality 12 characters. For every point under twelve, add an additional turn (D10) of damage dealt. For every point over 12 decrease damage done by 1/2 a turn (D5), to a minimum of 1 D10 of damage. Beings take amended damage as follows:

Nude: +5 per points per D10

Clothes Only: +4 points per D10

Leather: +3 points per D10

Studded Leather/Banded: +2 points per D10

Chain/Scale Mail: +1 points per D10

Plate/Field Mail: +0 points per D10

Necklaces of Adapting, et al.: No damage

Protection Devices: -1/2 point per plus per D10

Magical Leather: +2 points per D10

Magical Std. Leather/Banded: +1 point per D10

Magical Chain/Scale Mail: +0 points per D10

Magical Plate/Field Mail: -2 points per D10

Unhelmed: +1 point per D10 roll (this counts only with normally helmed persons (in armor), and is not added to Nude, or Clothes Only plusses).

Magical armors take precedence over regular suits, of course.

4th Closet, NE end: (Upon reaching this area you note a set of stairs up to the east.) The closet contains 2 large boxes (3' square each).

Box 1: This is nailed shut and must be pried or broken open in order for the party to view its contents: 3 large sacks (platinum, silver, and gold dusts, about 100 coins worth each); a small case of laboratory instruments (knives, weights, string, slides, gloves, glasses, beakers, alembics, dishes, burners, etc.), and a set of three helms (one of **Evil Change** = changes wearer's alignment to N, L, C evil (roll a D6, but the recipient is allowed a SR; and if made he or she merely passes out due to the strain of a forced change which

was resisted. Time unconscious is equal to a base 20 turns minus ones' Intelligence). The other helms have visors on them and must have been used for safeguarding heads during volatile laboratory operations.

Box 2: This box contains 87 inner compartments. The compartments contain different herbs. There are three rare herb types here which if sold to an herbalist, alchemist, or mage could garner between 100-800 gp per scruple. There are 23 scruples of each rare herb present.

19. SEMI-CIRCULAR SHELVES

You see ten shelves, five running due NW until the wall turns north, then the other five running along that wall on into darkness. The shelves are filled with bottles and alembics of all different makes, shapes, and sizes.

As you approach the fourth shelf you hear noise -- like two glasses clinking together -- above you on the topmost shelf of that unit. All of a sudden a bottle comes hurtling down at you! This is followed by a cacophony -- a chattering sort of laughter -- and then all hell breaks loose as bottles start flying at you from all of the nearby shelves!

There are impies on these 12' high by 4' deep shelves. Impies are lesser forms of imps, though someday they will be imps, if they overcome their prankster-like activities, that is. There are 2 impies per shelf, and as the characters near the fourth shelf -- and if they are within 20' (imp missle range) -- they will be bombarded by as many bottles as the impies can throw, which is two each per round. Each bottle causes 1-3 points of damage, and checks must be made to see where missed shots land, and, if bottles contain poisonous or explosive, etc. substances. Roll below:

ROLL A D20

- 1-9 Substance is not volatile.
- 10 Substance explodes in a 10' radius area for 2-16 points of fire damage.
- 11-16 Substance forms gas upon impact which covers a 10' radius area; characters with **Vitality** scores under 15 pass out (no SR) for 3-30 segments.
- 17 A black tar covers a 4' radius area. This equals a strong adhesive which will hold fast any material component coming in contact with it; the adhesive can be diluted with four times its weight (i.e., 64 fluid ounces total) in liquid with a viscosity less than its own.
- 18-19 A poisonous gas is loosed in a 10'

radius area; 2-12 points of damage are inflicted to those inhaling it; and an additional **System Shock** roll must be successful or inhalers lose 1-3 points of **Vitality**.

- 20 A yellow liquid splatters on the target; and in one round all cloth base materials are dissolved; magical materials of this type must make two SRs, one vs. acid and one vs. disintegration, in order to survive this magical acid.

IMPIES: AT 4, M 6/16", MP 1+3, HtK 7 x (20), Atk 1, Dm 1-4, SP all imp powers at 10% chance per; no level gains, no MI.

Note: Impies are cowards and will hide rather than fight.

20. STRANGE VAT AREA

Keys #20A-20H are vat areas; all are sunken into the floor and sturdy iron platforms (open underneath with a fire pit under each one) support them. These are the simulacrum vats, wherein Zayene prepares his Ovar bodies. The one at (H) will be finished and ready for knowledge instillation (see key #25 inclusive) about 1 hour after Zayene returns from gathering his "allies."

You see what appear to be vats in sunken areas. Each vat is made copper; and the farthest vat (H) appears boiling, with a small fire underneath it. Wood from a nearby woodpile is floating to the fire, a few logs at a time. The smoke from the fire seems minimal, but what can be seen of it is hovering near the vat.

Invisible servants (like unseen . . . , but these can lift 2-3 times more weight than those creatures) are feeding the fire. An anti-smoke Symbol is active on the vat; and one each of these symbols -- an upside down A -- are seen on each vat if this is checked for.

The other vats are in these states of readiness:

A: Being cleaned by two invisible servants: Scrub brushes and buckets are seen here. There is a scrubbing sound coming from within the vat.

B-D: Dirty, no activity here.

E: This vat is being filled with water and chemical mixtures by two more invisible servants.

F-G: These vats are being buffed clean by two invisible servants each. Wood is being piled near them.

If vat H is tampered with in any way, the forming simulacrum body is destroyed. Impies at #19 will start cursing the characters if they do this, and one will

fly to warn the spirits at key #4. These impies aren't affected by the transporter at #4A. The spirits will form the Spirit Monster (q.v.) if they've not been killed, and if all four are present; and they will travel ethereally to key #20. The spirit monster will hunt the characters no matter where they flee to.

(I) The Bookshelves: The entire northern wall is lined with bookshelves and scroll compartments.

These are mostly scientific treatises. It will take all the characters a full hour to examine the shelves' contents. One scroll -- **Protection from Possession** -- is found.

21. PIT WITH GOLDEN WATER

The surface of this water pool is golden.

This is a bronzing pool which simulacrams bath in if their skin appears too transparent or lacking normal pigmentation. So far Zayene has not had to make use of this pool since his simulacrams have all turned out rather well.

22. PIT WITH BLUE LIQUID

This appears as a spring of churning water.

This is the equivalent of whirlpool, imparting soothing effects to recently born simulacrams.

23. PIT WITH RED LIQUID

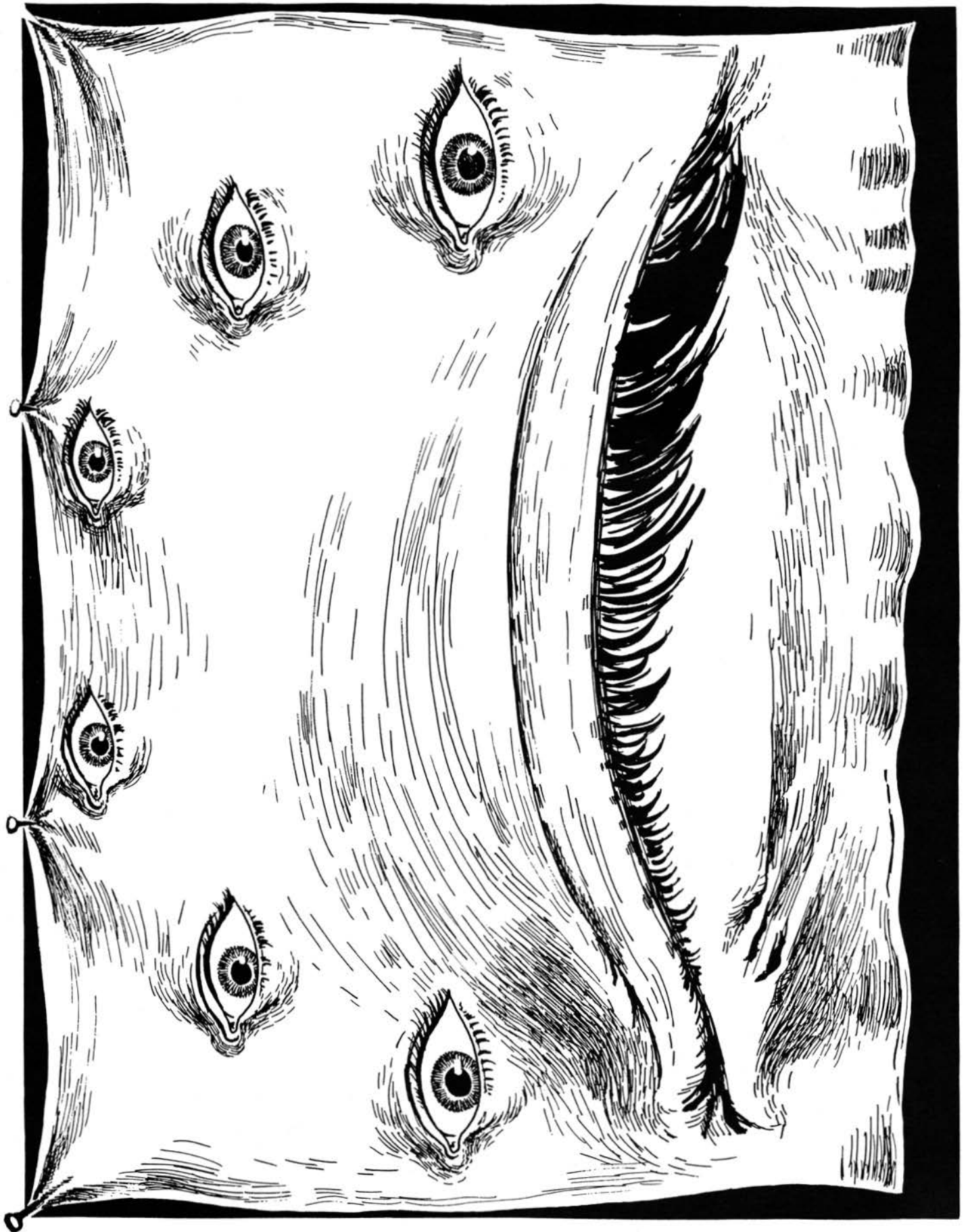
This appears as a hot spring of red water. The simulacrams rest here after being born.

24. BLUE CORRIDOR

Zayene chose blue for this corridor's color due to the sensitivity recently born simulacrams have to other brighter colors. He has yet to perfect a spell or potion which would stop them from suffering from this during the first 6 hours after birth.

25. FINAL PROCESSING AREA: CYCLON ROOM

You see a light blue colored area, and possibly the most alien looking contraption, or contraptions, ever constructed. In an area approximately 60-70' long (E to W) and 40' wide (N to S) is an apparatus consisting of four 6' high diamond shaped crystals (blue, yellow, red, black) flanking a 5', golden spiral pad and a 2' wide golden pathway, which runs east, away from the



pad. Ahead of the crystals, and positioned north and south of the west to east path, are two larger clear diamond shaped crystals whose ends point towards the path's intersection (a true four way). The north path leads to a wall whereon there is a large semicircular black node, about 8' round. The south path leads to a similar arrangement. The east path ends at a 5' round golden pad with two foot imprints melted onto it. The prints face back down the path.

Viewing the path from the east side (golden pad) reveals that the intersection, the clear diamond shaped crystals, and the spiral pad are all perfectly aligned with each other.

The process involved here is complicated. New simulacra walk the path starting at (E) the spiral pad. The path weaves; and Zayene designed this purposely to test each simulacrum's balance and eyesight. It has no other function beyond this. As the simulacrum proceeds, Zayene commands the two lightning elementals in the clear crystals (H) to generate power up and down the line; and the blue, red, yellow and black crystals become charged and reflect smaller colored bolts to the intersection, which sends cross currents north and south to the black nodes where the electricity is purified and reflected back to the intersection. At this point the simulacrum

reaches the intersection where an optional engramatic process of transferring information takes place. A physically imperfect -- but mentally updated -- copy of the original (kept in suspended animation in a simulacrum mirror at key #30) (read that) stands at the golden pad and transfers to the simulacrum at the intersection all it currently knows.

After this process the imperfect simulacrum returns to the mirror and the new simulacrum (99% complete, but with only 24 hours to live) is (in Ovar's case) dressed, given orders, and teleported to the its bed chambers on level #3 of the tower (see **TOWER CHAOS**) where it enters the mirror. Upon reaching the den it changes places with its counterpart there and is then ready for a "new" day. A returning simulacrum imparts any information of worth to the new simulacrum and then returns to Zayene's dimension via **Dimension Dooring** to key #85 on level three and proceeding thereon by way of the dimensional annex. Returning simulacra transfer their knowledge into the mirror at key #30 and then die, turning into fine dust.

If any of the crystals are broken, the whole room will explode when the elementals at (H) discharge their bolts. Three hundred points of electrical damage is divided among all beings within a 60' radius. The elementals are released, and they flee this dimension.

26. BAS RELIEF OF FACES

On the east wall here is a space outlined like a door, but having no visible means by which it can be opened. There are 11 faces on its surface.

The faces take upon different aspects from various distances:

15 or more feet away: Faces appear expressionless.

14 feet away: Faces appear distracted, looking off in right angles away from viewers.

13 feet away: Faces seem asleep, with eyes closed, mouths shut.

12 feet away: Faces look sad.

11 feet away: Faces appear expectant.

10 or less feet away: Faces move and seem to mouth words, but nothing can be heard. They look wildly expectant.

There is a large invisible key on the lintel of this strange doorway. Those persons not speaking the name "**Dalt**" as they touch the key are stunned and deafened for 1-20 segments. The key is not identifiable through identify type spells or powers. If ran around the door's complete outline, a portal will open, revealing a set of ancient looking stairs going beyond it.

The Abyss Cells

The Abyss Cells beyond the door contain various creatures, including the real King Ovar. They are magical containments, and with few exceptions, no magic works through them. The key will open these cells.

As you step through the portal you hear a moaning from below, followed by a muffled scream.

The characters may proceed down to the Abyss Cells below. The sounds are emitted by various captive creatures.

After walking down the stairs you come to an iron cell on your right. A pair of green

hands appear from the cell's inner part and wave you toward it.

A) This is a type III demon's cell. It is polymorphed at this time (but still appears greenish in color). It attempts to lure the characters to its cell where it can grasp them or grab the key. This is actually what remains of Zydilec the Archmage, former ruler of this dimension.

If the party avoids this trap they may plumb the stairs. Every cell -- except the last three -- is on the right going down the stairs. Ovar is at letter key (K), but two other powerful devils in nearby cells have polymorphed themselves to look like him

and will attempt to convince the characters that they should be released. **True Sight** type spells/powers, and similar magics (**Detect Lie**) will not work through the cells (i.e., because of the anti-magic fields). But if the characters are smart, they will order each "Ovar" to thrust an arm through their cell window. Any magical effect (including change/polymorph types) will be dispelled. The true Ovar is revealed in this instance.

B) A type IV demon is imprisoned here.

C) A type II demon is held within this cell.

- D) A type V demon is captured here.
- E) A type IV demon is imprisoned here.
- F) A pit fiend hurls himself against the door as the party passes. There is a 1 in 100 chance that the greater devil breaks the door down, but it sustains 75% damage doing this, whether successful or not.
- G) A barbed devil squints at the party as it passes.
- H) A bone devil clacks its teeth at the characters and screams loudly.
- I,J) These cells are occupied by greater pit fiends who are polymorphed to appear as Ovar. They will attempt to convince the party that they are the real kings.

If any demon or devil is released, roll a reaction check. Positive means that they fear Zayene's return so much that they will depart immediately, with no fight. Negative reactions means that the demons/devils attack without regard to their situations, and then depart.

Those demons finding themselves in the presence of devils (or vice versa) check reactions at a +3 chance to fight modified downwards/upwards by 1 for every level or ten HtK difference there is between the contestants. For example, a pit fiend would most likely attempt to do away with a type II demon and then depart; but the reverse would probably not occur!

GM NOTE: If the mage guild scenario is opted for, or if this module is played without any pre-generated storyline, then Ovar's cell is occupied instead by a prince of some caliber. Each pit fiend still attempts to convince the characters that it is the real prince. Saving the prince will garner a reward to be calculated by each GM.

27. MURAL ROOM

GM NOTE: If using a different scenario, substitute the prince here again (first read key #26, **THE ABYSS CELLS**, GM NOTE).

A grandiose mural is plastered onto the walls of this clover-shaped room; a swath of colors cut back and forth across the floor, walls and ceiling in dream like, twisting and turning patterns. A man sits in the middle of the room -- and you must not have seen him before due to being distracted by the mural. He lifts his head and begins to talk: "**Ah! You attempt to persuade me again Zayene, and with illusions of rescuers this time! Change me you can do! Bind me to**

this room, yes that is your way; and make copies, that is your wicked wont! But I still remain Ovar, King of Ersillians! Begone illusions!" He bows his head again, and holds his hands to his face, covering it.

This is a trick. A demon is the color swath on the wall; the man is an illusion generated from the **Illusion Rod** it possesses (see the appendices for this item). The demon is constrained to this room due to a powerful spell Zydilec once cast (32nd level). Zayene usually **Dimension Doors** past this room when he travels this route.

The demon's statistics are outlined below. It attempts possession first, then attacks with powers if this fails. It is insane and fights to the death. Possessed characters are controlled as a **Magic Jar** (c.f., the spell) but cannot leave the room due to the demon's confinement. If a possessed character has a **Wish**, or similar magics, the demon will force their use to free it from its imprisonment here. It then, D% roll of 1-50%, leaves this dimension (teleports) or 51-100%, destroys all living beings within sight, then departs.

CORRUSC THE DEMON OF ROLOC: AT 3, M 18", MP 12+2, HtK 78, Atk 1, Dm 1-20, SP MI 10%, can employ illusion-type magical devices at 100% efficiency, other magics at 50% efficiency, can **Polymorph Self** into a man with rainbow hued skin and blazing white eyes; and in this form it can hypnotize (c.f., the spell) by looking at victims, is immune to light, color, pyrotechnic, and illusionist spells up to the 8th order. Can attempt possession twice daily (as a **Magic Jar**, but double the range).

Notes: Corrusc is a 2' round pillar of rainbow hues with no apparent substance aside for color and light. It strikes with its dark band of colors, inflicting damage as noted. It was the servant of Roloc the Mage, a rival of Zydilec's, until it was captured by the archmage while attempting to locate Zydilec's **Dimension Crystal**.

28. ODD SHAPED STAR/STAIR ROOM

You see a room with four wings and four sets of stairs up, except that the stairs appear to end at the walls. Each wing is crystal encased, perhaps with spaces beyond their widths, though nothing occupies any of the areas if this is true.

Zayene has never discovered what these areas are. His guess is that they're cages/

containers. The stairs will transport characters stepping upon them to key #42. They appear on a random stone pillars there. Note that key number for amplification.

29A-C. STAIRS UP TO BLUE WALL

These stairs lead to a blue wall which when touched feels insubstantial. The wall can be entered.

If the party enters the wall, read key #31, below.

30. SIMULACRUM MIRROR

You see a long full length mirror cut from a single piece of rugged, jagged glass. Its surface is uneven, and the jagged portions jut forward so as to create sub-surfaces which face each other at odd angles, and which cannot be properly stood next to view oneself. There are several piles of dust on the floor here.

This is the simulacrum mirror. Returning simulacrums impart their knowledge to a physically imperfect counterpart within the mirror's confines. The mirror simulacrum is then used to program newly made simulacrums at key #25 (read that). Returning simulacrums turn into dust, thus the piles before the mirror.

The mirror is magical, but when looked in only reflects images. The reflections are totally warped and choppy looking. The mirror can be entered; and all those doing this must make SRs vs. poison of be slowed in thought and action to 1/20th of what is normal. Characters making saves are rejected (forced out of) the mirror by a strong repelling force. Read the following to those characters making saves:

You see an area with a table and chair. On the chair is a horrible looking creature. It appears transparent and skeletal looking, with noticeable fluids pumping through its various arteries.

As you look, it rises (same speed, 1/20th) and begins to talk, but then stops, stutters a bit, and continues: "**I am your King (or prince, if substituting for the main scenario), Ovar!**" It turns on its heel and there is the sound of rending flesh. It stumbles and reseats itself. "**Begone! You have done well! Have my treasurer reward you for your heroic efforts!**" It looks into space, and appears in that moment nothing more than an empty shell.

If the simulacrum is attacked it will not defend itself, for it has specific instructions not to utilize any of its in memory spells, and its physical inability renders it

slow (3" base move). It only has 10 HtK and an AT of 10. There is nothing else of interest here; and the simulacrum will not speak further. **ESP**-type spells can divine some interesting points from it, however, such as the process used at #25, and the reasons for the piles of dust. The simulacrum has a 10% chance per turn that **ESP** is used on it to reveal the whereabouts of the real King (or prince), though if asked this question in a direct manner its mind will close to the suggestion that another King could actually exist. Round-about ways of extracting this information will work to summon less exact images and thoughts, but this will be enough for the characters to learn of the King's location.

Characters stepping out of the mirror (by backtracking) are returned to normal. The mirror system is as long and deep as noted on the map. Characters could exist here, and would be in a virtual state of suspended animation for that time. Voices can be heard outside of the mirror, though conversation, outside of yes/no responses, could be long and drawn out due to the slowness.

31. AETHER ROOM

As you step through the wall all light fades and is replaced by a feeling of space. Misty wind starts whipping about your body and you feel giddy -- obvious doses of pure oxygen. As you move forward you sense that you are watched by something, though all you note is the constant wind.

The area straight ahead of you starts to take on some color: light blues shaded with grays; but there is something beyond that -- a whirling mist.

Characters are in the Aether Room, a place where Zayene relaxes after a strenuous day, or where he takes a walk in the morning for invigoration. There is a problem with this room, however; and characters will eventually discover it: There is no apparent way out. Zayene knows that this interior dimension is attached through some means to the Elemental Plane of Air, and this room's outlet is at the Air King, Araf's, sky castle there. This room shifts minutely, second by second. Therefore, to pinpoint the place where one entered is almost impossible. These spells and/or powers will give lost beings the noted percentages to escape this room:

Augury, Locate Object: 20%/day.

Find the Path, Limited Wish, et al.: 60%/day.

Wish, et al.: 100% chance.

A summoned intelligent air elemental, wind walker, or similar creatures of the air element will request a boon to locate the area out. Implementation of a **Dimension Door**, or similar transport-type spells, transfers the entire occupants of this room to the Elemental Plane of Air, just outside Araf's castle. GMs can wing the adventure, or, send the party to an appropriate area on their own worlds. [* The Elemental Planes will be covered in future releases by this author.]

32. STRANGE BRASS APPARATUS WITH GLOBES

You see a 12' high construction with thin brass pivotal, 3' long crane-like arms that each end in a different colored, 1' round globe of some unknown substance. The whole apparatus can pivot, and looks as though it could spin if set in motion. The globes look able to pivot/spin; and the three closest to you are nearer to the floor (and you) at this time, well within reach.

This is the **Astro-Mind** machine, a magical device created by the former ruler of this dimension, Zydilec. Each globe has a separate function while viewed spinning, or when still and looked at up close. The effects of spinning the entire unit are detailed below. Randomly determine which three globes are within reach (and viewing distance) at this time. One person may view per stationary globe. The effects of spinning globes, and the whole unit spinning, are imparted to all looking upon this, except where noted otherwise.

AMBER GLOBE: This represents the sun closest to this planet. When viewed, the following things are seen: A fire- and lava-enveloped surface is before you. Volcanoes grow in seconds, as if disgorged from underground. Heat blasts past this scene, waves of which appear almost corporeal. Flaming balls, the size of small mountains, bombard the area. Through this you see a red-skinned figure disappear into a flaming crevice.

WHEN THIS IS SPUN: A face ap-



pears on the globe, whirling invertedly. It opens its mouth and shouts and holds forth a stone of golden color -- an immense ball of amber!

This creature is an alien of some fiery type which resides in the amber caves of the sun where temperatures fall to a comfortable -12,000 degrees fahrenheit! Zayene does not as yet understand the process of this particular globe, and nothing he has done -- contact a higher plane, etc. -- seems to help decipher the reason for its existence. In actuality, upon walking the Ten Deaths, as yet not done by Zayene (see key #39), the spinner of this globe can summon the alien forth for a time period equal in days to the summoner's level.

MOONSTONE GLOBE: This represents this world's first moon. Upon viewing this an image of a barren landscape is revealed. The image moves to rest upon a tower of ivory, then, without delay, the doors are penetrated and the hallways -- luminescent white -- start to flow, faster and faster, up staircases, through portals of silver, platinum, mithril, all blurred together until . . . Two eyes -- looking at you, two moon-like eyes -- are all you see, and are all you wish to see.

The eyes belong to Namon, the wizard, who was once an ally turned enemy of Zydilec's. Namon is aware of the Astro-Mind link with his territories upon the first moon; and he has taken precautions recently, for Zayene has perused his domain, also. The eyes will hold all viewers fast, and they must be pulled away or be interrogated via the **Memory Map** spell (see appendices for this new spell); and after satisfying his curiosity, Namon will release the held character.

WHEN THIS IS SPUN: This spins for a moment then stops. Namon has neutralized its ability to force him to answer querist's questions. He is aware of the attempt, however, and he will send a shadow demon to punish the culprit. The demon arrives in 1 day's time at key #31, the Aether Room, proceeds forth into the level proper, and attempts to Fear the characters. It then attacks until dead.

DIAMOND GLOBE: This represents the Elemental Plane of Air. When looked into, a panoramic scene unfolds. Billowess clouds part to reveal a sweeping landscape floating in the air -- like a large rock sheered from a gargantuan mountainside and set to float aimlessly. On this is a palace, with an inner keep. The structures are doorless, and the wind here has, over the years, blasted the blueish stone walls into silky smoothness. All of a sudden a

nearby window becomes filled with the form of a gigantic Djinn, an obvious lord among his kind. He tilts his head left, then up, and appears to stare at the viewer for a second; and then it turns and disappears in a puff of smoke.

This is Araf's castle; and the Djinn is but a noble servant of his which was sent to inspect a strange feeling the lord of this place had. Zydilec and Araf were allies once, and this globe is specifically attuned, when spun, to communicate with that lord.

WHEN THIS IS SPUN: When this is spun, a pencil wide beam of intertwined white and blue light shoots forth and penetrates the Aether Room's wall. Two rounds later the globe ceases spinning and an empty image appears. Araf (who is invisible to the naked eye) can see into this realm now; and there best be a good reason for disturbing him! Characters involving themselves with this situation who fail to provide ample reason for disturbing Araf will be cursed (no SR possible) to miss their next SR vs. any being connected with the Elemental Plane of Air.

Araf is not aware of Zydilec's situation, but he will assist the characters in no way unless they offer him sacrifice. GMs must decide upon an appropriate offer. Once convinced that the party's offer is sincere (and enough) it will tell them about the location of the key which opens the door to the **Abyss Cells** (see key #26). If this is already known Araf will not care. He becomes indignant if recompense is required in exchange for the sacrifice; and he automatically cuts contact with the characters. Characters not delivering on their sacrifice pledges will continue to be cursed (as above). Sacrifices must be placed on a mountain peak (no less than 1,000' up) on a clear day and left alone for Araf.

BLACK OPAL GLOBE: This represents the planet on which this adventure takes place. Upon looking into this, a dark cavern heaped with treasure is espied. A dwarf sits upon the pile, counting it, and he doesn't seem aware of the viewing. A shield on the wall behind the dwarf has a crest of a blue diamond.

The dwarf's name is Dahalck. He is a demi-demon, somewhat like a cambion, but less powerful and very cowardly. As you continue viewing this, a mole runs up to the dwarf, hops on his shoulder and then whispers in his ear. The dwarf then grabs the mole and devours it raw! Another round later this repulsive scene is repeated.

Dahalck collects information about treasures in this manner; and it was by this procedure (with several threats) that Zyd-

ilec acquired the location of the parts for his Dimension Crystal.

WHEN THIS IS SPUN: When spun, the demon is teleported (no SR) to a glowing pattern which appears on the globe; it is approximately 6" tall and it struggles to maintain its footing on the globe, since it is spinning. After a few minutes, the globe ceases spinning. The dizzy and forlorn dwarf faces the characters, but he doesn't speak. The glowing pattern appears to be a golden circle. Dahalck stands clear of this, about dead center of his area, and never moves.

If the characters demand to know his function (in so many words), Dahalck informs them in dwarvish (he doesn't speak in the common tongue) that he is the gate keeper of lost (or unfound) treasures. If asked about the moles he informs them that these creatures bring him information from "underneath and outside" (on which he doesn't elaborate upon), and he consumes them according to the established ritual, aside for the fact it gives him much pleasure in doing so!

What all of this might eventually mean to the characters is a question time will reveal. Dahalck can accomplish **Legend Lores** at 1 round per question, and with a 99% chance of veracity. Correct answers allows Dahalck to leech an energy level from the querist; but it will be found that the information on locations and guardians of the sought after treasure(s) is precise.

Dahalck provides one **Legend Lore**/character and then teleports back to the cave. He cannot be attacked while in the magic circle.

LAPUS LAZULI GLOBE: This blue globe represents the Elemental Plane of Water. When looked within, a vast underwater seascape is noted.

WHEN THIS IS SPUN: When spun, an intelligent water elemental is summoned forth. No protections are needed against this being, for all it does is demand a "dew drop" (see key #38, **The Greenway**). If it is not given this thing, it disappears. If given a single "**dew drop**" it leaves behind a blue gem of great worth (25,000 gp), which the characters will find hard not to sell, and which everyone, upon seeing it, will covet to the point where they attempt to steal, or even kill for it. If the gem is safeguarded for 1 year its magic -- for it is indeed magical -- increases its value to 50,000; and for eight consecutive years it will double in value and become more sought after due to the legend that now exists about it! Values: Start 25,000; Years: 1, 50,000, 2, 100,000, 3, 200,000, 4, 400,000, 5, 600,000, 6, 1,200,000, 7,

2,400,000, 8, 4,800,000.

The character possessing this gem will be able to secret it for up to three years without too much ado. But, upon the fourth and following years, assassins, thieves and high level fighters will start seeking this item. The more "stink" there is about this -- killings, accusations, people involved, plans made for -- the more this draws attention from higher leveled creatures. The fifth year sees an ancient red dragon seeking it, this in addition to other interested parties; the sixth year brings a mage into the fray; the seventh year brings court intrigues to the point where a war could start over its mere possession; and the eighth year finds the gods taking an interest in this bauble!

All creatures/beings seeking this cannot be lower leveled than 10, and for the 4th to final years the average leveled being seeking the gem should be 14. Insanity reigns when this gem is present with any normally sane person, so bargaining is never discussed, and relative strengths of the individual holding the gem, and the one attacking that individual, is all that comes to mind!! As might be expected, Zydilec rarely calls upon this particular plane, for he has ascertained that the powerful ruler there is crazed indeed!

RUBY GLOBE: This represents the second moon: When looked within, the surface of the second moon is seen. A landscape similar to that seen in the moonstone orb stretches out before a large crater; and at the crater's bottom is a plant -- red flowered and with many stamens.

WHEN THIS IS SPUN: When spun a sweet odor permeates the room. The odor creates a dreamlike trance in all those smelling it; and images of a lost city come to mind. Beyond its massive battlements are forsaken ruins, and a domed building. The dream ends with a vision of a garden of immense size.

This plant -- the reunit -- is common to a different world, and once grew in the arid waste near the city of Kyrruhn, which is now a desolate place. A seedling was taken from that place by Zydilec and planted upon the second moon. Savants know that the reunit's properties induce dreams of a strikingly pure and exact nature. It is also known that these flowering plants are rare indeed; and the last one known to exist was sold at the Free City of Kalibruhn only three years ago. It brought a total of 20 slave girls, 200,000 gold coins, and 2 villages in exchange. Unfortunately, its new owner was slain afterwards and the plant stolen.

Knowledge of this plant's location could be worth much (GM's option).

FLAME AGATE GLOBE: This represents the Elemental Plane of Fire. Raging fire is the only thing seen if this is looked within.

WHEN THIS IS SPUN: When spun a clearer picture is summoned to the globe's surface. A flaming tower, surrounded by a plane of cinders, comes into view. An image of an invisible being with a huge flaming sword and a scroll written in flaming letters is generated in each viewer's mind. The globe image then disappears. Nothing happens if this is spun afterwards.

This is the tower of Barz, a strange place near the edge of the Elemental Plane of Fire.

CRYSTAL QUARTZ GLOBE: This globe represents the stars. This item is trapped so that it cannot be used: The following spells have been placed upon it by Zayene: **Avoidance, Fire Trap, Explosive Invisible Contact Runes x (3)** (these are not visible and do not require that a being read them to trigger the explosion, but are set off by touching the globe in this case); and a **Contingency**-type spell summons an invisible stalker which is commanded by a **Magic Mouth** spell at the same time to "**attack and slay all of the intruders!**" This stalker has a full HtK.

WHEN THIS IS SPUN: When spun a star creature is summoned which will serve its summoner for one full hour before returning back into the globe.

STAR CREATURE: AT 1, M 12", MP 10, HtK 62, Atk 2, Dm 1-10 points searing damage, SP MI 20%, Immune to Light, Fire, Lightning spells, if both attacks hit same object, a SR vs. disintegration must be made, blue eyes can see into the astral and ethereal realms; has **Ultra-, Infravision**, and automatic **True Seeing** up to 200' (or sight, where appropriate).

Notes: This creature resembles a top of floating star shards, some rounded, some jagged and more pointed. The stars rotate slowly among a blue phospherence which tapers downward from 4' round at the creature's full 9' height to 1' round at its base. The star creature attacks with two blue arms which extend up to 4' from its central mass. The origin of this creature is not understood, but it is recorded that some sages specializing in astronomy/astrology have known about them for some time.

TURQUOISE GLOBE: This represents the third moon. When looked into, a

vast swamp of unearthly origin is revealed.

WHEN THIS IS SPUN: Nothing happens when this is spun. Zydilec once experimented with life creation on the third moon. His experiments were expertly controlled, but with his demise there is no way of knowing what strange creatures might rise from this moon swamp.

IF ALL ARE SPUN: This transports all those in the room to a random globe area. Characters must be able to withstand the harmful temperature changes, or they are instantly killed. All moons, except the first, have a thin layer of oxygen, but these are not sufficient enough supplies for times beyond 1 day per Vitality point of each separate character. Suffocation occurs after the elapsed time periods. Those shrinking themselves may breathe the thin air indefinitely, as long as their forms are no larger than a foot in height. GMs must decide upon other time periods characters may survive here when heights fall inbetween 1' and 4'+. Adventures on these areas, and how to return to terra firma, are left up to the GM's discretion.

33. PARQUETRY AREA WITH LARGE KEY

You see a 5' semicircular floor area of inlaid wood before an oaken door chained shut with a massive lock. A 3' long iron key leans against the wall to the right side of the door.

The key is magical and weighs over 1,000 pounds. If it is to be fitted to the lock, four persons must lift it. The entire process takes 4-12 rounds, and the door is opened. Zayene utilizes a **Telekinesis** spell to open the door when the need arises. Upon opening the door you see a set of 5' wide spiraling steps going down. There are no light sources here.

Establish who has the light source and arrange marching orders.

As you descend these stairs a feeling of hostility towards your surroundings begins to gnaw at your mind, and it is only by willing yourself that you avoid lashing out at the walls, or beating upon your fellows in uncontrolled rage!

There are several creatures hiding in the basement proper whose abilities to generate emotional disturbances are at this time affecting the characters. If the party retreats, the effect will lessen; and it completely disappears upon closing the basement door, above. If the characters continue down the stairs, read the following:

You feel pent up, forced to continue this insane course! You turn to your fellows and scream out loud: "**You fools, let me out of here!**"

Roll SRs vs. spells at a -1 for every character. Failure means that the characters in question flee the area; if blocked in their attempt to run, they attack instead, attempting a fighting retreat, if possible. Making SRs allows characters to ignore the intensive suggestion of rage; and they are immune to future suggestions generated by the basement creatures.

34. THE BASEMENT

Upon reaching the bottom of the stairs you note that you are in what must be a basement spreading out to the west and south. There are four crates standing lengthwise against the west wall.

CRATE #1 (Northernmost): This is loaded with cotton material.

Small rodents, **psimoles**, live here (AT 9, M 12", MP 1+2, HtK 5 x (3), Atk 0, Dm 0, SP Suggestive power twice a day at -1 to victim's spell SR, immune to psionics/psychic powers, victims are not affected by suggestion attacks if SRs are made; suggestion effects last for 1-6 turns; suggestions include primordial rage, confusion, disorientation, fear; psimoles can sense invisible objects/beings and can use infravision up to 60').

CRATE #2: A flesh golem is stored in this crate. When opened, the body falls forward, for it is inanimate. It will not function, for its heart -- a magical device called **Charlan's Tick** -- is broken. If the golem is moved, there is a chance that the device will work for a second: There is a faint ticking sound which stops almost as soon as it starts; and the golem opens its eyes, only to close them as the ticking ceases.

If the golem is destroyed, so is **Charlan's Tick**; but the device can be removed if this tactic is opted for. This requires surgery, or the implementation of a spell (**Limited Wish**, for instance), in order to retrieve **Charlan's Tick** intact. See the appendices for information concerning this device.

CRATE #3: Hidden among 121 valueless books is a magical **scroll** which combines these protections (from): Undead, Devilkind, Demonkind. However, reading one of the protection spells might erase the others: A 10% chance exists for the furthest one away from the invoked spell to be destroyed; and a 30% chance exists for the closest spell. Note that destruction percentages are dependent upon which spell is

read first. If the middle spell is invoked first, then the adjacent spells have a 30% chance each of being erased; but only a 10% chance of erasure exists in future readings, for a gap separates the two remaining spells in this case.

CRATE #4: This 6' x 3' x 3' crate is a crate of Wondrous Things, a one of a kind magical item never seen on the material plane (and probably never to be seen again). When opened and reached within, the table below is consulted for what is pulled out.

D% ROLL

- | | |
|-------|--|
| 01-03 | A regular deck of cards (10% chance that it is Illusions or Many Things) |
| 04-08 | A large rabbit is pulled forth; it lays a platinum egg worth 500 gp every month |
| 09-13 | A raven familiar comes forth; if a mage is present it will attach itself to him/her (AT 5, M 6/16", MP 2, HtK 12, Atk 1 Dm 1-4, SP imparts 25% MI, uses infravision 24" range, can use ventriloquism (as the spell) 3 times/day, immune to 1st order spells/powers of every type, calls a flock of birds (4-40) for 2 turns/level of mage). If no mage is present, or if the mage in question already has a familiar, then this raven returns to the crate. Only one raven/month can be pulled forth from the crate; merely reroll for another pull in cases of duplication. |
| 14-20 | A stuffed dire wolf's head is pulled forth. The head is magical and will howl when animals of any type are within 6" of it; unfortunately, any animals with the party will keep this device active and howling until removed from its detection range. There is only one of these within the crate. |
| 21-16 | A set of Clothes of Splendor are pulled forth (50/50 chance of men's/women's); these impart effects similar to those given by a Rod of the same name, but without the other advantages (tent, etc.) The apparel's worth is based upon the owner's former Appeal score x 1,000 gp. Only one set of clothes can be pulled forth per two year period. Reroll if another set is indicated by the dice score. |
| 27-38 | The character's hand is turned into jelly, no SR possible. The hand rots off 20 rounds later. Regeneration or a Polymorph Anything spell will restore the hand to |

normal. 20% of remaining HtKs are removed in this instance.

- 39-45 A black rose is pulled forth. Four of these are present in the crate. Though not magical, certain persons will react to their sight as follows:

Priest Types: Upon seeing a black rose they fear for their lives thinking that this is a bad omen. They also think the bearer of this will in some way make their own beliefs about the curse come true. Priests naturally disposed towards, or oppositely aligned to, the bearer secretly try to kill that person (paid assassination by close henchmen will be a favorite choice).

Mage Types: Mages believe that the rose is an indication of better times to come and will invest all magical assets in their "greatest experiment," much to their bitter disappointment, however, for every experiment is doomed to failure. Vindictive mages will seek revenge upon the bearer of the rose, while others will attempt to gain unwarranted recompense from them.

Fighter Types: Fighters see this rose as an insult to beauty, and in the presence of a lady, they will challenge the bearer of it to a duel. If they lose the duel, they hold a great enmity towards the victor. If they win, they demand that the rose be destroyed. Failing in the latter exaction brings renewed hostility from winners, and a challenge from them to fight to the death!

- 46-47 The greenest emerald you have ever seen is pulled forth (the only one in the crate). This emerald has a tiny inscription upon it. If magnified and read, the following sentence is noted: "**Place in its mouth and it will follow you for time uncountable, this greatest of all the worms.**" An image of a gargantuan green dragon appears in the gem. It moves past a row of old trees which appear as toothpicks alongside of it! This type of tree is recognized to exist in great quantities to the west, and nearer to the mountainous regions of Karhaz, the Ancient Kingdom. As indicated, if the gem is placed in **Adacc's** mouth, he will faithfully follow the one who placed it there, no SR required. Service is limited to months equal to the master's Appeal. After this time the gem is disgorged by Adacc; and if he was

not treated correctly, watch out! Adacc is 1 1/2 times bigger than the largest possible dragon of its type. Its lifespan is twice that of normal. Although intelligent and able to converse in twenty languages, Adacc has no spell using abilities.

The gem is forever non-magical after initial use. It is claimed by Adacc in all cases. It is worth 30,000 gp.

- 48-56 The character is seen by a being living in the **Shadow Realm**. There is a chance (10% accumulative chance for every reach made within this crate during a single day) that the being will warn Zayene, who is at this time "acquiring" the services of a great lord in this realm. If informed about the incident, Zayene will be forewarned about the intrusion. He will not be surprised upon his return here (q.v.).
- 57-88 A random potion is pulled forth (there are 14 within the crate; two are bad).
- 89-94 A purple eyeball is pulled forth; it looks at it's holder and winks, then disappears!
- 95-99 A large scroll is pulled forth, and appears as gibberish upon normal perusal; but when its surface is reflected upon a mirror for viewing, a map is revealed. This leads to a combined hoard guarded by a level 12 monster, or monsters, GM's choice.
- 100 The one reaching within is transformed into a beserk madman who then attempts to kill all living things within sight. The character is insane; and only those things which cure insanity will return him or her to their former selves.

35. NULL-GRAY ROOM

You see a carpeted and cushioned area. Black and pink seem to be predominant colors here. As you step into the room you begin to float, and within a second you are above the floor.

This is the magical Null-Gray room. Zayene often rests here. Characters can control their ascent/descents by thinking these commands. The cushioned walls and thick carpeting break any falls.

36. STRANGE SHAPED AREA WITH RECEPTILES

You see a crystal clear area with four entryways. The inner receptacles have

curved seats made from the same crystal.

These are the shower/purification areas. Each "stall" has these permanent spells/cantrips upon it, which work in the following order: **Clean, Dampen, Create Water, Dry, Clean & Shine** (the area).

A stall is activated when entered. The **Clean** cantrip removes any settled dust or dirt; **Dampen** moistens the person; **Create Water** flows down from above and rinses the person; then he or she is dried by the **Dry** cantrip; the **Clean & Shine** cantrips leaves each stall fresh and untarnished!

37. ROUND CONSTRUCTION

The structure before you is round and has inset into it eight individual viewing slits of yellow crystal. There appears to be no entry into this ceiling high structure. Three of the eight slits reveal lighted areas beyond when looked into (GM's choice). One creature is seen within each.

Poharn, the ice demon's, a plant demon's, and a fox demon's souls are contained here in the form of walking/talking images. Anyone looking through these slits sees the appropriate creature as detailed in the appendices. If a slit is broken, the imprisoned soul is released. There is a 50% chance (D% roll) that the released demon is summoned to this dimension in order to retrieve its soul. The effects of releasing these things are myriad:

Poharn, the Ice Demon: Though an actual prisoner, Zayene treats it like an ally (see **DIMENSIONS OF FLIGHT**, Part 2 of the **MAZE OF ZAYENE** series). Poharn will be free of its obligation to give a boon to PCs upon their arrival at his ice tower (q.v.). Instead, he may do as he likes.

The Plant Demon: This thing is kept prisoner in Pynyck's picture (see **PRISONERS OF THE MAZE**, Part 1 of the **MAZE OF ZAYENE** series, key #19A). When released, it disappears from that picture. Pynyck will be upset, but there is nothing he can do.

The Fox Demon: This demon lives near the evil portion of "Ovar's" Happy Hunting Grounds (key #6 section D, **DIMENSIONS OF FLIGHT**). It is released of its duty to let the fleeing party bargain for the key to escape its realm when/if its soul is freed.

This highly magical entrapment device works through creating an image of the

desired demon with an illusion-type spell. The image is made permanent, and is set in a circling motion within apportioned area of the structure. A curse, somewhat like a **Truename** spell in that it requires repetition over a given period of time -- must be repeated every day. The lines of the curse must include the demon's true name. ~~Amagemust repeat the curse ten minutes/~~ day for one year. Uninterrupted concentration is required or the binding's accrued affects are negated, and the power must be invoked again, starting at day one. The demon in question becomes increasingly aware that it is being bound through some powerful means, but it has no recourse, for an all encompassing **Fear** imbues it when it attempts to do, or even think, something about its predicament, thus causing it to falter in its resolve to alter the situation as it progresses.

The power of this device is activated when someone peers through the slits into the apartments beyond. The appropriate ten minute curse is then spoken.

Once a demon is bound, it comes under his or her master's utter control for a time period in years equal to that character's Intelligence.

38. THE GREENWAY

You see a lot of flowering trees here. Among the greenery are roses: (2) Red, (12) pink, (6) purple, and (5) white. At the trees' bases are herb gardens. Over a hundred herbs are represented here. Dew drops hang from every plant.

When eaten, the Red Rose will **Resurrect** a dead being at the level of Gods (there is no limit on how many years a person can be dead); the Pink Rose is used in the **Simulacrum 99** spell (q.v.); the Purple Rose's petals (from an entire flower) are normally brewed to produce Longevity potions; and the White Rose is smelled to produce **Regeneration** (roll for the fragrance's potency in turns (D20); each turn regenerates a damaged being by 1 point for Vitalities under 14, and 2 points for those over this). Only one White Rose can be smelled for its good effects by any one person during any hourly period. Inhaling the fragrance of additional White Roses during that time will cause a comatose state in the one so doing. This paralyzation lasts for turns equal to the affected character's Vitality subtracted from a base of 30.

39. WALK OF TEN DEATHS

You see an iron skull imbedded into the wall here.

This is the Walk of Ten Deaths entry

point; mages completing each walk receive the following detriments and benefits. Note that each walk takes from, and gives to, the mage attempting this. The climax (completing all ten walks) initiates the mage into a select group of mages, which number no more than 100; and with benefits as outlined below.

1st Walk. Success = SR vs. Spell at -4. The character gains a +2 on spell SRs (accumulative), but loses 4 Appeal points.

2nd Walk. Success = SR vs. Dragon Breath at -3. The character gains +2 on Intelligence, but loses 1 point of Vitality.

3rd Walk. Success = SR vs. Wands at -5. The character gains a +3 to AT, but loses 2 points of Wisdom.

4th Walk. Success = fighting a duplicate of ones' self. Characters gain 1 level of experience, but lose 2 random spells of 3rd order or higher. These are erased from the character's memory and can never be regained because of the revulsion the mage now feels for them.

5th Walk. The character must survive for 60 days without food and water. Failure indicates a loss of 1-4 experience levels. Success = gaining a familiar as twice as powerful as the present one.

6th Walk. The character must make three consecutive SRs vs. spells at -3; success = gaining the innate ability to regenerate at 2 points per turn. Four points of Strength are lost if this is failed.

7th Walk. The character must make two consecutive SRs vs. **System Shock** at -20% roll or die. Success = +4 Vitality points.

8th Walk. The character is blinded for 2-20 months, but gains knowledge about how to acquire a **Staff of the Mages** without fighting. (Use a **Staff of the Magi**, but there are triple charges in it.)

9th Walk. The character is bereft of all but one of his or her HtK for the next 1-12 weeks. He or she gains a keen sense of sight (combines **True Seeing**, **Infra-vision**, **Ultravision**, **Minute Seeing**, **Eyes of the Eagle**, and **See Invisible Objects/Beings**.)

10th Walk. Upon completing this, all former abilities and powers are wiped clean! Losses and gains are negated. But, the character is transported to a stone slab table in a large, empty cave. After a few turns, twenty cowed figures walk in and seat themselves in twenty of the 100 seats. They place a staff, sword, amulet and ring on the table.

"Who claims the staff of Jakoor, once mighty wizard of the 92nd circle?"

The character speaks his or her name. **"Then let it be! You, (name) are now the Wizard of the 92nd circle! Use**

your time well, for you are the hounded one, the position of change. Outside and inside vie for your position!"

It will be understood later that the outside means just what the character accomplished -- which means that the 92nd circle was occupied by Jakoor the Wizard until the Death Walk succeeded. Other outside mages, and lower-scale Wizards could be vying for the power inherent to a higher position, but this is not always the case.

The sword is emblematic of the order; as true Wizards, members use swords as ritual instruments; the amulet focuses minor spells (cantrips and 1st-3rd order) while the Staff focuses remaining spells. Without these instruments, a Wizard has a 1% chance/order of the spell cast that it will fail. The ring is +5 protection, magical and AT.

The only way to enter the Walk of Death is to be of the 6th level or higher (mage), have at least a 15 Intelligence, and make a 100,000 gp sacrifice/walk to a god of magic (GM's choice). Zydilec had completed the 8th walk; Zayene has completed the first.

Future releases by this author will detail the Order of The Hundred Wizards.

40. THE LAST DEATH CHAMBER

This dimensional "pocket" is entered only upon a Wizard's death (see #39). Statue representations of the Wizard's accomplishments are arranged along the wall. His or her coffin is set at the room's end. A jagged 6' long sword is laid across the Wizard's coffin. If it is lifted, the dead Wizard can manifest its spirit in the sword and attempt to kill the defiler of his or her tomb. It cannot be attacked effectively or dispelled; and hits scored by it (automatic) deal 3-36 points of damage.

41. ZAYENE'S TREASURY

This room is secreted in a mini-dimension, which cannot be located by normal means. A potion of **Treasure Finding**, for instance, would not impart coordinates, nor would an **Arrow of Direction**; but, the two pit fiends at key #26 J, I, know of its distance relative to key #11; and they will bargain this information away in return for their release. If this is done (and watch alignments here!), the characters are told that the mini-dimension is 1 mile, and 1 yard away, at a 25 degree declination SE of the stairs down from key #11. This information is correct, and if it is used to **Teleport** by,

characters see the following upon arriving in the treasury:

The room is at least 300' x 300' [GM **NOTE** that the dimensions do not correspond to those of the map's since this is a magical dimension.] Urns filled with coinage are everywhere. Coffers with lids thrust open reveal gem-inlaid jewelry. Four 5' round pits are filled with gems of every shape and hue. Other treasures -- inlaid, embossed, gilded, and/or wrought from/with the most precious earthly materials -- are heaped, stored, and hung everywhere.

There is basically all one could ever want here. Allow characters to acquire 1,200,000 between them. And remember that because Zayene is an enemy of the state, the majority of his treasure is forfeit for reparations, and is not true booty per se. But the regency -- or the real Ovar, if he is rescued -- will make ONE large and magnanimous exception . . .

42. THE CRYSTAL ROOM

Upon arriving at this room (at a random areas A, B, C or D) you note that it is lit with a brilliant light. Five foot wide stairs lead up to a raised area at the room's center. A globe-like, crystal object is set upon small wooden stand there. This must be **Zydilec's Dimension Crystal!**

Any character breaking an invisible barrier at either A-D (note the lines on the map) is transported back to room #28. They find themselves walking down the set of stairs they came up.

The only ways to penetrate the teleport trap is to use a magical protection device or spell of some type (**Anti-Magic** would work). Furthermore, outside of the aforementioned instances, these teleporters are all one-way types, so another way of transporting must be provided by the characters, or they are doomed to stay in this room (they could activate a crystal on the globe, see appendices).

The globe is not protected in any other way. Read the appendices for its description.

Epilogue

If King Ovar is rescued, there is a large celebration in the party's honor. Law and order is re-established in the Kingdom again; and Ovar states that he will marry again -- but not too soon! The King bestows

all ownership of Zydilec's dimension to whoever wants the place, but himself claims all but the aforementioned 1,200,000 gp, which is given to his saviours. All magical contrivances are the

characters to keep.

If the characters fail to rescue Ovar -- well, there are better days to come, and other plans to nurture, and ... Oh well ...



So Ends The Maze of Zayene Series, Whew!

Appendix A, New Magical Items

BRASS BOTTLE

There are four **Brass Bottles** in existence, all held by Wizards of great power. A mage by the name of Garzinth the Maker constructed four different-sized bottles and enchanted them to hold specific plane-type creatures. Once captive, the creature became subservient as long as the bottle remained in the trapping person's possession (not merely physical). But in order to command a trapped creature, the following general conditions must be met:

- 1) A drop of dragon's blood must be placed in the bottle
- 2) The name of the creature to be commanded must be spoken aloud, along with the general command for it to materialize and serve.
- 3) The god or goddess that the creature holds sacricant must be entreated to protect the creature during its service.
- 4) After the service is performed, the mage (or other summoner) must sacrifice 2% of his or her wealth, or 5% of the newly gained wealth/ magic if applicable. Information gathering and transportation type services, etc. do not count as real services. The sacrifice must be offered to a deity popular with the entrapped creature. If creatures have no deity, then sacrifices/ entreats are to his or her own deity.

The Brass Bottle (1): Demons, Devils, Efreet, Marid, Dao, and other plane creatures equal/less in stature to the above. No demon-devil princes are affected, but those of the guardian/major-type are. This is the strongest of the Brass Bottles, and is the one possessed by Zayene.

The Brass Bottle (2): Lesser Demons, Lesser Devils, Djinni, Intelligent Elementals, Para-elementals, plus any of those below (#3 or #4).

The Brass Bottle (3): The Lowest Demons/ Devils, Jann, unintelligent elementals, plus below.

The Brass Bottle (4): Cambions, low form elementals, Alu-, shadow monsters under MP 7, summoned monsters, ghosts/ spirits under MP 8, and familiars of less than MP 10.

In order to command a creature into a



bottle, the possessor must fill it with dragon's blood (on my own World of Kalibruhn, dragon blood sells for no less than 1,000 gp/ounce and oftentimes double that amount!); #1 holds 16 ounces; #2, 12 ounces; #3, 8 ounces; #4, 4 ounces. The creature's name (or lacking this, its race/type-name) is spoken as the character consigns it to the bottle. The creature must be able to hear the character, but does not need understand his or her language, for this is understood through magical means. The creature is allowed no SR, but merely transforms into smoke which is sucked into the bottle. The dragon blood smokes and bubbles out of the bottle, and after a moment forms a solid cork in the likeness of the captured creature. Only one creature/bottle can be so entrapped and made to serve. Its length of service is up to

the mage in question. Of course the imprisoned creature will reek revenge upon its former master when it is finally set free.

Trapped creatures can be set free in the following ways:

1) Upon the owning character's death, no matter if he or she is brought back to life afterwards.

2) When the owning character leaves this plane of existence for another without taking the bottle with him or her.

3) If the bottle is brought to the trapped creature's particular realm of existence (i.e., an air elemental is set free upon being brought to the Elemental Plane of Air, etc., etc.).

GP VALUE: 20,000-80,000 EX VALUE: 2,000-8,000

CHARLAN'S TICK

A clockmaster turned artificer/necromancer used to own this wonderful device -- one Charlan of Kalibruhn. Charlan started as a lowly clockmaker, but one day an adventurer -- a barbarian of no repute -- sold this device (confusing as it was to his simple mind) to Charlan, who knew he had stumbled upon something of greatness! Inside of it was a written process by which a person skilled in the arts of necromancy could install this in a prepared human-type-construct, and through the powers infernal (and with a little grease) create a golem. [Golem is an archaic term thought to have been created by the first necromancer whomever invented such a creature. The artificer is reputed to have exhorted his construct by shouting encouragements to it while it stumbled about the laboratory, such as "Go Lem! Go!" Therefore, the first creature was named Lem, the second "Go" being left off by modern day scholars due to its repetitive nature -- The Editors].

Charlan's Tick appears as a heart constructed from tin. Its front flap opens to reveal a complicated inner-mechanism. It's magic is of the change/alteration kind; and once the heart is installed a trigger spell starts the clockwork-type mechanism moving, which in turn brings the construct to life. The Tick is damaged when the creature suffers more than 90% of its original HtK; and it is destroyed when the creature sustains more than -10 HtK. If damaged, it will fail to work when the creature is ordered to move (or is physically moved), but 1-10 turns later a D% check is made -- a 1-30% roll = no reaction; 31-80% = creature moves for 1-10 hours then malfunctions; 81-100% = the strain on the mechanism destroys it (c.f., above).

The mechanism can be repaired: This requires studying the original blueprint for days = to the repairer's Intelligence subtracted from a base of 30. Then the following spells are thrown: 1-4 Mend spells; one **Enchant an Item** for as many days as it took to study the blueprint. A **Grease** cantrip is added for good measure. . . . Charlan's Tick can never be repaired once destroyed except by implementing a Wish, and then repairing it as outlined above.

Charlan's Tick comes complete with instructions for intallation and a blueprint (batteries not included).

ILLUSION ROD

This appears as a metallic rod of some color (GMs choice). It is not known how

many of these rods exist. Mages, priests, illusionists, demons, devils, gods, and/or combination-type beings (i.e., demi-gods, cambions, etc.) can employ these rods. The number of spell levels stored in a rod is dependant upon the wielder's Intelligence score x 3. The total equals how many levels of illusionist spells can be employed, and the spell order range available.

1-20 levels; spell order range: 1-3

21-40 levels; spell order range: 1-5

41-54 levels; spell order range: 1-6

55 + levels; spell order range: All

Thus a being with an 18 Intelligence who employed this rod could use 54 levels of spells off of it before it became useless to him or her. Others could wield the rod only if they had a greater Intelligence (and thus a higher spell level range) afterwards, but the difference in spell levels would be figured based upon the number of levels used, and the number that could be used according to the new range. Thus a character with a 14 Intelligence (42 levels maximum) would find that he or she could not employ an **Illusion Rod** passed down to them by a person who had used 54 levels; but a person with a higher range (let's say a demi-god with a 20 Intelligence) could employ the rod, but for only 6 levels of use (20 Intelligence x 3 = 60 - 54 spell levels already used = 6 remaining levels useable by a being with a 20 Intelligence only). One must keep track of the levels used from such rods. When rods are found, 1-6 levels have already been used from them (GM's option).

Spells are all stored in a rod's "memory bank" and are transfered to those grasping the Rod, and imparted as useable spells, only, and not in-memory types. These spells cannot be copied in any way.

Illusionists who employ rods drained of their spell levels can actually attempt to recall the remnants of the spell memory discharge up to a period in month's equal to his or her Intelligence. During these time periods illusionists can use up to six spell levels/week, with successful implementation of any such spell equaling a D% roll for the employer's Intelligence x 2. Thus an illusionist with an 18 Intelligence could attempt to cast up to six spell levels from the rod for a 36% success chance/spell. He or she could do this for 18 months; and after this time the rod becomes completely non-magical and non-useable by any other being, no matter the spell levels previously used.

ZYDILEC'S DIMENSION CRYSTAL

This object appears as a many colored

crystal orb. The crystals are all a bit raised and cracked looking, though this is not that noticeable. Its dimensions are 30" high by 36" in circumference at its widest point, tapering near the ends to form an egg shape.

This item might be considered an artifact by some; and, indeed, only one such device exists, so this estimate is not shy of the mark necessarily; but Zydilec was not a god in his own time (popular opinion still being outweighed by the fact that he remained mortal); but he was an unequalled artificer of magical things -- and the crystal was by far his greatest accomplishment, this having been created at the height of his power around 23rd-25th level.

The way he created the crystal was highly original, and involved 10 years of traveling to the planes/dimensions now represented by the crystals making up the device. Zydilec's intentions were to continue building upon the crystal so as to include known planet's, and expand into other galaxies -- thus his other experiments with the moons, etc. -- but he never attained this goal during his lifetime; and now he is a creature in one of his own Abyss Cells, having been irrevocably changed



into the thing he is and imprisoned there by a great devil (or demon) of unknown origin.

But **Zydilec's Dimension Crystal** still exists; and these are its many and varied powers: First, in order to understand the orb, 3 of the 5 following spells must be cast within 1 day's time of each other: **Identify**, **Contact Higher Plane (6+)**, **Commune**, **Wish** (full, limited, etc.). In the **Contact . . .** and **Commune** cases, the information is transmitted to the questioner, and this is 100% accurate. **Legend Lore** backs up other cast spells with specific knowledge of the crystal's operation; **Identify** does the same, but without the general information about where each separate crystal transports characters to. The following combinations of the above-mentioned spells will reveal all information about this device's background and use.

Wish, Identify (or Legend Lore), Commune (or Contact..)

With no **Wish** (etc.), the characters are uncertain about how to return from the plane/area in question, and there is a chance (33 1/3% on D%) that characters transport back to the dimension left open by implementing a specific crystal (see explanation below). Otherwise they arrive where the crystal is at.

It must be stressed that the one who implemented the **Wish** is the one who knows how to return from the plane/area in question. If a character possessing this knowledge is not available to coordinate the transportation via areas, then the above chance for incorrect transportation applies, since guesswork must be resorted to.

OPERATING THE CRYSTAL

Note the list of areas represented by the different orb crystals below. In order to implement the gate to one of these dimensions (a word hereafter used to refer to all planes, etc.) a character lifts one of the crystals but does not remove it from the orb. All crystals rise one inch. This action magically causes an opposite crystal (though not necessarily an opposing dimension) to sink, or, **OPEN**, as it were. All beings within a 20' radius area, and all possessions or things that they touch up to 5,000 pounds worth, total, are instantaneously transported to the respective dimension. This transportation is 100% correct and safe, but it is random. The powers of the orb will not protect transported beings from inclement weather,

etc. Thus, transporting to the Elemental Plane of Fire would be quite dangerous to those doing so if they were not protected against fire in some way. GMs must consider all effects inherent to these types of situations, for these are too numerous to cover here.

When the crystal is raised, as mentioned, an opposite one lowers itself. The lowering cannot be stopped in any way. When **OPEN**, this other crystal allows creatures from that represented dimension to gate through to where the crystal is located; and the chance for error (33 1/3%) applies in these cases, so beings transporting through the gate may end up in the dimension the party transported to! But,

there is only a small percentage chance per day that the gate can be found (if the crystals remain raised/lowered) and that a being(s) will then transport through it. A 0% chance exists the first week; and then there is a 2% non-accumulative chance/day, thereafter. But only beings/creatures with a 20+ intelligence can sense and then use this gate -- and these types are assumed to be more powerful than other creatures existing upon the dimension in question.

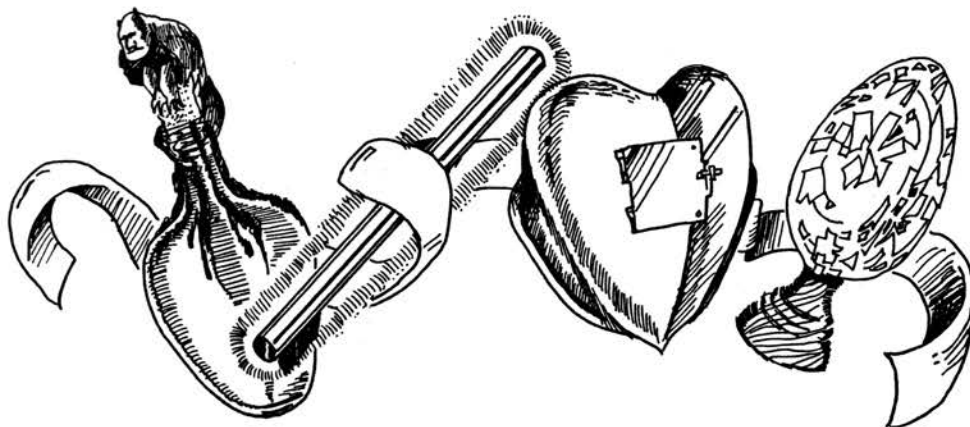
The listing that follows details the dimensions the crystals correspond to. Note that reversing the order of which crystal is raised also reverses the one which is lowered.

RAISED (LOWERED)

Black: Shadow Realm, N
Dark Blue: Demon World, N
Dark Red: Demon World, S
Dark Brown: Demon World, E
Ochre: Demon World, W
Dark Gray: Shadow Realm, S
White: Prime Material
Light Blue: Elemental Air
Sea Green: Elemental Water
Earth Brown: Elemental Earth
Swirling Reds: Pandemonium
Dark Purple: Abyss
Mauve: Tarterus
Burgundy: Hades
Light Orange: Aracadia
Bright White: Astral
Gold/Black: Positive Material

LOWERED (RAISED)

Green: Happy Hunting Grounds
Rainbow: Seaven Heavens
Gold/Green: Twin Paradises
Silver: Elysium
Burnt Red: Gehenna
Blood Red: Nine Hells
Light Grey: Acheron
Tan: Elemental Ice
Light Yellow: Elemental Heat
Pearly White: Elemental Vapor
Platinum: Olympus
Sienna: Gladsheim
Bluish-Gray: Limbo
Blue/Green: Nirvana
Swirling Grays: Concordant Opp.
Charcoal: Ethereal
Silver/Black: Negative Material



Note that **Zydilec's Dimension Crystal** transports beings to dimensions shared with the World of Kalibruhn by other worlds. The following dimensions are common only to the World of Kalibruhn:

Shadow Realm, Elemental Planes, inclusive, Negative Material, Positive Material, Concordant Opposition, Ethereal, Astral.

GOLD VALUE: 100,000 EX VALUE: 35,000

BRIEF EXPLANATION ABOUT THIS MULTIVERSE'S PLANES

First comes the Prime Material Plane which is surrounded by the Plane of Con-

cordant Opposition; Demon World is on the Prime Material Plane, and is bordered, and some say sustained, by the Negative Material Plane. Surrounding the Prime Plane is the Realm of Shadows. The Elemental Realms (or planes) are where the major deities exist and thrive, but in a more dynamic form than in other realms of this type, since their relationship with the Prime Plane is more direct. Located between the (Higher) Elemental Planes are the (Lower) sub-Elemental Planes -- Heat, Vapor, Ice and Dust. Surrounding the Elemental Planes is the all encompassing Positive Material Plane, where the energy is said to have originated for the creation of the Elemental and Prime Material Planes.

The Positive Material Plane connects to other planes and dimensions, some as far away from the Gods' minds as we are from the stars. But this is another story better left to another book . . .

The Ethereal and Astral Realms exist apart from the aforementioned planes. These realms can be survived in, but none of their occupants are indigenous, since the supposed "realms" depend upon travelers for their respective populations. Thus, the Astral and Ethereal Realms -- though existing apart from and around the other realms -- are states of mind, also.

Appendix B, New Monsters

Demons:

FOX DEMON

Number Encountered: 1
Armor Type: 3
Moves: 14" or 8"
Melee Prowess: 12
Lair: Not Applicable
Treasure: Nil
Attacks: 3
Damage: 1-6/1-6/1-10
Special: Below
Magical Immunity: 30%
Intelligence: Exceptional
Size 7' (large)
Psychic/ Psionic: No
EX Value: 6,500 + 16/HtK

This creature appears as a 7 high fox with reddish brown fur. Though it can run on all fours, it may draw itself and walk on its two back legs also, thus the secondary movement speed, above.

The demon attacks with two front paws with support long and sharp claws, and with its bite. Additionally, if the bite inflicts a full 10 points (unadjusted), this means that the fox has latched on momentarily to rend the victim for an extra D8 of damage.

This fox demon may accomplish the following spell-like powers twice/day: **Travel Ethereally**, shoot **Confusion Beams** from its eyes up to 12" which affect



up to two separate targets as the spell, use **Beguile** (like **Friends**, but at a -2 to SRs), and **Teleport** without harm up to 666 miles radius.

The fox demon has these innate powers which it may use at any time: **De-scent/De-track**: a duo power allowing the creature to evade pursuers/trackers 100% of the time, making hunting dogs and tracking abilities quite useless in this regard; **Leap**: as **jump**, but with 12 leaps of 12 feet each possible; **Hide**: The demon curls into a ball with its tail covering it for up to 24 hours, then it must stretch for an hour before resuming this pose. While hiding, the demon becomes non-detectable (this equals a combination **Mind Blank/Invisibility** spell).

The demon is currently under the control of Zayene the Wizard (q.v.), and is at this time carrying out his master's orders on Ovar's section of the **Happy Hunting Grounds** (see **DIMENSIONS OF FLIGHT**). It is thought to be evil, but it has done neutral deeds in the past.

PLANT DEMON

Number Encountered: (1)-3

Armor Type: 7

Moves: 12"

Melee Prowess: 7

Lair: Not Applicable

Treasure: Nil

Attacks: 2

Damage: 1-12/1-12

Special: Below

Magical Immunity: Yes, below

Intelligence: Low

Size: Large (7+)

Psychic/Psionic: Attacks creatures using these powers first.

EX Value: 925 + 8/HtK

This particular demon is common to Demon World, and is located in vast jungles and forests there. They appear as large alien plants with vines, which are prehensil and long, having many human-like mouths situated on them. Their two limbs resemble grotesquely shaped, knotty human legs ending in three-toed feet. It has three rows of different sized

green and white eyes (typically 7 eyes/row) resting atop a head resembling a clump of a brush.

Plant demons of this type will never check morale in combat unless damaged 75% or more. Its two mouth attacks can be made from up to 10' away since their vines reach this far. The demon is immune to lightning attacks; cold attacks cause it only 50% damage. Since the demon is voracious and craves the taste of flesh, upon killing something of this nature it will, for a time period, stop to eat its kill. The demon devours 100 pounds/round. Beings eaten by the demon are lost unless divine intervention or a Wish saves them.

One of these demons is held captive by Zayene (see key #37); but it is summonable by Pynyck (key #19A, **PRISONERS OF THE MAZE**) through his magical picture of it (.q.v.). Pynyck is not aware of the treachery involved here, for although he may summon it, Zayene ultimately controls this demon. The wizard plans to have this demon kill Pynyck when the time is right to take a more complete control of the Kingdom.



POHARN, LORD OF ICE

Number Encountered: 1

Armor Type: -2

Moves: 15"

Melee Prowess: 15

Hits to Kill: 105

Lair: Not Applicable

Treasure: See below

Attacks: 1

Damage: 1-10 (ice sword)

Special: Below

Magical Immunity: 50%

Intelligence: Genius

Size: 6' (man size)

Psychic/Psionic: No

EX Value: 19,250 + 20/HtK

Poharn, Lord of Ice, is a demon lord of some power, who was entrapped by Zayene after that wizard learned of his true name from a vengeful ice imp while traveling through the northern regions of Demon World.

Poharn commands many servants, and he has many powers and items. What is offered here is a general treatise concerning the demon lord only, and is in no way a comprehensive attempt to cover the forces/items at his disposal.

Poharn has the following spell-like powers which he may use twice/day each: **Cone of Cold, Ice Storm, Ice Missiles**

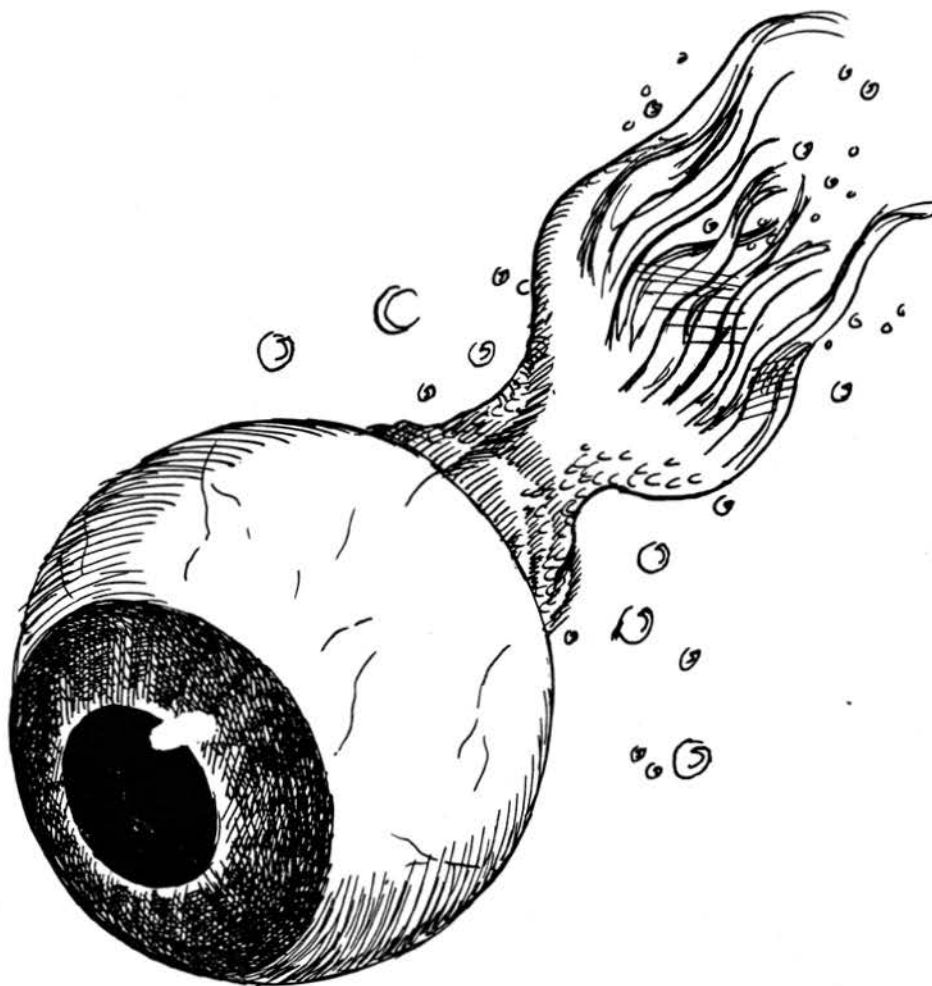


(Magic Missiles, but icicles shoot forth), Wall of Ice, Summon an Ice Elemental (as a Water Elemental), but fire does x 2 damage to it, and he need not control it).

Poharn has the following natural abilities he can always use: See hidden/invisible objects/beings, **Teleport** without error on Demon World, but only normally upon other planes, **Ice Forms** into an object of his choice (a disguise-type spell, but while in this form he cannot move), **Comprehends** all demon languages, 75% of all human languages, and 50% of all other languages, can command all boreal creatures within a 2 mile radius to serve him, is immune to ice/cold-type attacks, but takes double damage from fire attacks.

Poharn appears as a slender, naked albino with silver hair and beard. His diadem -- a brilliant diamond which looks as if it is constantly melting and refreezing -- is worth 250,000 gp. Its magical powers are unknown.

Poharn is known to command the Legion of the Black Tongue, 1,000 humanoids which resemble drow, but actually being more formidable than the latter. Poharn's many abodes include the one located upon the realm encased by Zayene's dimensional force-field (see **DIMENSIONS OF FLIGHT, Part C**). It is thought that Poharn is invulnerable when in any of his ice towers.



Monsters:

BALU EYE

Number Encountered: 1-4
 Armor Type: 10
 Moves: 9" floating/swimming
 Melee Prowess: 1
 Lair: 70%
 Treasure: J-N, S
 Attacks: Special
 Damage: Special
 Special: See below
 Magical Immunity: Standard
 Intelligence: Low
 Size: 1' round (small)
 Psychic/Psionic: Immune to these attacks
 EX Value: 1,000

Balu eyes appear as 1' round eyes with fish-like streamers trailing off behind them. They are accustomed to floating on top of

water or swimming beneath it. Several varieties of this creature are known to exist in fresh and salt water.

When a balu eye is looked upon, a SR vs. death must be made or the victim dies. These creatures' eyes can be covered so as to stop the chance of looking at them. Balu eyes remaining out of running water for more than 1 day die. It is thought to be an ill omen to see a balu eye, and many superstitious people from fisher-folk communities (coastal) will avoid, or chase off, those claiming they have seen them, or those who are hunting them. Balu eyes are sought by mages and priests for use in spells, 200-800 gp being a normal payment for the delivery of a dead balu eye, and triple those amounts for a live one.

Necromancers are likely to outbid other bidders for a balu eye since several of their spell components consist of parts from this creature.

Non-Player Characters

ZAYENE

Character-Level: Level 16 Mage

Moves: 12"

Hits to Kill: 57

Armor Type: 0

Attacks: 1

Damage: 3-6 (+2 dagger)

Special: Spells, Items

St 14 In 17 Ws 12 Ag 12 V 16 Ap 13

Spells: 5/5/5/5/5/3/2/1. Since Zayene does a lot of traveling to other dimensions, his spells are randomly assigned in this instance. He **WILL** have a **Fire Ball** or **Lightning Bolt** spell, and a **Haste** or **Slow** spell. He always has a memorized **Teleport** spell for escape purposes. Note that Appendix D contains two new spells known to Zayene.

Much about this wizard has been revealed in **TOWER CHAOS**. Zayene is an upstart -- always was, always will be. He attempted to control the Mages Guild in Ersille so he could better influence King Ovar. When this failed he quit the Guild,

but was not declared an outcast by it (mostly out of fear for his awesome power, and the unstable mind behind it!); this so impressed Ovar that Zayene received his wish and was summarily elected as Ovar's Court Wizard, much against the Guilds and the Queen's own wants.

After firmly establishing himself as Ovar's chief adviser, Zayene plotted his liege's demise. He eliminated Queen Sere-trude and replaced King Ovar with imitations to rule in his stead (see **TOWER**

CHAOS). Zayene based his operations from a dimension he had usurped. Up to this point he controls Ersille in secret, and he has many of Ovar's prior servants convinced that the King is mad. Zayene intends to finish work upon his imperfect **Simulacrum 99** spell (q.v.). When this is



done he will create a perfect Ovar which he controls (see **TOWER CHAOS, OVAR**, in Appendix C). There might be no stopping Zayene at that point in time, and he knows it!

Zayene is known to be a great mage, but it is not known what deity he worships, for mages on this world are accustomed to such relationships, and as such are akin to priests. It is known that he is not one of the 100; and there is no indication of any relationships with the clans, so his magic and powers must be foreign.

Secretly, Zayene claims to worship Mardun, the god of elements, outcast among his kind. This seems an appropriate arrangement for many reasons.

ZAYENE'S MAGICAL ITEMS: The wizard has a large assortment of magical items: Inside a **Bag of Holding** are the following items: 1 wand, 2 miscellaneous magical items, 4 potions, 2 scrolls of 3 spells each (3rd or higher order). Zayene wears the following items:

Left wrist: **Bracers, AT 2**

Left ring finger: **Ring of Protection +2**

Right hand: **Staff of Striking** (35 charges)

Chest, right: **Brooch of the Shield** (with 100 charges, but also protects from normal missiles).

Neck: **Necklace of Gases** (like **Adaptation**, but +2 chances on reaction rolls when dealing with creatures of a gaseous nature (includes types of demons, dragons, elementals, etc.))

Right Pocket: 2 pinches of **Dust of Disappearance**

Left Pocket: **2 Golden Lions**

Feet: **Displacer Shoes:** Like the cloak, but only if the shoes are touching a solid surface.

Zayene's attack routines depend upon his enemies' actions and whether he has any support. He will summon the **Golden Lions** to block potential melees; he turns invisible (with the dust) if he is outnumbered 4 to 1, or if all else is failing. He then elects -- depending upon the situation -- to seek escape, or he attacks from this advantageous position, GMs choice. All first strikes against him miss due to his magical shoes. Zayene will not take prisoners in his own dimension. He might elect, if the members of the party are captured -- to send them to another dimension via **Zydilec's Dimension Crystal** (q.v.), but only if he is feeling in a very good mood. He then shuts the magical gate behind them, trapping characters on the chosen dimension.

ZAYENE'S DESCRIPTION: The wizard is brown skinned -- obviously from southern climes, and possibly bearing from the Horse Lords -- and bedecked in a charcoal black cloak covering the upper portion of his medium blue tunic. His dark eyes are wells to a mind filled with rage, eyes mirroring the adeptness of the con- niver, eyes constantly alert to all that passes -- and no doubt more than just tinged with an undeniable insanity. His physique is otherwise slightly above the norm -- he is not puny, nor is he ogre-sized.

OTHER PERTINENT INFORMATION: Zayene's spell books (1st-8th order) are secreted in a small dimensional pocket on the ceiling of the Laboratory Room (key #20). They cannot be retrieved except by Zayene, who studies his spells in that room, then returns the book(s) to their containments. Zayene knows the three names which control the demons at key #37.

Simulacrum Making Procedure: Zayene goes through the procedure of making another simulacrum each day. The particular vat is emptied of the new creature. It baths in the red pool at key #23 while Zayene readies the Cyclon "machine" (key #25 inclusive). The simulacrum from the mirror (key #30) is brought forth and the process is completed. This takes approximately 6 hours from the time that the simulacrum is removed from its vat. Zayene may do other things during that time period if he wishes, but the longer he waits, the less chance there is of completing the creature, cleaning it (at key #36), dressing it (with **Fabrication** spells), and sending it on its way to replace the "old" Ovar simulacrum (see **TOWER CHAOS** and the beginning of this module for amplification).

Appendix D, New Spells

MEMORY MAP

Components: (V) Verbalization of a 3 line sentence; (S) Holding hand with fingers splayed; (M) Parchment.

Commonness: Spell common to necromancers, true mages and to ancient magic-users; less common among clan mages.

Order: 2 Time to Cast: 3 segments
Range: Touch Saving Roll: (see below)
Duration: Special Area of Effect: Special

Spell Explanation: This spell has several functions at various levels: At 3rd-5th level, the mage can employ the spell's first function (below); between 6th and 8th levels the mage can utilize the spell's second function, also; between 9th and 11th levels the mage in question learns of the spell's third function; and at 12th level and beyond, the mage grasps and remembers the spells' fourth, and last, function.

3rd-5th Level: The mage evokes the three-line sentence which must include the name of the person whose mind is to be mapped. The mage's hand is kept flat with fingers splayed and placed upon the subject's forehead as his or her other hand is set upon a parchment no less/more than 10" high and 8" wide. The subject's mind is read, and the copied information is sent to the mage and then onto the paper, which seems to burn as the desired thoughts are printed upon it.

The querist can direct specific thoughts out of the character, such as those which were foremost upon that person's mind just before the reading commenced. Of course the subject can attempt to resist the spell. A SR is required in this instance, and if the subject makes it, the spell is only 10-40% effective, the thoughts appearing as piecemeal sentences and jumbled phrases.

The spell could be employed when interrogating someone, for instance, and the subject's foremost thoughts would be printed. The number of words printed is calculated by taking the level of the mage x his or her intelligence x 100. The spell has an optional feature at this level which allows the mage to reduce the print to accommodate long read outs which might not fit upon the parchment. The only problem is that some device or spell would be required to read the minute sentences. The application of an **Enlarge** spell would make tiny sentences readable in these instances.

6th-8th Level: The mage gains insight into complexities of this spell which were before unlearnable. He or she may now use the spell to copy in-memory spells and transfer these to a scroll or book. This procedure works only on oneself. Only one spell per used Memory Map spell may be copied in this manner. There is a chance that the mage's Vitality is affected when he or she copies spells to scrolls. A **System Shock** check is made for every 3 orders of spell copied, fractions rounded up. Failure = 1 Vitality point lost, and the spell is ruined.

There is no chance of losing Vitality when copying spells to books, but there are corresponding days lost per spell order due to fatigue brought on by the process. For instance, a mage copying a first order spell would have to rest 1 full day afterwards before attempting any other action. Note that the aforementioned fatigue times also apply to copying memorized spells to scrolls.

9th-11th Level: The mage can copy spells from other mage's/demon's/etc. minds, and onto a scroll parchment or book. The mages and the subject's Vitalities are added and averaged for determining **System Shock** rolls. Other information about this spell is detailed above (i.e., under 6th-8th Level).

12th Level or Higher: The mage can now copy his or her own memories or spells to another's mind; but the recipient must be able to understand the sending (i.e., be of a level able to use the copied spell, for instance). All other information regarding this spell is covered under the aforementioned spell description sections, above. Note that this process would allow a character who did not at one time understand a certain spell to immediately know it IF he or she employed a **Memory Map** spell to copy it to a book. If the copied spell is used otherwise, it is lost.

SIMULACRUM 99

Components: (V) Verbalization of a formulaic sentence which calls upon the gods of knowledge and birth to aid in the process; (S) Hands and arms raised, back-and-forth flights of the fingers to form infinity symbols; (M) A piece of flesh from the subject intended for reproduction, 1,000 gp worth of finely powdered diamond per level of the reproduced being, and pink rose petals.

Commonness: This spell is more common

to necromancers and true mages. The clans have recently researched the spell and are rumored to possess it in a rawer form than herein presented.

Order: 8 Time to Cast: 8 turns
Range: Special Saving Roll: Nil
Duration: 24 Hours Area of Effect: Special

Spell Explanation: This is an alteration spell that works in conjunction with specially contrived equipment which may or may not be readily available, or that can or cannot be readily built, according to the GM's discretion. A laboratory equipped with the following items must be procured at prevailing costs: At least one vat (copper), 500 pounds of chemicals per simulacrum made, wood, alembics, beakers, scaffolding, cleaning equipment, bathing pools, and miscellaneous equipment. After the simulacrum is made, it must be invigorated with its soul force (so to speak) for although this variety is a 99% sure facsimile of the subject, it will only last for an hour without the invigoration process.

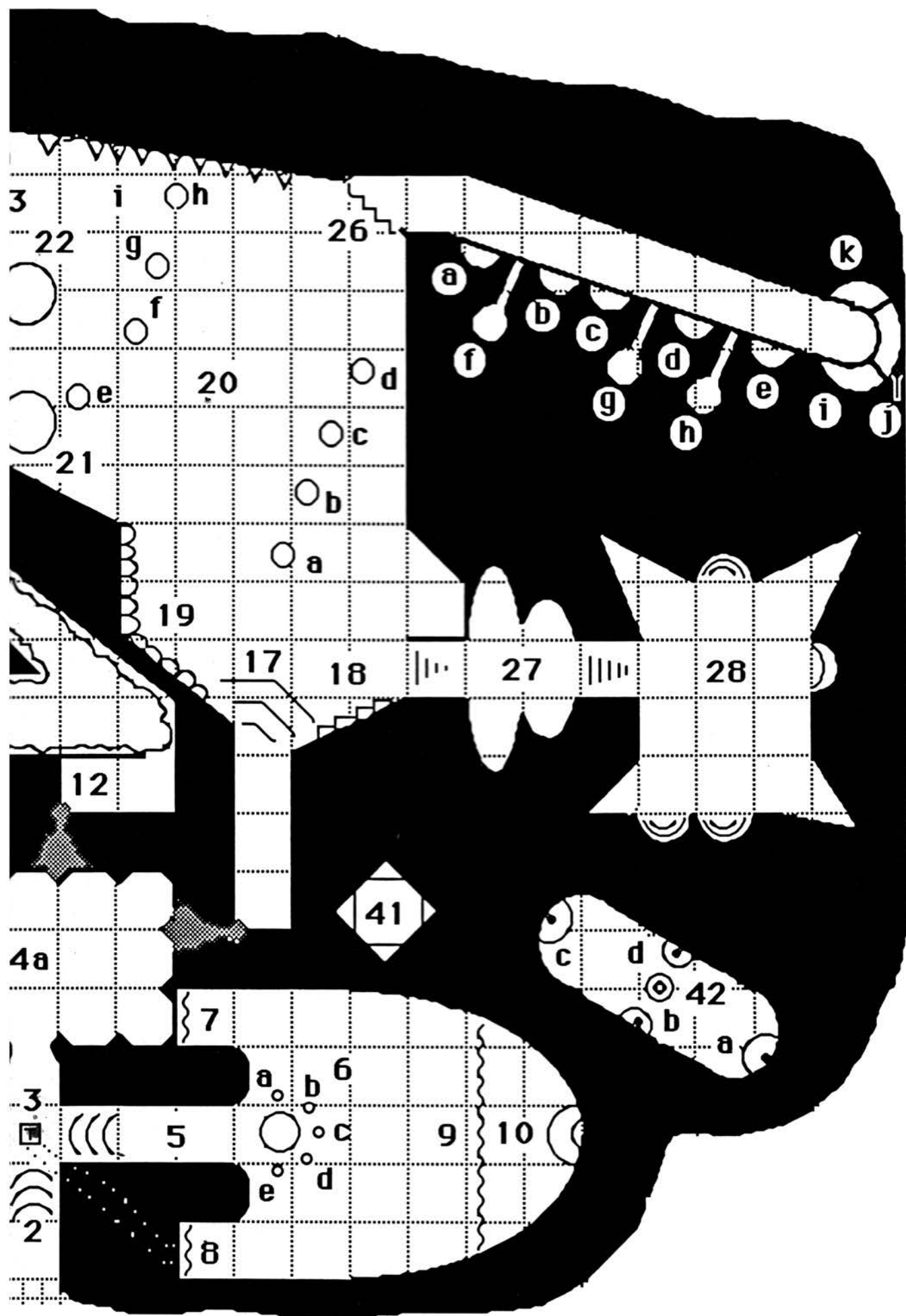
The process involves another pre-constructed area as described at key #25 of this module. The mirror simulacrum is not needed in this case, unless the mage finds a need for such information updating. The cost of constructing the laboratory is no less than 200,000 gp to start with; the cyclon room requires an energy source (a substitute for the lightning elementals) and an investment of no less than 400,000 gp.

The process takes about 6 hours -- from start to finish -- but this time does not subtract from the copy's 24 hour life span. Each simulacrum has a minor defect, usually not noticeable even under the closest scrutiny (such as sniffing, not liking particular foods, but never any which affect the memory or otherwise alter the physical appearance). Simulacrums come under the complete and utter control of the mage who fashioned them. They have the memories (and spells, etc.) that the subject had when the skin sample was taken from him or her.

As one begins to note, this is a damn expensive spell, and the rewards could be slim if it was used unwisely. Certainly it is a spell one considers using after extensive thought as to its application, and for a grander purpose than for, let's say, creating a weak demon to guard ones' tower; but to make a greater devil -- well, that's different, but such higher plane creatures

might very well become aware of the duplicate, although humans never do (c.f., **Clone** spell).

When simulacrums die they disintegrate into dust. The moting process is extremely fast, and deterioration which was not seen 10-30 minutes before the 24 hour period's end is quite noticeable during that time, for the simulacrum starts to molder before the viewer's eyes, and upon reaching the 24th hour it becomes a small mound of fine dust.



THE EIGHT KINGS

by Robert J. Kuntz

And then there were eight...

THE EIGHT KINGS have fooled the people of Ersille. Not only did King Ovar rule, he ruled eight times over (give or take a court wizard), created anew each day by the Wizard Zayene. He was a complacent king, but set upon evil ways, for his (or was it their?) minds were controlled. You see, the real King Ovar was taken prisoner by Zayene some time ago. And now, instead of wanting Ovar dead, the good people of the Kingdom want the old codger saved! What's a regent to do?

THE EIGHT KINGS fully describes a wizard's dimension wherein the assassins turned saviors must adventure to rescue good King Ovar! This adventure module is recommended for advanced FRP player-characters skill levels 9-12. It is compatible with the most popular ADVANCED FRP game system(s).

ABOUT THE AUTHOR

Robert J. Kuntz has been active in game design and gaming philosophy for 19 years. His published credits in Fantasy Role Playing include GREYHAWK *, GODS, DEMIGODS & HEROES, DEITIES AND DEMIGODS *, LEGENDS AND LORE *, and MORDENKAINEN'S FANTASTIC ADVENTURE. His co-authored game, KINGS & THINGS **, was recently released in England and Japan. Mr. Kuntz lives in Whitewater, Wisconsin and is President of Creations Unlimited.

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