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Griffon

M a g a z i n e

Issue #2
July 88.



Special
Edition

Lair of
Bluislee
Module!

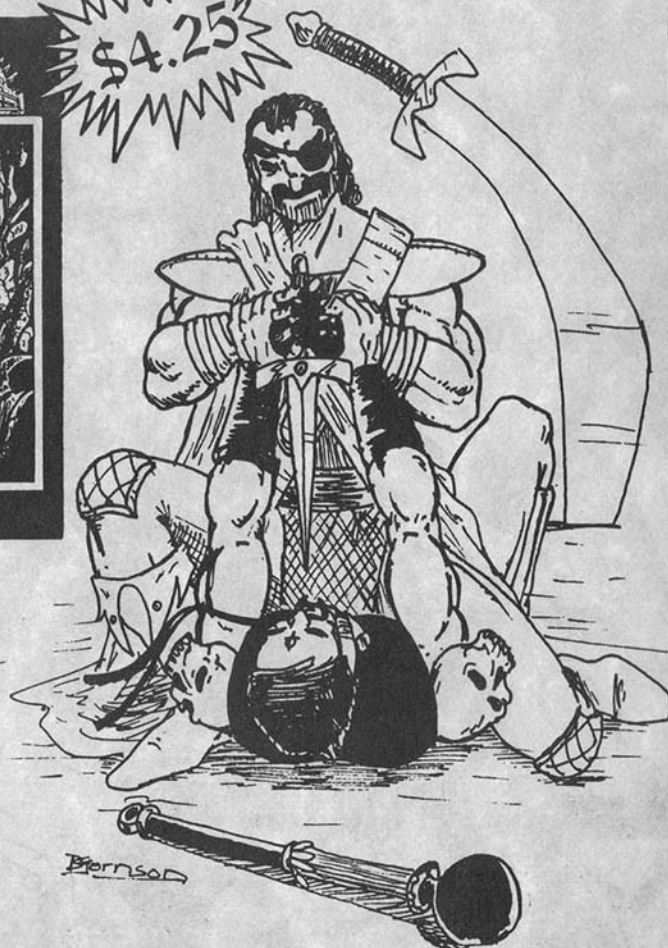
The Adventurers' Guild

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Griffon

Issue #2

July 88

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The Adventurers' Guild

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Cover: Mike Bjornson
portrays three adventurers
fighting Bluislee in:
"The Final Battle"

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and Mike Bjornson
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More of Bluislee's baddies

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The Scroll



The second issue of GRIFTON Magazine is finally finished! I apologize for its lateness getting to your doorstep. Be assured that we won't make this a habit, nor will we ever loose the bi-monthly schedule. The AG Swordtag Rulebook is just around the corner now, and again, I apologize for its lateness. We'll make it up to all of you! Many thanks to everybody who is a part of The Adventurers' Guild! We have just celebrated the guild's first anniversary and we couldn't have done it without you!

In this month's issue of GRIFTON, you won't see any of the regular columns that are normally present. That's because "The Lair Of Bluislee" was much larger than I had planned. I hope you have as much fun with this adventure as our playing group did!

If you like the way we did things in the last issue and this issue, tell your friends all about GRIFTON and The Adventurers' Guild. If you don't like them, tell us. We aim to keep the guildmembers happy!

Golden Master Brett

The Lair of Bluislee

by Guildmaster Brett

Part 2: The Adventure

In the last issue of GRIFFON (Issue #1, May '88), the layer of the abyss called the chasm was explained and detailed as the lair of the demon lord of guano, Bluislee. Beasts present in the chasm were listed and their rarity stats were provided. In this issue, the actual layout of Bluislee's lair is given in module format. This is all fine and dandy, but what would any sane adventurers be doing here anyway? Well, possibly Bluislee could kidnap an adventurer's mother, grandmother, grandfather, etc. Why would this happen? It could be simply because Bluislee is one of the sickest, meanest, most chaotic and evil beasts around and he thought a little kidnapping and torture would nice. The other option (and the better one), is that it could be a small part in the big scheme of things in your realm.

What follows is a description of the events in my own personal World Of Narak campaign which led to Valatar's mother being captured and taken to the abyss. Valatar is the leader of the player-characters in that campaign.

History Of Narak (As pertaining to the capture of Lorinah Surban)

Whiteplain, 232 UK Queen Lorinah Of The Elves Of The Conclave relinquishes her throne, assumes a new identity, and marries a commoner. Her reasons are unknown. She had a son named Valatar in 380 UK.

Windstoss, 636 UK High Seer Tsarav Adrajen, at a celebration and being quite drunk, jokingly gives predictions on subjects brought up by fellow revelers. Someone asked if the lord of guano would ever rule Narak. The High Seer said no, not unless he did so side by side with a queen of good. It seems that some enterprising individual recorded all that the High Seer had said that evening.

Amberfield, 978 UK Bluislee's priests discover ancient work on the predictions of the High Seer. They relay the information about their lord ruling only with a queen of good to Bluislee. The elated lord of guano begins preparations.

Greenstich, 1000 UK The good Elven priest, Valatar and original group meet and battle to save the cleric of a small, out of the way and unimportant village. The cleric thinks the new mayor, Bivven, is evil. Attempts on the cleric's life. Turns out the new mayor is really a polymorphed dark elf priest sent by Bluislee to secure a nearby abandoned keep as a gating-in point for Bluislee's legions.

Fireleaf, 1000 UK After Valatar's group discovers keep and defeats newly recruited staffers lairing within, Bivven summons abyssal horde. With help from nearby Ghra Monastery, Valatar's group narrowly defeats demon army and Bivven (who barely escapes into the night).

Grainharvest, 1000 UK Valatar's group leaves for the far south to look for new adventure and to avoid the harsh winter of the area.

Amberfield, 1000 UK Bivven, who has been forsaken by Bluislee for being defeated, strives to find a way to atone to his demon lord. He discovers that his conqueror's (Valatar's) mother and father live nearby. He feels that if he could capture one or both, he could offer them as sacrificial atonement. Upon studying his targets, Bivven discovers mother Lorinah's hidden royal past. Elated, he alerts Bluislee and then opens a gate to Narak for his lord. The battle is brief, as father Mivaras and his men are no match for Bluislee and his cohorts. Mivaras is very lucky to escape with his life, but wife Lorinah isn't lucky at all. She is captured by the horrible Lord Of Guano. In abyss, Bluislee begins intensive efforts to break her spirit.

Frostcover, 1000 UK On an island far to the south of the Eastern Conclave mainland, Valatar and his group follow their hearts and reluctantly turn against their king. They had joined the King's Army and traveled here to quell an "evil" uprising against the king's outpost colony. Upon finding out the "evil" creatures were no more than sprites who wanted to keep humans off of their island, Valatar and his group decided that was the sprites' right and refused to follow orders to fight them. Mutiny is declared and Valatar's group and others flee to the tropical Southlands.

Seedthrow, 1001 UK Valatar's group moves on to the northwest, traveling all the way to the Slannish Empire, as they are unable to ever return to their own kingdom. They arrive in Windstoss of 1001 UK.

Greenstich, 1001 UK In the abyss, Bluislee continues his torture of Lorinah (mostly mental and spiritual) and decides to wait until her coronation as his queen before attempting another entry into Narak.

Whiteplain, 1002 UK A messenger from father Mivaras finally catches up with Valatar and delivers the dread news, which is now over a year old. Bluislee has his mother. Valatar knows that at this point, he is helpless to do anything for her, being relatively helpless compared to Bluislee.

Fireseek, 1002 UK- Springsebb, 1003 UK During this time, Valatar's group fights disasters brought on by the Archlord Quaaralarm, who is successfully leading Narak into utter chaos, never for a second forgetting his mother. Quaaralarm is working his evil with the aid of the evil goddess, Helaxys. (This being an entirely different set of events altogether. Although Bluislee watches the current events with interest, he cares not whether he defeats the powers of good or the powers of Hades in his "Final War" to win Narak.

Windstoss, 1003 UK The evil Lord General Shadowmaster, who is the top commander in Quaaralarm's armies and also the great-grandfather of Valatar, calls a truce with his great-grandson to discuss a possible temporary alliance to rescue Lorinah. "After all, she is my granddaughter; I am concerned," he said.

Sunside, 1003 UK Valatar's group agrees to the rescue attempt, and so now, Valatar, an Elven 9th sk. lev. magepriest leads a group with the following characters right into the abyss- the ultimate adventure!

- The Shadowmaster...25th sk. lev. Elven (?) Necromancer
- Cedarl Longleaf...9th sk. lev. Elven Ranger
- Drathon Nightshade...8th sk. lev. Quarter-Demon White Mage
- Hemlock Mapleleaf...8th sk. lev. Part-Elf Warrior
- Sassuan Arcaus...9th sk. lev. Quarter-Orc Warrior
- Mivaras Surban...11th sk. lev. Elven Warriorpriest

Running The Adventure

The most important thing to remember when GMing this adventure is that the players are in the abyss! That means priestly works get messed up, magic is interfered with, the players must make saves just for entering the abyss, every creature met will relentlessly attack- throwing all possible magical, evil and/or psionic attacks at the characters and lastly- traps, poison, and EVIL everywhere! In short, players get NO breaks when they dare to invade the abyss.

Have a high sk. lev. NPC priest warn prospective abyss-adventurers of the many dangers involved. Top and foremost- they can't pray to their gods! If one dies in the abyss, one is very likely to have his soul trapped for eternity. This is not an amusing thought!

A good book to use when GMing this adventure is put out by TSR, Inc. It is called Manual Of The Planes. In AD&D terms, it gives excellent rules for magic and the such on various planes of existence.

When playing the most powerful beings, such as Bluislee, himself or Slungzzne, you must know every power that they are capable of, think out a flawless battle plan, and play them to the hilt. If one of these beings finds himself on the losing end, he will not hesitate to escape with magic, and possibly coming back to surprise the players.

Characters who fail in this adventure, do just that. They simply fail. There can be no second chances, and no giving the characters a break. They knew the risks involved. Remember these things, but most of all, remember to have fun!

Arrival

There are various ways to get to Bluislee's lair, some of which include:

- plane-traveling magic
- passage on the Styx to the layer below
- inter-planar gates

Flying Or Falling Through The Chasm

If characters must travel through the Chasm to get to Bluislee's lair entrance, then use the following table to roll terrain encounters.

Terrain Encounters

Roll once every 30 minutes

- 01-49 Smooth
- 50-55 Cave Opening (50% chance of it being a creature's lair)
- 56-59 Sewer Opening (30% chance of it being a creature's lair)
- 60-69 Small Handholds (1-20 in a small area)
- 70-74 Ledge (capacity- 1 person)
- 75-79 Ledge (2)
- 80-84 Ledge (3)
- 85-88 Ledge (4)
- 89-94 Ledge (5-6)
- 95-98 Ledge (7-10)
- 99-00 Ledge (11-20)

30% of all ledges are actually illusions

30% of all ledges are trapped to give way after 30 minutes

20% of all ledges are home to the pohlgrems, or "mini-demons"

Monster Encounters

You may use all of the monsters listed in the first part of this feature (GRIFFON, Issue #1, May '88) and develop your own encounter tables or use these pre-rolled Chasm encounters.

10% chance of a monster encounter every 30 minutes

- 1. Abyssimal, Gnulea (15) 1p 28 each, see AG Bestiary
- 2. Abyssimal, Kgulruk (8) 1p 48 each, see AG Bestiary
- 3. Demon, Zoxdaj (2) 1p 70,65, see AG Bestiary
- 4. Glud (1) 1p 86, see AG Bestiary
- 5. Gughu Spider (2) 1p 118,10, encountered with cave and web, see GRIFFON, Issue #1, May '88

6. Demon Mosquito (60) 1p 2 each, see GRIFFON, Issue #1, May '88

7. Druamonza (2) 1p 81,99, see GRIFFON, Issue #1, May '88

Notes On The 1st Level

-Even if a battle is going against a group of guard demons, none will teleport out to report invaders to Bluislee. This is because they have all heard what Bluislee does to those who report failure. A more powerful creature may teleport, but only to completely escape Bluislee's lair.

-If Bluislee is encountered on the first level, he will quickly escape to his temple on level 2, via teleport, where his strength is much greater. He will then send cohorts to harry the party if he perceives them as being weak or weakened, otherwise, he'll concentrate his strength in the temple area.

Random Encounters, 1st Level

Encounter occurs on a 1 on a 6, rolled once per 30 minutes.

- 1. Living Sewage, Green (1) 1p 130, Bestiary Addendum
- 2. Living Sewage, Brown (1) 1p 60, Bestiary Addendum
- 3. Druamonza (1) 1p 86, GRIFFON #1
- 4. Demon, Class 1 (6) 1p 30,32,33,38,48,51, choose source
- 5. Demon, Slug (5) 1p 12,14,16,20,26, Bestiary Addendum
- 6. Bats, Vampire (15) 1p 3 each, choose source
- 7. Bats, Giant (10) 1p 16 each, choose source
- 8. Rats, Giant (20) 1p 30 each, choose source

1st Level Areas

- 1. Landing Area a large, flat, black colored cliff. Demons coming to conduct "business" land and enter here. There are always 6 pseudo-babau demons on guard here. These demons have wings and are able to fly well. They will challenge the party as to their reason for being here and ask for the password.

Pseudo-babau Demon (6) 1p 40,43,45,49,55,60, choose source

- 2. Entrance Gate This magical gate is normally open, unless someone attempts to pass under, in which case it comes crashing down. Any one attempting entrance must save vs. agility or speed (whichever is more appropriate) or be crushed and impaled by the spiked gate for 34-70 (4-40/30) 1p of damage. In addition to the gate, all passing through the entrance automatically take 1-20 points of damage from a blackish acid pouring sporadically from above the gate. Lastly, characters must save vs. health or be sick due to the ghastly yellowish stench rolling out from inside the place. Sickness causes a -1 on all attack rolls for the duration of that character's stay in Bluislee's lair. Note that later sickness-type attacks may indeed make the character worse than that.

Players will notice several decaying demon corpses strewn about the gate area. These are the remains of several would-be visitors who failed to successfully pass under the gate. Obviously, the gate does not distinguish between "friend" and foe.

Players who attempt to take a long run and speed through the gate will likely be hit (save at -4), for the gate "times" when it should fall. On the other hand, players who stand right next to the gate and then quickly dive through, will catch the gate "off guard". They save at 1/4.

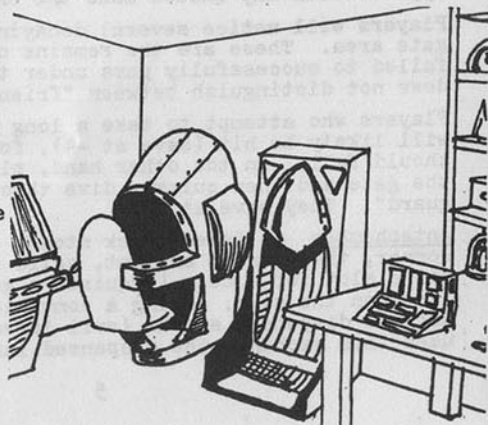
- 3. Antechamber polished black stone. Ceiling 25' high. In one corner, there is an ancient, solid stone "vending machine". It has a slot for a coin (requires a gold coin), an opening, and a lever on the side. Being a convenience for arriving demons, this machine dispenses snacks (evil larvae from Hades). If a player uses this machine, the dispensed larva will attack the player.

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4. Guardposts 2 fly demons or "chasmes" serve as sentries in these positions. They can summon the 30 demon mosquitos which lair in the ceiling about here.
Fly Demon (2) lp 34,40, choose source
Demon Mosquito (30) lp 3 each, see GRIFTON #1
5. Three Halls Only hall (c) is a safe passage, although an illusion of a giant spider in there makes it seem not so. The illusion has no reality at all; it is harmless.
(a) The Sewer Pit an undetectable pit trap lurks in the middle of this hall. It is 10'x10'. 40' below the opening is a 50'x50' chamber, containing sludge 20' high and various monsters, including most of the slimes and oozes. Also present here is the dreaded living sewage. Remember the penalties for fighting while sinking into what amounts to quicksand and the drowning rules for your game system.
Living Sewage, Green (1) lp 100, Bestiary Addendum
(b) The Double Scythe numerous rotted demon corpses, many decapitated, all battered, lie about in this hall. When the party is within the hall, two bloody swinging scythes, one at each end, will come from their hidden slots in the walls. A save vs. agility and willpower (average) at -8 is needed to dive through safely. Anyone failing takes 5-50 lp of damage and has a 50% chance of being decapitated. The swinging scythes will progress 5' per minute towards the center 10' of the hallway.
6. The Red Pool A naked "fair maiden" is tied to a pole in the center of this pool made of red stone. She pleads for rescue. She is really a captured enemy succubus who is shaped as a human. The red liquid in the pool is really a living sewage.
Living Sewage, Red (1) lp 144, Bestiary Addendum

From Here On

- Anywhere on the map that is shaded has the look, stench and usual contents of any sewer. The depth is given in feet in various places on the map. Slickness will cause a -1 in combat when standing in the sewage. Anyone who ever is submerged in this sewage has a 25% chance of contracting a random disease.
7. Guardroom 4 off duty Zoxdaj demons lair here. Their treasure is spread all over the filthy chamber, mixed with pieces of partly eaten "food". The zoxdaj treasure consists of 3 CR, 61 NO, 52 EA, 110 DR, 20 BI, one onyx gemstone- apparent value 25 NO (this gem is cursed to cause the holder to always be hit by the first blow in any battle).
Zoxdaj Demon (4) lp 50,55,57,70, AG Bestiary
A careful search of the largest zoxdaj will reveal a ring on one of its fingers. This ring is a ring of defense (1st magical power, but made in the abyss). It will function here, but when taken back to the realm of the living, it will not work at all.
 8. Guestchamber several odd objects and contraptions which could possibly be some sort of games (the objects are "played" by visiting "nobles" for "pleasure". They all actually cause pain when "solved" or "won". If a player touches one, he will begin playing the game unless a save vs. willpower is made. The game will be finished 5-10 minutes later. At that time, the player will receive 1-4 lp of damage of a various sort.)



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- While the party is here, Marshal Slungzzne, Bluislee's general, will return from area 9., where he was refreshing himself a bit. Slungzzne has a lot of experience with adventurers and can tell that the party is unfriendly, thus, he will attack.
If defeat seems possible, and Slungzzne thinks the group is strong, he will offer to join forces with them against Bluislee, since he'd certainly like to take over Bluislee's lair and command.
Marshal Slungzzne (1) lp 120, Bestiary Addendum
9. "Natural" Cavern the cesspool is actually quite deep here. An ugly otyugh lairs here.
Otyugh (1) lp 39, choose source
 - 10a. Temple Of Decay the interior of this chamber looks to be made of red granite. Four pillars, also granite. Altar of granite set on top of octagonal dais. Murals on the walls and ceilings depict scenes of piles of rotted corpses and other disgusting things. This is the place where Bluislee goes to pay homage to some obscure god of death and decay. The place certainly has the stench of death and decay, though it appears quite clean.
All who enter this place must save vs. magic. Those who miss it will begin to rot, losing one point of health, beauty, and charisma every minute. Those who save by 3 or less will be charmed. They see that their afflicted comrades are hopeless and tormented, and so will attempt to "put them out of their misery". Those who save by 4 or more are unaffected by this room. Leaving the room stops the effects, but does not reverse any damage done.
 - b. Storage this room holds cursed golden altar service (worth 1000 NO). The curse is not removable from these items. Anyone who possesses them will contract one random severe disease per day.
 11. Sewage Down this downshaft connects directly to Bluislee's temple on level 2. It is a 40' drop. Observant characters may notice that the sewage flow on level 1 all tends to flow eventually to this downshaft. Any character who comes within 20' of the dropoff must save vs. strength and agility (average) or slip and be sucked by the strong flow into the pit.
 12. Broken Main a large stone duct, which comes out of one wall and goes into the other, is broken here. Sewage with parts of corpses flow out and drops into the general flow on this level. Many of these corpse pieces are troll-like and will attack, surprising characters 70% of the time by lunging up out of the sewage at their necks. Any character successfully hit in this manner will have a rotted (but very strong) hand gripped around his neck. A save vs. strength at -2 is required to avoid being pulled down into the sewage. Once pulled under, the character may either fight (with penalties) or attempt to pull out of the water. This requires a save vs. strength at -2. Remember the 25% chance for disease.
Troll-arms (10) lp 10 each, Bestiary Addendum
If the characters leave before all the arms have been killed, 1-3 will follow the party and attempt to surprise and attack at the most advantageous time.
 13. The Falling Laboratory this chamber is constructed of black, red streaked marble. Around the outside wall are about 100 sets of manacles, solidly attached to the stone. About 30 are being used at this time. The living creatures are ghastly thin, fraught with disease, and just able to breathe. The following is a list of the captured creatures present.
-4 dead lesser demons
-2 dead lesser devils
-A daemon
-A ghoul
-A hill giant
-4 manes
-A centaur (Meros, C/G)
-An elven lady (Dalana)
-A dead sprite
-3 dead dwarves
-2 lesser demons
-3 greater demons
-3 humans (Lowana, Alla, Viana)
-3 dark elves

The center of this chamber is depressed 5'. There is a 10'x10' x80' deep pit in the very center. The bottom of this pit is area 34a on the second level. In the depressed area are various examination tables (some occupied by smashed and mangled bodies, many partially dissected) and medieval laboratory equipment. This place is used to conduct experiments on the effects of falling. The "lab technicians" here are 3 babaus.

Babau Demon (3) 1p 45,50,51, choose source

14. Prison this area is used as one of many such areas throughout this layer of the abyss to eternally keep victims who sold their souls, but weren't sufficient in their evil "accomplishments" to warrant any mercy from Bluislee. All cells are permanently locked except for a, d, and m, which are empty. If any lock is battered for 20 points of damage, however, it will open. The creature within will fervently attack.

Grulguak (10) 1p 10 each, Bestiary Addendum

15. Waiting Room a Zoxdaj/Butler is here. He (it?) will inquire as to whether these visiting luminaries (he can sense their power) would care for "pleasure" before business. If so, he'll direct them, one at a time, to room 16, where a beautiful maiden lies on a grand bed. She's really a succubus demon. Note that acceptance would be a serious breach of alignment for a good character. In any event, a character not evil will suffer her debilitating effects for even so much as a kiss. Hidden under the bed in room 16 is the succubus' treasure: 1 LA, 5 CR, 100 NO, 200 each EA, DR, several pieces of jewelry (worth 2000 NO all together).

Succubus (1) 1p 25, choose source

17. Exit this exit/entrance is well concealed on the outside.
18. Former Temple this place of polished black stone was once a temple to some long since forgotten goddess. The great bronze doors are well locked and sealed, as well as being protected by a symbol of blinding. The interior is empty except for a thick coating of dust on the floor. An invisible demonic spirit, named Syraguin, sent here eons ago as a messenger, and subsequently trapped when the temple was disused and sealed, will violently attack any creatures entering. It will attempt to possess one desirable creature. Anyone possessed by this spirit must roll a save vs. willpower at -8 when the spirit wishes to take control of the host's mind and body.

Syraguin, Demonic Spirit (1) 1p 100, Bestiary Addendum

19. Former Vestry this room is empty except for the dust.
20. Secret Room this chamber seems empty, but is actually hiding a magical mace under the 4" of dust. A party searching for at least 5 minutes will probably find it, although it registers no magic here in the abyss. If returned to the realm of the living, it will be a 2nd power magical weapon.
21. Drain Chamber there is a 75% chance that a living sewage will be here feeding. If one is indicated, select from the first level random encounter table.
22. Empty Room
23. Pit sprung trap door style. 100 pounds will set it off. The character caught will fall 80' into level 2, area 38b, to be fed upon by the black dragon there.
24. Drain Area 75% chance that a living sewage will be here feeding.
25. Trapped Drain Chamber there is an empty chest on the floor here. When a party or any creature enters here, the iron door will slam shut and magically lock. The three ducts will begin pouring out massive amounts of sewage, raising the level 1' every minute in the chamber. The ceiling is 10' high here. The iron door will withstand 500 points of damage before breaking, but note that weapons being swung against the door must save or break themselves.

26. Drain Room this room is a trap. There is a fake door here. The pipes here are an evil and sentient being. If a character steps between the smaller two pipes (a & b), these pipes will attempt to entangle him. They are flexible and very quick. The pipes automatically surprise and need only hit the character's armor rating not including bonus for actual armor worn. Its THACO for this attack is 10. Once caught, a character must save vs. strength at -8 once per minute to break free. As soon as any character is caught, the larger pipe (c) shows its true razor edge, begins rotating at a high rate of speed and moves toward the trapped character. It will hit the trapped character in 2 minutes, doing 50-100 points of damage per minute. The character may save vs. agility at -4 for half damage. In addition, (10-AR) points of damage will be absorbed by the character's armor and other protection- first minute only. The attack will stop only if the creature is destroyed. It is affected only by magical weapons, which must save for hitting a metallic substance. Each of the three pipes has 80 1p and is AR 5.

27. Drain Room four blood demons (Zoxdaj) lair here. They have some treasure: 15 CR, 155 NO, 223 EA, several BI, DR.

Zoxdaj (4) 1p 50,55,60,71, AG Betiary

These zoxdaj all have magical first power axes, thus the 1-10 attack will be 2-11 in this case.

28. Secret Stairs this is a huge wrought iron staircase. It descends 40' to level 2.

29. New Construction a new hall is being excavated here. There is a 60% chance that 6 class 1 demons will be working here.

Demon, Class 1 (6) 1p 39,40,43,48,50,56, choose source

- 30a. Temple Of Sewage this place has drainpipes entering from the 24 largest cities in the realm of the living that Bluislee has some influence with. Plaques near each sewage drain name the city of origin. Ankhismar and Verlan are recognizable. A red sewage lairs in here.

Red Sewage (1) 1p 180, Bestiary Addendum

- b. Statue Of Bluislee if the dais is stepped upon, this statue will come alive much as a golem.

Metal Golem (1) 1p 100, AR -2, THACO 4, Attacks 1 for 5-50

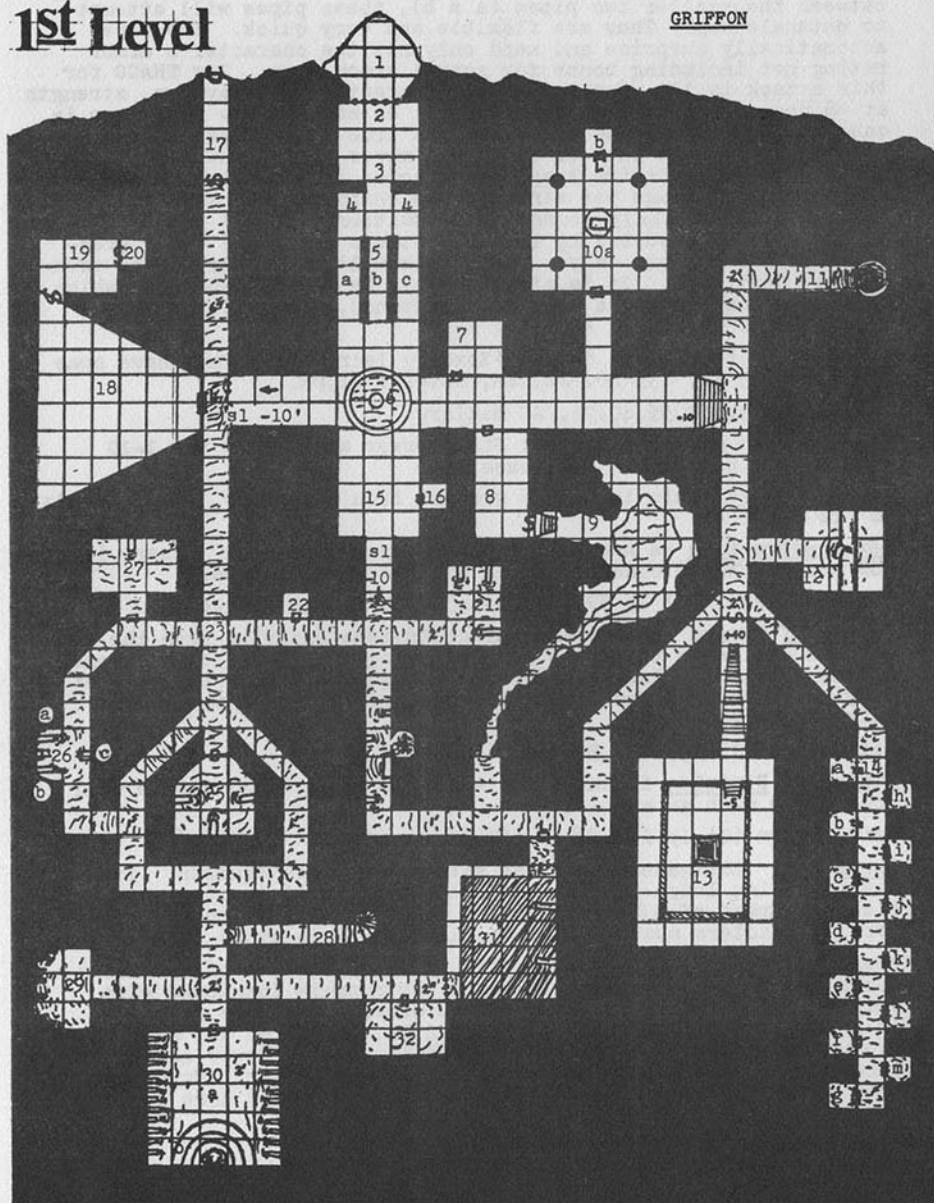
31. Larva Pool Liftgates guard the entrance to this chamber. It has a walking ledge 5' wide and 10' above a pool teeming with a sickening mass of 500 larvae. The ledge is very slippery, therefore, characters must save vs. agility at -6 to avoid falling.

32. Keeper's Chamber this room is the private quarters of a class 4 demon who is keeper of the larvae. The room is furnished with very "nice" obsidian furniture. The demon's treasure is hidden in a poison needle trapped drawer. 2 LA, 55 CR, 61 NO, many EA, DR plus a diamond ring worth 2000 NO and two second power magical throwing knives stolen from the realm of the living. Note that they will look very fine, but will radiate no magic here in the abyss.

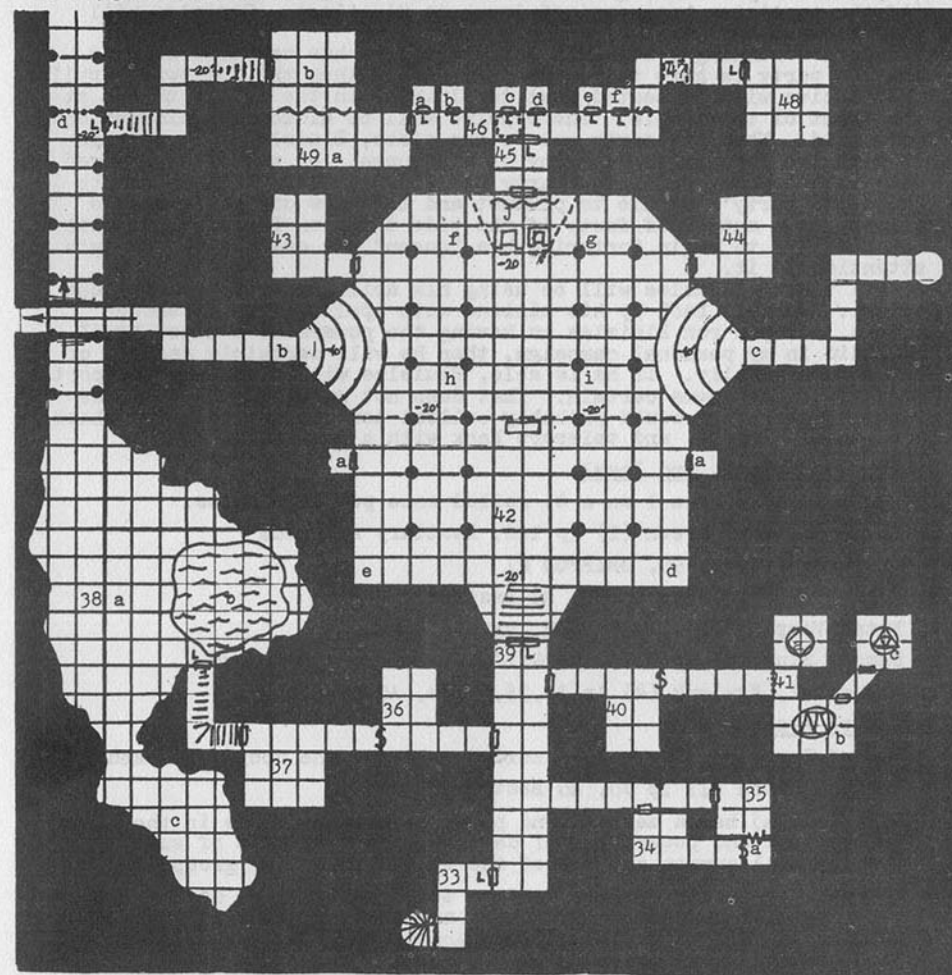
Class 4 Demon (1) 1p 66, choose source

1st Level

GRIFFON



2nd Level



KEY

- | | | |
|---|--|---|
|  Heavy Wood Door |  Drain Pipe | s1-10' Down Sloping Passage |
|  Locked Door |  Sewage |  Dais |
|  Secret Door | 2' Sewage Depth |  Stairs Height |
- 10

Notes On The 2nd Level

- If the party has gotten this far, Bluislee almost surely knows that they are here in his lair. He will concentrate his strength in the temple area by summoning all available minions, including Slungzzne (if the tactician has remained loyal to Bluislee). Bluislee will also cast all preparatory magic possible.
- If you are running a scenario where Bluislee has captured someone and the party is here to rescue that person then the following applies. The captive will be seated next to Bluislee in the double throne at the front of the temple. The captive will be hideously deformed and tormented. When the party enters the place, Bluislee will welcome them to the coronation ceremony of his queen. He will then proceed with the ceremony until the party becomes hostile. This is all to cause the party's morale to plummet and to throw off their battle plans. As a matter of fact, if the tide turns on Bluislee, he will not hesitate to begin torturing his "queen" and calling the party's attention to it.
- At all times, Bluislee will be using his abilities to their fullest extent. He will back up his minions with spells of an offensive nature. If you run Bluislee as having the powers of a minor "god", as I did in my personal campaign, then he will certainly use all of those powers fully. If he is able, Bluislee will certainly teleport away if defeat seems certain. That does not rule out his quick return, however. He would probably collect new minions from the chasm area, heal himself, and teleport back with a vengeance.

Random Encounters, 2nd Level

Encounter occurs on a 1 on a 4, rolled once per 15 minutes.

1. Living Sewage, Green (1) lp 120, Bestiary Addendum
2. Druamonza (1) lp 90, GRIFFON #1
3. Zoxdaj (4) lp 60,64,66,78, AG Bestiary
4. Bats, Vampire (25) lp 3 each, choose source
5. Demon, Slug (6) lp 9,13,14,14,19,20, Bestiary Addendum
6. Abyssimal, Kgulruk (4) lp 30,35,41,44, AG Bestiary

2nd Level Areas

33. Guard Position there is a zoxdaj here and the door is locked.
Zoxdaj Demon (1) lp 70, AG Bestiary
This zoxdaj has a magical 2nd power battle axe (made in the abyss), an abyssal 2nd power ring of defense, and a whistle of summoning (which will summon any one of the random encounter groups).
34. Corpse Room this room is used to temporarily store dead victims of the falling laboratory. There are about 25 mangled and smashed bodies of various races and monsters here now. Five will arise and attack as undead.
Corpses (5) lp 20 each, AR 9, THACO 16, Att 1 for 1-8/life drain
35. Viewing Room used to view the falling laboratory's experiments. There is a 1'x1' barred window which separates this room from area 34a (the dropping area).
36. Barracks this place houses two druamonzae and ten zoxdaj, which, if attacked, will coordinate their offense.
Druamonza (2) lp 100,110, GRIFFON #1
Zoxdaj Demon (10) lp 25,27,50,51,53,57,60,60,65,80, AG Bestiary
All of these zoxdaj have magical 1st power axes. In addition, they have treasure here. Scattered about are: 40 CR, 550 NO, 408 EA, 200 DR, 305 BI, semi-precious gems worth 400 NO, and (3) potions of flying and hovering.
37. Garbage Chamber this place seems to be just full of garbage. However, 15 kgulruks are actually hiding in here. They will surprise and attack.

Abyssimal, Kgulruk (15) lp 30,40,55 (five of each), AG Bestiary

- 38a. Black Dragon's Lair the personal "pet" of Bluislee. The dragon usually lairs at the "south" end of this immense cavern. This ancient beast is older than even Bluislee and is 35' long.

Black Dragon (1) lp 198, choose source

- b. this pool of sewage is 10' deep. Any character who falls in the pit of area 23 lands here and will be attacked. But be sure to assess the damage for the fall, for the 10' of sewage will not absorb all of the fall.
- c. Treasure Cave this is where the dragon has his treasure stashed. Anyone who enters the area, however, will be set upon by a blue living sewage which guards the treasure.

Blue Sewage (1) lp 140, Bestiary Addendum

Dragon's Treasure:

- 17 Lancers
- 1560 Crowns
- 13,340 Nobles
- 24,705 Eagles
- 1500 Drubes
- 3450 Iron Bits
- Bag of 25 gems worth 50,000 NO
- 20 assorted pieces of jewelry worth 75,000 NO
- Various (crowns, vases, art, woodcrafts, ivory) worth 45,000 NO
- 4 suits of magical armor (plate 2nd, leather 1st, (2) Ring 2nd)
- 5 potions ((2) healing, (2) dragon command, hero's potion)
- Cloak Of Defense (3rd power)
- Magical 2nd power broadsword
- (40) magical 3rd power longbow arrows
- Magical 4th power 2-handed sword of decapitation
- (25) various other fine, but non-magical weapons worth 5000 NO

- d. Gate this gate is only operable by a mechanism which is controlled from Bluislee's private quarters (area 49b). There is no way for a human to manually lift it, unless he is in possession of supernatural strength (21 or above). The hall beyond leads to the chasm.

39. Grand Doors these doors are made of bronze inlaid with golden runes. The doors are locked and the runes will shock any non-evil for 4-40 points of damage (2-8 of which are permanent damage). There are two guard babaus here.

Babau Demon (2) lp 50,65, choose source

40. Empty Room there is nothing here except the usual sewage on the floor and the stench in the air.

41. Gate Rooms these three rooms are places used to gate to other abyssal planes. The gates are utilized by simply stepping into the center of the diagrams on the floors of each room.

- a. to 66th layer of the abyss
- b. to 1st layer of the abyss
- c. to 231st layer of the abyss (home of ally, Vrahgen)

42. Greater Temple This huge place is of black stone with sickening hues of illumination flickering along the walls. The front half of the place is a deep pool of sewage. It is fed by the 1' of sewage which seeps in from the rear of the place, rolls over the back half of the temple, and cascades down into the deep pool. The two dais-like constructions (areas c and b) also feed the deep pool with a torrent of sewage. Pillars of gold hold up the 50' high ceiling. Beyond the pool is a dais with a curtain of purple and brown trimming and two gold, gem-inset thrones. The foul, towering form of Bluislee sits in one. A storm seems to be overhead of this whole place, sending lightning bolts crashing down behind the throne area. Hordes of vampire bats flit about the ceiling, sending a constant rain of guano splattering into the sewage below. Monsters seem to be lurking everywhere.

GRIFFON

- a. Vestries these rooms are full of robes and garments of various types, but all purple with brown trim. These are the places where clerics of Bluislee prepare to worship him. There are no clerics here now, unless Bluislee is having a coronation ceremony, in which case, there will be 4 8th to 10th sk. lev. priests. They will rush out to Bluislee's assistance upon his call.
- b. Main Sewage Duct a torrent of sewage rushes down this duct into the temple. It comes from all far reaching areas of the whole layer that Bluislee controls.
- c. Main Sewage Duct this sewage comes from the first level.
- d. Attack Position location of 10 zoxdaj demons for battle.
Demon, Zoxdaj (10) 1p 45,60,70 (3 of each),80, AG Bestiary
- e. Attack Position location of 10 Gnuleas and 5 Kgulruks. They are hanging on the ceiling and will leap upon characters, possibly surprising them, on Bluislee's command.
Abyssimal, Kgulruk (5) 1p 30,34,40,50,58, AG Bestiary
Abyssimal, Gnulea (10) 1p 20,30,40 (3 of each),48, AG Bestiary
- f. Attack Position location of hidden red living sewage..
Red Sewage (1) 1p 220, Bestiary Addendum
- g. Attack Position location of two hidden blue living sewages.
Blue Sewage (2) 1p 180,190, Bestiary Addendum
- h. Attack Position location of two hidden green living sewages.
Green Sewage (2) 1p 130,140, Bestiary Addendum
- i. Attack Position location of two hidden brown living sewages.
Brown Sewage (2) 1p 55,60, Bestiary Addendum
- j. Attack Position the curtain here is actually an intelligent and evil form of the brown hanger. It is also twice the size of a "normal" brown hanger as well as being purple and brown in color. This 'hanger' will attack any who position themselves underneath or attempt to pass through. Bluislee is in his throne here and is surrounded by 10 babau demons.
Brown Hanger (1) 1p 110, AG Bestiary
Babau Demon (10) 1p 35,37,40,43,45,49,51,55,57,61, choose source
Bluislee (1) 1p 150, AG Bestiary
- When the battle starts in here, remember that the players all fight at -1 due to slipping on the slimy floor. In addition, Bluislee will summon the bat horde to attack the party. The easiest way to take care of this is to say that the players have an additional -1 on attack rolls due to distraction and take 1-3 points of damage per minute due to the bats' bites and claws. Spellcasters will certainly have difficulty with longer spells. Remember that Marshal Slungzzne will be summoned. He will enter through area c.
43. Empty Chamber this chamber, as well as area 44, is used for visiting demon nobles to prepare for meeting Bluislee. There is a wooden skiff in area 44 which is used by non-flying demons who do not wish to swim around in Bluislee's sewage.
45. Locked Double Doors these doors are magically locked.
46. Treasure Rooms these small rooms all contain some part of Bluislee's treasure. Each is also trapped and locked.
- a. 5500 Eagles in here. Poison gas 5'x5'.
- b. 4500 Eagles in here. Electricity through handle 5-50 points.
- c. 6400 Nobles in here. 10'x10' spiked pit 3-30 points.
- d. 3200 Nobles in here. Electricity through handle 6-60 points.

e. 5300 Crowns in here. Door slams shut, locks, room fills with acid 4-40 points per minute of exposure.

f. 100 lancers in here. Lightning bolt streaks down entire hall doing 6-60 points to all in hall. Save for half damage.

47. Spiked Pit this trapdoor type pit will spring with 100 pounds on it. It is a 30' drop and has spikes, closely set, at the bottom. There is also a green living sewage at the bottom to feed upon the remains of victims. Damage from this pit is 6-36 for the fall, 3-30 from the spikes, optional save vs. agility for half damage.

The locked door at the end of this hall is an actual living entity. It comes alive if any but Bluislee attempt to enter. It will issue forth two massive arms and fists for punching.

Monster Door (1) 1p 200, AR 0, THACO 6/surprise, Attacks 2 for 2-20

48. Treasure Chamber this place holds Bluislee's prized magic treasure collection. It is suggested that there be about 15 to 20 pieces in here, but you should pick them to be suitable for your realm. About 3 should be of very high power.

- 49a. Parlor this place is Bluislee's private meeting area. Present here are various works of impressive and valuable but degrading artwork and sculpture.

- b. Bedchamber An impressive and massive bed with a red satin cover is in the center of this room. The covering is really a magical polymorphed red sewage. All sorts of manacles, chains and other instruments of torture line the walls of this place. Apparently, Bluislee uses them to relax himself before retiring.

Aftermath

If Bluislee is actually slain, all of his cohorts still alive will quickly quit fighting and attempt to escape or buy passage away from this lair. The sewages will simply sink into the muck and not be seen again. The black dragon, if alive, will attempt to collect his treasure into a large sack and escape. It will take one hour from the time of Bluislee's death to the time that the dragon will leave. This is due to the time to collect the treasure, and the amount of battering the gate at area 38d will take before breaking.

If the party is in a very weak condition and they hang around for more than 3 hours after Bluislee's death, then word gets out about the death. A demon lord or greater demon with cohorts will arrive to take possession of this lair. If Marshal Slungzzne is still alive, it could very well be him.

Remember to assess penalties to anyone who attempts to take possession of the fallen Bluislee's sceptre of corpses.

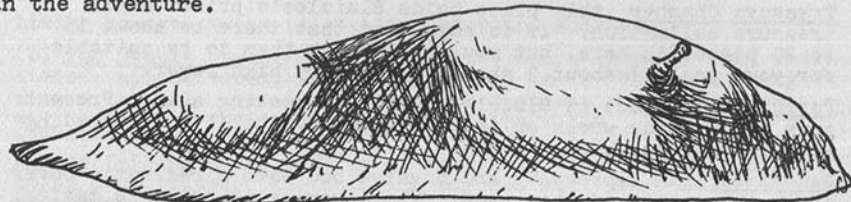
The Bestiary

Addendum

GRIFFON

by Guildmaster Brett

In this issue, we will use the addendum to detail the monsters in the adventure.



Demon Slug

Alignment	Chaotic/Evil	Attacks	1 for 2-12
Rarity	9 or 5	Intellect	2
Grouping	1-10	Disposition	8
Movement	50 ypm	Treasure	0
LD	4	Size	6-10' long
AR	5	Legend	Narakian
THACO	17	EP award	200

Demon slugs slide around in the sewage of Bluislee's halls, never showing themselves until surprising and attacking enemies or even sometimes "friends". They have an 80% chance to surprise foes as they always lie in wait when an opponent is sensed as approaching. Anyone hit by one of these beasts will automatically drained of blood for each minute after the initial attack. This attack has the effect of causing 1-12 points of damage and 1 point of permanent damage per minute.

Grulguak (One Who Sells His Soul To Bluislee)

Alignment	Chaotic/Evil
Rarity	9 or 3
Grouping	20-39
Movement	40 ypm
LD	2
AR	10
THACO	16
Attacks	2 for 1-4/1-4
Intellect	2
Disposition	10
Treasure	1-2
Size	4-6' tall
Legend	Narakian
EP award	80



The grulguak is a sickening, vaguely human-shaped creature with skin much like that of an insect pupa. This is the fate of most who make pacts with Bluislee for success. Anyone hit by a grulguak and not saving vs. health, will be inflicted with a temporary (but substantial) intestinal disease with pain and cramps which causes -1 on all attack rolls for 1-3 days.

Living Sewage

	Brown	Green	Blue	Red
Alignment	Chaotic/Evil			
Rarity	9 or 3	9 or 4	9 or 6	9 or 8
Grouping	1-4	1-3	1-2	1
Movement	30 ypm	50 ypm	200 ypm	300 or 150 ypm
LD	8	20	25	30
AR	10	8	6	0
THACO	10	7	5	0
Attacks	6 for 1-12	8 for 1-12	8 for 1-12	10 for 1-20
Intellect	2	3	6-8	12-17
Disposition	10	10	9	8
Treasure	3	5	7	9
Size	100 sq. ft.	400 sq. ft.	700 sq. ft.	1200 sq. ft.
Legend	Narakian			
EP award	7000	15000	35000	55000

The living sewages are conglomerates of the typical stuff of sewage which Bluislee has given "life" to. They usually serve only the lord who created them, but are occasionally encountered in the realm of the living or other layers of the abyss, carrying out missions or even serving other demon nobles who allied to Bluislee.

Note that the colors that the beasts are named by are only indicative of the general tint of one.

All attack by way of huge arm-like extensions with which they deliver terrible punches. All can cause disease when they successfully hit.

All can form into any shape needed when traveling or attacking. Brown and green sewages may travel only where there is normal sewage or water to "swim" in. They may not leave it. The blue may travel along any surfaces, although its speed is cut in half when away from "normal" conditions. The red may travel as the blue; in addition, it is empowered to fly.

When hit by a red sewage, one has a 50% chance of contracting a random disease, one per hit. All others cause disease on a 25% chance. The blue and the red are not affected by mundane weaponry.

There is rumored to be another type of living sewage, that being the yellow. This living sewage, Bluislee did not create, at least not intentionally. It is speculated that if each of the four types joins together into one, a yellow would be created. The yellow seems to be free-willed and of genius intellect, as well as being far more powerful than any of the other types and in possession of spell-casting abilities.



Marshal Slungzzne

Alignment	Chaotic/Evil
Rarity	10
Grouping	1
Movement	200 ypm
LD	120 lp
AR	-10
THACO	-2
Attacks	1 for 11-20
Intellect	18
Disposition	7
Treasure	9
Size	8' tall
Legend	Narakian
EP award	45000

Slungzzne is a foul-smelling, towering, human-shaped greater demon just short of lordly status. The creature's strength lay in his great ability for military type actions. He is a 17th sk. lev. warrior lord and possesses 19 strength, 18 agility and 19 health. He attacks with a huge, 3rd power magical bardiche, and wears a greenish-hued plate armor made of bone which is dweomered to the 2nd magical power.

Slungzzne possesses the normal demon abilities for your realm. In addition, a magical weapon is required to do him damage. He gains a 70% bonus to his saves while in the abyss. He is able to summon 6-15 lesser demons at will (90% chance of success).

As the general of Bluislee's forces, Slungzzne is often sent with his lord's armies to war upon other demon lords. Even though he is a tactical master and enjoys Bluislee's rare favor, Slungzzne is always on the alert for signs of weakness from his lord, in which case, he may attempt to slay Bluislee and take over his rule.

Pohlgrem (Mini-demon)

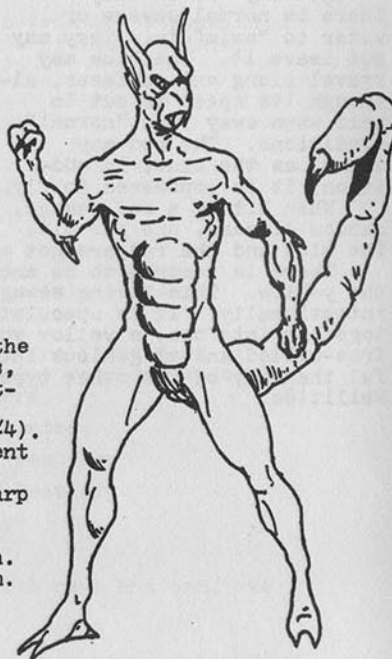
Alignment	Chaotic/Evil
Rarity	9 or 2
Grouping	1-20
Movement	30 ypm
LD	1 lp
AR	6
THACO	18
Attacks	1 for 1, poison
Intellect	1
Disposition	10
Treasure	0
Size	6" tall
Legend	Narakian
EP award	50

These small, but effective beasts are the bane of all who dare to adventure the abyss, for they exist nearly everywhere. They attack with the stingers on their tails which contain a relatively weak poison (save at 1/4). There are three, and possibly more, different types.

Type A will reform if killed with a sharp weapon, such as a sword.

Type B pohlgrems will immediately give "birth" to 1-6 smaller pohlgrems upon death.

Type C will gain 1 lp per hit upon them. Only holy water or healing will kill them.

Syraguin (Demonic Spirit)

Alignment	Chaotic/Evil
Rarity	10
Grouping	1
Movement	1000 ypm
LD	100 lp
AR	-6
THACO	4
Attacks	1 for 1-10
Intellect	18
Disposition	9
Treasure	0
Size	6' tall
Legend	Narakian
EP award	14000

This evil spirit has the ability to either attack other creatures or attempt to possess them. In the case of an attempted possession, the victim must save vs. magic at -2 or be possessed. Anyone under this spirit's control must make a save vs. willpower at -8 anytime the spirit wishes to take active control of the host's mind and body.

In combat, the spirit is formidable opponent. It is always invisible and only affected by 2nd power or better magical weapons. It gains a 60% bonus to saves due to being invisible, insubstantial, magical and very agile and quick.

This particular spirit will probably not fight the characters as it hates Bluislee as well. It will, however, attempt to possess one character to gain entrance to the realm of the living. Once there, it will probably leave the character.

Troll-arm

Alignment	Neutral
Rarity	9 or 6
Grouping	2-20
Movement	150 ypm
LD	2
AR	4
THACO	15
Attacks	1 for 1-8
Intellect	0
Disposition	10
Treasure	incidental
Size	2-3' long
Legend	Narakian
EP award	100



These beasts are able to "swim" about in the sewage of Bluislee's lair and surprise opponents 70% of the time. Anyone successfully hit by a troll-arm will have a rotted, but very strong claw-like hand gripped around his neck, causing strangling damage. In addition, the thing will attempt to pull its victim down into the sewage. A save vs. strength at 1/2 will negate this effect.

These strange beasts are the remains of the many semi-demons that Bluislee has tortured and slaughtered on his layer of the abyss. They are not sentient, but always vigorously attack just about anything.



Miniatures

of a Zoxdaj, Marshal Slungzne, and Bluislee for use with the module. We suggest copying this page onto the proper paper or you may cut them directly from here.

