THE LOST LANDS



SWORD OF AIR

by Bill Webb

Swords & Wizardry

FROG GOD GAMES

SWORD OF AIR

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Table of Contents

Chapter 1: The Wizard's Feud 3
Chapter 2: The Wilderness of the Gulf of Akados 12
Chapter 3: Kayden's Swamp 116
Chapter 4: Sorten's Tower 151
Chapter 5: Into the Plane of Shadow 179
Chapter 6: The Hidden Tomb of Aka Bakar 203
Chapter 7: The Wasteland of Tsen 254
Chapter 8: The Lead Mine of Tsen 306
Appendix 314
Player Maps 334
Legal Appendix 429

Chapter 1: Wizard's Feud

Once upon a time there was an engineer.
Drove a locomotive both far and near.
Accompanied by a monkey that would sit on a stool
Watching everything the engineer would do
One day the engineer wanted a bite to eat,
He left the monkey sitting on the driver's seat,
The monkey pulled the throttle, the locomotive jumped the gun
And did 80 miles an hour down the mainline run.
Big locomotive right on time, big locomotive coming down the line.
Big locomotive no. 99, left the engineer with a worried mind.

— Lyrics by Jesse Fuller

The Monkey and the Engineer

One thing about sandbox style adventures — as well as basically anything I write, in any case — is that I am not going to tell you exactly how to get to the end. The whole point of a huge adventure like this is that the journey matters more than the destination. There are thousands of hours of play material here, in addition to a carefully crafted adventure. The main adventure can be played as a directed main theme or alternatively as something the player characters stumble upon from time to time, slowly building bits and pieces until they finally take on the main path.

No railroad conductor here. I can be the monkey, but you have to drive the train.



What I will do is provide you with the tools and references to allow you as a Referee to run the adventure at your own pace, seeding in diversions and distractions as desired, yet all the while allowing the main pathway to continue. Throughout this tome are hundreds of adventure areas. The plots and subplots sometimes link together, and sometimes they do not. There is no set order to how you should "run" this series, eventually ending up with the players in the Hidden Tomb dungeon or the Lost City of Tsen.

What this chapter contains is a synopsis of clues and tidbits from all of the other chapters that provides a cross-reference for you for the main bits and pieces for the overall ***Sword of Air*** campaign. How you piece and puzzle them together is up to you. At the end of this synopsis is a brief introduction for the way I have run this adventure in the past. You are free to take or leave it as you see fit.

Perhaps the largest piece of advice a Referee should give his players is that they need to use their heads on this quest. Heavy reliance on information gathering, divination spells, consultation with sages, reading things they find and carefully searching for clues before they dash into a boss fight may well make the difference between success and failure at any point in the adventure.

By the way, if you are a player and reading beyond this, may Tsathogga curse you with a green and slimy death. Go away!

The Main Adventure — The Quest for the *Sword of Air* and The Wizards' Feud

The main adventure in this book, absent all the many side treks and quests, is called the Wizards' Feud. It involves a rivalry between two powerful wizards: Sorten and Kayden. It also involves a sword (for which this book is named), a cat, an ancient ruined city and wasteland, a rather nasty dungeon, two powerful artifacts (really 5), and a huge un-killable extra-planar beast. I have made you a sandbox and provisioned it with a bunch of buckets, shovels and other toys; now is the time for you, gentle reader, as a Referee, to put them all together as you see fit.

Important items, geography and NPCs for the Referee to remember are:

The *Sword of Air*: This legendary weapon is a great artifact created to protect the land. It was corrupted by the evil Frog God, Tsathogga, and failed in its purpose. Created by the strange and terrible priestesses of Hecate, a goddess of Evil Magic, it would grant its wielder great prowess in battle, and in the hands of a capable fighter would turn him into a flashing whirlwind of death. The sword was given into the possession of Aka Bakar to wield and guard, and upon his death was secreted somewhere within his tomb. In reality, it drove him insane, and only through a moment of clarity did he hide it from the world.

Methods of Destruction: First of all, the party must discover that they need to destroy the sword. Following that, they must research or discover how to do so. Two ways exist — one is a good way, and one is not so good. One way is found in the city of Tsen; the other is in the Hazed Canyon .Method A, also known as the "bad" way to destroy the sword, is by using the sword to destroy the God's Heart (the heart of Arden), in the ruined City of Tsen lead mines (see **Chapter 8**). Method B, or the "good" way to destroy the sword, is to feed it to the Beast of Tannesh, located in the Hazed Canyon, as detailed in **Chapter 2**.

Steve the Cat: OK, yeah, dumb name. But then again you have never met my cat. Steve is a cross between Eric Cartman and Orcus, only more evil. The cat itself is a powerful demon, and his goal is to destroy the sword in the "not so good way" and free the minions of his master, Tsathogga. While not a combat machine per se, Steve is relatively indestructible. Steve *wants* the player characters to locate the sword and destroy the *Heart of Arden*. It is his only mission in life, and he will do anything he can to help them do this.

Kayden: Once a friend of Sorten, Kayden is now a corrupt and evil archmage enslaved by Steve the Cat. Kayden has no knowledge of "why" Steve wants the sword — in fact, he truly believes that he wants it for himself, guided and bewitched by his "familiar," of course. He is the "bad wizard." Kayden knows that Cerannan (Sorten's apprentice) has a magic book and map that lead to the burial place (and therefore the sword) of Aka Bakar. As long as Steve lives, Kayden is beyond salvation.

Sorten: A Lawful and Good archmage whose apprentice, Cerannan, was corrupted by Steve the Cat and went off in search of the Hidden Tomb of Aka Bakar. Sorten knows nothing of the sword, the cat or anything else related to the adventure, at least at the start. Sorten has the misfortune of having a gate in his basement that leads to the Shadow Plane — the locale in which Cerannan was lost. Player characters in service of Kayden have to invade his tower to access it. Sorten could potentially become a friend and ally to the party.

The Shagaspondium: An ancient book, once found by Sorten and sought by Kayden. The book was stolen from Sorten by his apprentice, Cerannan, and lost (with the apprentice) on the Plane of Shadow. The book contains the only map to the Hidden Tomb of Aka Bakar, as well as some other bits of knowledge lost to time. The book and its contents are detailed in **Chapter 5**.

Tsen: An ancient and corrupt city, now a ruined wasteland. The very air and ground are poison, and any there are subjected to a wasting disease that kills them in a few days. Buried beneath it is a lead mine that contains the *Heart of Arden*.

The *Heart of Arden*: Also known as the *God's Heart*, this artifact is the heart of the dead god Arden. It lies deep within the Lead Mine in the city of Tsen. Arden gave his life and his heart to restrain the armies of the demon god Tsathogga and prevent them from entering the world. As long as his heart beats, Tsathogga's minions cannot enter the world. The heart can be destroyed only by using the *Sword of Air*, an act that also destroys the sword. This is Method A of the artifact's destruction.

The Hazed Canyon: A strange, haze-filled depression in the earth near the Dragon Hills. It is filled with danger and mystery. It is the home of the anti-paladin Duncan as well as the ancient shrine of Tannesh at a hot spring.

The Beast of Tannesh: A huge, many-headed, extra-planar hydra-like beast. It is thought to be un-killable. The only way it can be destroyed is by getting it to ingest the *Sword of Air*, which destroys both. This is Method B of the artifact's destruction.

Arden: A dead god of ancient times. Arden was a god of Law. His worshippers believed him a sun deity. Very little is known about Arden, and his last temple was destroyed (along with him) in the fall of Tsen.

Tsathogga: Well, if you need an explanation here, I am surprised you bought this book. In addition to being my icon, the old frog demon is an elder god dedicated to extreme evil and domination of the planet. His chief nemesis was Arden. His army lies trapped beneath the earth.

Hecate: Hecate is a Hyperborean goddess of evil magic. Her enchantments prevent magical detection of the entrance to Aka Bakar's tomb, which is known as Hel's Temple because of a strange quirk of the folk of Aka Bakar's kingdom on the Feirgotha Plateau two millennia ago. For some unknown reason, the folk of the high desert confused the two goddesses Hecate and Hel and came to address the Hyperborean goddess, Hecate, by the name of the Heldring goddess, Hel. As a result, the hidden tomb of Aka Bakar came to be called Hel's Temple Dungeon so that those who know of it today generally assume it to be an actual temple to Hel, albeit one far outside her normal areas of veneration

The Hidden Tomb of Aka Bakar: The dungeon wherein Aka Bakar sealed the *Sword of Air*, or at least the keys to getting it. The entrance to the dungeon is guarded by foul beasts and traps, as well as by physical means (it's buried) and by divine magic (it cannot be detected by any known magic). Only fragments of legends exist that lead to the dungeon. Several ancient creatures know of its location from eyewitness accounts (e.g. a shedu), but it is otherwise lost in time.

Aka Bakar: Famous wizard and court advisor to the throne of Arcady upon Feirgotha Plateau. In that lost kingdom's last great wars, his magic and the *Sword of Air* he wielded turned the tide of battle, driving off the hordes and saving the land, but at a terrible price. He went insane, corrupted by the sword. Aka Bakar's wife, Rekki, and three daughters, Alyx, Alana, and Asoka, were slain by his own hand. Not long after, he,

too, was laid to rest in the Bakar crypts, and they were sealed. Whatever guardians and perils he placed to ensure his undisturbed rest are unknown, for none has ever entered deep into his tomb and returned to tell the tale.

Besides sandbox-style adventuring, the general progression of the main adventure comes with several parts. They are:

- Being convinced to quest for the *Shaghaspondium* in order to locate the Hidden Tomb.
- Locating the Hidden Tomb and finding the *Sword of Air*.
- Figuring out that the sword is evil and needs to be destroyed.
- Divining the method of destruction — initially that the *Heart of Arden* in Tsen is a method (Method A), and later (after the Tsen adventure) that feeding it to the Beast of Tannesh also works (Method B).
- Traveling to Tsen and determining that Method A is a terrible idea, or failing that, rolling up new characters in another part of the world.
- Returning to the area and determining how to accomplish Method B.
- Locating the Hazed Canyon and summoning the Beast of Tannesh.
- Completing Method B destruction, drinking ale and telling stories in taverns while building a nuke-proof castle with three holy artifacts protecting it.

Other bits of key information follow by chapter, and are summarized here.

The Wilderness of the Gulf of Akados

Most adventures start out in the wilderness, specifically in some town positioned in the wilderness. Typically I have used Bard's Gate as the start of the adventure, although any local town or village would suffice. Important pieces relevant to the main adventure located in the wilderness chapter include:

- **Area SF-1**, **The Dark Heart of the Woods**, has a tablet allowing easier translation of the ancient language of Tsen. This tablet could allow a savvy character to prevent the party from making critical mistakes should they find clues later on in the adventure that require translation.
- In **Elise** (**Area DH-6**) is perhaps the greatest resource available to the party for gleaning information about the sword and other critical components of the adventure (e.g. the Beast of Tannesh, the methods of destroying the sword, etc.). Consultations with sages and research in the library are essential to success in this adventure. Make them pay for the information, of course. The library here may become a focal point for the party, once they discover the true value and need for sage advice.
- Located in the **Hazed Canyon** (**Area DH-7**) are the Tannesh Falls (home to the beast) and Duncan's Tower. Defeating the anti-paladin and locating the lair of the beast are both important endgame pieces of the puzzle.
- In **Area SM-2**, the shedu in the temple can provide useful information and — absent obtaining the *Shaghaspondium* (a book and map) from the body of Cerannan on the shadow plane — provides perhaps the only way of locating the Hidden Tomb of Aka Bakar.
- The old wizard at **Area SM-4** can reveal to the party that the sword in the Hidden Tomb of Aka Bakar is a key, and the real sword lies elsewhere.
- The pyramid in the old city (**Area SM-5**) houses the true remains of Aka Bakar and also the real *Sword of Air*. Clues on the outside of the pyramid (parts of a sword) indicate it has something to do with the sword itself. Also, should the party camp in or near the pyramid, strange dreams haunt them at night, revealing clues on what to do and what not to do.
- At **Area SM-9**, two thieves enslaved by the naga know a great deal of information about the sword, the Beast of Tannesh and the holy artifacts that were lost when the beast first appeared.

Kayden's Swamp

This is likely where the main adventure begins, and of course where the interaction with the evil forces seeking to find and destroy the sword and the *Heart of Arden* reside. In prior play (see the example introductory adventure below), this is typically where I started the whole thing. Kayden and Sorten have a mutually assured destruction problem, and thus Kayden needs minions he can use to do his dirty work. Surely if the two wizards were to battle, many or all of their minions would die in the process. Steve the Cat first makes an appearance here as well. Steve has completely dominated Kayden's mind. Neither Sorten nor Kayden has any clue who the true puppet master is. It is Steve, the pure and faithful servant of the evil demon god Tsathogga, who is directing the play, and everyone thinks the cat is just a familiar. A vast quantity of adventure hooks and clues are presented here. Specific thoughts and clues include:

- Kayden could hire, capture or even *geas* the characters to retrieve the *Shaghaspondium* from Sorten's Tower (e.g. the Plane of Shadow). The method of motivation is really up to the Referee. In past play, I used multiple methods. Some Referees hate the *geas* method, and some prefer it. A huge pile of cash or magic items from the "good" wizard to destroy the "evil" artifact can often be just as motivating.
- Remember, at this point Kayden knows that he wants to get the *Shaghaspondiuma* and he knows it hides the location of Aka Bakar's tomb. Only later does he find out about the sword and that it can be destroyed by destroying the *Heart of Arden* in Tsen's Lead Mine. If he is acting in a friendly manner, he certainly shares this with the party. It is important that if this tactic is employed, Kayden be portrayed as a Lawful and Good wizard, intent on destruction of an evil artifact. Imagine the fun of having him turn on the party after several months of actual play.
- The Isle of the Ruined Mage can provide a clue as to who has the *Shaghaspondium* and provide specific fodder to use divination spells to locate him.
- Kayden's secret library in **Area 10** has an interesting book known as the *Tome of the Shadowlands* that provides useful information about the Plane of Shadow. This information could be shared by Kayden if he is acting as an "employer."
- In cases of stealth or assault, Steve the Cat pretends to be "just a cat" and leads characters to clues they would otherwise miss. Remember, Steve wants the party to get the sword.
- In **Area 28**, Kayden's journal provides specific clues about the Plane of Shadow and the quest for the *Shaghaspondium*.
- The Observatory in **Area 35** can be used to spy upon the Plane of Shadow and, if cleverly done, to locate the location of Cerannan's petrified body.
- Rescue of Allen Brenwyr allows a far easier reception and friendly reaction from Sorten.

Sorten's Tower

While Sorten does not know he is the key to the adventure, he really is. His tower can either be explored by stealth or direct attack (assuming the characters are allied with Kayden) or characters may visit him as allies. Key clues to the main adventure found in this chapter include:

- Access to the Plane of Shadow from Sorten's study (**Area 27**).
- Possibly convincing Sorten (and his *legend lore* spells) to assist the party.
- A possible "rescue Cerannan" quest with access to the gate in **Area 27**.
- Clues found in **Area 29** (Cerannan's chambers).
- Journal entries related to the Shadow Plane in Sorten's dungeon (**Area 36**).
- The hidden location of Aka Bakar's Tomb via a *legend lore* spell cast on the statue in **Area 45A** of the dungeon.

Into the Plane of Shadow

This chapter contains an extra-planar adventure set in the dark and gloomy Plane of Shadow. Several extraordinarily dangerous side treks are included, however the main storyline has a couple of critical pieces here. They include:

- Finding Cerannan's body/statue near the pillar at **Area 6**. If *stone to flesh* is cast on him, his dying words are clues, as well as is his book, the *Shaghaspondium*.
- Should Cerannan somehow be rescued/saved, it becomes possible (likely, in fact) to obtain Sorten's help.

The Hidden Tomb of Aka Bakar

This is the main dungeon portion of the main adventure, and it is not for the inexperienced or light of heart. This place is extremely difficult to find. Spells and divine powers hide its location from all known spells, and its location has largely been lost to time. Even the archmages Sorten and Kayden have yet to locate the entrance. The puzzles and traps in this place, even once it is found, test even the best players a Referee can muster. Oddly, the playtest of this was soundly beaten by a 12-year-old kid named Charlie, while the riddles themselves stumped almost 20 adults. The real key here is that the party must a) find the place, b) find the "real" entrance from the false tomb, and then c) delve deep into the dungeon and obtain a five-part key. Hopefully, they can also discern the following:

- The sword is entirely evil and drove Aka Bakar insane — such that he killed his entire family.
- The false tomb (**Area 24**) contains a hidden entrance to the real tomb. This can be found only by careful searching and digging.
- Interaction with the lich (**Area 23**) through clever banter or roleplaying could easily reveal it is *not* Aka Bakar. Divination spells after combat reveal the same.
- The fake sword in the false tomb is not the right one. (This is fun if they try to slay the beast of Tannesh or destroy the *Heart of Arden* with the fake!)
- The parts of the sword they find are not the sword — but instead a key to get the sword.
- In addition: *IT IS CRITICAL THAT THE REFEREE READ THE PREFACE SECTION OF THE DUNGEON CAREFULLY*. This preface contains critical summary information that makes the whole much clearer.

The Wasteland of Tsen

The road to Tsen contains many dangerous and horrible places. In addition, it also contains several well-placed and important clues to the success of the main quest. Keep in mind that this entire area is a false quest. The characters never even need to go here, although Steve the Cat and Kayden do everything in their power to convince them to do so. Sorten may also believe that this is critical, as he believes the sword is evil and must be destroyed. It should be much easier for the party to discern the method of destruction involving the *God's Heart* than it is to find out about, locate and then summon the Beast of Tannesh. Keep in mind that part of the fun of this adventure is to lead the party astray, and to allow them to figure out that Method of Destruction A is not a good idea. Several of the following could alter the course of the endgame in either case (the *Heart of Arden* or the Beast of Tannesh). These include:

- If the characters defeat the horror in **Area BW-34**, they can search its lair and discover an unholy book engraved with a cat-like demon on the cover. This can allow them to determine the true nature of Steve the Cat.
- The easiest and safest entrance into the Lead Mine is in **Area BW-40**. Using a dwarf or mining skills this can be quite easily located, and allows the party to avoid the truly dangerous Zones 4 and 5 of Tsen.
- If the toxic clouds are avoided in **Area BW-41** and some means of breathing water is available, the characters can defeat the sea serpent and access an old, ruined temple of Arden (the only one left in existence). In addition to some truly fantastic treasures, they can find and translate many myths and stories about the war between Arden and Tsathogga, as well as retrieve some holy works that allow interaction with the Guardians of the Heart in the Lead Mines to be completed rather smoothly and without violence.
- In **Area BW-51** is another entrance to the Lead Mine.
- If the imprisoned titan can be freed in **Area BW-60**, the characters can gain a powerful ally as well as obtain important information about the *Heart of Arden* and its purpose.
- In **Area BW-71** is the third and main entrance to the Lead Mine.
- **Area BW-82** could provide extremely useful information if the party speaks with the carved busts in the academy. They have knowledge of the war between the gods and can prevent an unhappy ending.

The Lead Mine of Tsen

The Lead Mine is a possible campaign-ending scenario. First, it means that the characters actually made it all the way through the poisonous and deadly ruins of Tsen and located an entrance. Then they must defeat a powerful and mutated group of misguided and insane priests of Arden. Finally, should they fail to discern clues about destroying the sword here creating a very unhappy ending; they unleash a horror of unbelievable proportion upon the world by destroying the *Heart of Arden* and the sword. Bad news. Several key clues exist in the Lead Mine that the Referee can provide or the party can locate through combat or clever roleplaying. Important clues include:

- Arden was a god of Law. This is apparent from historical research and temple writings. Destruction of a Lawful god's heart is just a bad idea.
- In **Area 6D**, Branswol's holy book tells the story of the god's sacrifice to stop Tsathogga's army. This should be a rather direct indication that destruction of the heart is foolish.
- In **Area 6F**, the holy writings warn of Tsathogga's army being unleashed on the world if the heart is destroyed.
- **Area 9**, of course, contains the holy relic that is the *Heart of Arden*. Simple divination spells would immediately discern that this relic is Lawful-aligned.

Clever roleplaying could make allies of the Guardians of the Heart. These guys are fanatical and might instead just kill, sacrifice and eat the party. That being said, if the players are really creative, they could get help for the final endgame, especially if they obtained the holy artifacts from the underwater temple in the Dead Lake.

One Way to Start

The following represents a decent way to begin the adventure, albeit it's a little railroady if not played carefully. In elder days of the game, it was commonplace for evil wizards to use the *geas* ability to get characters to do their will. Alternatively, the Referee could attempt a softer approach here and have the wizard use guile, money or magic items to achieve the same result.

Perhaps the party is extremely willing to help Kayden from the start. In this case, a *geas* or another coercion may be unnecessary. The party may actually believe him to be a good guy and on the right path, and join him

A Note on Free Will vs. Forced Fun

Players typically respond better and have more fun if they are compelled to go on an adventure by choice rather than by forced action. Using powers like *geas*, however traditional historical they are in the history of the game and in the logical arsenal of a high level evil wizard, can be bad for many games. The Referee is encouraged to play up Kayden as a benevolent and wise benefactor—providing an opportunity for the player characters to gain a powerful patron and ally. The best way to handle this is to get them to "want" to serve him, feeling a sense of loyalty and duty to help their patron. The fun for the Referee begins after several dozen hours of play when it is finally revealed that they backed the wrong horse. Remember, Kayden *believes* what he says (he is controlled by Steve), and the Referee should play him very convincingly. Kayden initially believes that retrieval of the Shagapondium is critical to stopping evil from taking over the world. While he initially knows nothing of the sword, he does believe that the book holds the key to the location of a powerful weapon against evil. Later, Kayden believes that destruction of the Sword of Air by Method A will save the world, that Sorten is entirely evil, and that only by destroying the sword will he be able to retrieve the soul of his wife from the Abyss.

as henchmen. Failure of Kayden's henchmen is not tolerated well. Should they fail, they may find that they are standing on plastic when they return to him, or at least be facing some sharks with frickin' laser beams on their heads, or perhaps ill-tempered sea bass. . . .

Kayden could test them on some fetch and carry warm up missions first. The Referee should consider the various monster lairs and mini-dungeons in the area as "tests". Maybe Kayden needs a roc feather, or a dragon egg. If they prove worthy and resourceful, he then engages them on the true mission.

In this section of the adventure, Kayden the Necromancer decides the characters are up to the task of stealing the *Shaghaspondium* from his archrival Sorten. Word of the party's various exploits reaches Kayden, and he examines the characters from afar using scrying magic and his various agents and ministers. To this end, Kayden decides to entrust several of his servants to Bard's Gate where they work on the party's various weaknesses to lure them into the Kayden's Swamp in order to capture them and present them with a deal the characters are unable to refuse. This portion of the adventure is the first step in the quest for the *Sword of Air*.

Kayden is controlled by Steve the Cat, a terrible demon in service to the Frog God, Tsathogga. Kayden believes Steve is simply a cat familiar and doesn't realize the animal plans to use its pet "wizard" to locate the sword and destroy the *Heart of Arden*, a powerful artifact deep within the Lead Mines of Tsen (see **Chapter 8**). Kayden "wants" the *Shaghaspondium* because the cat knows it is the key to locating the hidden burial place of Aka Bakar. The wizard, of course, knows nothing about the sword yet, just that he desperately "needs" the book to "save the world" from the "evil" wizard Sorten.

As this adventure is designed for lower-level PCs (2nd through 5th level), it needs to be adjusted in difficulty should the Referee begin the main portion of the quest with a higher-level group.

This section of the adventure involves a variety of NPCs who are knowledgeable of the characters and their various idiosyncrasies and weaknesses.

The adventure begins within Bard's Gate, at the Inn of Six Candles…

The characters find themselves in the common room of the Inn of Six Candles where they are meeting to discuss old adventures, drink a pint or two of their favorite ale, and rest some not-so-old wounds. The inn is not very busy this night and the only entertainment comes from your own amusing banter. A few familiar locals listen to your tales of high adventure and watch with fascination at your re-imaginings of your most current exploits .

Suddenly, a number of soldiers wearing the livery of the local temple of Thyr burst into the inn and surround you. They are led by a cleric in nondescript homespun robes that typically denote higher levels of ecclesiastic significance among the orders of the God of Law and Justice. The soldiers keep their weapons at their sides, though their hands are on their hilts and shields are held in a defensive posture

A *know alignment* or *detect evil* spell cast at this time detects an evil demeanor among the newcomers. Evil, as it should be known, is not consistent with the god's alignment. *Detect magic* cast at the cleric also reveals a great deal of magic carried on the cleric's person. Of course, if a character attempts to cast any of these spells at the onset of the encounter, it likely results in a "busted encounter" at best, and a fight at worst! It is largely considered rude and possibly criminal to begin casting divinations in a public place.

The "cleric" introduces himself as **Reverend Mallory**, a deacon in the church of Thyr. He invites the characters to sit down, and one of his guards produces a bottle of fine wine that is offered to the characters. The "Reverend" himself quaffs the first drink to settle any fears that the wine may be drugged. Mallory explains that he has heard great tales of the party's heroic deeds (and even recites a few of them for effect).

He suggests he has a job that may afford them a great boon from the church. Such boons range from promising a free healing or recovery from accidental death, to a clutch of potions, gold or whatever fantastic "believable" treasures pique the interest of the party, including a great boon granted by the god Thyr.

The cleric sits down at the party's table and states that he has heard that the party is for hire and that he has a job for them. If they take him up on the deal, it could mean as much as the "the granting of a great boon upon the party by the Thyr himself."

The cleric is really the assassin **Syn Mallow** in disguise. Syn is in the employ of Kayden and has been instructed to bring the party to his lair so they may be given the "Offer they cannot refuse." Syn is clever, charming and a highly deceptive professional killer with a strong sense of self-preservation.

Syn Mallow (Asn9): **HP** 47; **AC** 4[15]; **Atk** +2 *dagger of the Shadowlands* (1d4+2 plus 1d4 constitution drain) or *darts of acid* x3 (1d4 plus 1d4 acid); **Move** 12; **Save** 7; **AL** C; **CL/XP** 10/1400; **Special:** +2 save bonus vs. traps and magical devices, backstab (x4), disguise, poison, read languages, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: +2 *leather armor*, +2 *dagger of the Shadowlands* (**Appendix**), 9 *darts of acid* (**Appendix**), 3 *vials of shadow* (*darkness 10ft radius*), +1 *ring of protection* 6 *potions of poison* (1 does additional 3d8 points of damage unless save is made; 2 deal 2d8 additional points of damage; 3 deal additional 1d8 points of damage). He also keeps 7 *vials of sleep draught* (**Appendix**), 3 *potions of extra healing*, 2 *potions of neutralize poison*, a string of pearls (1000gp), a diamond (500gp), 400gp, 150sp, 400cp in a *bag of holding*.

Syn's Bodyguards (6): **HD** 2; **HP** 16x2, 15, 14x3; **AC** 4[15]; **Atk** longsword (1d8) or heavy crossbow (1d6+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Equipment: chainmail, shield, longsword, crossbow, 10 bolts, 2 doses of *sleep draught*.

Words or Swords!

At this point, the party has the option of listening to the cleric's offer or taking another course of action.

If the Party Starts a Fight!

Obviously with the differing personalities that make up the typical party, an unnecessary fight with a quest-giver is an inevitable eventuality.

Syn is ready at any time to use his magic dagger or a *vial of shadow* to elude the party if he fears discovery. If it comes down to a fight, Syn stands with his guards for only so long as the battle goes well for his side. If things turn sour, he uses his stealth and magic items to make good an escape and waits for new instructions from his employer. If battle breaks out, members of the common room may jump into a fracas to make things interesting if the Referee wishes.

Mallory Tells His Tale:

"Recently in the oldest part of the City of Ashes, just south of Bard's Gate, there have been a number of grave robberies from ground consecrated as holy by the priests of the temple. This, it goes without saying, is highly disturbing to the high priest. The temple has appealed to the duke of Waymarch for help in this matter, but his resources at the moment are strained with apprehending smugglers and all of the recent trouble associated with the Temple of Hel. Recent auguries laid down at the temple of Thyr revealed that another grave robbery is about to occur in the City of Ashes this very night."

"Mallory" produces three vials full of a cloudy white liquid that he swirls about for the party to see. He continues:

> *"These are some infusions that were created with our prayers and sacrifices. They will cure your wounds should you feel the need. It is a very strong potion that takes effect almost as soon as you drink it. Upon my person I have enough for each of you. To drink one before battle would further instill you with the might of a hero of old, and you would be as mighty as the heroes of legend who were the children of the very gods and the first mortals!"*
>
> *Reverend Mallory continues, "I am prepared to accompany you on the sortie. I am unarmed, but my men are prepared to lend their assistance in any way possible, to the death if necessary."*

Note: These "potions" are really powerful sleep drugs that take effect 2 rounds after they are imbibed (no save if willfully imbibed).

Syn convincingly tells any lies to get the characters to accept his offer. He also has a 500gp diamond to help move the deal along if necessary. Of course, he tries to get the gem back by pickpocketing the character with the gem at some opportune moment along the road when confusion and misdirection offer him a chance to do so!

If the Party Takes the Job Enthusiastically

Mallory takes them directly to an audience with the wizard rather than to the City of Shadows. Kayden apologizes for the subterfuge, and explains that he had to test the player characters to ensure they were not creatures of the "evil" wizard Sorten. The wizard sends them on a mission to recover some lost tidbit or magical beast. If they fail, they are *geased* to do the next mission. A second failure results in death (or deposition into the caves in the ***Character Killing Session*** sub adventure). Success results in the wizard hiring them long-term. Kayden is both wise and patient. He builds trust by sending the party out on several missions, acting at all times like the true patron (he believes he is).

Finally, Kayden offers a huge reward (50,000gp, a spell for each of the party wizards, and a minor magic item for each character) for the retrieval of the Shagaspondium from the Plane of Shadows. He explains that they need to infiltrate his rival, Sorten's Tower, by,…err whatever means necessary, gain access to the safe planar gate present in Sorten's Dungeon, and return the book to him. He provides them with one *vial of protection from shadowstuff* each, and insists that they submit to a *geas*. Should they refuse, he uses whatever means necessary to convince them, resorting to force if necessary. Further, he offers a bounty of 20,000gp for Sorten's head, and 2000gp for the heads of each of his named apprentices. He explains how to return to his mansion via the shadow gate, and that it is one way (out of the Plane of Shadow, not in), and that the only known entrance is in Sorten's Dungeon.

If the Party Takes the Job, but are Reluctant

Mallory and his band insist that the characters set out at once for the City of Ashes. Although it is on the outskirts of Bard's Gate, it takes several hours to get there due to city congestion, the number of gates and canals that need be crossed, and so on.

The adventurers and their escorts should arrive just about nightfall. Syn, posing as the Reverend Mallory, leads the party to the graveyard to await the "grave robbers." If captured, they are *geased* and sent on the mission as described above. Failure to submit to the *geas* results in death.

The Party Turns Down the Offer

Should the party refuse all attempts to get them to undertake the task, Syn Mallow departs and leaves the job to another of Kayden's agent, a halfling named **Romar Sourwine**. Syn, of course, trails the characters relentlessly, spying on them as he attempts to gather information on their activities and their associates. There is a cumulative 3% chance per day that his surveillance is somehow discovered. If discovered, Syn fights if he outclasses his competition and flees if he is in a bad spot, using his shadow vial if necessary.Unless the player characters head into the swamp for revenge, it is up to the Referee to figure out what the next steps are.

Romar Sourwine

Within 24 hours of their failed contact with Syn Mallow, the party is approached at one of their favorite drinking holes by a shady looking halfling who introduces himself as Romar Sourwine. Romar brags that he has just swindled a rich wizard's apprentice out of a map that shows the location of a great treasure within the haunted swamp. Romar claims that he had obtained it from an associate of "the necromancer" who had gotten a little too drunk and gambled a little too much. Romar offers to sell the map for 1500gp, but offers characters a quick peek for 100gp.

Romar Sourwine, Halfling Thief (Thf6): **HP** 21; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or *+1 dagger* (1d4+1) or *+1 sling* (1d4+1); **Move** 9; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 on all saving throws vs. magical devices, traps and wands, read normal languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 45%, Hear 4 in 6, Hide 45%, Silent 55%, Locks 45%;

Equipment: *+1 leather armor*, *+1 short sword, +1 dagger, +1 sling,* 3 *potions of healing, potion of invisibility*, 20 sling stones.

Peek: A quick glance at the map shows a tower drawn on an island somewhere a day or two deep into the Necromancer's Swamp to the southwest of Bard's Gate along the southern reaches of the Stoneheart River. Trails are marked upon the map but nothing indicates the exact portage that leads to the tower.

Purchase: Deep inspection affords a detailed map marked implicitly with "Necromancer's Isle" and "Tower of the Dead." A descriptive portage trail leads from the banks of the southern reaches of the Stoneheart River to the swamp itself and the various backwaters that lead to the island.

Theft: It is quite possible — and in many adventuring parties, highly probable — that a character may attempt to pick Romar's pockets after turning down an offer to peek at the map or purchase it outright. Romar is, of course, clever-enough in his own right to expect such a thing and makes a big deal of showing off where he has tucked the map in his vest as if he is almost begging to have the map stolen… because he is!

The Map

The map is covered with arcane-like sigils and mentions various bits of booty that party might covet, including magical swords, staves, books and glittering gemstones. The descriptive nature lends itself to a high degree of authenticity about the quantity and quality of loot located in the tower. The map, however, is completely worthless, as it was designed to play upon the greed of the characters and does naught but get them lost in Kayden's swamp. The portage points and island are actually places of potential ambush by Kayden's forces.

Attack: If the characters attack Romar, he tries to flee. If the party actually murders Romar, especially in a grand public spectacle, they should be pursued by the sheriff and constabulary guard forces of the city, and brought to justice for their crimes! Remember that in a realm of magic, spells allow the dead to speak once more! If Romar is killed, Syn or another of Kayden's various cronies collects his body and he is *raised* from the dead if possible. If he cannot be raised by normal means, he is brought back as an undead by means of necromantic magic to continue his service to Kayden eternally!

Should the party continue to be reticent about accepting Syn's offer or Romar's treasure map, two things may happen:

• First, the party might hear an independent rumor of a fantastic treasure in the swamp that is guarded by all manner of loathsome evil creatures. The Referee should be able to juice up the descriptions enough. Syn or Romar could also plant the map upon a character or slide it under their door.

• Second, Syn Mallow attempts to kidnap a weaker party member or a close NPC associate of the party. He leaves a trail of evidence leading into the swamp. The party is waylaid in the swamp by a war party after some softening up by the swamp's "random" monsters.

City of Ashes Ambush

City of Ashes

This bleak and desolate locale is home to Bard's Gate's largest cemetery. Located on a hill amid a number of ancient weathered monoliths (some claim they are natural formations, others that they are the corroded remains of an ancient ceremonial site), and surrounded by a tumbledown stone wall, the City of Ashes is a sad and lonely place indeed. Once well-maintained and peaceful, it is now a crowded jumble of mausoleums, headstones, statuary and other grim markers. Its narrow cobblestone paths are choked with weeds and thorny vines, amid which blooms a sickly yellow flower known as the perish blossom. This unpleasant plant blooms only at night, and few know of its more sinister properties.

There is a certain peace here — the peace of the lost and forgotten. But even that little comfort vanishes as the sun sets and chill fogs rise to enwrap the stone statues and grave markers.

Few are buried here anymore. The wealthy can afford private crypts or are taken to more pleasant surroundings outside the city. Only the poor, destitute and unknown are laid to rest in the City of Ashes now.

Sequence and Tactics

If "Mallory" brings the party into the City of Ashes, he leads them to a "hideout" area not far from where the grave robbers are expected to arrive. He and his men crouch down behind tombstones awaiting the arrival of the grave robbers. Allow any characters with Hide or similar abilities to make checks, though in truth they are unnecessary as "Mallory's" guards can see the party and know where they are hiding.

The following occurs as soon as the party enters the City of Ashes:

1. Robbers appear.
2. Characters are instructed to drink potions.
3. Characters "ambush" the robbers (gaining one free round to act).
4. Characters are ambushed by war party and their supposed "allies" (the war party and Syn Mallow's band get 1 round of free attacks).
5. Combat resolved.

Four robbers wrapped in dark cloaks appear. "Mallory" whispers to the party that it would be wise to imbibe the potions he brought and passes out one to each party member. If any seem reluctant, he quickly uncorks a vial himself and downs it. He reminds the party that the grave robbers have likely been blessed with dark magic of their own, and that any advantage that can be used in the battle against evil should be taken! Finally, Mallory asks that the characters attempt non-lethal force against the grave robbers. They must be taken alive after all so Mallory and the priesthood may determine who their master is and the purpose behind their heinous crimes!

Note: If the characters imbibe their potions, they have 1d4 rounds to act before the potions take effect.

At this point, the Referee should allow the party to make their "surprise attack."

Immediately after the surprise attack, a dozen hobgoblins led by **Galorain Fain**, who has been hiding among the tombstones, attack the characters. They are joined by Mallory's bodyguards, who have kept an eye on any characters who attempted to hide in shadows in the City of Ashes. All the bad guys strike to subdue (non-lethal damage) — after all, they want the party unconscious but alive.

The fight should end quickly with the characters being knocked unconscious, surrendering or otherwise captured by Kayden's forces. It is possible of course that some characters use some items or materials that allow them to escape, such as a potion or spell of *invisibility*. In this case, Syn Mallow and Galorain take those that they successfully capture to the wizard, leaving behind any who escape them.

Galorain Fain (Mnk5): **HP** 17; **AC** 3[16]; **Atk** fist (1d10) or *+1 spear* (1d6+3) or *+1 light crossbow* (1d4+1); **Move** 16; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** deadly strike, +2 total damage with weapons, silence, slow falling, speak with animals, thieving skills.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%;

Equipment: *+1 spear*, *+1 light crossbow, +2 ring of protection,* 20 bolts.

Hobgoblin Elite War Party (12): **HD** 2+2; **HP** 16, 15x2, 14x4, 13x4, 11; **AC** 5[14]; **Atk** longsword (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Equipment: shield, longsword, longbow, 20 arrows, 1 dose of *sleep draught*.

If captured, the party is offered the main mission as described above, assuming they are willing to submit to a *geas*. Otherwise they are killed.

General flow of the adventure thus is as follows:

Enthusiastic Acceptance—

Hired as henchmen by Kayden; sent of trainer missions; geased on main mission; infiltrate or attack Sorten's Tower; gain access to the Plane of Shadow; retrieve the Shagaspondium; head to Hel's Temple and retrieve the sword; head to Tsen and destroy the sword; world ends… Else they discover that Method A destruction is a bad, bad plan and you as the Referee modify the adventure accordingly. Discover Method B of destruction and "win".

Hesitation/coerced acceptance or capture—

Geased by Kayden to get the Shagaspondium; infiltrate or attack Sorten's Tower; parley with or attack Sorten (he can remove the *geas* if allied with them against Kayden); gain access to the Plane of Shadow; retrieve the Shagaspondium; head to Hel's Temple and retrieve the sword; head to Tsen and destroy the sword; world ends…Else they discover that Method A destruction is a bad, bad plan and you as the Referee modify the adventure accordingly. Discover Method B of destruction and "win".

Refusal—

Left alone by Kayden unless they go to his domain: if they do, treat as capture/coercion above. If not, the Referee will have to improvise


City of Ashes
Claw of Orcus
0 60 120
1 inch equals 120 ft.

using sages in Elise, rumors and other bits of information, or the Shedu in the old Temple of Diana to entice them into the adventure. This method may involve many sessions of play and may require delay of the main quest. There is certainly much to do without ever going through the main adventure, and many locations have bits of information disbursed throughout. Eventually the Referee can toss enough clues in to get the player characters headed in the right direction.

A final note or three on the use of this adventure.

Be patient. This is not and adventure path, it is an adventure journey. The full adventure has only been completed twice, and in both cases this took over 400 hours of actual play time. Don't rush to the end, and allow breaks in the main theme of the game. Success in the adventure requires great thought and skill by the players, information gathering, and lots of luck.

Play it straight. This adventure is supposed to be that hard. A gentle nudge now and again to keep it moving won't hurt, but the players are best rewarded if they earn the victory. This one has bragging rights that few adventures can match. Failure, both partial and total, should be expected at times. If the gathering information and discovering the truth of legends is too easy, then the challenge is lost.

Improvise and let your players improvise. The skilled Referee can divert and diverge from the main plot, only to weave it back in a few game sessions later. In one case, we played over 100 hours, and maybe 10 missions for Kayden before I felt that the trust level was there to send them to get the book. Boy did they trust him. I am reasonably sure I could have gotten them to die for him. On the other hand, the brilliant actions of the party surprised me. They used sleeping draughts and posed as a traveling wine merchants, passing out free samples to Sorten's men, dropping many of them into a magical slumber before storming the tower. Luckily for them, Sorten was away, and they accessed the planar gate before he returned. Of course, this group destroyed the world as well. The other group (Bannor, Spiegel, Flail and Helman) parleyed with Sorten and managed to avoid the whole Tsen experience, figuring out once the sword was taken that they needed to use Method B to destroy it. That being said, John (Speigel) Murdoch would spend countless hours both in and out of game thinking of how he could get as much data as possible to make a decision. He never left his castle without a plan. This guy is the reason your's truly has grown so tricksey as a Referee over the years.

Enjoy the Sword of Air. This book contains many of the sub adventures and ideas from the earliest years of my home campaign. Only the Tunnels of Terror levels of ***Rappan Athuk*** predate this work. It has been a pleasure to write this, and I trust that you will find it as enjoyable as I have to run.

A special dedication to the following:

Richard, Eric, Kurt, Victor, Scott, Mike and Dean—my original party from the 1970s.

Clark, John, Dale, JP, and Ian—the intrepid super party from the college years.

Louis, Jen, Ed, Michelle, Terrace, and Brian—after all, the gods say the dwarf should open it!

Jillian, John, Claudia, Rocco, Maggie and Cash—my genius kid group that makes me wake up and plan early.

Gary and Bob—I look forward to rolling dice with you again in the future (but not yet).

BW
2 DEC 14

Chapter 2: The Wilderness of the Gulf of Akados

Like any good book I have ever written, this one also has the feel of a hex crawl. For the uninitiated, that means that there are wilderness maps with hexagons, wandering monster tables for each terrain type, and then a certain number of placed "lair" encounters that exist along the way. These placed encounters typically involve monster lairs, castles or towns, and even mini-dungeons. The idea is that your players should be able to freely wander the wilderness and stumble upon things while it allows the Referee to offer rumors, hints or treasure maps to specific placed areas to visit.

This section is divided into subsections for each terrain area located within the ***Sword of Air*** adventure line. Whether or not the main adventure is used as a basis for the campaign or simply wants a sandbox area where the players can roam. The beauty of this setup is that even if the players complete the adventure, the area that it takes place in is still a rich, vibrant environment for continued future use. This type of campaign setting was widely used in early **Necromancer Games** products. In those days, our standard modus operandi for book construction was exactly this.

The specific areas included in the wilderness section of this book include:

- The area north of Tsar, near the Black Forest at the feet of the Starcrag Mountains, hereafter called the **Starcrag Foothills** (Region **SF**).
- The area in and around the Dragon Hills, including Hazed Canyon, hereafter called the **Dragon Hills** (Region **DH**). This area includes the villages of Glaivr and Elise, as well as the Eng and Kurz woods.
- The southern area along the **Xircos River**, leading to the amazon village of Tanuil and ancient city of Apothasalos under the eaves of the Bent Wood. This river extends from the Stoneheart Mountains to Legions Bay (Region **XR**).
- The mountains to the west are the **Stoneheart Mountains**. They include Baen's Pass, Feirgotha Plateau, Toh Kristael, and dwarven and hobgoblin citadels (Region **SM**).
- The wasteland with the ruins of Tsen (see **Chapter 7**, as this area is handled separately). This area is called the **Burning Wastes**.

Each area is detailed with a number of set encounter areas as described below. Major geographic features are described as well. The Referee is of course encouraged to add other points of interest along the way. When **Frog God Games** finishes the ***Lost Lands Campaign Setting***, we will add to these locations the specific hexagon numbers for each where appropriate. The reader will notice that the bulk of encounters are common animals and not monsters. This is because in my home campaign, monsters are relatively rare outside of dungeons. Certainly the foolish adventurer can locate one should he wish; however, it is my opinion that if monsters were common, mankind would long ago have disappeared from the face of Lloegyr. I tend to include actual monster lairs as set encounter pieces (as I have done here).

Bear in mind that my home game is relatively low treasure based on low character power. That is the sole reason people actually go into my dungeons. If you want stuff, you have to run the risks to get stuff.

In a higher-powered campaign, the Referee may wish to "up the ante" in terms of the hazards presented for wandering monsters. If the desire is to continually challenge the player characters with travel through the wilds, then probabilities should be adjusted, or non-aggressive common monsters should just be eliminated from them. That being said, I have killed characters with goats, deer and even domestic cattle over the years. Likewise, roleplaying events can easily be made out of these common encounters (e.g. "You killed a deer! The deer was the property of the local lord, and now you must pay restitution").

Each major geographic region is described below. Identified features (named) are first discussed in each section, followed by a series of set encounter areas or major points of interest within each region.

This wilderness is a vast expanse. I mean really big. The pages of this book cannot hold the details of all the locations on the regional map. Instead, the focus here is on locations that are important to the main adventure. Look for future releases of additional material for the **Lost Lands** setting.

Travel and Getting Lost

This adventure requires a great deal of overland travel. One of the worst hazards of the wilderness is getting lost. There's a reason it's called the ***Lost Lands*** as there is no GPS and few roads. Many areas are trackless wilderness, and getting from known areas to unknown areas is hard and fraught with peril. Movement through the wilds in my game is evaluated in 5-mile stretches. In the wild, there is always a chance a group can become lost and head in an unintended direction. This creates hazards related to food and water shortages, and can even lead to encounters with unintended places or monsters.

For each 5 miles moved, the party must roll 1d6 to determine if the direction they are going is as intended.

Lost?

Terrain Type	Lost?	Move as Desired
Plains or River	1	2–6
Hills and Mountains	1–2	3–6
Forest, Desert	1–3	4–6
Badlands, Swamp	1–4	5–6
City/Road/Trail	—	1–6
Open Ocean	1–3	4–6
MODIFIERS (cumulative) **Druid:** +1 (land and sea) **Ranger:** +1 (land only) **One Character with Wisdom 15+:** +1 **Obvious Landmark:** +1 **No Landmarks (cannot see sky or surrounding area):** –2 **Familiar with area:** +1 to +3, at Referee's discretion		

If the party is successful, they move fifty miles in the direction desired and nothing more occurs (until they move again). Should a party become lost, they move in a random direction as follows (1d8):

Lost!

Roll	Direction
1	Straight ahead as intended, they got lucky
2	45 degrees right
3	90 degrees right
4	135 degrees right
5	Straight backward 180 degrees
6	135 degrees left
7	90 degrees left
8	45 degrees left

After 50 miles (1 hex) the party rolls another d6 at –1 on the roll (non-cumulative). If they are successful, they realize they are moving in the wrong direction and can choose to either backtrack (roll 1d6+1 and consult the "lost" chance again) or try to move in a different direction (roll 1d6 normally to determine success).

Each hex requires a new roll from the Referee. If the party is lost, roll the random direction (see **Lost!**), and the party moves in the new direction, up to their movement rate. It's very easy to get hopelessly lost in the ***Lost Lands***!

Food and Water, or "Let Them Eat Cake"

Travel through the wilderness and long dungeon treks often ignore several important aspects of life. One of these is food and water. Sure, a Referee can extrapolate that adventurers eat rats and drink from subterranean streams, or that their travels through the plains assume that they nail a deer or a few conies each day, supplemented by berries, roots and other foods that they happen across.

One almost totally forgotten limitation to the player characters being able to carry mountains of loot and gear into the wilds is food. A typical traveler needs a gallon of water and 2 pounds of food each day. Horses need more than that amount. Hot or cold conditions, as well as strenuous activity, necessitate even higher intake amounts.

Food and water amounts required each day are as follows:

Creature	Food (pounds)	Water (gallons)
Man	2	1
Light Horse	4	5
Medium Horse	6	7
Heavy Horse	10	10
Draft Horse	8*	8
Mule	4*	5
Dog, large	0*	1

*Draft horses, mules and dogs are hardy, and can forage food as long as conditions permit (eating scrub for horses and mules and mice, etc., for dogs). Obviously, things like frozen or desert conditions prevent this. Other creatures (e.g. camels) can be handled as the Referee sees fit.

MODIFIERS
Temperature greater than 80 degrees: double water need
Temperature greater than 100 degrees: triple water need
Temperature less than 30 degrees: double water need
Temperature less than zero degrees: triple water need

The Starcrag Foothills

Dearthwood

The Dearthwood forest contains a number of interesting features. The first is the extreme lack of wildlife, primarily due to the alkaline soil and the numerous poisonous ponds and lakes. The forest itself is composed primarily of coniferous trees, and the shrunken trunks and sparse leaves, mixed with the heavy undergrowth of brambles and briars one can immediately tell all that the soil is poor here. Movement off main game trails is at best half speed, and at worst requires brush clearing and is often nearly impenetrable.

While water is plentiful, drinking water sources within the forest are scarce. The wise men here drink only from murky, bug-infested water. The clearer the water the more likely it is tainted with lye (save or take 2d6 points of damage 2d4 hours after ingested).

This forest is also extremely flammable, and forest fires caused by lightning or other sources are a real hazard. Use of destructive spells like *fireball* or *lightning bolt* here have a 20% chance of starting a forest fire. Smokey would be very angry with the party, and there is a chance that the fire could trap or even kill characters caught in it (Referee's discretion).

Wandering monsters are uncommon here as the lack of prey creates a difficult situation due to the lack of sustenance. That being said, those that are here are tough. Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

Dearthwood Random Encounters

Roll d100	Result
01–50	**1d6 common animals**, non-aggressive
51–70	**1d6 common animals**, aggressive
71–80	**2d10+6 humanoids**
81–85	**2d6+10 bandits**
86–90	**1d6 giant common animal**, non-aggressive
91–93	**1d6 giant common animal**, aggressive
94–95	**1d3 trolls** or **1d10 ogres**
96–97	**Forest fire!**
98–99	**Monster** (Referee's choice, although both the **chimera** and **manticore** are common here)
00	**1 roc** (from **Area SF-3** below)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **fox, rabbits**, **squirrels, etc**. There is a 50% chance that the animal provides 1d6 days of rations and a 10% chance it provides 3d6 days of rations if slain. See the **Fuzzy Forest Creatures Sidebox**.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction checks to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox**.

Humanoid: This encounter is with a **humanoid warband** (10% gnolls, 20% goblins, 30% hobgoblins, 40% orcs).

Gnoll: HD 2; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Fuzzy Forest Creatures

Deer: **HD** 2; **AC** 6[13]; **Atk** 2 hooves (1d4) or gore (1d6); **Move** 15; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: surprise on 1-3 on a d6. (***The Tome of Horrors Complete*** 625)

Fox: **HD** 1; **AC** 4[15]; **Atk** bite (1d4); **Move** 15; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: surprise on 1-2 on a d6. (***The Tome of Horrors Complete*** 629)

Moose: **HD** 5: **AC** 5[14]; **Atk** butt (1d8) or 2 hooves (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 640)

Raccoon: **HD** 2hp; **AC** 8[11]; **Atk** bite (1d2); **Move** 4 (climb 4); **Save** 18; **AL** N; **CL/XP** A/5; **Special**: none. (***The Tome of Horrors Complete*** 642)

Skunk: **HD** 1d4hp; **AC** 6[13]; **Atk** bite (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: musk (save or helpless with nausea for 1d4 rounds, 2nd save or blinded for 1d4 rounds.) (***The Tome of Horrors Complete*** 646)

Rabbit, Squirrel: Non-combatant, but could be used as food!

Still Fuzzy Forest Creatures, but Predatory

When a predator is called for, the Referee is encouraged to modify the following list of creatures to include those that would be normally found in a forest in the setting they are using. These need not necessarily be a carnivore, just any creature that may have a natural motive for attacking the party, such as an angry mountain lion or territorial bear.

Badger: **HD** 1+2; **AC** 4[15]; **Atk** 2 claws (1d2), bite (1d3); **Move** 6 (burrow 3); **Save** 17; **AL** N; CL/XP 1/15; **Special**: none.

Bear, Grizzly: **HD** 6; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d10); **Move** 9; **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: hug (if both claws hit, 2d6 additional damage). (***Monstrosities*** 37)

Lion, Mountain: **HD** 3+2; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 18 (climb 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***The Tome of Horrors Complete*** 634)

Wolf: **HD** 2+2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Goblin: HD 1d6 hp; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: -1 to hit in sunlight, darkvision 60ft.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: darkvision 60ft.

Orc: HD 1; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.

Bandits: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**.

Bandit: **HD** 1; **AC** 7[12]; **Atk** shortsword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, shortsword, shortbow, 20 arrows.

Bandit Leader (Ftr4): HP 20; **AC** 5[14]; **Atk** longsword (1d8+1) or longbow x2 (1d6+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240; **Special**: +1 to hit and damage strength bonus
Equipment: chainmail, longsword, longbow, 20 arrows, 1d4 gp, 2d4 sp.

Giant animal (both): This is the same as for regular animals, except with giant-sized versions. Giant-sized common animals provide 2–3 times (50%/50%) the rations as their smaller kin.

Badger, Giant: **HD** 3; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 28)

Bear, Cave: **HD** 7; **AC** 6[13]; **Atk** 2 claws (1d6+1), bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: hug (if both claws hit, 3d6 additional damage). (***Monstrosities*** 38)

Lion, Cave: **HD** 7+2; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: none. (***The Tome of Horrors Complete*** 634)

Skunk, Giant: **HD** 4; **AC** 7[12]; **Atk** bite (1d6); **Move** 9; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: sprays musk (save or overcome nausea for 1d6 turns, second save or blind for 3d6 turns). (***Monstrosities*** 431)

Wolf, Worg: **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman**.

Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round.

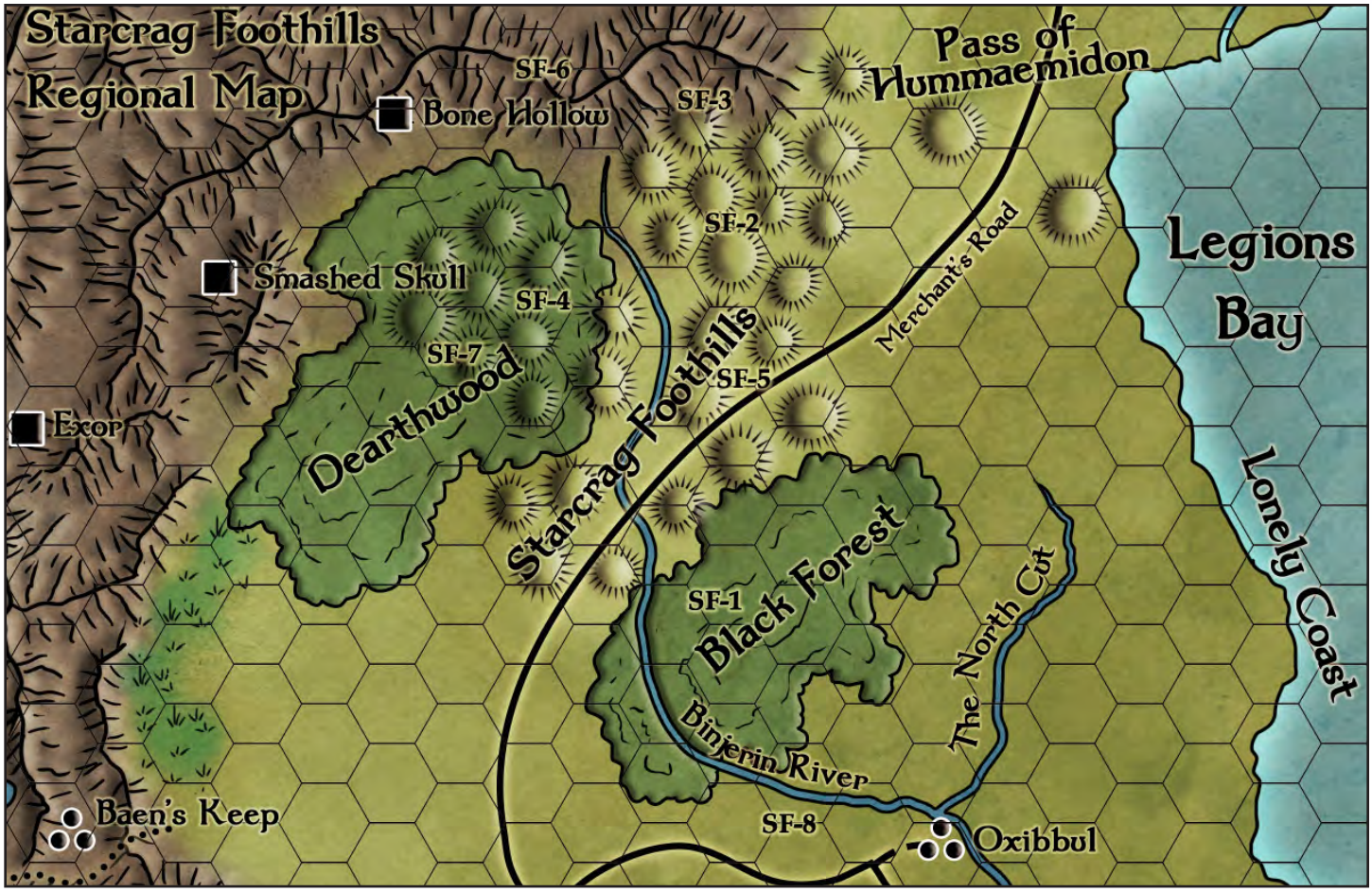
Troll Shaman: HD 7; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 10; **AL** C; **CL/XP** 9/1100; **Special**: regenerate 3hp/round, spells Clr (2).
Spells: 1st—*cause light wounds*, *protection from good*.

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance that a roll of 1 results in a solitary **ogre mage**.

Ogre: HD 4+1; **AC** 5[14]; **Atk** spiked club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Ogre Mage: **HD** 5+4; **AC** 4[15]; **Atk** pole-arm (1d12); **Move** 12 (fly 18); **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: magical abilities, regenerate 1hp/round.
Magical Abilities: at will—*darkness* in 10ft radius, *fly*, *invisibility*, *polymorph* into human form or vice versa; 1/day—*charm person*, *sleep*, *cone of frost* (60ft range, base 30ft, 8d6 damage, save half).

Forest fire!: The characters find themselves on the receiving end of a forest fire. Damage while in the fire is 1d6 points of damage per 10 minutes. Escaping the fire requires outrunning the blaze (it moves 60ft per round in a random direction) or finding water to take refuge in.



Monster: The Referee gets to have fun and pick some random large beastie to terrorize the players! Examples are included below for the **chimera** and **manticore**.

Chimera: **HD** 9; **AC** 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: breathes fire (3/day, 50ft range, 3d8 damage, save half).

Manticore: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes (3 volleys of 6, 180ft range).

Roc: There is a 90% chance that this beast is just seen flying overhead. It only attacks 10% of the time unless the party is large (more than 12 individuals) or has beasts of burden or horses. The latter elevate this to 25%.

Roc: **HD** 12; **AC** 4[15]; **Atk** 2 claws (2d6), bite (3d6); **Move** 3 (fly 30); **Save** 3; **AL** N; **CL/XP** 13/2300; **Special**: none.

The Black Forest

The Black Forest got its name for two reasons. The first is the dark color of the oak trees that grow so densely in it, and the second is the strange disappearances of local villagers and woodsmen that delve too deeply into it.

The forest itself consists of a variety of tree species, and contains the regular spectrum of critters one would expect: hedgehogs, mice, squirrels, deer and other normal animals. The canopy of the trees rises up to 200ft in places, and the trees grow thick and tall. The whole creates a gloomy darkness, with only limited areas filtering through sunlight. Due to the huge trees, the ground cover is sparse, creating a fairly clear series of trails and pathways, some as wide as 20ft, throughout the forest. Assume any travel within the woods is unimpeded.

Where brush and thickets of fallen trees and briars exist, there is typically something living within. Assume one nest is discovered for each hour of travel, with its inhabitants being (roll d100):

The Black Forest Random Encounters

Roll d100	Result
01–75	**1d6 common animals**, non-aggressive
76–80	**1d6 common animals**, aggressive
81–85	**3d10 woodsmen** felling trees or trapping/hunting
86–90	**2d6+10 bandits**
91–94	**1d6 giant common animal**, non-aggressive
95–97	**1d6 giant common animal**, aggressive
98	Nest of **2d12 giant spiders**
99	**1 treant**
00	**Monster** (Referee's choice)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days of rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction checks to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Woodsmen: This encounter is with **loggers** or **trappers**. They are friendly once they understand the party is not hostile. Loggers are normal humans.

Logger/Trapper (Human, Normal): **HD** 1d6hp; **AC** 9[10]; **Atk** shortsword (1d6) or dagger (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special**: none.

Bandits: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**. See **Dearthwood Random Encounters** for details.

Giant species of animal (both): This is the same as for regular animals, except with giant-sized versions. See **Dearthwood Random Encounters** for details.

Nest of giant spiders: This encounter is with **2d12 giant spiders (6ft diameter)** (20%), **giant spiders (4ft diameter)** (30%) or **giant spiders (1ft diameter)** (50%). There is a 10% chance that prior victims include treasures of 1d10 x 200gp of gear and gold.

Spider, Giant (6ft diameter): **HD** 4+2; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: lethal poison (save avoids), web (save to avoid becoming stuck)

Spider, Giant (4ft diameter): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.

Spider, Giant (1ft diameter): HD 1+1; **AC** 8[11]; **Atk** bite (1 plus poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special**: lethal poison (+2 save).

Treant: This encounter is with a **treant**. There is a 90% chance the treant ignores the party unless they are being destructive. A druid or ranger has a 50% chance of noticing the presence of the living tree. Others have a 5% chance to notice it.

Treant: **HD** 7; **AC** 2[17]; **Atk** 2 strikes (2d6); **Move** 6; **Save** 9; **AL** L; **CL/XP** 7/600; **Special**: control trees (60ft range, walk at 3, max 2).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

The forest is veined with numerous small streams and rivulets, although no major rivers or watercourses are present within it. A few clearings exist (assume 10% chance of finding one each day), and often contain beautiful meadows of blue and yellow wildflowers, perhaps a small lake or pond, or a rocky area (20% chance of a cave lair, add 20% to the roll on the table above).

The Starcrag Mountains

The Starcrag Range, as an offshoot of the Stoneheart Mountains, is relatively young, as evidenced by its razor sharp peaks and steep, sheer sides. Passes through the mountains are rare, and only those knowing their way have a reasonable chance of crossing them.

The mountain peaks rise to 12,000ft above the plains below, with an average height of 8000ft. Everything is snowcapped for most of the year, with the tree line ending at the 6000ft mark. Glaciers cover the tops of these peaks. The peaks are interrupted by valleys and rivers, all flowing out and away from the mountains. The mountains are often covered with a misty haze, and all fear the things found in this mist.

Encounters in these mountains are rare. Encounters have a 1-in-10 chance of occurring each day during both daylight hours and night.

The Starcrag Mountains Random Encounters

Roll d100	Result
01–50	**1d6 common animals**, non-aggressive
51–70	**1d6 common animals**, aggressive
71–80	**2d10+6 humanoids**
81–85	**1d4+1 yeti**
86–90	**1d6 giant common animal**, non-aggressive
91–93	**1d6 giant common animal**, aggressive
94–95	**1d3 trolls** or **1d10 ogres**
96–97	**Avalanche!**
98-99	**Monster** (Referee's choice, although **hill giants** and **fire giants** are common)
00	**1 remorhaz**

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**)

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Humanoid: This encounter is with a **humanoid warband** (10% gnolls, 10% goblins, 70% hobgoblins, 10% orcs). See **Dearthwood Random Encounters** for details.

Yeti: This encounter is most likely near snow, although the **yeti** do not require snow. They are highly aggressive.

Yeti: **HD** 5; **AC** 6[13]; **Atk** 2 fists (1d6); **Move** 14; **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: fear (if hug, save or paralyzed for 1d3 rounds, auto-hit), hug (if both fist strike same opponent, additional 2d6 damage), immune to cold.

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Dearthwood Random Encounters** for details.

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman**. See **Dearthwood Random Encounters** for details.

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance that a roll of 1 results in a solitary **ogre mage**. See **Dearthwood Random Encounters** for details.

Avalanche: Avalanches are a danger, and have a 20% chance of hitting the characters and a 50% chance of blocking either the way they came or the way they are going (Referee's choice).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples are given below of the **hill giant** and **fire giant**.

Giant, Hill: HD 8; **AC** 4[15]; **Atk** club (2d8) or boulder (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: hurl boulders.

Giant, Fire: **HD** 11+1d4hp; **AC** 4[15]; **Atk** huge sword (5d6) or boulder (5d6); **Move** 12; **Save** 4; **AL** C; CL/XP 12/2000;



Special: hurl boulders, immune to fire.

Remorhaz: The ice worm cometh! Run and hide!

Remorhaz: **HD** 10; **AC** 0[19], head/underside 2[17]; **Atk** bite (5d6); **Move** 12; **Save** 6; **AL** N; **CL/XP** 12/2000; **Special**: swallow whole on natural 20, melt non-magical weapons. (***Monstrosities*** 394)

Bone Hollow

This hobgoblin city is the true terror of the region. The good news about hobgoblins is they never do anything without a plan. The bad news is they never do anything without a plan. They seldom venture outside their city — when they do it is with an army. These hobgoblins hate and are in constant war with their kind in Smashed Skull to the south.

The area surrounding the hollow (really a small valley and mountain pass, complete with stone buildings, towers, walls, ballistae and catapults for defense) has a number of watchtowers, gongs, signal fires and patrols. A huge palisade and gate mark the entrance to the pass. More than 20 guards man the gate at all times.

The hobgoblins allow travelers to pass through, as long as they pay a toll of 100gp per head (man and beast) and 200gp per wheel (wagons and carts). Any attempts to attack or sneak through result in a highly coordinated response from the hobgoblins. No non-hobgoblin is allowed into the city area, nor allowed to camp inside the walls.

More than **4500 hobgoblins** are here, with the requisite accompaniment of leader types and females. The hobgoblins also keep a score of large monstrous creatures as pets and mounts, including a **wyvern**, a **manticore**, **2 chimerae**, **4 owlbears**, a **6-headed hydra**, **6 cave bears**, and **4 hell hounds**. Their leader rides an **adult blue dragon** into battle. Common hobgoblins often keep **wolves** as pets as well. Packs of the beasts roam about with their masters.

Anyone made captive is either sacrificed to some foul god, killed in the gladiator arena, or made a slave in their silver mine. Details of the city and mines are not provided here, although there may be a later supplement from **Frog God Games** detailing this area.

No wandering monsters are present here — except hobgoblins as noted.

Mount Moffat

Mount Moffat is the highest peak in the Starcrags. It is also an active volcano. The peak of the cinder cone rises 13,000ft above the lowlands below and constantly spews forth ash, toxic gasses and occasionally a lava flow. Nothing lives within 20 miles of the volcano, and few other than mountain goats and small animals ever go near the area at all. Anyone getting within 20 miles runs the risk (10% chance per day) of an event as follows:

Mount Moffat Random Encounters

Roll d100	Result
01–80	Scary minor eruption. The ground shakes, ash spews out, etc. No harm to anyone.
81–95	A random rock flies down in the area of the party. It has a 10% chance of hitting someone for 6d6 points of damage (save for half).
95–98	Ash, gas and rocks fly down where the characters are located. All must make a successful save once every 10 minutes or take 1d6 points of damage. It takes 2 hours to reach a safe distance. Shelter (a cave or a spell) avoids this. The toxic fumes and cinders are gone in 2d6 hours. Caves can be found with a 20% chance per hour, with a druid or ranger doubling that chance. The mountain goats know where the caves are — following them is a wise idea.
99	Big eruption hits the area, forcing all to make a save once every 10 minutes or take 2d6 points of damage. It takes 2 hours to reach a safe distance, and flammable items and trees catch fire. Shelter (a cave or a spell) avoids this. The toxic fumes and cinders are gone in 2d6 hours.
00	Boom! The volcano goes up in a huge fireball. All within 10 miles are incinerated (save to be reduced to 0 hp). All within 20 miles are affected by an *earthquake* spell and must make saves as per the 99 result. Outside of the 10 mile kill zone, shelter (a cave or a spell) avoids this. The toxic fumes and cinders are gone in 2d6 hours. Caves do not save anyone within 10 miles, as all the oxygen is sucked out of them and everything within suffocates.

P.S. — Win a prize, part 1. Anyone know where I got the name? First email to me wins. — Bill

Area SF-1: The Dark Heart of the Woods

In the center of **The Black Forest** is a relatively large clearing spanning 300ft by 700ft. It contains a small lake (120ft diameter) and is clear and empty of algal growths. Leaves are piled along the edges of the clearing, and small white-and-blue wildflowers dot the ground. Animal tracks are prevalent along all but the northern shore. On the northern edge of the lake grows a huge solitary willow tree standing 120ft tall and spreading its branches more than a 100ft in every direction. Careful inspection reveals the presence of numerous animal bones, and crushed bits lie near its trunk. This creature is a **blackwillow**, the true horror of this forest.

Blackwillow: **HD** 24; **HP** 120 (trunk/roots); **AC** –2[21]; **Atk** 1d4 tendrils (1d6 plus constrict) per target per round within 100ft; **Move** 3; **Save** 3; **AL** C; **CL/XP** 27/6500; **Special**: constrict (upon hit, automatic 1d6 damage, escape with successful open door check or destroy tendril with 10 damage, tendril damage does not subtract from trunk/roots), only 1 point of damage from piercing weapons, magic resistance (50%), resistance to fire, cold, and blunt weapons (50%),

Inside the trunk of the blackwillow are the remains of hundreds of its victims taken over the last 500 years or so. Anyone sifting through the literal mountain of corroded bone fragments and washing them free of the tree's digestive sap locates the few items that have not decayed over time. The following remain:

- A golden cased book (all the pages are digested) worth 200gp.
- 420gp and 910 corroded but salvageable sp
- A sealed ivory scroll case containing a scroll of three spells (*wish, meteor swarm, prismatic sphere*)
- A pair of *figurines of wondrous power* (*lovebirds*) (**Appendix**).
- Two gold armbands with strange markings in an ancient language (declares fealty to a long-dead king) worth 80gp each.
- 11 gems: 2000gp emerald, 500gp beryl, 200gp topaz, a matched set of 5 fire opals worth 100gp each (800gp as a set), and 3 50gp garnets.
- A stone tablet detailing a set of laws in a strange language (that of Tsen) along with an old form of the Common tongue (allows a +10% chance to interpret writings written in the Tsen language using the thief's read languages skill).
- A *solid gold dagger*. The dagger has a +5 to hit bonus against demons only, and any demon hit by the dagger must make a successful save or lose its ability to use any magical powers for 1d6 rounds. The dagger is relatively worthless as a melee weapon against other creatures, and any attack roll of 1 on the dice indicates that the dagger is blunted and destroyed (except for attacks on demons). The player characters should be informed that the dagger is quite soft and could be easily damaged, even though magical.

Area SF-2: The Crystal Cave

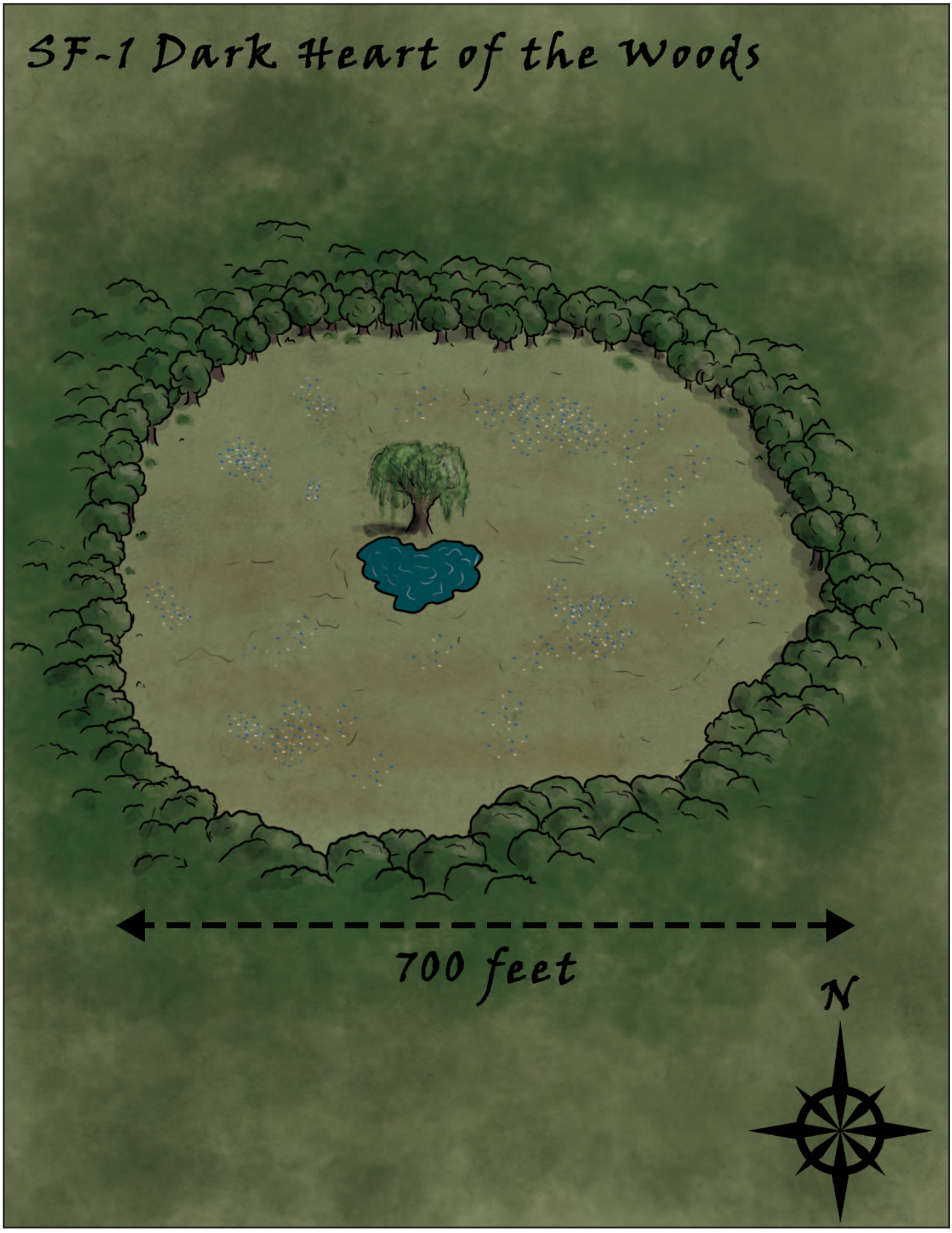
Deep within the tunnel is a covered hole descending deep into the caverns below. A 4ft square board, partially covered with sand, bits of rope, rusty metal and other cave detritus, hides the entrance itself. Curiously, no stalactites are present over the area of the entrance. Broken-off stubs litter the ceiling in a 10ft long area, allowing the curious to notice that the area has been worked. The board is fairly stable and can support up to 300 lbs. without collapsing. If a creature heavier than this crosses the area, there is a 25% chance that the board gives way and collapses, dropping the unfortunate character 120ft into the cavern below (12d6 points of damage; save avoids).

Once the entrance is cleared, it is a simple matter of fixing a rope and repelling down. As the entrance is in the cavern ceiling, climbing down without a rope requires a herculean effort (-40% on Climb Walls check) for this greater-than-vertical effort.

As soon as any descent into the depths of this cavern begins, it is immediately obvious that this is no normal place. The walls and mineral deposits in the cave reflect light brilliantly due to the various crystal formations that fill the room. Literally hundreds of multi-hued formations in all colors of the rainbow lie scattered in this living cavern. In the northeast corner of the cave lies a 30ft diameter pool of blue-tinted water. The pool is 20ft deep, grading from a shallow east end to a deep west end. It is filled with broken sand and gravel-sized pieces of crystal.

The crystals and minerals in the cave have some value, and can be harvested by clever adventurers. Each pound of material carefully removed (to preserve the beauty of the minerals) is worth 0–60sp (d100–40). A skilled jeweler or alchemist can determine their value. Up to 5000gp of material could be mined from this cave, taking several weeks in the process. Of real interest, however, is what lies on the floor of the pool, hidden beneath the colored sand.

If the pool is carefully examined and the shards of sand and gravel moved aside, an underwater staircase is revealed. No other way to spot the staircase exists other than moving the material, as the stairs are buried and not visible. The staircase itself must be excavated in order to be accessed. This requires removing a little more than 14,000 pounds of wet


SF-1 Dark Heart of the Woods
700 feet
N


SF-2 The Crystal Cave
N
120 ft Drop
10 feet

(and worthless) sand and gravel from the cold, cold water. There is no easy way to do this, as anyone spending more than 10 minutes in the water becomes hypothermic (–2 to all rolls, 1d4 points of non-lethal cold damage per 10 minutes) unless magically protected from cold. Bear grease (or equivalent) adds 20 minutes to working time. Removal of the material requires 24 man-hours of nasty, wet work. Once the bottom of the pool is excavated, the cold becomes the least of the adventurers' worries …

The stairs lead down to a reflective slab of crystal, a modified *mirror of life trapping*. Anyone gazing at the surface of the mirror must make a successful save or have their soul (and soul alone) trapped inside the mirror. This trap is made extra nasty, as the soulless husk that is their body is now 20ft underwater, and immediately begins drowning.

There is no way that the mirror can be removed; however, it can be broken if struck by a blunt object for 10 points of damage (the mirror absorbs the first 5 points from any blow due to its inherent hardness and the difficulty of swinging a blunt object under water). If broken, all souls trapped within are released (similar in effect to a *magic jar* spell). If no live bodies remain, the souls disperse.

Beneath the mirror is a rectangular box containing the calcified body of a long-dead mage. The clothes, scroll and books buried with him are long since decayed, but the corpse itself still wears a *ring of spell storing* that holds 6 spells of levels 1-6. Also inside the box near the feet of the mage is an ivory case containing a *wand of polymorph other* (10 charges).

Win a Prize, Part 2: A side note: Unlike the rest of this book, this encounter area first saw publication where? The first person to email me the answer gets a prize!

Area SF-3: Roc'n in the Free World

High cliffs rise up 400ft to the west of the party as they travel through the wilds. Eagles and hawks soar in the wind, along with one much larger bird. If the characters are on foot, the **roc** leaves them alone, although it makes an appearance to frighten them and send them scurrying like so many mice. Should mounted characters be present, the roc sees an opportunity for a fine meal and attacks.

There is only a 20% chance that the roc is able to attack by surprise out of the sun (although it is quiet, it is huge and therefore not very stealthy). The party can avoid being attacked by dismounting and making a random horse or pack animal the primary target. Should a mounted character be attacked, he has but one round to declare that he jumps off his mount (falling 1d6 x 10ft down the cliff) before being swooped up and away by the giant bird.

Attacks on mounted characters have a 75% chance of hitting the mount (2 talons) and a 25% chance (each talon) of hitting the character. If the character is carried away, they are dropped off in the roc's nest, 400ft above. As long as they are fairly "mellow" once dropped (and suffering 2d6 points of damage from the fall), the roc leaves and goes back to hunting. If they resist or appear aggressive, the roc "subdues" (read: kills) them before leaving.

Roc: HD 12; **HP** 80; **AC** 4[15]; **Atk** 2 claws (2d6), bite (3d6); **Move** 3 (fly 30); **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** none.

The nest is up at the top of the sheer cliff, requiring at least 10 climb checks to reach it. Obviously, characters that can *fly* or *levitate* have less of an ingress/egress issue.

The nest contains the following:

- Three roc eggs.
- Random bones and bits of dead creatures, including a hippopotamus, 10 horses and numerous deer, elk, etc.
- A very shiny *+1 lance of burning* (**Appendix**).
- Tons of roc feathers.

The roc feathers are quite valuable to an alchemist or wizard, worth 10gp each (there are 3d100 feathers). The roc eggs likewise would command a steep price, or if hatched, an even higher one. Eggs removed from the nest have a 30% chance of hatching, and the price of a baby roc in a large city is incalculable. Any damage to the nest or eggs, of course, instills a lifetime enmity with mama roc, and that is likely fatal to anyone within 100 miles.

If a character is deposited alive in the nest, a few additional events transpire: Ten minutes after the character lands, a **peryton** attacks the nest, seeking to destroy the eggs. If the character slays the evil bird, when the roc returns after 1 hour, it sees the dead thing and is grateful, chirping away and caressing the character with its ample wing. The character is lifted and gently deposited back with his comrades. While within this area (20 mile radius), there is a 10% chance that anything attacking the character finds itself in trouble as their allied big bird shows up to help them. The character is free to take the *lance*, of course.

Peryton: HD 4; **HP** 20; **AC** 6[13]; **Atk** antler gore (2d8); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit. (***Monstrosities*** 372)

Should the peryton successfully destroy the eggs (eggs have AC 9[10], 10 hp each) and not be slain, or if slain but all three eggs are destroyed, the roc flies into a rage and attacks the character. If the character escapes before the peryton shows up, the roc blames them for the destruction of its brood and searches for the party (20% chance of finding them per day within 100 miles). The bird fights to the death and uses a strategy of swooping in to grab a character before dropping them from 200ft (or higher).

The peryton's nest is almost impossible to locate (it flew here); however, should some magical means be used (e.g. *find the path, limited wish*), it contains 6 of the creatures, with unfertilized eggs (awaiting heat to make them fertile), and is located in a cliff-side cave 300ft higher and about 1 mile from the roc's nest. The perytons have no treasure.

Area SF-4: "They Have a Cave Troll!"

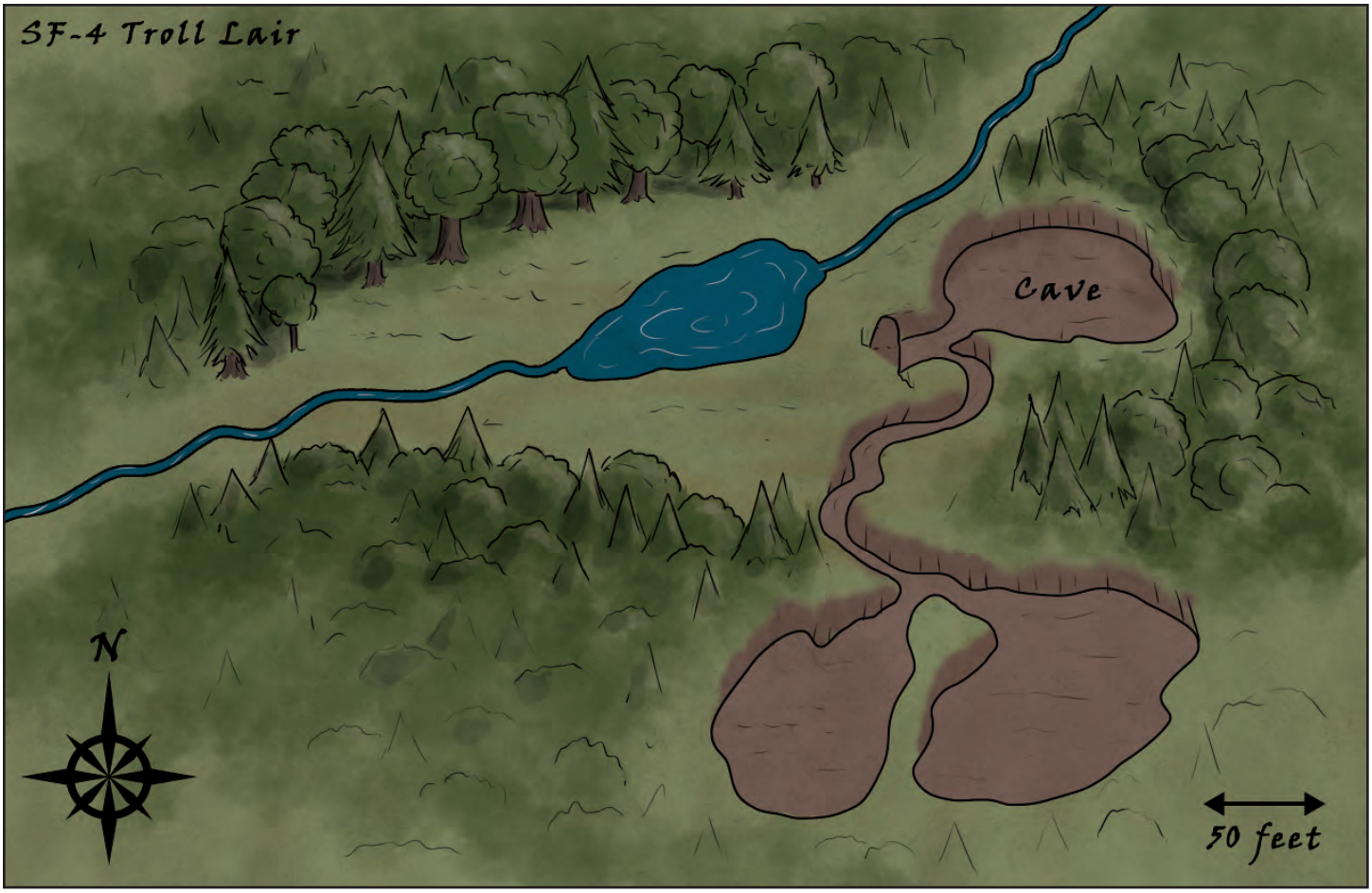
The Dearthwood Forest is a poor hunting ground. As such, the predators here are always in search of a meal and are not too picky about what they eat. In this rocky wasteland, water is also scarce. One clear spring of drinkable water attracts game from all over. It is also the home of **6 cave trolls**. Unlike others of their ilk, these smaller trolls are much sneakier than usual, using their fast movement (from *haste*) and *spider climb* abilities to pounce on prey and tear it to shreds before anything even notices them. They typically attack in groups of two, preferring to tear animals and other prey in half like a wishbone and then run off to their den to devour their share.

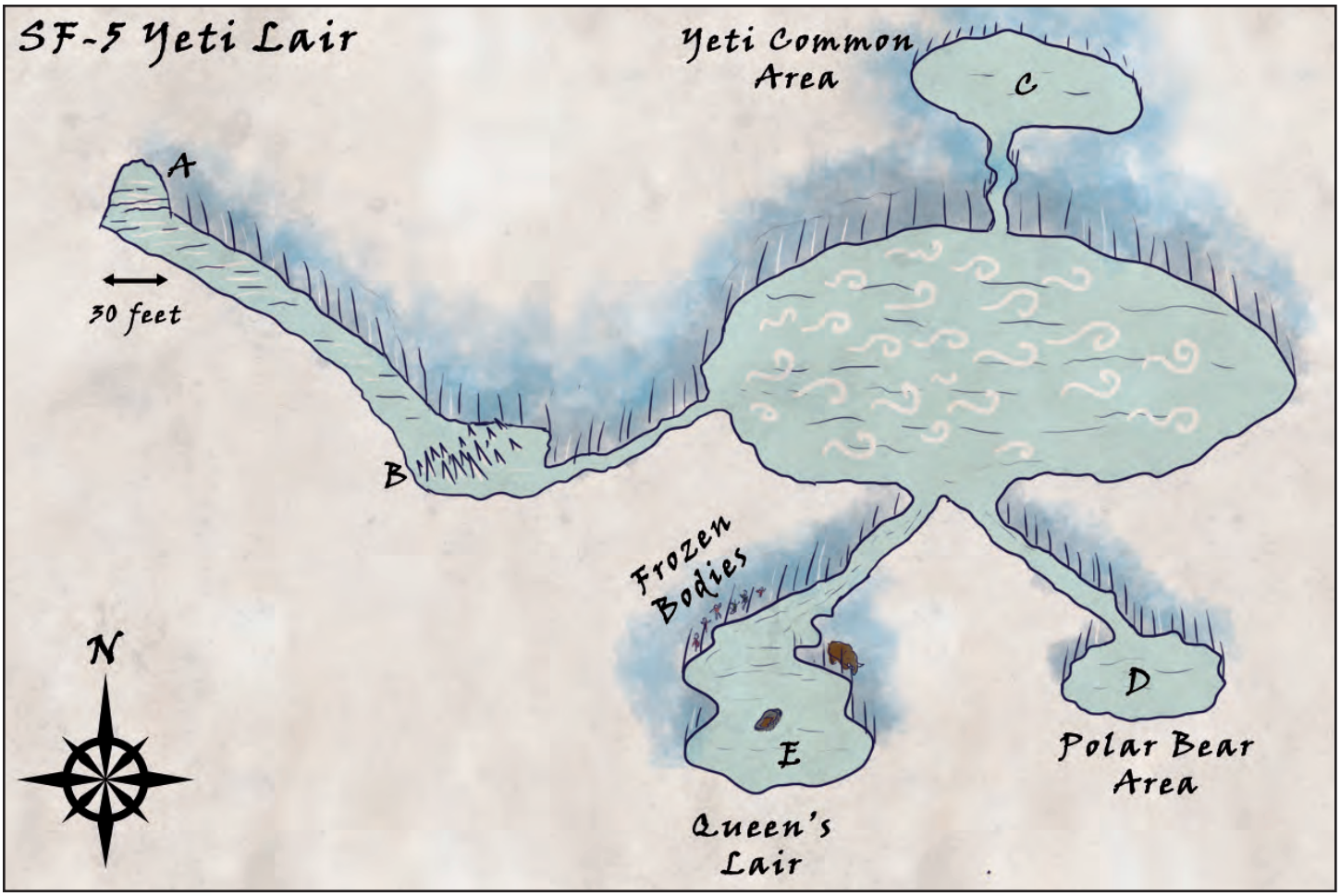
Trolls, Cave (6): HD 4; **HP** 18, 16, 21, 19, 22, 20; **AC** 0[19]; **Atk** 2 claws (1d4), claw (from *haste*) (1d4), bite (1d6); **Move** 24 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** *haste*, regenerate 2hp/round, rend (if both claws hit, additional 2d4 damage), *spider climb*. (***The Tome of Horrors Complete*** 568)

These fellows carefully guard this water source, as they know that the poisonous soils in the region make drinkable water scarce. They see this spring and its pool as a continuous source of easy meat.

The troll lair is a small underground cave of natural stone with three chambers. Once you get over the nasty stench, it's not a terrible place to live. Water is right down the way, plenty of game (unusual for this forest) is accessible, and it's warm and dry inside. The trolls have accumulated a nice hoard of loot over the years. That which has not been broken or destroyed includes:

- An intact and working chariot (4 man, 4 horse).
- 16 random weapons, one of which is a *+2 spear.*
- 2 suits of plate armor, 4 suits of chain mail (bloody, but usable) and a fancy gem-encrusted great helm worth 600gp. All the leather armor was eaten.
- 720gp, 4100sp and 3200cp scattered about.


SF-4 Troll Lair
Cave
N
50 feet


SF-5 Yeti Lair
Yeti Common Area
C
A
30 feet
B
Frozen Bodies
N
D
E
Polar Bear Area
Queen's Lair

• A finely crafted music box that plays children's lullabies. The box is made of mahogany and has golden gears inside. Its crafted nature is far beyond even what a master clocksmith could produce. The box plays 11 different tunes and is worth 3000gp to the right buyer.

• A broken wagon (missing one axle and 1 wheel, but otherwise intact).

• A spellbook containing random spells (6 1st-level, 3 2nd-level and 3 3rd-level spells).

• A *hoop of speaking* (**Appendix**).

Area SF-5: Wormy

The sparsely wooded hills and valleys of the foothills between the forests usually are clear of traffic, as well as monsters. In this case, however, a **purple worm** has come down from the mountains to look for a snack.

The piles of uprooted dirt should provide some warning to approaching characters that something is amiss. Animals with the party, as well as any dwarves notice a small vibration or tremor immediately before the worm attacks. The area can be avoided if the party desires, as long as they leave within 2 minutes of noticing the first large dirt pile.

Since the worm comes from underground, it cannot be surprised. A *silence 15ft radius* spell or similar magic could allow a group to pass through undisturbed; however, movement across this area on foot or by horse attracts the worm 75% of the time.

The worm attacks a random creature from below (large creatures such as horses have a double chance), attempting to swallow it whole. If it swallows something, it dives back down in 2 rounds and leaves the area. If it fails, it rises up and attacks normally.

If wounded, the worm fights until slain. It has no treasure.

Purple Worm: **HD** 15; **HP** 75; **AC** 6[13]; **Atk** bite (2d12), sting (1d8 plus poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: lethal poison, swallow whole (4 or greater than minimum attack roll or natural 20).

Area SF-6: The Adorable Snow Monster

Deep in the heart of the Starcrags lives a tribe of **yeti** led by a huge matriarch. The yeti rule the area, and monsters fear their numbers. More than **120 adults** live in this series of caves and caverns, and seldom stray far from their lair. The yeti, while internally socialized, are still fierce, carnivorous beats, and do not take lightly to intrusion into what they perceive as "their" territory.

A three-mile perimeter is set up around the cave area, with crucified scarecrows set out in a line 100 yards apart to mark the "no-fly zone" that they consider their own. This area is slightly below the tree line, although snow covers the ground 90% of the year.

Movement through snow and ice is treacherous, which the yeti know. They set many traps and ambush areas within their territory to take advantage of this slick terrain. Observant characters notice strange markings on trees and rocks (10% chance unless specifically searched) delineating these traps. There is a 1-in-6 chance per 10 minutes in the area of encountering these:



Cave Hazards

Roll d100	Result
01–30	Covered crevasse: save or fall 1d6 x 5ft.
31–50	Rockfall: save or take 3d6 points of bludgeoning damage.
51–70	Snow-Dusted Pond: save or fall into freezing water.
71–95	Ambush: **2d6+3 yeti** rise up out of the snow and attack
96–00	False Cliff: The cliff-side trail has been disguised to look safe. It collapses when more than 1000 lbs. is on it. Characters must make a successful save or fall 3d6 x 100ft down the side of the mountain.

The cave complex of the yeti is composed of 30 or so small caves and one larger series of caverns. The individual caves are assumed to have **1d3 adult yeti** and **2d2 young**. The small caves are not individually detailed. The large complex is detailed below.

Yeti: **HD** 5; **AC** 6[13]; **Atk** 2 fists (1d6); **Move** 14; **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: fear (if hug, save or paralyzed for 1d3 round, auto-hit), hug (if both fist strike same opponent, additional 2d6 damage), immune to cold.

Yeti Young: **HD** 4; **AC** 6[13]; **Atk** 2 fists (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: fear (if hug, save or paralyzed for 1 round, auto-hit), hug (if both fist strike same opponent, additional 2d4 damage), immune to cold.

Area A: Cave Entrance

The entrance to the yeti queen's cave is 30ft wide, icy and drops more than 100ft into the earth at a 30-degree angle. Anyone attempting to enter must make a save each round of movement or trip and slide into the area below unless roped together or wearing crampons. Anyone sliding automatically hits the trap in **Area SF-6B**. The entrance usually is unguarded, with only a 25% chance of having **1d3 yeti** in this area or in **Area SF-6B**.

Area B: Icicles

The yeti set up a series of hundreds of sharp pieces of ice as a not-so-soft landing point for anyone sliding down into it. Impact with this trap causes 6d6 piercing damage (save half) and makes one hell of a lot of noise If anyone hits the sharp ice, there is a 50% chance of **3d6 yeti** arriving within 2 minutes. The room itself is covered in ice, and has exits to the left and right. The cave itself is ceilinged with huge, sharp icicles completely covering its 40ft diameter perimeter.

Area C: The Left Side

The tunnel leads back 60ft to a large common area. Steam and fog, the result of a hot spring reacting with the cold, inhibit visibility. This 200ft diameter cave is warmer (30 degrees) than the rest of the cave and provides dwelling quarters for **22 adult yeti** who act as the bodyguard to the queen. Visibility is limited to 20ft. Yeti use this to their advantage, using their keen hearing and smell to attack out of the mists. They attack relentlessly and give no quarter to anyone who is here, as they live only to protect their matriarch. They have no treasure. Several partially frozen carcasses of deer, elk and moose that serve as a food supply are always present.

Yeti (22): **HD** 5; **AC** 6[13]; **Atk** 2 fists (1d6); **Move** 14; **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: fear (if hug, save or paralyzed for 1d3 round, auto-hit), hug (if both fist strike same opponent, additional 2d6 damage), immune to cold.

Area D: The Right Side

This tunnel runs 70ft at a fairly level clip and ends in a 40ft diameter cave. Within the cave are **3 large polar bear pets** of the matriarch. This area serves as an early warning system for the queen and her consorts. The bears are well-fed and well-trained to defend the area. A tunnel at the back of the cave leads to the queen's chambers.

Bears, Polar (3): **HD** 7; **HP** 35, 32, 37 **AC** 6[13]; **Atk** 2 claws (1d6+1), bite (1d10+1); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: hug (if both claws hit, 3d6 additional damage). (***Monstrosities*** 38)

Area E: The Queen's Side Castle

The lavish accouterments of this cave belie that royalty lives here. Frozen in the walls are the carcasses of dozens of animals and humans, victims of the yeti tribe frozen in ice and symbols of the queen's power. Brightly colored clothing adorns the dead bodies of 6 humans frozen inside 2ft thick polished ice. The whole provides a gruesome and creepy look, as dead things frozen in the walls stare out as if still alive.

The queen's bed is a polished slab of stone that contains a large gold vein worth 6000gp if mined. Furs and skins cover the slab, creating a strange "ice queen" feel to the whole tableau.

In the cavern are **3 yeti royal guards**, the **queen**, her **chief consort**, and the **yeti shaman**.

Yeti Queen: **HD** 8; **HP** 45; **AC** 6[13]; **Atk** 2 fists (1d8); **Move** 14; **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: fear (if hug, save or paralyzed for 1d4 round, auto-hit), hug (if both fist strike same opponent, additional 2d8 damage), immune to cold.

Yeti Consort: **HD** 8; **HP** 40; **AC** 6[13]; **Atk** 2 fists (1d8); **Move** 14; **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: fear (if hug, save or paralyzed for 1d4 round, auto-hit), hug (if both fist strike same opponent, additional 2d8 damage), immune to cold.

Yeti Shaman: **HD** 9; **HP** 42; **AC** 6[13]; **Atk** 2 fists (1d6); **Move** 14; **Save** 6; **AL** N; **CL/XP** 13/2300; **Special**: fear (if hug, save or paralyzed for 1d3 round, auto-hit), hug (if both fist strike same opponent, additional 2d6 damage), immune to cold, spells Clr (3/3/3/2/2).

Spells: 1st—*cure light wounds* (x3); 2nd—*bless, hold person*, *silence 15ft radius*; 3rd—*bestow curse*, *continual light*, *prayer*; 4th—*cure serious wounds* (x2); 5th—*finger of death* (x2).

Yeti Royal Guards (3): **HD** 5; **HP** 30 each; **AC** 6[13]; **Atk** 2 fists (1d6); **Move** 14; **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: fear (if hug, save or paralyzed for 1d3 round, auto-hit), hug (if both fist strike same opponent, additional 2d6 damage), immune to cold.

Other than the skins and furs, no treasure is apparent. The real treasure lies with the frozen bodies. They could be raised from the dead (freezing has preserved them), and include the following:

- A common shepherd wearing a purple cloak. He carries a shepherd's crook.
- A male human (Ftr6) wearing a red tabard over his plate armor. His purse contains 22gp, a frozen *potion of haste*, and his belt scabbard holds a *+1 sword, +2 vs. magic users and enchanted creatures*.
- An aged male human (MU9) wearing a bright blue cloak (a *cloak of protection +1*). His pack contains his spellbooks (6/6/6/4/2). His purse holds 33gp and 14sp.
- A male elf (Thf7) wearing forest green and brown clothes. On his belt is an *eversharp scabbard* (**Appendix**). His pack contains a few random adventuring items (frozen rope, frozen oil, a lantern), and his purse contains a 400gp ruby gem and 12gp.
- A stern-looking male human (Clr8) wearing polished a polished breastplate. The armor is silver-coated (worth twice normal amount). He carries a silver holy symbol of Thyr, a *+1 warhammer*, and a set of *magi-*

cal prayer beads (**Appendix**).

• A fiery-haired dwarf (Ftr6) wearing a yellow tabard over his dwarven plate. His battle axe is of high quality, and he carries a *shield of pushing* (**Appendix**). His pack contains 7 silver bars worth 200gp each.

• A bizarre-looking male human (Drd8), his face partially changed into that of a crocodile. His leather armor is torn from his change (he died mid-transformation), and his belt pouch is in reality a *bag of holding*. The bag holds 4 scrolls of spells: 1) *faerie fire, predict weather*, 2) *control winds, hold plant, wall of fire*, 3) *neutralize poison* (x2), 4) *control weather, creeping doom*.

Area SF-7: The Legend of Zelda, 1977

If you go into a very dark place without light, a grue might eat you.

The party encounters a hole in the ground. The hole is 10ft in diameter and appears to drop straight into the ground. The darkness below seems almost impenetrable, and all non-magical sources of light shine at 10% of their normal radius. Torches appear as glowing embers, lanterns glow like a candle, and candles like a match. Magical light has its radius halved in this cave, although it prevents the cave's denizen from appearing (see below).

The cave mouth drops 10ft into a large, circular cavern some 80ft in diameter. The cave has numerous dead-end side tunnels. This dry cave has few rats and bats (strange?), although insects buzz and flit about.

Anyone more than 20ft away from a magical light source is attacked by the **grue** that lives here. The grue first bites through or disables any ropes or ladders used for descent into its lair. Then it uses its darkness ability on anyone separated from their fellows, striking hard and fast while it uses its feat ability.

There is no treasure, as all slain by a grue disappear forever, along with all their gear.

Grue (Type 2): **HD** 6; **HP** 30; **AC** 2[17]; **Atk** bite (2d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 11/1700; **Special**: extinguish one normal light source per round within 100ft, healed by damage caused to victims, immune to all but magic weapons and spells with a light component/effect (***Monstrosities*** 234)

Area SF-8: They Mostly Come at Night, Mostly . . .

The low-lying plains south of the Black Forest contain rich farmland from the mineral-rich soils flowing downriver from the Starcrag Foothills. The bravest of the farmers from the towns of Glaivr have moved to this area to take advantage of the rich crops, and a series of homesteads has grown in both size and wealth.

The farmers are not stupid, as living here in the wilds has its disadvantages as well as its rich land. There are 22 different farmstead estates here. A typical farm consists of 50 or so adults, usually well-armed, and even includes several ex-adventurers or soldiers. The farmhouses are fortified estates, and often include palisades or rock walls, thick wooden walls on buildings, and other means of defense. Packs of trained dogs are common, and most farmers even maintain a cadre of men-at-arms to patrol their estates. The farm estates have a loose feudal government led by a council of the leaders of each house, and call themselves "lords," though the titles are self-imposed and have no lawful bearing.

No developed roads exist, though well-worn wagon trails and pathways are present connecting the estates with each other as well as with the ferry across the Binjerin River to Glaivr.

Strangers are initially received with suspicion — a dozen or so **armed men** with a pack of **10 guard dogs** investigate anyone trespassing on claimed land. Once a group of characters is established as no threat, they are welcomed, fed and housed by these yeoman lords, and perhaps even asked to perform a mission or two.

If the Referee desires, this area and the farmer lord's lands can be used as a base of operations for adventurers. The concept of pay-for-hire is an old one, and the farmers would rather the party risk their lives than their own men. In the event a farmer wishes to do something less than above board, having strangers do it for him also creates plausible deniability for him should the plot be discovered. The potential is endless, but could include:

- Escort wagons to/from Glaivr
- Fetch item Y from town/the mountains/the forest
- Find/kill monster X
- Find out what is killing my livestock and make it stop
- Defend the farm against bandits/monster, etc.
- Strong arm Farmer X for Farmer Y because he is infringing on my land/I want to infringe on his land
- Rescue my daughter from a monster/neighboring farm, etc.

Armed Men (12+): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, spear.

Dogs, Guard (10): **HD** 2; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none. (***Monstrosities*** 127)

One example is provided below:

Strange Things Have Been Happening At Night

Farmer Lord Nelson approaches his newfound guests with a troubled brow. His livestock, you see, have been found dead in increasing numbers in the south fields. Ten cattle have been lost in the last week — and he suspects foul play. The dogs he left in the fields were killed as well last night, all but one that has gone missing. The two men he left with them are also missing without a trace.

Lord Nelson offers the party 100gp to stand guard for a week at night in the south field. He further offers another 100gp should they locate and remove the source of this poaching and an additional 10gp for the safe return of the missing dog, along with 50gp if they locate his men, alive or dead.

The south field is two miles from the main estate, and the party can examine the dead animals during the day if they wish. Nelson does not wish to risk any more of his men at night out there, although the brother of one of the missing men, an ex-soldier named **Tanos**, volunteers to stand with them if they wish. Tanos has **2 guard dogs** he can bring as well.

Tanos (Ftr2): **HP** 12; **AC** 4[15]; **Atk** longsword (1d8+1) or heavy crossbow (1d6+2); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special**: +1 to hit and damage strength bonus.

Equipment: chainmail, shield, longsword, heavy crossbow, 20 bolts, whetstone, 3gp.

Dogs, Guard (2): **HD** 2; **HP** 8, 10; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none. (***Monstrosities*** 127)

Examination of the dead cattle indicates that they died after having their throats torn out by some sharp object. Several fingernails can be found lodged into two of the steers' skin just below the slashes. Strangely, they were not eaten or mutilated in any other way. The dogs have similar wounds, although one dog has a cleanly severed and desiccated hand in its mouth. The hand has long claws and long, blood-encrusted, yellowed fingernails.

The Referee should play this up, as the party will no doubt be certain at this point that they face ghouls or some other undead creatures. Nothing could be further from the truth. The "ghoul claw" is a ruse left behind by the true assailants (the Farmer Lord Osric, whose farm is adjacent to Nelson's) to scare away Nelson's men so he can steal his land.

Should the party stand watch at night, nothing occurs for two days. On the third night, a **war party of 12 mercenaries** from Osric's farm approaches the guard party. They are here to kill cattle, dogs and anyone sent to guard them.

Unless the party from Osric's farm is surprised, they approach in a non-hostile manner. They are heavily armed (but who wouldn't be) with a pack of **10 guard dogs**. They ask if the group has seen anything strange, and say that they are investigating livestock slayings on the Osric farm. Observant players note that one carries a large sack that smells hideous.

Hoping to catch the party off guard, they move about until several are close to each character, and then spring and attack.

Osric Mercenary Leader (Sergeant-At-Arms): **HD** 3; **AC** 5[14]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: chainmail, longsword, spear, large sack (the sack contains pieces of a dead body—for use in making the "ghoul theory" look realistic), 3gp.

Osric Man-At-Arms (11): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, spear.

Dogs, Guard (10): **HD** 2; **AC** 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; AL N; **CL/XP** 2/30; **Special**: none. (***Monstrosities*** 127)

Should the party hide and observe, the men slit the cattle's throats, sever the hands of the dead corpse that they dug up, and do their best to cover their tracks. They use the fingernails and bits of the corpse to make it look as if some undead menace caused this.

If confronted, they fight until half their number are slain then run off into the darkness to return to their home. Should Tanos survive, or if any of the assailants are captured, the source (Osric's farm) of the incursion can be determined rather easily.

Unless a man is captured alive, the characters still have no proof worthy of accusing a noble lord of such a crime — after all, who can prove that he ordered the attack. Survivors are treated as bandits and hung, of course, so even the word of a common criminal may not be believed by the council — would the man not make up a lie to save his own neck?

What happens next is up to the Referee, but the plots and intrigues could make for some very fun adventuring. If proof could be obtained, the council could outlaw Osric, and the party, along with Lord Nelson, could then kill him and take his land. As Osric is a seasoned warrior, this could prove difficult.

Lord Osric (Ftr9): **HP** 50; **AC** –2[21]; **Atk** *+1 longsword* (1d8+3 plus 1d6 fire) or *+1 longbow* x2 (1d6+3); **Move** 12; **Save** 5 (with ring); **AL** N; **CL/XP** 9/1100; **Special**: +2 to hit and damage strength bonus, +1 to hit bonus with missile weapons, –1[+1] dexterity AC bonus, parry (–3 penalty to enemy attacks).

Equipment: *+1 fiery plate mail* (1d3 fire damage/round to enemies in melee), *+1 shield*, *+1 longsword*, *+1 longbow*, 20 arrows, *ring of protection +1*.

The Dragon Hills

Tsar

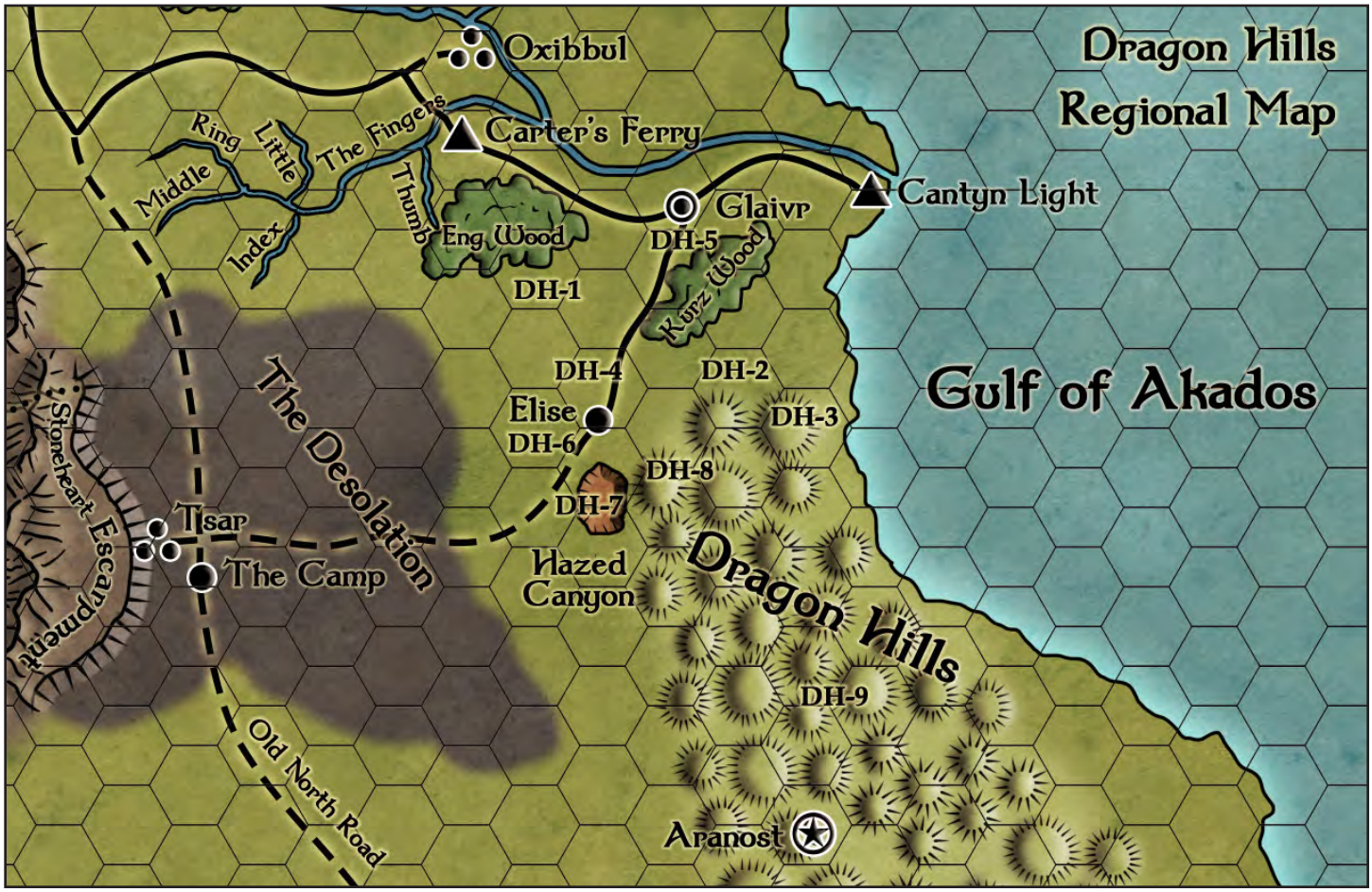
The environs of Tsar and the area surrounding it are detailed in ***The Slumbering Tsar Saga*** and are not repeated here.

Glaivr and Elise

These cities are described below in **Areas DH-5** and **DH-6**.

The Hazed Canyon

Figuring prominently in the main adventure, this place is detailed in **Area DH-7**.



The Dragon Hills

The Dragon Hills got their name because of two families of dragons, one blue and one green, which inhabit the area. The dragons would be a much larger problem for the other inhabitants of the area if not for the fact that they are constantly trying to steal one another's treasure and slay each other. This prevents them, in part, from seeking trouble elsewhere, each knowing full well that if they were weakened, it could mean death for their clan at the hands of the other (think Hatfields and McCoys). Both dragon lairs are detailed in **Areas DH-8** and **DH-9**.

Rarely does a member of either clan venture far from home except to steal sheep or cows from the farmers in Elise or Glaivr, or to fly out and scout the area to ensure they are not being attacked by their nemeses.

The hills themselves are scrubland, with a few trees dotting the slopes, and large rocky outcrops and eroded gullies making travel difficult.

Encounters in the hills occur at a fairly high frequency, as fewer monsters and predators need to seek refuge from the villagers of Elise and Glaivr (both of whom provide good raid targets) and because they have learned that the masters of the area do not typically attack anything that could potentially harm them.

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

The Dragon Hills Random Encounters

Roll 1d100	Result
01–40	**1d6 common animal,** non-aggressive
41–60	**1d6 common animal,** aggressive
61–70	**2d10+6 humanoids**
71–75	**1d3 dragons**
76–80	**1d6 giant common animal**, non-aggressive
81–83	**1d6 giant common animal**, aggressive
84–85	**1d6 trolls** or **1d6+4 ogres**
86–91	**2d6+10 bandits**
92–94	**Mounted war party of 1d6+5 soldiers** with **3d6+6 retainers** from either Glaivr or Elise
95–99	**Monster** (Referee's choice, although the **leucrotta** and **bulette** are common)
00	Entire **dragon families** at war — all members present and fighting!

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Humanoid: This encounter is with a **humanoid warband** (10% gnolls, 10% goblins, 70% hobgoblins, 10% orcs). See **Dearthwood Random Encounters** for details.

Dragons: The smaller group is typically an **adult**, and **1 immature** (50/50 chance of green or blue) — the dragons avoid a group of more than 4 individuals and likely try and extort rather than fight. If the entire family is encountered, it consists of **2 adults**, **1 immature,** and **a young** or **very young**. There is a 20% chance that **grandma dragon** is there as well (**ancient green** only). These groups attack. See **Areas DH-8** and **DH-9** for more information on the "families".

Giant animal (both): This is the same as for regular animals, except with 1d6 giant-sized versions of them. See **Dearthwood Random Encounters** for details.

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman**. See **Dearthwood Random Encounters** for details.

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance that a roll of 1 results in a solitary **ogre mage**. See **Dearthwood Random Encounters** for details.

Bandits: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**. See **Dearthwood Random Encounters** for details.

Mounted war party: These parties typically consist of foolish knights and bands of treasure seekers heading to their deaths in a dragon's lair. They try to recruit (50%) or run off (50%) the characters. The band typically consists of **1d6+1 footmen**, **1d4 knights** (on **war horses**) and **3d6+6 retainers** (normal human, 3 hp). They may (50% chance) actually know where a dragon's lair is.

Footman: HD 1; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword, spear, 2d12gp.

Knight: HD 3; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none
Equipment: chain mail, shield, longsword, lance, 2d10gp, 40+2d10sp.

Horse, War: **HD** 3; **AC** 7[12]; **Atk** 2 hooves (1d3), bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 252)



Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples are provided below for the **bulette** and **leucrotta**.

Bulette: **HD** 7; **AC** –2[21]; **Atk** 2 claws (3d6), bite (4d12); **Move** 15 (burrow 3); **Save** 9; **AL** N; **CL/XP** 9/1100; **Special**: burrow, leaping (no bite, attack with four claws), surprise.

Leucrotta: **HD** 6; **AC** 4[15]; **Atk** bite (3d6); **Move** 18; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: double retreat kick (2d6). (***Monstrosities*** 293)

The Kurz and Eng Woods

These woods are famous for their treasure trove of fine lumber and relative safety. Deciduous trees of many species are present here, with oak, birch and walnut being the most common. Loggers and trappers seek the bounty of harvest of all kinds present here. Glaivr probably exists as a city because of the wood and furs taken from these areas. All foraging attempts here are at double chances, as food and water are abundant.

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

The Kurz and Eng Woods Random Encounters

Roll 1d100	Result
01–45	**1d6 common animals**, non-aggressive
46–58	**1d6 common animals**, aggressive
59–69	**Logging** or **trapping party**
70–76	**2d10+6 humanoids**
77–82	**1d6 giant common animal**, non-aggressive
83–85	**1d6 giant common animal**, aggressive
86–91	**Faerie folk**
88–92	**2d6+10 bandits**
93–96	**Mounted war party** of soldiers from either Glaivr or Elise
97	**Monster** (Referee's choice, although carnivorous plants are common)
98–00	**Angry druids!**

Common animal, non-aggressive: This encounter is with **1d6 small furry creatures** such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Logging or Trapping party: This encounter is with either loggers (01–50%) or trappers (51–00%). The **6d6 loggers**, with 4d6 draft animals and 2d6 wagons, are armed with axes and tools, and one-third of them have a shortbow. The **trappers** travel in groups of **2d6 men** and are typically heavily armed. They carry traps and snares, and travel with 1d2 mules per trapper.

Logger/Trapper (Human, Normal): **HD** 1d6hp; **AC** 9[10]; **Atk** hand axe (1d6) or dagger (1d4) or shortbow x2 (1d6); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special**: none.

Humanoid: This encounter is with a **humanoid warband** (10% goblins, 20% hobgoblins, 60% kobolds, 10% orcs). The kobolds are double in numbers.

Goblin: HD 1d6 hp; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: -1 to hit in sunlight, darkvision 60ft.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: darkvision 60ft.

Kobold: **HD** 1d4hp; **AC** 7[12]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special**: -1 to hit in sunlight, darkvision 60ft.

Orc: HD 1; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.

Faerie Folk: These encounters occur with a **dryad** (01–20%), a band of **2d4 pixies** (21–40%), a **brownie** (41–50%), a **nymph** (51–55%), **2d6 centaurs** (56–70%), **2d4 satyrs** (71–75%), **1d3 korreds** (76–80%), a **leprechaun** (81–85%), a **quickling** (86–90%), a **lamia** (91–95%) or a gathering of faerie folk (Referee's choice, 96–00%). Specific tactics and interaction with these folk is up to the Referee; however, all would be upset with loggers and trappers, and the quickling and lamia are just malicious. A good use of this encounter is in conjunction with a logging or trapping party — the party can mediate the sides.

Brownie: **HD** 1d4hp; **AC** 2[17]; **Atk** tiny sword (1d3); **Move** 9; **Save** 18; **AL** L; **CL/XP** 1/15; **Special**: magical abilities, magic resistance (25%), surprise on 1-4 on d6 only surprised on 1 on d8. (***The Tome of Horrors Complete*** 73)

> **Magical Abilities:** 1/day—*confusion*, *continual light*, *dimension door*, *protection from evil 10ft radius*, *mirror image*.

Centaur: **HD** 4; **AC** 5[14]; **Atk** 2 kicks (1d6) or longbow x2 (1d6); **Move** 18; **Save** 13; **AL** N; **CL/XP** 4/120; **Specia**l: none. (***Monstrosities*** 61)

Dryad: **HD** 2; **AC** 9[10]; **Atk** wooden dagger (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: 3/day—*charm person* (–2 on save).

Korred: **HD** 6; **AC** 4[15]; **Atk** slam (1d4) or shears (1d6) or club (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 8/800; **Special**: animate hair, laugh (3/day, 60ft range, save or be stunned for 1d2 rounds), magic resistance (30%). (***The Tome of Horrors Complete*** 353)

Lamia: **HD** 9; **AC** 3[16]; **Atk** 2 claws (1d6 plus wisdom drain); **Move** 24; **Save** 6; **AL** C; **CL/XP** 12/2000; **Special**: magical powers, touch drain 1 point of wisdom permanently. (***Monstrosities*** 284)

> **Magical Powers:** 1/day—*charm person*, *charm monster*, *suggestion*.

Leprechaun: **HD** 1; **AC** 8[11]; **Atk** dagger (1d4); **Move** 18; **Save** 17; **AL** N; **CL/XP** 5/240; **Special**: magical abilities, magic resistance (10%). (***Monstrosities*** 292)

> **Magical Abilities:** at will—*dimension door*, *invisibility*, 1/day—*phantasmal force*.

Nymph: **HD** 3; **AC** 9[10]; **Atk** none; **Move** 12; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: visage causes blindness or death (save avoids).

Pixie: HD 1d6hp; **AC** 6[13]; **Atk** tiny sword (1d4) or arrow (1d4+1); **Move** 9 (fly 18); **Save** 17; **CL/XP** 2/30; **Special**: invisibility (–4 on attacker to hit rolls).

Quickling: HD 2d6; **AC** 0[19]; **Atk** dagger (1d3); **Move** 48; **Save** 16; **CL/XP** 5/240; **Special**: blur (20% miss chance before attack roll), natural invisibility, sleep poison, spells. (***The Tome of Horrors Complete*** 447)

Satyr: **HD** 5; **AC** 5[14]; **Atk** longsword (1d8); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: concealment (90% chance to avoid notice), pipes (music causes *charm person*, *sleep*,

or *fear*, save avoids), magic resistance (50%).

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Dearthwood Random Encounters** for details.

Bandits: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**. See **Dearthwood Random Encounters** for details.

Mounted War Party: This encounter is with a group of **4d10 foot soldiers**, and **2d2 mounted knights**. These folks are looking for bandits or humanoids that recently attacked a party of loggers or trappers. They may initially believe the party to be these bandits, but are not unfriendly once they are convinced these "aren't the droids they are looking for." See **Dragon Hills Random Encounters** for details.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples are provided below of the **archer tree** and the **assassin vine**.

Archer Tree: **HD** 7; **AC** 6[13]; **Atk** 1d4 needles (1d6 + paralysis); **Move** 1; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: paralysis for 3d6 turns (save negates). (***Monstrosities*** 21)

Assassin Vine: **HD** 7; **AC** 5[14]; **Atk** vine (1d6+1); **Move** 1; **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: animate plants. (***Monstrosities*** 20)

Angry Druids!: This encounter is with a group of **druids** (01–90%, consists of **1 7th level druid**, **4 5th level druids** and **9 1st level druids**, as well as a pack of **2d6 wolves** and **1d6 black bears**) or a **12th level druid** (91–00%, with **3 treant allies**) that has just "had enough" of people invading the forest and killing the trees and animals. There is a 75% chance that the druids just attack anyone they encounter initially. A druid or ranger in the party can persuade the druids to cease attacking if no return attack is made. While upset, the druids prefer to drive a party away rather than outright kill them, unless they are logging or trapping animals.

Master Druid, "Counselor of Forests" (Drd12): HP 36; **AC** 0[19]; **Atk** *+1 freezing sickle* (1d6+1 plus 1d6 cold); **Move** 12; **Save** 3 (with ring); **AL** N; **CL/XP** 15/2900; **Special**: +2 on saves vs. fire, immunity to fey charms, shape change (1d6 x 10% healing per change; 3/day: reptile, mammal, or bird), spells (5/4/4/4/3/2/1).

Spells: 1st—*detect magic*, *faerie fire* (x3), *predict weather*; 2nd—*cure light wounds* (x2), *heat metal*, *obscuring mist*; 3rd—*call lightning*, *cure disease*, *plant growth*, *protection against fire*; 4th—*animal summoning I*, *cure serious wounds*, *dispel magic*, *insect plague*; 5th—*animal growth*, *animal summoning II*, *sticks to snakes*; 6th—*conjuration of fire elementals*, *finger of death*; 7th—*creeping doom*.
Equipment: *+2 leather armor*, *+1 wooden shield*, *cloak of displacement*, *+1 freezing sickle*, *ring of protection +1*, *bag of holding*, holly and mistletoe, wooden holy symbol, 89gp.

Druid Leader, Seeker of the Sixth Mysteries (Drd7): HP 22; **AC** 2[17]; **Atk** *+1 sickle* (1d6+1); **Move** 12; **Save** 8 (with cloak); **AL** N; **CL/XP** 9/1100; **Special**: +2 on saves vs. fire, immunity to fey charms, shape change (1d6 x 10% healing per change; 3/day: reptile, mammal, or bird), spells (4/2/2/1).

Spells: 1st—*detect magic*, *faerie fire*, *predict weather*, *purify water*; 2nd—*cure light wounds*, *heat metal*; 3rd—*plant growth*, *protection against fire*; 4th—*insect plague*.
Equipment: *bracers of defense AC 4[15]*, wooden shield, *cloak of protection +1*, *+1 spear*, holly and mistletoe, wooden holy symbol, 23gp.



Seeker of the Fourth Mysteries (Drd5): **HP** 15; **AC** 5[14]; **Atk** spear (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: +2 on saves vs. fire, immunity to fey charms, shape change (1d6 x 10% healing per change; 3/day: reptile, mammal, or bird), spells (3/2/1).

Spells: 1st—*detect magic*, *faerie fire*, *locate animals*; 2nd—*cure light wounds*, *obscuring mist*; 3rd—*protection against fire*.
Equipment: *+1 leather armor*, wooden shield, holly and mistletoe, wooden holy symbol, 12gp.

Acolyte (Drd1): HP 4; **AC** 9[10]; **Atk** wooden dagger (1d4); **Move** 12; **Save** 15; **AL** N; **CL/XP** 1/15; **Special**: +2 on saves vs. fire, spells (1).

Spells: 1st—*faerie fire*.
Equipment: holy and mistletoe, wooden holy symbol, 1gp.

Bear, Black: **HD** 4+1; **AC** 7[12]; **Atk** 2 claws (1d3), bite (1d6); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: hug (if both claws hit, 1d8 additional damage).

Treant: **HD** 7; **AC** 2[17]; **Atk** 2 strikes (2d6); **Move** 6; **Save** 9; **AL** L; **CL/XP** 7/600; **Special**: control trees (60ft range, walk at 3, max 2).

Wolf: **HD** 2+2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Bard's Gate

This city is not detailed in this work. For further information, please see ***Bard's Gate*** by **Necromancer Games**, and yes, we will probably be redoing it under the **Frog God Games** banner in the next few years.

Binjerin River Valley and Coastal Areas

The Binjerin River connects the trade-based cities of Glaivr and Elise with the coastal region, including the huge markets of the South and East. Raw materials from the forests, fields and mines of the region constantly flow downstream on barges. Due to the other hazards in the region (e.g. dragons), river pirates are rare as the trade barges frequently travel excessively armed. Fishermen line the rivers, and armed patrols of mercenaries and soldiers frequent the river path to the sea and along the coast, including contingents from Bard's Gate who desire materials to actually arrive in port. If travel anywhere in the Dragon Hills region can be called safe, this is it.

The river east of Glaivr is actually a langorous estuary, and really could be termed brackish instead of freshwater. The estuary is quite shallow in most areas, and encounters are rare. At the mouth of the river near Cantyn Light is a large dock facility manned by armed soldiers from both the River Watch of Glaivr and Bard's Gate, as well as a contingent of Waymarch elite soldiers. These fellows make the "law legal" in this area, and any piracy or violence is not tolerated. The magistrate in charge of this facility has absolute authority as judge, jury and executioner as he sees fit.

From this dock, material goods travel by sea to Bard's Gate by the way of Freegate and all points east and south.

Encounters on the river and in the nearby gulf are common; however, most are harmless. Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

Binjerin River Valley and Coastal Area Random Encounters

Roll 1d100	Result
01-45	1d3 merchant ships
46-58	1d2 warships
59-69	Huge school of fish
70-76	1d2 pirate skiffs
77-89	3d6 sharks (bull sharks if in the river)
90-91	Reef or sandbar (sandbar only in rivers)
92-94	Doldrums (no encounter in rivers)
95-96	Sneaker wave
97	2d6 nixies
98	**Monster** (Referee's choice, although **sea hags** and **sahuagin** are common)
99-00	Sea serpent! (or dragon turtle in rivers)

Merchant Ships: Merchant ships travel here frequently, heading either upriver to the docks at Glaivr or down to the Cantyn Light docking facility and all along the coast. They typically avoid any other traffic they see. They are frequently heavily armed (**2d6+10 mercenaries** on board, armed with crossbows and hand weapons). If approached, they flee, assuming any non-flagged warships to be pirates.

Mercenary (Soldier): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, light crossbow, 10 bolts.

Warships: This encounter is with a flagged warship or two. These warships typically pass close to other ships to inspect them from a distance, boarding and searching them if they notice anything unusual. Otherwise, they just drift by, assuming anyone they pass to be a merchant. Lots of armed men in canoes or longboats would raise their suspicion, and likely lead to the arrest and "evaluation" of the crew by the magistrate. Warships typically are armed with 1 light catapult and two ballistae, as well as a crew of **30 marines** each. These are led by **3 officers**.

Marine (Soldier): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or spear (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, spear, light crossbow, 20 bolts.

Marine Officer (Sergeant-At-Arms): **HD** 3; **AC** 4[15]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Huge School of Fish: Large schools of sea bass and tuna frequent this sea. Fishing in a school triples the success rates for foraging, and allows for 5d6 man days of rations to be caught per attempt. Nets and such haul in 10d10 days of food per net.

Pirates: This encounter is with **1d2 pirate skiffs**. Even with the harsh patrols of the area, there is just too much wealth passing by for some to ignore. The pirates typically nest near the north shore and travel in small, extremely fast oared skiffs with a single sail. Each skiff contains **2d6+12 men** armed with grapnels, and **2d4 pirates**. A skiff has a 10% chance of having a **wizard** as well. Wizard pirates typically use *sleep*, *fireball* and other area of affect spells to take out siege weapons and missile troops aboard decks. Under no circumstances do they engage warships, having far swifter boats. No prisoners are typically taken unless of noble birth (or young and female).

Grappler (Bandit): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, dagger.

Pirate (Sergeant-At-Arms): **HD** 3; **AC** 4[15]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Pirate Wizard (MU5): **HP** 12; **AC** 6[13]; **Atk** dagger (1d4) or darts x3 (1d3); **Move** 12; **Save** 11;**AL** C: **CL/XP** 7/600; **Special**: +2 on saves vs. spells, spells (4/2/1).
Spells: 1st—*magic missile* (x2), *sleep*, *shield*; 2nd—*darkness 15ft radius*, *web*; 3rd—*fireball*.
Equipment: *bracers of defense AC 6[13]*, dagger, 9 darts, 50gp.

Sharks: These creatures are deadly in the water, but assuming the characters are in a ship, they are simply spotted in the water, and not being fed by the players. These **3d6 sharks** are usually bull sharks (brackish water) and are extremely aggressive.

Shark (Small): **HD** 4; **AC** 6[13]; **Atk** bite (1d4+1); **Move** 0 (swim 24); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: feeding frenzy. (***Monstrosities*** 420)

Reef or Sandbar: Easily avoided by day and an experienced crew, night encounters with reefs are dangerous, and have a 25% chance of breaching

a ship's hull; otherwise the ship can be freed. Pirate skiffs and longboats have no keels, and easily pass over these. The reefs on the north end of the sea are dense and shallow. This is why the pirates favor that area. The Referee can consult ***Dead Man's Chest*** by **Frog God Games** for more information on reefs.

Doldrums: The wind and currents just stop. No travel via sail or drift is possible from 6d6 hours. Oars work normally of course. The Referee can consult ***Dead Man's Chest*** by **Frog God Games** for more information on doldrums

Sneaker Wave: Any low or no-keeled ships (barges, longboats, skiffs) capsize 50% of the time as this rogue wave appears from nowhere. Deep-keeled ships (merchantmen and warships) are typically unaffected (95% chance to weather the wave). Capsized boats sink in 2d6 rounds.

Nixies: **Nixies** typically watch ships from afar. Anyone in the water is approached (and rescued) if they are non-aggressive toward the nixies.

Nixie: **HD** 1d4hp; **AC** 7[12]; **Atk** spear (1d6); **Move** 6 (swim 12); **Save** 18; **AL** N; **CL/XP** B/10; **Special**: 10% can cast *charm person* (–2 on save). (***Monstrosities*** 349)

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples are provided below of the **sea hag** and **sahuagin**.

Hag, Sea: **HD** 3; AC 6[13]; **Atk** bite (1d4); **Move** 6 (swim 18); **Save** 14; **AL** C; **CL/XP** 5/240; **Special**: evil eye (3/day, 30ft range, save or die), horrific appearance (reduces strength by one-half for 1d6 turns, save avoids). (***Monstrosities*** 239)

Sahuagin: **HD** 2+1; AC 5[14]; **Atk** trident (1d8); **Move** 12 (swim 18); **Save** 16; **AL** C; **CL/XP** 2/30; Special: none. (***Monstrosities*** 407)

Sea Serpent or Dragon Turtle: Big and hungry, these beasties are detailed in ***The Tome of Horrors Complete*** 478, or the Referee can use the one from ***Monstrosities*** detailed below.

Sea Serpent: **HD** 15; **AC** 6[13]; **Atk** bite (2d12); **Move** 0 (swim 20); **Save** 3; **AL** N; **CL/XP** 16/3200; **Special**: swallow whole (4 or more over required number or natural 20). (***Monstrosities*** 416)

Dragon Turtle: **HD** 14; **HP** 98; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 3 (swim 9); **Save** 3; **AL** C; **CL/XP** 16/3200; **Special**: break ships, breath weapon (3/day, 90ft wide, 30ft long cone, 98 damage, save half).

Area DH-1: Little House of Death on the Prairie

The party comes across a series of cleared fields with ploughed rows and farm equipment lying unused in them. Several animals — a cow, two oxen, and the odd duck or chicken — roam about, but no sign of any humans is apparent. Several hundred yards in the distance is a small house with smoke rising from the chimney. Its door creaks softly as it sways open and closed with the wind.

It seems strange that the animals are roaming loose, and that no one is working.

Closer inspection of the home reveals a horrific sight. The interior is literally painted with blood covering the walls, floor and even parts of the ceiling. Bits of bone and hair make it appear as if who or whatever died here literally exploded all over the interior of the room. Strangely, the fireplace has been recently tended, and a cooking pot hangs from a hook, slowly bubbling away with a stew. An old longsword hangs above the fireplace (rusty but usable).

The home is a simple one, two rooms separated by a torn curtain, with dimensions of 30ft by 40ft. Standard "farmer" gear adorns the walls and table, and include cooking pots, knives, an axe, woolen blankets and clothes. The bed is dirty but bug free, and has signs of being recently slept in.

Hiding against a wall is a **skulk** that recently murdered the farmer and his family and ritualistically painted the walls with their blood. The stew in the pot consists of bits of "farmer meat" and potatoes.

The skulk holds off attacking, preferring to remain hidden, until it can strike a sole individual. The skulk will not attack an entire party unless discovered.

Skulk: **HD** 2; **HP** 10; **AC** 6[13]; **Atk** dagger (1d4); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: backstab (x3), camouflage (90% undetectable while immobile, surprise on 1-4 on d6), difficult to track (-20% for rangers). (***The Tome of Horrors Complete*** 549)

Treasure: The farmers hid a cash box beneath the fireplace. It contains 22 sp and 320 cp. Hanging from a peg near the door is a *robe of sleeping* (**Appendix**).

Area DH-2: The Wolf's Hollow

The terrain surrounding this area consists of a labyrinthine maze of huge rocks and small trees and brush creating small cave-like hollows and shelters. The center of this area is slightly depressed relative to the countryside, forming a basin-like depression approximately 600ft in diameter.

In the bottom of the hollow is a pool of clear spring-fed water, 70ft in



diameter and 10ft deep in the center. Small fish and frogs dart about the pool, and animal tracks of all kinds indicate that this area is frequently used by the local fauna as a water source. A ranger would note that a large amount of canine tracks are present.

Birds' nests and spider webs dot the trees, although curiously none of the bird nests are within 10ft of the ground. A forest druid immediately notices a distinct lack of small animals (mice, squirrels, etc.).

Hiding (and by now stalking the party) in various spots around the hollow is a pack of **22 wolves** led by a **mated pair of 2 worgs**. These creatures know the area very well, granting them a 4/6 chance of surprise. They hold off their attacks until at least 15 wolves can strike at once, typically having two or three feint attack from the front while the rest attack from the flanks. They attack in groups of 4 or 5 on single targets, focusing on lightly armored individuals first.

Pyrotechnics (e.g. *fireballs, lightning bolts,* etc.) cause them to make a save or flee. They automatically retreat if more than 6 are killed, or if both worgs are slain.

Wolves (22): **HD** 2+2; **HP** 12x6, 10x6, 14x5, 8x2, 13x2, 15; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none

Wolf, Worgs (2): **HD** 4; **HP** 24, 20; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Area DH-3: The Ruined Citadel

The remains of an ancient citadel sit atop a low-lying hill. The exterior of the place once measured 300ft by 200ft, and one standing wall reveals that it stood more than 60ft high. The place is constructed of a black granite stone, and one lone tower still stands intact, a mere vestige of what once was.

The stone walls have long since crumbled, leaving a courtyard filled with loose stones, mortar dust and debris. The interior area of the place still houses an intact well, although the rope and bucket that drew water is long gone. The well itself is 40ft deep and stands 4ft above the ground, and is made of red, faded mud brick. The water is fresh and clear, and 6ft deep at the bottom. Ivy grows on most of the walls and the intact tower, slowly creeping its way between the bricks and stones that still stand.

Movement within the courtyard is restricted to half, and should anyone engage in combat or try and run, they must save or fall flat into a pile of stones, taking 1d2 damage and spending 1 round prone.

The tower itself is 60ft tall and has a single entrance at ground level, as well as an open window at the 20ft and 50ft marks. The tower is empty. The wooden stairs that once connected its four levels no longer stand, and each level has a 6ft by 8ft hole in the ceiling, leading to the level above, and requires one to *fly*, *levitate* or otherwise be pushed up 15ft in the air to reach the next level.

Careful search of the tower (assuming one can ascend the 15ft increments) is fruitless until the top floor is reached. Nothing of value remains here, although one wall on the top floor has runic writing carefully inscribed line by line on one wall. The writing reads (and the Referee must do this line by line):

***T**ime that is heard*
***H**earing all it sees*
***E**ssence of the omen*
***W**ind in the soil*
***E**ven now whisper on*
***L**eaving all behind*
***L**earning all they know*
***B**lind is the man that*
***R**eaps what he sows*
***I**n his haste to see*
***C**louds of gold*
***K**issing the idol*
***S**eeing the light*
***H**erald of the dawn*
***I**n the dome of time*
***D**evourer of all*
***E**nding the beginning*
***T**o all who look for light*
***H**earing what is seen*
***E**vil in bloom*
***G**lory in all*
***O**pen to the wise*
***L**istening to the sight*
***D**eeper than the start*

This is a puzzle, of course. Note that the first letter of each line, when taken as a whole, spells out "*The well bricks hide the gold*." This is because as the citadel fell under assault, the inhabitants coated their gold in brick and mortar, and replaced the black stone bricks of the well with the gold-infused red bricks. The attackers never found the gold. Dismantling the well takes some time, but if this is done and the bricks smashed, a total of 4000gp can be salvaged from them.

Area DH-4: Chucky

Sometimes an evil so vile it inspires tales of myth and nightmares of legend arises in the land. A dark power rooted deep within the earth, yet hidden in plain sight, often manifests itself as a beautiful woman, a child, or even as a loved one. The evil that hides in plain sight is perhaps the foulest kind, as men of Good and Law are blinded to its presence, even acting out its wishes in a desire to do good. Such is the case here. This encounter must begin in the day.



The party comes across a burning village. Corpses of horribly burned and mutilated men, women, children and animals lie strewn about. The village itself looks to have housed some 70 souls. Ten houses still smolder and smoke. The blacksmith shop collapsed upon itself, and the scattered tools and iron rods lie in front and within, seemingly tossed about like so many feathers cast into the wind (worth 70gp if recovered). The stable is filled with the charred remains of horses, burned alive by some unseen evildoers. Nothing appears to be alive in the small hamlet, nothing at all.

Out of the silence, the characters hear the faint cry of an infant coming from behind a pile of rubble. Wrapped in a blanket is a small male child no more than a few months old, yet seemingly untouched by the violence. The child cries louder as the party approaches, reaching out with its voice for any friendly voice it can hear.

In real life, a person of any conscience would immediately pick up and comfort the child; but this is fantasy roleplaying, so one would expect skepticism. Some interesting facts can be noted should the players ask:

First, none of the bodies has any apparent wounds, except a few small (yes, infant-sized) bite marks, typically on their hands. All of the dead also bear a strange look of fear upon their faces, and those not crisped to cinders appear pale and faded, as if some unseen force had snuffed them out.

The "infant" is a **skull child** currently masquerading as an infant due to its inability to perform any of its other abilities in daylight (it is quite helpless in the light). Note that this creature cannot be "detected" as evil from dawn until dusk, and it appears only as a small baby boy. The baby immediately bonds with one character, using infant gibberish to say "mommy" to the first to touch it.

Assuming the players "rescue" the cooing infant, it carefully cozies up to one of them, seeking to drain the life of the character away as they sleep. It requires a save to wake up as one is being drained of levels. A waking being is still subject to the creature's gaze attack, and may not take any actions for 1d4 rounds. After slaying its new "mommy," it tries to slay the balance of the party one at a time using stealth and its inaction gaze. It targets sleeping characters first. Note that once the sun sets, the creature is readily identifiable via *detect evil* spell. Its true nature is revealed as soon as it attacks.

This foul creature has no treasure.

The real fear, of course, is that a cleric does not *bless* and bury the bodies. In that event, the five other infants slain by the original skull child rise and become fully operational skull children by midnight.

Skull Child: **HD** 5; **HP** 25; **AC** 4[15]; **Atk** 2 claws (1d4 plus level drain), bite (1d6 plus weakness); **Move** 9; **Save** 12; **AL** C; **CL/XP** 10/1400; **Special**: create spawn (non-adult only), level drain (1 level if both claws hit in single round), masquerade, powerless in sunlight, terrifying gaze (unable to act for 1d4 rounds for creatures 5HD or less, save avoids), weakness (-2 to hit and damage, save avoids). (***The Tome of Horrors 4*** 146)

Area DH-5: Glaivr

The city of Glaivr is fairly large (2000 inhabitants) and is the largest settlement in the area. Its major exports include lumber and furs that are taken downriver on barges to the sea and then transported down the coast to Bard's Gate and points beyond. The town itself is very "wild west" in atmosphere, being full of loggers, trappers and adventurers. The bars and brothels here are wild and wooly, and brawls are common.

Glaivr also features a tremendously large barge dock along the river that leads east to the Gulf of Akados. This dock is so large it seems out of place for a city the size of Glaivr. Bargemen frequently travel heavily armed as the Dragon Hills and Desolation of Tsar to the south and the ruined city of Oxibbul to the north of the river do pose some hazard. Barges are always on the lookout for hired mercenaries and guards.

A large log palisade surrounds the city itself, and the town guard consists of **200 man-at-arms. Lord Bertrand** rules the village with a loose glove, allowing men to "sort out their own issues" except in clear-cut cases of theft or cold-blooded murder. He settles disputes fairly but with a presumption that no crime was committed. For example, death in a fair fight is not considered murder, and property disputes need clear evidence to be considered theft. Anyone who causes too much trouble is simply run out of town or killed. Bertrand is actively seeking to marry Elisa (see **Area DH-6**), but has so far been unsuccessful in wooing her.

Most anything can be purchased here from the standard *S&W Complete Rulebook* equipment list at 150% of normal prices, and transport to the west is easily obtained on a barge. Fun encounters here are with drunken trappers and loggers in bar brawls, other adventurers, and even the occasional merchant selling a magic item or some captured wild beast (usually on his way to the amazon village of Tanuil's market in the south).

Two major temples exist here: one to the barbarian god Bowbe, and one to Freya. The Temple of Bowbe is staffed by a **high priest** and **3 priests** who are willing to cast cure spells of all sorts, but refuse to cast *raise dead* ("*Why would your friend wish to leave Valhalla?").* Standard rates for cures are 100gp/spell level, and half rates for fighters of all kinds. The clerics of Bowbe refuse service to paladins, of course. *Commune* spells cost 6000 gp unless they are used to find some great opponent, in which case they are free!

The Temple of Freya is also willing to cast spells on adventurers for a fee. Standard rates are 200 gp/spell level. There are **2 high priests** and **3 priests** at this temple. *Commune* spells cost 5000gp.

Note: A 10,000gp reward for the live capture of Duncan in the Hazed Canyon is posted rather prominently on the town jail and in several public houses. Many have tried; all have failed.

Lord Bertrand (Ftr10): **HP** 60; **AC** –2[21]; **Atk** +2 *flail* (1d8+8 plus 1d6 cold); **Move** 12; **Save** 3 (with ring); **AL** C; **CL/XP** 10/1400; **Special**: +2 to hit and damage strength bonus.

Equipment: +3 *plate mail*, +2 *flail*, *gauntlets of ogre power* (+6 damage bonus), *ring of protection* +2, *potion of invisibility*, noble's outfit, light horse, military saddle, 32gp.

Men-At-Arms (Soldier) (200): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or spear (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, spear, light crossbow, 20 bolts.

Kase, High Priest of Bowbe (Clr9): HP 36; **AC** –1[20]; **Atk** +2 *war hammer* (1d4+3 plus 1d6 electricity); **Move** 12; **Save** 5 (with cloak); **AL** C; **CL/XP** 12/2000; **Special**: +2 on save vs. paralyzation and poison, spells (3/3/3/2/2).

Equipment: +2 *plate mail*, +2 *war hammer*, *cloak of protection* +2, 4 *potions of extra-healing*, *bronze horn of Valhalla*, 4 vials of holy water, silver holy symbol of Bowbe.

Priests of Bowbe (Clr5) (3): **HP** 15, 18, 16; **AC** 5[16]; **Atk** +1 *war hammer* (1d4+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: +2 on save vs. paralyzation and poison, spells (2/2).

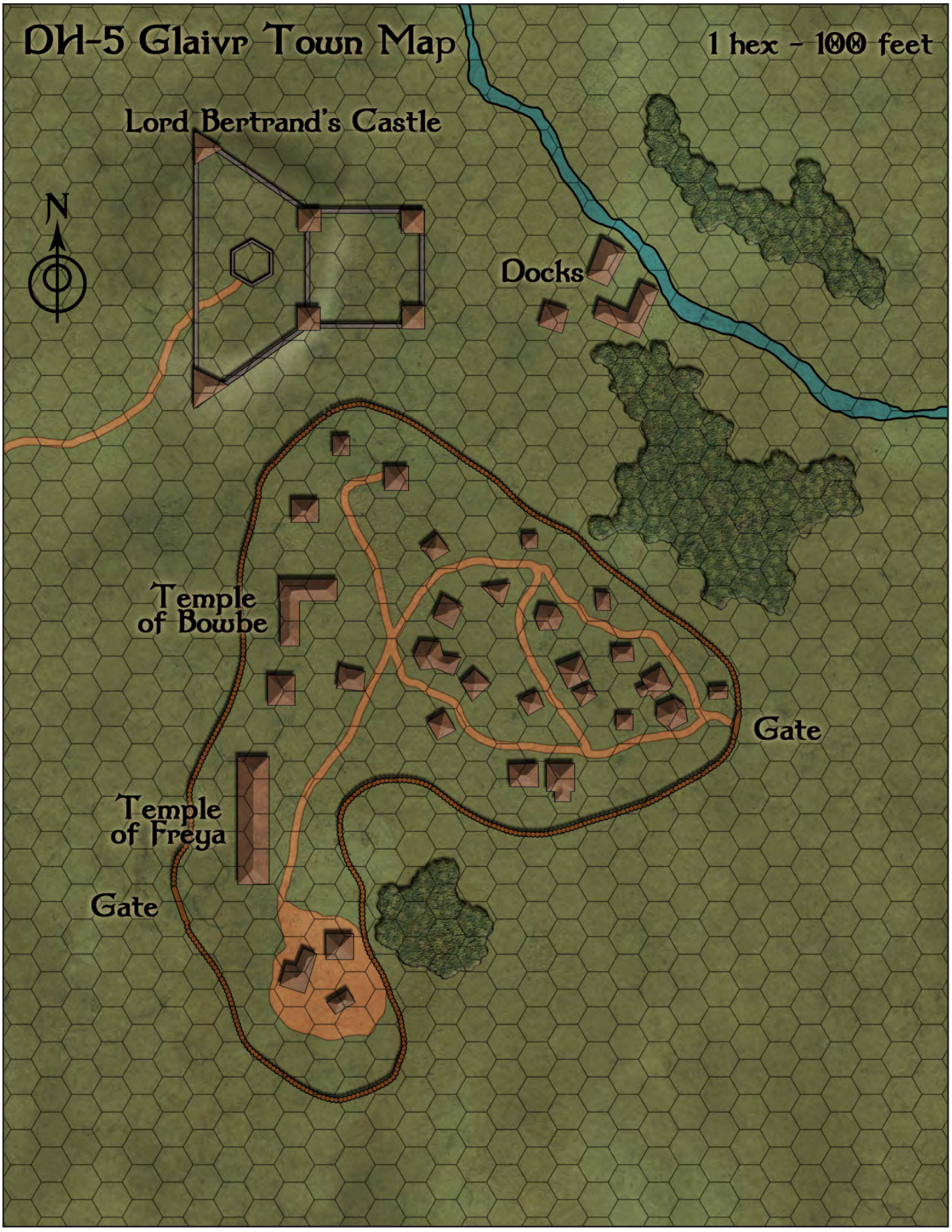
Equipment: +1 *warhammer*, 2 potions of extra-healing, 2 vials of holy water, silver holy symbol of Bowbe.

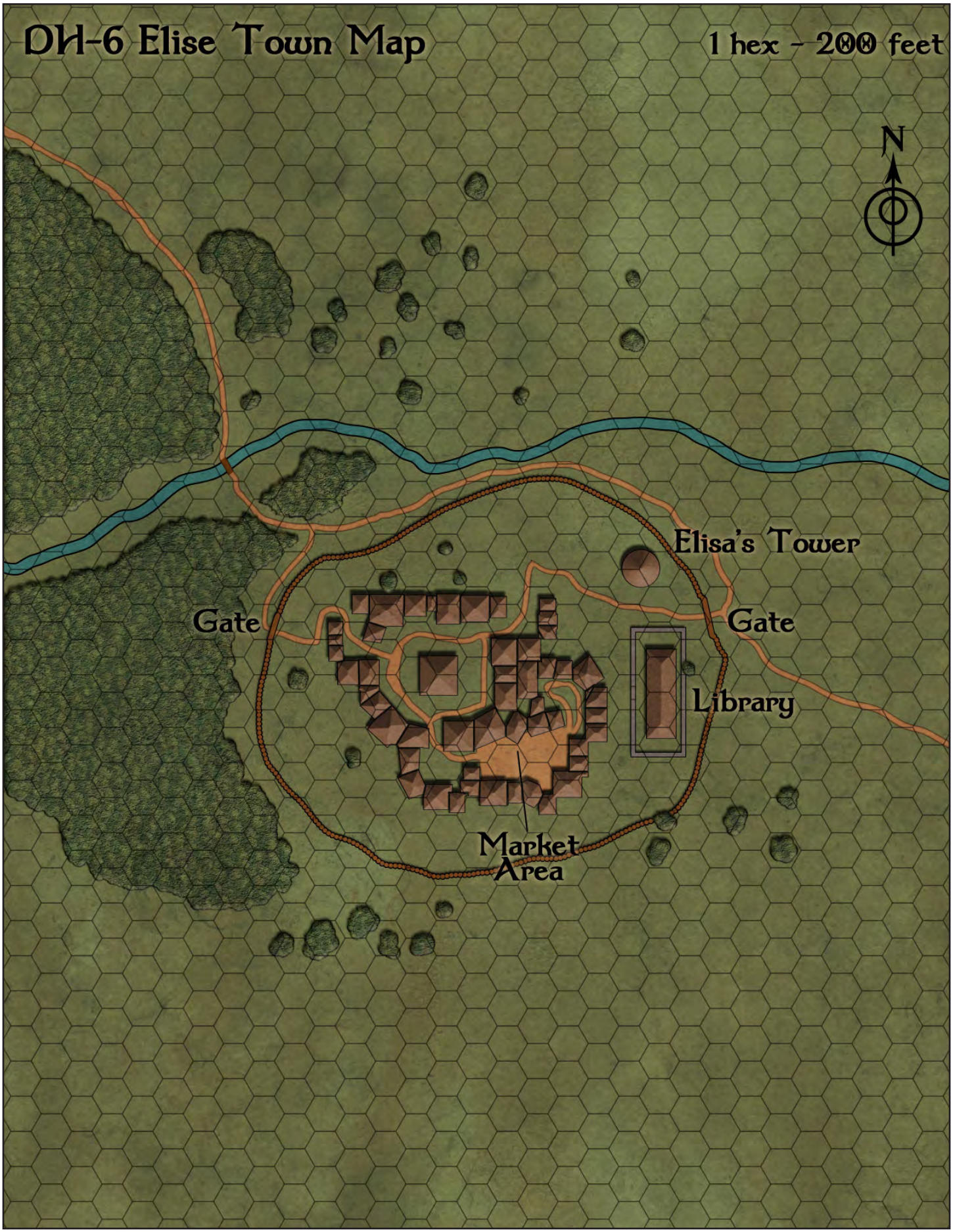
Alesska and **Doruu, High Priests of Freya (Female, Male Clr9)**: **HP** 38, 34; **AC** 4[15]; **Atk** +2 *quarterstaff* (1d6+3); **Move** 12; **Save** 7; **AL** L; **CL/XP** 12/2000; **Special**: +2 on save vs. paralyzation and poison, spells (3/3/3/2/2).

Equipment: +3 *leather armor, +2 quarterstaff, boots of elvenkind, cloak of elvenkind*, wooden holy symbol of Freya

Priests of Freya (Clr5) (3): **HP** 19, 14, 17; **AC** 7[12]; **Atk** quarterstaff (1d6); **Move** 12; **Save** 11; **AL** L; **CL/XP** 6/400; **Special**: +2 on save vs. paralyzation and poison, spells (2/2).

Equipment: *boots of elvenkind, cloak of elvenkind*, wooden holy symbol of Freya.


DH-5 Glaivr Town Map
1 hex - 100 feet
Lord Bertrand's Castle
N
Docks
Temple of Bowbe
Gate
Temple of Freya
Gate


DH-6 Elise Town Map
1 hex - 200 feet
N
Elisa's Tower
Gate
Gate
Library
Market Area

Area DH-6: Elise

Unlike Glaivr, the town of Elise is much more rigid and structured. This place lacks the lawlessness and chaos of its sister city. This town has 600 inhabitants, and much of its economy is based on agriculture (it supplies food to Glaivr as well). The two cities are on friendly terms, and **Elisa** is under constant pressure to marry Lord Bertrand, whom she despises. The town itself is named for her many-times-great grandmother, Elise, founder of the town and a powerful wizard in her own right and survivor of ancient Tsen who founded the town after its fall.

A wooden palisade rings Elise, and Elisa's tower resides in the center. The town guard consists of **150 men-at-arms** as well as **Sarah**, **Joyce** and **Sabrina**, and **12 students** apprenticed to Elisa. Sarah, Joyce and Sabrina run the town guard and act as judges in all criminal cases.

Elise is famous for its library. The library resides inside a stone-walled complex near the central tower and is well known as a source of ancient knowledge. Visitors can access the library for a fee of 50gp per day. They are accompanied by an apprentice at all times. Typically 2d4 sages are here studying some bizarre topic. Sages can be hired for 100gp per day to assist with research. The library is also known as a perfect sales point for any books or writings found by adventurers. It has a war chest of 20,000gp with which to buy such items. This library is a good place to research anything related to the *Sword of Air*, its method of destruction, or other items related to the cities of Tsar and Tsen. The characters have a 1% cumulative chance per day (5% per day if a sage is hired) of discovering some important fact about these subjects. The most important fact they can get from this is the method of destruction of the *sword*. This tidbit comes out as:

> *The blade of the djinn must be fed to the beast that dwells in Tannesh. Only by thrice dexterous handling of the red, blue and yellow eyes of the gods may the beast be brought to this world.*

The markets of Elise typically have most goods present in the *S&W Complete Rulebook* equipment list at 150% of normal prices. Trade in furs and wood is also rampant here, although most of these goods are transported to the barge docks in Glaivr, so wagon and caravan trains to Glaivr are common (and often need to hire guards!).

Elisa (MU15): **HP** 35; **AC** –1[20]; **Atk** *staff of power* (2d6); **Move** 12; **Save** 2 (with cloak); **AL** L; **CL/XP** 18/3800; **Special**: +2 on saves vs. spells, spells (5/5/5/4/4/3/1).
Equipment: *bracers of defense AC 2[17]*, *staff of power*, *cloak of protection +3*, *ring of shooting stars*, *potion of extra-healing, potion of invisibility, scroll of monster summoning V,* spellbook, 2150gp.

Sarah, **Joyce** and **Sabrina (MU8)**: **HP** 18, 22, 20; **AC** 3[16]; **Atk** dagger (1d4); **Move** 12; **Save** 7 (with ring); **AL** L; **CL/XP** 10/1400; **Special**: +2 on saves vs. spells, spells (4/3/3/2).
Equipment: dagger, *bracers of defense AC 4[15]*, *ring of protection +1*, *wand of charm person* (10 charges), *potion of extra-healing, potion of invisibility, scroll of dispel magic,* spellbook, 298 gp.

Apprentice (MU1) (12): **HP** 4; **Atk** dagger (1d4); **Move** 12; **Save** 15; **AL** L; **CL/XP** 1/15; **Special**: +2 on saves vs. spells, spells (1).
Equipment: dagger, spellbook, 10gp.

Men-At-Arms (Soldier) (150): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or spear (1d6) or light crossbow (1d4+1); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, spear, light crossbow, 20 bolts.

Area DH-7: The Hazed Canyon

This was one of the very first locations developed as an adventure area in the entire history of the ***Lost Lands***. Several of my players from 1977 will likely chime in on some message board somewhere with a great "*I remember when*" story. Richard, this one is for you!

The Hazed Canyon is an area just south of Elise and is feared by all in the area. It consists of a ringed depression (an extinct caldera) ringed by cliffs of 300 to 600ft high. There is but one access point by foot or mule, and the pathway is so treacherous that no horse would willingly traverse it.

The climate inside the canyon is much warmer than that of the surrounding countryside due to the geothermal springs that well up within it. These hot springs also create a hazy fog that has the effect of a permanent *obscuring mist* spell throughout the canyon. The whole, from the plain above, looks like a hole filled with clouds. Visibility is limited to 60ft throughout the entire area.

Inside the canyon, the temperatures exceed 90 degrees Fahrenheit, except near Tannish where it reaches a balmy 110 degrees. This creates problems for **Joe Platemail III** in his heavy armor, as the high heat and humidity rapidly exhaust armored or encumbered folk. Any wearing armor heavier than chainmail must rest 30 minutes every hour or become fatigued (-2 on all rolls). Combats lasting longer than 10 rounds have the same effect, and all fatigue penalties are cumulative.

The hot river Harange is a swiftly moving stream with dozens of small cataracts ranging in height from 3ft to 12ft vertically (nasty little waterfalls). Since the water temperature is between 101–200 degrees (1d100+100), anyone falling in the water takes 1d6 points of damage per 10 degrees over 140.

The Schindle River is cooler (no damage) and relatively flat and free of waterfalls. Various other features of the canyon are described below.

Joe Platemail III

Joe Platemail III is the son of Joe Platemail II and the grandson of Joe Platemail I. He is famous far and wide for being darn near indestructible, as well as very, very stupid. Joe seems to have an almost uncanny way of making every saving throw, having the monsters attack those next to him instead of himself, having the dragon breath on someone else, and always finding the best treasure. He was famous for always surviving any situation no matter how dire. All of Joe's predecessors had the same luck—they both died of old age.

Joe is, of course, a joking reminder of every first level fighter in old games from the 1970s. In the early days, plate and shield were cheap (every first level guy had them) and this made them nearly invincible against monsters, who required a 18 or so to hit them, no matter how many hit dice. What made magic users so powerful is that these guys had crappy saves.

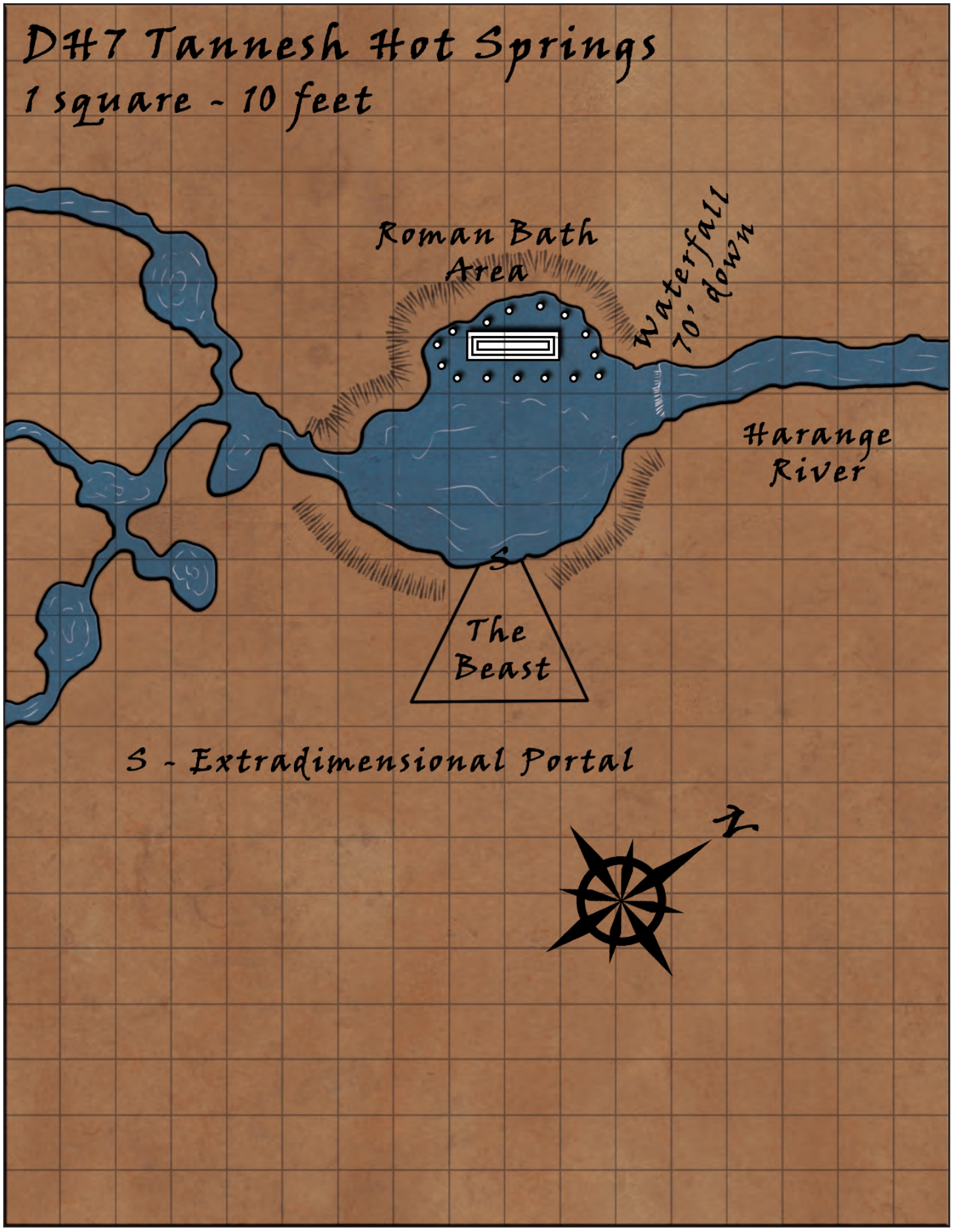
Joe actually existed in my campaign in about 1979 or so—and he used all his dump stats for wisdom and intelligence—after all, who needs brains when you have brawn and steel!

What finally got Joe was a water trap—even with his big strength and constitution, he could not, alas, swim in his platemail.

Joe Platemail III (Ftr12): **HP** 52; **AC** –8[27]; **Atk** *+3 battle ax* (1d8+6); **Move** 12; **Save** 5; **AL** N; **Str** 18; **Dex** 18; **Con** 18; **Int** 3; **Wis** 3; **Cha** 18; **Special**: luck of the foolhardy*.
Equipment: +*5 plate mail*, *+5 shield*, **+***3 battle ax*, *+3 dancing longsword*.

* Things have a way of working out strangely around Joe Platemail. The Referee is encouraged to use this ability to make things "interesting" for anyone encountering Joe. This can either be very good, or very, very bad. If the Referee actually uses Joe as an NPC, the party should not benefit (too much) from his presence. Assume he always stops dying at 0 hp, and that anyone near him attracts most of the attacks and spells. Joe is *very* lucky, much more so than effective. He is easily distracted by shiny things and women as well.


DH-7 The Hazed Canyon
5 Miles
250' - 100'
250' - 100'
250' - 100'
3
4
The Sorcerers Citadel
River Harange
River Schindel
Cataract
6
The Devils Tower
Oak Forest
Cold
Dragon Lair
5
2
Tannesh Hot Springs
Very Hot
Cold
1
S


DH7 Tannesh Hot Springs
1 square - 10 feet
Roman Bath Area
Waterfall 70' down
Harange River
S
The Beast
S - Extradimensional Portal
N

Area 1: The Trail Down

The south side of the canyon, although it has no apparent means of egress, is the only place that can be accessed on foot. Ledges and bits of trail can be seen through the mists, but due to the obscuring effects, the full trail cannot be seen. A series of small caves (a dozen or so) are present along ledges in this area. If explored, they all lead to bits and pieces of a trail heading downward. All but one dead-ends in a sheer fall. If these caves are thoroughly explored, the seventh cave does, in fact, have a trail all the way down. Faint tracks (a ranger is needed to spot them at half normal chances) on the rock floor of this cave shows boot prints.

The trail down is hazardous and steep, narrowing to as little as 2ft in places, with a sheer drop into the mists below. The rocks are slippery, and anyone not taking precautions (such as ropes and spikes) must make 2 saves along the trail or fall 300ft (suffering 20d6 points of damage, first save) or 100ft (taking 10d6 points of damage, second save).

Area 2: The Tannesh Hot Springs

These springs were famous in olden times. Rich citizens of Tsar and Tsen came here for its reputed healing powers. At its source, an ancient Hyperborean bath still stands, its marble columns wreathed in jungle plants. Water feeds into this bath from a 70ft waterfall dropping down from the Harange River. The water is somewhat alkaline, and cold pools and rivulets house multitudes of brightly colored cichlid fish (like modern day Malawi cichlids). The water itself (in the baths only) does have some healing powers. Anyone bathing in it is cured of all diseases and heals at twice the normal rate (natural healing only).

The Beast of Tannesh

If all three gems on the pylons (see below) are turned to the right, the **Beast of Tannesh** is released unto the world for 24 hours. The Beast cannot be permanently killed by any method except one: If the Beast is somehow enticed to devour the *Sword of Air*, both the Beast and the sword are destroyed. The beast appears as an 80ft long, dragon-bodied monstrosity. It looks very similar to a hydra, with 24 long necks and heads filled with razor sharp, six-inch fangs. The beast's skin resembles a rattlesnake, with black and yellow diamond patterns over a greenish tan hide. It is truly one of the most terrible creatures ever to enter this world.



Beast of Tannesh: HD 70; **HP** 560; **AC** –9[28]; **Atk** 24 bites (3d10); **Move** 3 (swim 3); **Save** 3; **AL** C; CL/XP -/(see below); **Special:** +6 or better weapon to hit, immune to fire and acid, magic resistance 100%, swallow whole (on a roll 2 or greater than required or natural 20)

Fortunately for anyone summoning it, the beast is slow and does not pursue anyone out of the Tannesh area. It returns to its cave after 23 hours, and the cave reseals itself during the following hour. The cave itself is extra-dimensional, and cannot be excavated or destroyed. The only access method is via the pylons as described below.

If the beast is slain, its carcass can be searched. Inside its stomach are three mighty artifacts of good and law: the *Greater Stone of Tircople*, the *Greater Chalice of Tircople* and the *Greater Mantra of Muir* (**Appendix**).

Oh, destruction of the beast and recovery of the artifacts nets each party member 50,000 XP in addition to all other rewards.

Area 3: The Pylons

On the north side of the canyon are three 20ft tall pyramidal pylons. They are bright gold colored, although they are made of a substance ten times harder than steel. On the front of each, respectively, is a yellow, blue and red gem. The gems cannot be removed by any means (attempting to do so results in an electrical shock for 10d6 points of damage, no save); however, they can be turned with no ill effects once per day each (they reset after 24 hours). Turning each gem has the following effects:

- Turning the yellow gem to the left increases the amount of fog and mist generated by the hot water by 50%, causing a decrease in visibility within the canyon by half for 24 hours.
- Turning the yellow gem to the right decreases the amount of fog generated by the hot water by 50%, increasing visibility to double for 24 hours.
- Turning the blue gem to the left causes a rain storm in the valley, a drenching downpour that lasts 30 minutes, soaking everything, and doubling the river flow for 2 hours.
- Turning the blue gem to the right causes a storm cloud to form, and lightning strikes to start (as *call lightning*; Drd7) in the area. Anyone wearing metal armor has a 5% chance per 10 minutes of being hit. The storm lasts for one hour.
- Turning the red gem to the left causes the Tannesh hot springs to increase in temperature by 20 degrees for 24 hours (making them unusable).
- Turning the red gem to the right lowers the temperature in the hot springs by 20 degrees for 24 hours (it loses is *cure disease* effects, but healing is at four times normal for bathers).
- Turning all three gems to the left causes the area to be affected by a *control weather* spell for 10 minutes. The Referee should randomly roll the type of weather generated by this spell once per minute as it changes radically. The effect should be terrifying.
- Turning all three gems to the right opens a secret passageway west of the waterfall feeding the Tannesh hot springs. This frees the monster living inside. The passage closes after 24 hours.

Area 4: The Sorcerer's Citadel

This is the original ***Lost Lands*** location of *The Sorcerer's Citadel* from my old book ***Demons and Devils*** by **Necromancer Games**. It is not reprinted here, but can be found for digital sale in a number of locations, and **Frog God Games** is resurrecting it in the ***Quests of Doom***. Otherwise, the Referee may substitute any small dungeon adventure here that he desires.


DH-7 Hydramel's Lair
N
Dragon's Lair
500 feet
Dragon's Lair
30 feet

Area 5: The Oak Forest

This forest is horribly misnamed, for though it contains a few black oak trees, its real treasure is the teak and ironwood trees it contains. A single teak log is worth 20gp, and an ironwood tree is worth 40gp. They weigh 5 times and 12 times as much as normal wood, and are almost impossible to transport up the pathway out of the canyon.

In the center of the forest is the lair of a very old, but rather dumb, red dragon. The lair resides in a cave in a rocky outcrop in the center of the forest. The beast itself, **Hydramel**, is a very old, large red dragon.

The 70ft diameter cave entrance has a distinct smell of sulfur emanating from it. Hydramel suffered permanent brain damage and a broken wing when Duncan subdued him (see below). His wing and brain never healed; due to that, his intelligence greatly reduced, he has lost the ability to cast spells and he flies at half speed.

The dragon is used to visits and gifts of food from his master and does not immediately attack any that venture into his lair. He has the mentality of a 3-year-old and loves to talk to the "nice men" who bring him presents. Woe to anyone who attacks or fails to give him gifts, however! Failure to present the dragon with a meal (a mule or two suffices) or a gift of treasure (copper, silver, gold, heck, even a bunch of shiny rocks) causes him to go into a temper tantrum within 2d6+2 rounds of initial contact, attacking at random.

If placated, he is like a friendly puppy for 2 to 3 hours. Then he forgets his new friends and must be placated again. He whines and cries for 1d6 rounds before attacking, slowly getting angrier and angrier. Under no circumstances does he attack Duncan, and he follows the anti-paladin's commands out of sheer fear.

His hoard consists of 20,000gp of "shiny stuff," mostly silver, copper, bits of steel and, literally, shiny rocks that weigh in at 200 times its value in gold. Everything good has been taken and now resides in Duncan's citadel. Any attempt to steal from Hydramel incurs an immediate tantrum.

Hydramel (Very Old Large Red Dragon): **HD** 11; **HP** 66; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 9 (fly 12); **Save** 4; **AL** N; **CL/XP** 18/3800; **Special**: breathe fire (3/day, cone 90ft long, 30ft wide, 66 damage, save half). Hydramel is very dumb with an intelligence and wisdom of 3.

Area 6: The Devil's Tower

This tower of rock rises 200ft in the air with sheer, nearly vertical sides of black, jagged obsidian. It is virtually unclimbable (25% of normal chances), as it is wet (from the mists) and extremely slippery (obsidian is not exactly easy to climb). The top of the tower cannot be seen, of course, but it houses a stone citadel that is the home of a terrible man, **Duncan the Anti-Paladin**. Duncan is as Evil as he is Chaotic and has taken refuge here to avoid the many that are after his head. Duncan frequently roams the uplands, retreating here to his stronghold after each raid. He proudly serves the demon god Tsathogga. His bright green armor is fused to his skin, creating a terrible visage of twisted metal and flesh. His band is somewhat diminished from what it once was, consisting now of **Zagrid**, a cleric of Tsathogga; **Hortex**, an assassin; **Zog** and **Log**, a pair of twin magic-users; **3 sergeants;** and **30 men-at-arms**. He also has a retinue of **32 lizardmen** and **12 troglodytes** that live beneath his tower.

Tactics and Effects of Encountering Duncan and Crew

There are several ways the party could encounter Duncan or his minions. First, they could somehow sneak into the gatehouse and dispatch the guards without warning the keep. In this case, the bad guys are unprepared and can be attacked in the keep by surprise.

Second, if the alarm is raised, the bad guys send their forces down to the gatehouse to reinforce those there, with everyone heading down except **Zagrid** (who retreats to **Area F** to summon a demon) and **10 men-at-arms**, who guard the entrance to **Area F** until Zagrid emerges with a 10ft pet frog demon in tow in 10 rounds time. Mobilization time after the horn blows is 10 rounds for the humans to arrive at the gatehouse, and includes the **lizardmen** and **troglodyes** who arrive at the gatehouse in 15 rounds. Duncan's **nightmare** has no difficulty navigating any terrain.

The third case is that the party initially attacks the gatehouse and then retreats. Should this occur, Duncan heads to get **Hydramel** (see **"The Oak Forest"** above), while sending **Hortex** (*invisibly*) with the lizardmen and troglodytes out to locate the intruders. Leaving his men-at-arms behind, Duncan then hunts them with the aid of his dragon and his humanoid followers, taking **Zog** and **Log** with him mounted on the dragon. In all cases, Zagrid remains in the keep, summoning a demon to hunt the intruders with Duncan. Duncan does not follow anyone out of the canyon, fearing ambush from his enemies in Glaivr and Elise.

Duncan (Anti-Paladin 14): **HP** 56; **AC** –3[22]; **Atk** *the arm of Tsathogga* (1d10+2 or 1d10+5 vs. Lawful plus 1d6 necrotic) or *+1 lance* (2d4+2); **Move** 12; **Save** 2; **AL** C; **CL/XP** 14/2600; **Special**: *detect good* (at will, range 60ft), *dispel good* (1/day), immune to disease, touch of corruption (28 damage or *cause disease*, 1/day)

Equipment: *skin-fused armor, +1 lance, the arm of Tsathogga*, *ring of fire resistance, ring of protection +3*, soapstone unholy symbol of Tsathogga.

Nightmare: **HD** 7; **HP** 38; **AC** –4[23]; **Atk** 2 hoofs (2d6), bite (1d8); **Move** 18 (fly 35); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special**: breathe smoke (opponent at -2 to hit, save avoids), incorporeal, ride between planes/realities. (***Monstrosities*** 348)

Duncan wields a terrible weapon, the *arm of Tsathogga* (**Appendix**). His armor is completely fused to his skin, and acts as *+3 green plate mail*. He rides a **nightmare** into battle and carries a *+1 lance*.

Zagrid, Priest of Tsathogga (Clr10): **HP** 30; **AC** 0[19]; **Atk** *+1 unholy mace* (1d6+1 plus 1d6 necrotic); **Move** 12; **Save** 4 (with cloak & ring); **AL** C; **CL/XP** 13/2300; **Special**: +2 on save vs. paralyzation and poison, spells (3/3/3/3/3).

Spells: 1st—*cause light wounds*, *darkness*, *protection from good*; 2nd—*bless*, *hold person*, *silence 15ft radius*; 3rd—*cause disease*, *prayer*, *speak with dead*; 4th—*cure serious wounds (x2)*, *sticks to snakes*; 5th—*commune*, *finger of death*, *insect plague*.
Equipment: *+1 plate mail, +1 unholy mace, cloak of protection +1, ring of protection +1*, 2 *potions of invisibility*, silver unholy symbol of Tsathogga, 110gp.

Hortex (Asn9): **HP** 34; **AC** 1[18]; **Atk** *+2 short sword* (1d6+2) or *dagger of venom* (1d4+1 plus poison on natural 20); **Move** 12; **Save** 7; **AL** C: **CL/XP** 9/1100; **Special**: backstab (x4), disguise, poison use, thieving skills.

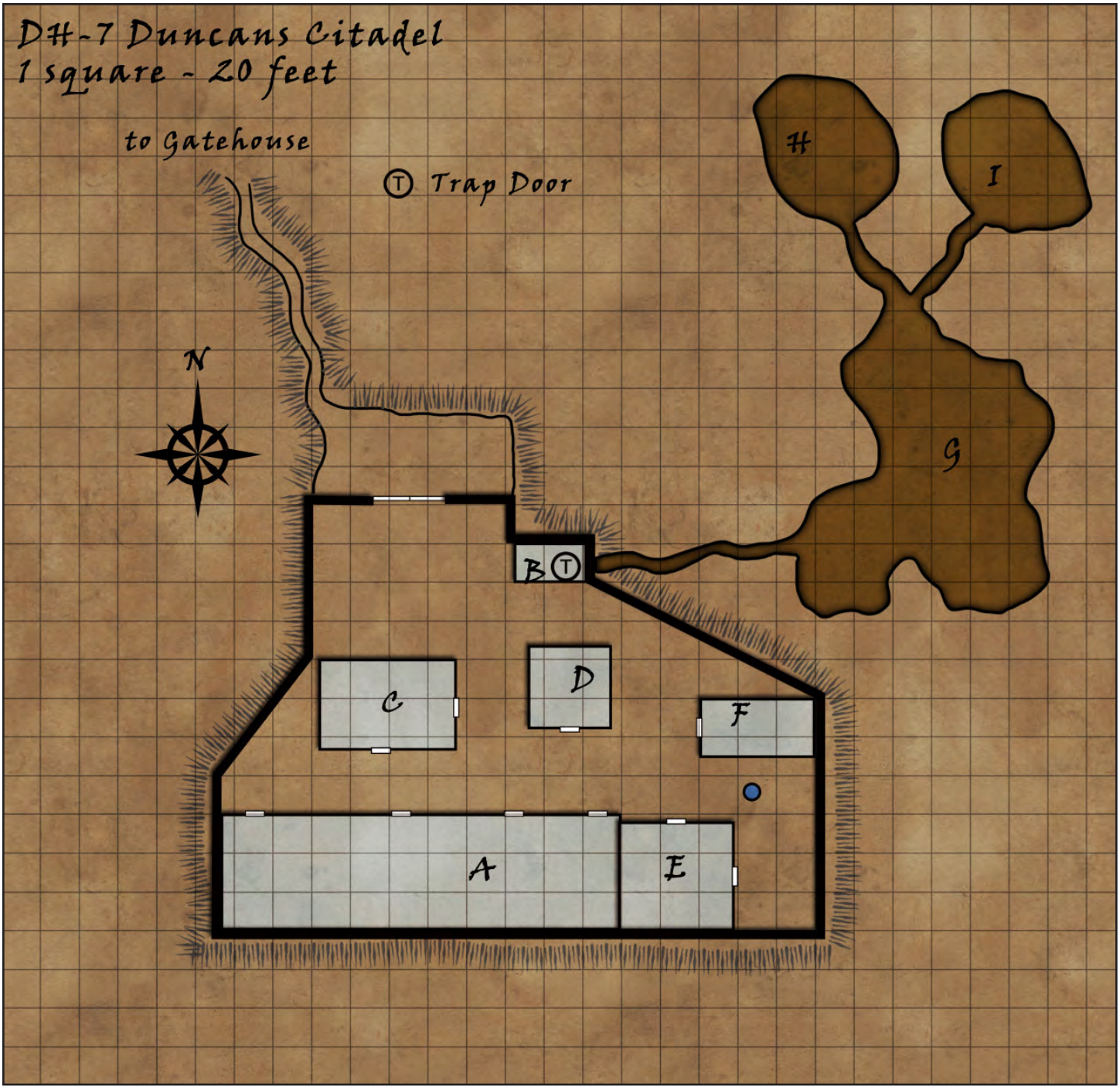
Equipment: *+2 leather armor, +2 shield, +2 short sword, dagger of venom*, *boots of elvenkind, cloak of elvenkind, ring of telekinesis*, 2 *potions of invisibility*, thieves' tools.

Zog and Log (MU6): HP 14,16; AC 6[13]; Atk staff (1d6) or darts x3 (1d3); Move 12; Save 10; AL C: CL/XP 8/800; Special: +2 on save vs. spells, spells (4/2/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*mirror image*, *web*; 3rd—*fireball*, *lightning bolt*.
Equipment: *bracers of defense AC 6[13]*, *wand of cold* (20 charges) (Zog), *wand of paralyzing* (20 charges) (Log).

Sergeant-At-Arms (3): **HD** 3; **HP** 15, 18, 16; **AC** 4[15]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.

Equipment: chainmail, shield, longsword, shortbow, 20 arrows.



Men-At-Arms (Bandit) (30): **HD** 1; **HP** 5x4, 4x4, 6x2; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Equipment: leather armor, short sword, shortbow, 20 arrows.

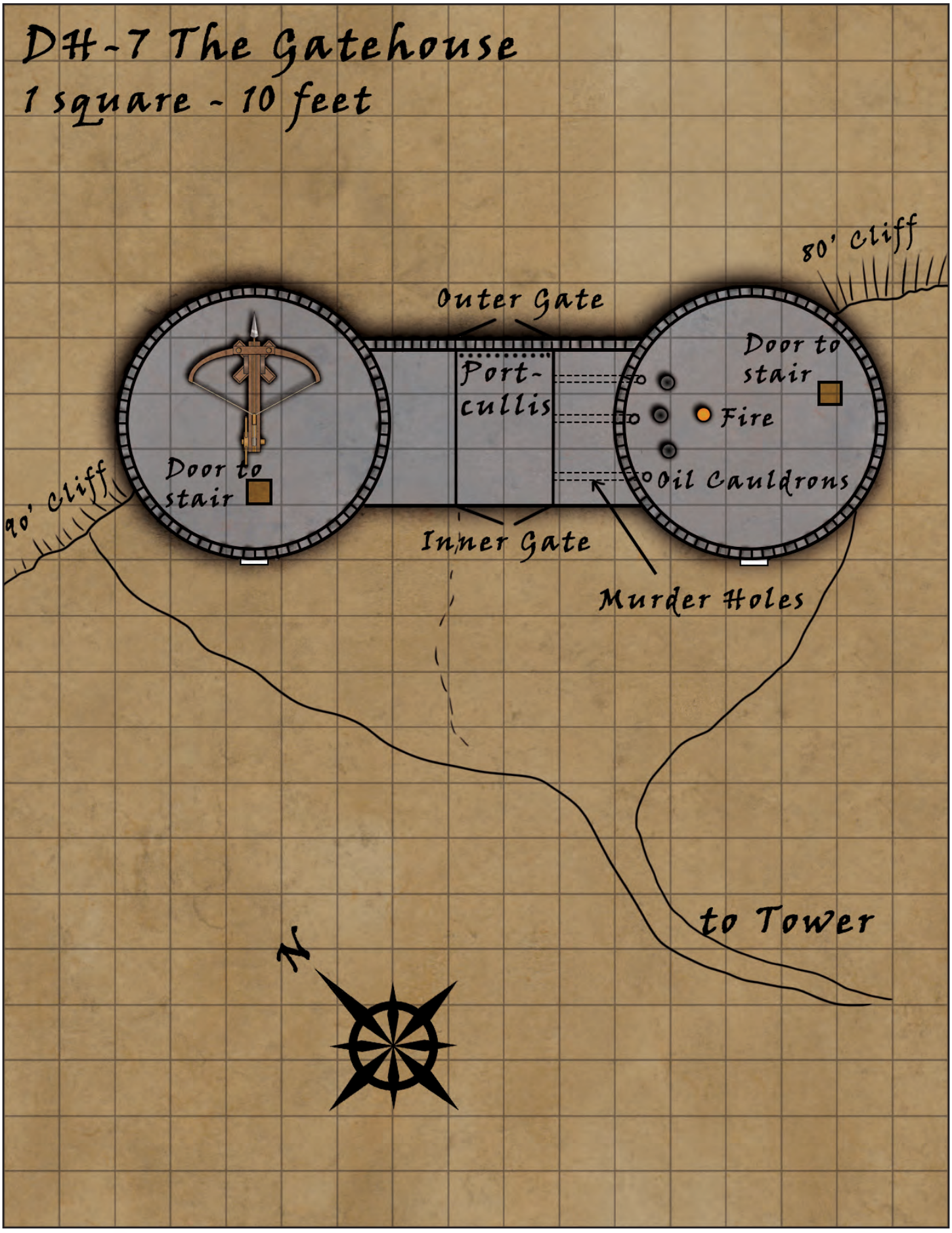
Lizardmen (12): **HD** 2+1; **HP** 12x4, 10x3, 8x2, 15, 13, 14; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d8); **Move** 6 (swim 12); **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: breathe underwater.

Troglodytes (32): **HD** 2; **HP** 10x8, 12x10, 11x6, 13x6; **Atk** 2 claws (1d3), bite (1d4+1); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: chameleon skin (surprise on 1–4 unless excreting stench), stench (loss of a point of strength per round for 1d6 rounds, last 10 rounds after final effect). (***Monstrosities*** 488)

Inside Duncan's Citadel

Duncan's citadel is a simple affair, with a fortified gatehouse manned by **4d6 men-at-arms** and **one sergeant** at all times. The gatehouse has a large horn that can be blown if needed, alerting those in the keep of intruders. The gatehouse is a simple two-tower structure, with a ballista on the right tower, and a cauldron of oil and a lit brazier in the left. It has a wooden gate and portcullis, with a murder hole leading from the left tower into the entry. The gatehouse is built right into the stone of the Devil's Tower and its sheer, 90ft walls. The only trail up the tower leads from the gatehouse.

The keep itself is carved from the obsidian walls of the place, and consists of a walled building. The walls are 20ft high and relatively unclimbable, as well as being razor sharp at the top (anyone scaling them must make a save or be cut for 2d6 points of damage). Inside the walls are a


DH-7 The Gatehouse
1 square - 10 feet
80' cliff
Outer Gate
Door to stair
Port-cullis
Fire
Oil Cauldrons
Door to stair
90' cliff
Inner Gate
Murder Holes
to Tower
N

series of wood and stone buildings (**Areas A-F**). Barrels of water, ale and food are placed against the walls inside the keep. There are 4000 man-days of rations here. Two lonely mules walk about the courtyard.

Sergeant-At-Arms: **HD** 3; **HP** 18; **AC** 4[15]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Men-At-Arms (Bandit) (4d6): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, shortbow, 20 arrows.

Area A

This is the barracks. The building is made of rough-cut lumber and cemented with dried mud. It measures 200ft long and is 50ft wide, with a peaked 12ft ceiling. This building houses the men-at-arms and their sergeants. Inside are 38 beds, barrels of water and ale, and the various possessions of the men-at-arms. Each has 6d10gp of random gear and 2d10gp in coin stashed in a footlocker or hanging from a peg on the wall near the bed.

Area B

This is a flat trapdoor leading to the caves below the keep (**Areas G–I**). It is obvious and unlocked. Beneath the trapdoor is a wooden ladder leading down to **Area G**.

Area C

This building is composed of rough-cut wood and is cemented by mud. It measures 40ft by 60 ft, and has a flat wooden roof. This building houses **Zog** and **Log**, and contains three beds (weird), a long, flat table with various alchemical bits and pieces (worth 700gp), and a locked iron box (Zog's bed hides the key). The box contains the twin's spellbooks, as well as 400gp, and a *scroll of wish*.

Area D

This is Duncan's private residence. It is composed of cut stone with a flat stone roof. The building measures 30ft square, and has a 10ft ceiling. The interior is spartan, having a simple bed and chest. The chest contains a *cursed unholy symbol of Tsathogga* (generates a –2 on all rolls if touched by an "infidel" until *remove curse* is cast), a spare cloak (green, of course), 3 *potions of extra-healing*, and a silver whistle (that summons a **nightmare**).

On a table in the center of the room is a (currently inactive) *figurine of wondrous power (magical chessboard*) (**Appendix**).

Area E

This 40ft by 40ft stone building features a stone roof as well. It is the living quarters of **Hortex** and **Zagrid**. Both have a simple if comfortable bed, and simple furnishings dot the room. Each has a locked chest (keys are with them; Hortex's chest contains a disguise kit, a sack of 200gp, 3 vials of deadly ingestive poison, 5 vials of deathblade poison, a *potion of gaseous form* and a *potion of invisibility*.

Zagrid's chest contains a solid gold statue of Tsathogga (500gp value), 6 pieces of *incense of meditation* (**Appendix**), 2 vials of virgin's blood (for use in summoning the demon in **Area F**) and a spare set of priestly robes.

Area F

This 50ft by 20ft structure is a small temple of Tsathogga. It contains an evil-looking, bloodstained altar to the frog god, a silver unholy water fountain (worth 2000gp in precious metals and gems, generates 5 vials per day), and a large statue of Tsathogga. If an evil priest casts *prayer* and drops the blood of a virgin on the altar, a **hezrou demon** is summoned to serve the priest for 1 hour.

Demon, Hezrou (Category II): **HD** 9; **HP** 45; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.
Magical Abilities: at will—*darkness 15ft radius*, *detect invisibility*, *fear*; 1/day—*gate* 20% (1 hezrou).

Area G

This large cave is 80ft in diameter and houses the lizardmen and troglodytes that serve Duncan. It also has a water spring of clean, if somewhat brackish, water, and crates of fish and meat are brought in to feed them. Two 8ft diameter tunnels lead out of the cave.

Area H

This non-descript, 30ft diameter cave is full of bones, rotted material and waste from the lizardmen and troglodytes. Careful inspection reveals that the ground beneath has been frequently, and even recently, excavated.

This is Duncan's treasure hoard. He keeps his significant wealth buried here under a few inches of dirt and encourages his minions to cover it with all sorts of foul waste. Under the nasty bits are the following:

- 29,000gp in gold bars
- 16,000gp in coins
- 22 gems (a gigantic, uncut emerald worth 25,000 gp, 8 matched rubies worth 2,000 gp each, 6 black pearls on a thin string worth 500 gp as a set, 2 large pieces of blue jade worth 250 gp each, 4 large garnets worth 100 gp each, and a 5-inch chunk of *uncut beryl with rainbow hues* (carrying gives a +2 save bonus against the illusion spells). The beryl has an apparent value of 1000gp. The gems are kept in a small, locked box.
- A large statue of a long-forgotten god made of ivory that is yellowed and obviously very old worth 900gp.
- A wax-sealed crate containing 10 ancient manuscripts. They are interesting reading, but otherwise mundane. The books would be worth 500gp each to a scholar or the library in Elise.
- A large silver mirror, tarnished and black. It is 4ft square but worth 100gp if cleaned.
- Three gold rings, one of which is set with a tiny diamond, worth 700gp, 60gp and 50gp.
- Three small statues of alabaster kittens with emerald eyes. Each is set with a magnet in its base. Attached to them are three jet miniatures of mice, also set with magnets. The cats chase or catch the rats depending on which way the magnets face. The set is worth 200gp.

Area I

This cave is similar to **Area H**. The treasure in it, however, is readily apparent. Six large open chests contain 29,000cp and 41,000sp in coins. Two smaller chests are full to the brim with shiny, polished colorful rocks. The rocks are worthless. This is the loot stash Duncan and his minions use to appease Hydramel in the Oak Forest.

Area DH-8: The Hatfields (or, "I Love the Smell of Chlorine in the Morning, It Smells Like . . . Victory")

Near the northern edge of the Dragon Hills is a grove of huge trees, some as large as 50ft in diameter. The trees and brush are overgrown and almost impassable in places. In the center of this grove is a large cave. The cave entrance itself is more than 70ft in diameter, and the wafting vapors that give the area the smell of a sharp chemical smell can be noticed for several hundred yards. Strangely, no birds or small animals seem present in the grove.

This cave is the nest of a **family of green dragons**. The clan consists


DH-8
Dragon Lair
The Hatfields
1 square - 20 feet
N
Junior's Nest
Grandma's Nest
Cave Entrance
The Twins' Nest
Dad and Mom's Nest

of **Grandma** (medium ancient female), **Dad** (large adult), **Mom** (small adult), **Junior** (medium immature) and **the Twins** (2 small female young).

Grandma (Green Dragon, Medium Ancient): **HD** 8; **HP** 64; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d10); **Move** 9 (fly 24); **Save** 8; **CL/XP** 19/4100; **Special**: breathes poisonous gas (3/day, 50ft diameter cloud, 64 damage, save half), spells (2/1).

Spells: 1st—*charm person*, *protection from good*; 2nd—*mirror image*.

Dad (Green Dragon, Large Adult): HD 9; **HP** 36; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d10); **Move** 9 (fly 24); **Save** 6; **CL/XP** 11/1700; **Special**: breathes poisonous gas (3/day, 50ft diameter cloud, 36 damage, save half).

Mom (Green Dragon, Small Adult): HD 7; **HP** 28; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d10); **Move** 9 (fly 24); **Save** 9; **CL/XP** 9/1100; **Special**: breathes poisonous gas (3/day, 50ft diameter cloud, 28 damage, save half).

Junior (Green Dragon, Medium Immature): **HD** 8; **HP** 24; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d10); **Move** 9 (fly 24); **Save** 8; **CL/XP** 8/800; **Special**: breathes poisonous gas (3/day, 50ft diameter cloud, 24 damage, save half).

Twins (Green Dragons, Small Young): **HD** 7; **HP** 14x2; **AC** 2[17]; **Atk** 2 claws (1d6), bite (2d10); **Move** 9 (fly 24); **Save** 9; **CL/XP** 5/240; **Special**: breathes poisonous gas (3/day, 50ft diameter cloud, 14 damage, save half).

This family does not take kindly to intruders in its lair. There is a 90% chance of immediate attack should anyone enter their cave, and a 50% chance of attack on any within the grove. Otherwise, the dragons talk to anyone before eating them. The one saving grace for anyone foolish enough to enter this area is that the dragons are in search of allies to slay their nemeses, the McCoys in **Encounter Area DH-9**. If mom or grandma first encounters intruders, they make this offer, assuming no immediate attack is indicated.

These dragons (particularly the ladies) realize that any outright battle with the blue McCoys would result in the death of many of them, even if they won in the end, so they are extremely keen on recruiting allies to attack the blue dragons for them. Their goal is to dominate these game-rich hills as well as the river fork south of Glaivr. They know that once the blues are gone, they can properly extort riches out of merchants passing through, thereby increasing their wealth. Should intruders offer to attack the blue dragons, they are promised the crown from the dragons' hoard for the head of the very old blue dragon known as **Uncle Ernie**. The dragons keep this promise as long as the mercenaries agree to leave them alone and stay out of their territory.

Dad always attacks, and the twins typically run away from armed men and get grandma or mom if they are in the cave. If any of the dragons are harmed, they all immediately attack, with the twins flying off to get any dragons out hunting. Junior is quite interested in talking with the party, as he has an ulterior motive for not wanting war with the McCoys.

Junior is in love with the blue dragon Missy and he wants to engage the characters to send a message to her, requesting that she "elope" with him. The sad fact (for those of you who were expecting a Romeo and Juliet scenario) is that Missy despises Junior and the Hatfield clan as a whole. Anyone delivering the message is doomed. If Junior finds out that the mercenaries killed Missy, he goes berserk and attacks them, eventually drawing all the green dragons into the fight.

The dragons have accumulated a huge trove of loot in their lair. Grandma is usually napping atop this pile. It consists of the following:

- A large oak door that is a *portable room* (**Appendix**)
- A *+2 hammer of quaking* (**Appendix**)
- A *catcher's mitt* (**Appendix**)
- 122,000gp in random coins (copper, silver, gold mixed)
- 44 gems worth a total of 42,000 gp, including one huge, uncut ruby worth 10,000 gp
- Mundane items including a huge block and tackle; 4 mining picks; a rowboat; a bulls-eye lantern; 200ft of rope; an alchemical silver dagger; a box of 100 torches; an untapped keg of fine ale; 2 suits of full plate; a throne of mahogany (worth 500gp); a large dinner table made of oak (worth 100gp); a box full of silver dinnerware (8 settings, pretty floral pattern, worth 80gp); a large brass birdcage (worth 35gp); a woolen blanket woven with gold thread (worth 200gp); a broken wagon; 6 swords of various types; 2 lances; a heavy mace; 2 quivers containing 15 and 16 arrows; one longbow; and a badly dented suit of plate barding for a horse.
- A platinum crown with a diamond set in it, cast in a woven pattern of intertwined leaves and stems (and worth a great deal to the elves of the Forest Kingdoms — returning the crown to them grants friendship). The crown is obviously of elven make. The crown is worth 10,000gp, and much more to the elven prince.
- A silver necklace of chain links set with small emeralds shaped like a circle with two wings that drape over ones back when worn. The necklace is worth 600gp.
- A pair of gold earrings set with ruby studs worth 300gp.
- A platinum bracelet of 5 interconnected hoops engraved with dragon images worth 1200gp.
- A gold ring set with a large, oval-shaped emerald worth 5000gp.

Area DH-9: The McCoys (Ride the Lightning!)

In the southern end of the Dragon Hills north of the Tower of Acregor, atop one of the largest of the hills, is a flat-topped ridge containing a large cave. This cave is the home of the **McCoy family of blue dragons**. The family consists of **Uncle Ernie** (large very old dragon), **Dad** (large adult), **Mom** (medium adult), **Missy** (medium immature), and **Baby** (small very young dragon).

Uncle Ernie (Blue Dragon, Large Very Old): **HD** 10; **HP** 60; **AC** 2[17]; **Atk** 2 claws (1d6), bite (3d8); **Move** 9 (fly 24); **Save** 5; **AL** C; **CL/XP** 18/3800; **Special**: spits lightning (3/day, 5ft wide, 100ft long line, 60 damage, save half), spells MU (1/1).

Spells: 1st—*magic missile*; 2nd—*web*.

Locations of the Hatfield Dragons

Dragon	Day				Night			
	Hunting	In Cave	Grove	Asleep	Hunting	In Cave	Grove	Asleep
Grandma (Ancient)	10%	80%	10%	50%	5%	90%	5%	75%
Dad (Adult)	50%	30%	20%	30%	10%	85%	5%	60%
Mom (Adult)	30%	40%	30%	30%	5%	85%	10%	60%
Junior (Immature)	50%	10%	40%	10%	25%	50%	25%	50%
The Twins (Young)	0%	50%	50%	0%	0%	90%	10%	90%


DH-9
Dragon Lair
The McCoys
1 square - 20 feet
N
50
100
150
Mom and
Dad's
Nest
Cave Entrance
Missy's
Nest
Baby's
Nest
Uncle
Ernie's
Nest



Dad (Blue Dragon, Large Adult): **HD** 10; **HP** 40; **AC** 2[17]; **Atk** 2 claws (1d6), bite (3d8); **Move** 9 (fly 24); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: spits lightning (3/day, 5ft wide, 100ft long line, 40 damage, save half).

Mom (Blue Dragon, Medium Adult): **HD** 9; **HP** 36; **AC** 2[17]; **Atk** 2 claws (1d6), bite (3d8); **Move** 9 (fly 24); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: spits lightning (3/day, 5ft wide, 100ft long line, 36 damage, save half).

Missy (Blue Dragon, Medium Immature): **HD** 9; **HP** 27; **AC** 2[17]; **Atk** 2 claws (1d6), bite (3d8); **Move** 9 (fly 24); **Save** 6; **AL** C: **CL/XP** 9/1100; **Special**: spits lightning (3/day, 5ft wide, 100ft long line, 36 damage, save half).

Baby (Blue Dragon, Small Very Young): **HD** 8; **HP** 8; **AC** 2[17]; **Atk** 2 claws (1d6), bite (3d8); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 4/120; **Special**: spits lightning (3/day, 5ft wide, 100ft long line, 8 damage, save half).

This family also does not take kindly to intruders in their lair. There is a 90% chance of immediate attack should anyone enter their cave, and a 40% chance of attack on any within 500 yards outside. Otherwise, the dragons talk to anyone before eating them. The one saving grace for anyone foolish enough to enter this area is that the dragons are in search of allies to slay their nemeses, the Hatfields, in **Encounter Area DH-8**. If Mom or Uncle Ernie first encounters intruders, they make this offer, assuming no immediate attack is indicated.

These dragons realize that any outright battle with the green Hatfields would result in the death of many of them, even if they won in the end, so they are extremely keen on recruiting allies to attack the green dragons for them. They particularly fear Grandma. Their goal is the same as their enemies: to dominate these game-rich hills. They know that once the greens are gone, they can properly extort riches out of merchants passing through, thereby increasing their wealth. Should intruders offer to attack the green dragons, they are promised an assortment of gems worth 10,000gp.

Missy always attacks (after talking first), and Baby typically runs away from armed men to get his larger kinfolk if they are in the cave. If any of the dragons is harmed, they all immediately attack, with Baby flying off to get anyone out hunting. Missy hates Junior (see **Encounter Area DH-8**) and flies into a rage if his offer is presented to her. If the players somehow communicate that they have killed Junior, Missy does not attack them and may actually become friendly toward them.

The dragons have accumulated a huge trove of loot in their lair. Uncle Ernie usually naps atop this pile. It consists of the following:

- A *hat of disappearing* (**Appendix**).
- A *necklace of enablement* (**Appendix**).
- A *+1 club of stunning* (**Appendix**).
- A *lute of bloodboiling* (**Appendix**).
- 90,000gp of assorted coins (copper, silver and gold).
- 22 gems worth a total of 31,000 gp.
- A treasure map leading to **Area XR-4**.
- Mundane items including a marble statue of a king (worth 800gp); 12 books (valuable in Elise, worth 500gp each) including one discussing the *Sword of Air* that describes it as a demonic, evil sword; a solid block of cold-wrought, meteoric iron (weighs 60 pounds, worth 6000gp to a dwarven smith); a crate of spices from far away worth 2200gp; a suit of chain mail; 100ft of silk rope; a case of 24 oil flasks; a heavy crossbow; a war hammer; three spears; a two-handed sword; a painting of a noblewoman worth 200gp; two broken marble pillars, 5ft long each; a broken light chariot; two large bundles of fine cloth, each measuring 20 square yards and worth 200gp; a very sharp pair of scissors; two balls of twine (100ft long); a bamboo fishing pole and box of fine lures; two pewter drinking mugs; a set of studded leather armor; a crate of iron rations (60 days' worth); two large leather belts; and a wagon wheel.
- A toy hobbyhorse with garnet eyes and silk exterior. It is highly intricate and worth 600gp.
- A silver necklace with small semi-precious stones set all over it. The necklace is a series of chains with a bangle at the end containing a large emerald. The whole is worth 3000gp.
- A simple gold band wedding ring inscribed "till the end of time," worth 40gp.
- A silver horn that makes a high-pitched sound, worth 20gp.
- A ceramic box inscribed with arcane symbols. The box is worth 200gp and is locked. If opened, it contains 4 potions (*fly, growth*, *heroism,* and *treasure finding*).

Locations of the McCoy Dragons

Dragon	Day				Night			
	Hunting	In Cave	Cave	Asleep	Hunting	In Cave	Cave	Asleep
Uncle Ernie (Very Old)	40%	50%	10%	50%	5%	70%	5%	25%
Dad (Adult)	50%	30%	20%	30%	10%	85%	5%	60%
Mom (Adult)	30%	40%	30%	30%	5%	85%	10%	60%
Missy (Immature)	50%	10%	40%	10%	25%	50%	25%	50%
Baby (Very Young)	0%	50%	50%	0%	0%	90%	10%	90%

The Xircos River

The Amazon Village

The amazon village is detailed in **Area XR-7**.

Ghue Island

Ghue Island does not figure into this adventure and is not detailed here. Ghue Island is a strange place, and rumors of giant condors and strange wizards that live here are known throughout the land. It is said that even dinosaurs stalk it. Ghue Island will be detailed in an upcoming addition to the *Lost Lands*.

The Xircos River

The river is wide, deep and slow-moving. It meanders through the lowlands like a giant snake, slowly taking sediment to the sea.

Xircos River Random Encounters

Roll 1d100 upon party's initial encounter with the river and again twice per day while navigating the stream or walking the banks of this waterway.

Roll 1d100	Result
01–30	**1d6 common animals**, non-aggressive
41–40	**1d6 common animals**, aggressive
41–45	**1d4 giant electric catfish**
46–50	**2d4 monstrous crayfish**
50–65	**River pirates**
66–70	**1d6 giant common animals,** non-aggressive
71–74	**2d6 crocodiles**
75–85	**2d4 river trolls**
86–95	**3d6 lizardmen**
96–00	Monster (Referee's choice, although **will-o'-the-wisps** are common)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Giant electric catfish: This encounter is with **1d4 giant electric catfish**. As always, the creatures are hungry, lazy and delicious if deep fried in a skillet with cornmeal and served with hot sauce.

Catfish, Giant Electric: **HD** 8; **AC** 3[16]; **Atk** bite (1d8); **Move** 0 (swim 9); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: electric discharge (1/1d4 rounds, 2d6 damage, save half), swallow whole on natural 20. (***The Tome of Horrors Complete*** 623)

Monstrous crayfish: This encounter is with **2d4 monstrous crayfish**. The beasts instantly attack.

Crayfish, Monstrous: **HD** 4; **AC** 4[15]; **Atk** 2 claws (1d6); **Move** 9 (swim 15); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: surprise on 1-3 on a d6. (***The Tome of Horrors Complete*** 113)

River pirates: This encounter is with **1d2 pirate skiffs**. Each skiff contains **2d6+12 men** armed with grapnels, and **2d4 pirates**. A skiff has a 10% chance of having an **evil wizard**. No prisoners are typically taken unless of noble birth (or young and female). See **Dearthwood Random Encounters** for details.

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. Highly likely to be a **giant beaver**. See **Dearthwood Random Encounters** for details.

Beaver, Giant: **HD** 4; **AC** 6[13]; **Atk** bite (2d6), tail (1d6); **Move** 6 (swim 12); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: none.

Crocodiles: Ever hungry and always aggressive, these nasties always attack if they gain surprise, or if they are in the water. If encountered on land, they only attack 25% of the time if they do not have surprise.

Crocodile: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

River trolls: River trolls hunt in **packs of 2d4.** They attack both land and water targets.

Troll, River: **HD** 6; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (swim 15); **Save** 11; **AL** C: **CL/XP** 8/800; **Special**: darkvision 60ft, regenerate (3hp/round), rend (if both claws hit, additional 1d6 damage). (***The Tome of Horrors 4*** 223)

Lizardmen: The **3d6 lizardmen** here are potentially of the friendly sort, but will of course kill and eat any that they outnumber at least 2 to 1. Otherwise, they would be open to trading (each carries 1d6 gold nuggets worth 1d6gp each). They desire metal weapons.

Lizardman: **HD** 2+1; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d8); **Move** 6 (swim 12); **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: breathe underwater.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! An example of the **will-o'-the-wisp** is given below.

Will-o'-the-Wisp: **HD** 9; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special**: lights.

The Barrier Hills

These hills form the border between the fertile valley of the Xircos River and the dead wastes to the east. As high as small mountains, these prominences are only considered "hills" due to their proximity to the massive Stoneheart Range to the west. The hills were once known as the Piedmont Highlands but were renamed as the Barrier Hills after the cataclysm that destroyed Tsen left their eastern slopes scorched and permanently scarred. Green and lush on the west side, and rocky and barren on the east, these hills took the brunt of the blast that destroyed Tsen long ago and were all that spared the nearby city of Apothasalos from mutual destruction. A wild area, the proximity of the northern wilds and the wasteland to the east make these hills dangerous.



Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

The Barrier Hills Random Encounters

Roll 1d100	Result
01–30	**1d6 common animals**, non-aggressive
41–50	**1d6 common animals**, aggressive
51–60	**2d10+6 humanoids**
61–73	**Priests of Orcus**
74–76	Something yucky from the Burning Wastes
77–81	**1d6 giant common animal**, non-aggressive
82–85	**1d6 giant common animal**, aggressive
86–88	**1d6 trolls** or **1d10 ogres**
89–94	**4d6+10 bandits**
95–99	**Monster** (Referee's choice, although **tangtals** and **hill giants** are common)
00	**Warband of Orcus**

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Humanoid: This encounter is with a **humanoid warband** (10 gnolls, 10% goblins, 10% hobgoblins, 70% orcs). See **Dearthwood Random Encounters** for details.

Priests of Orcus: This encounter is with a group of priests traveling to or from a secret hold or temple. The group typically consists of a **priest**, **1d6 underpriests**, and **2d6 acolytes**. They are usually (50% chance) accompanied by a **warband of orcs** (2d10+6 individuals).

Priest of Orcus (Clr6): **HP** 24; **AC** 2[17]; **Atk** *+1 spiked mace* (1d8+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 8/800; **Special**: +2 on save vs. paralyzation and poison, spells (2/2/1/1).
Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*bless*, *hold person*; 3rd—*prayer*; 4th—*cause serious wounds*.
Equipment: plate mail, shield, *+1 spiked mace*, 2 *potions of extra-healing*, *potion of invisibility*, unholy symbol of Orcus, 38gp.

Underpriest of Orcus (Clr3): **HP** 12; **AC** 4[15]; **Atk** spiked mace (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: +2 on save vs. paralyzation and poison, spells (2).
Spells: 1st—*cause light wounds*, *protection from good*.
Equipment: chainmail, shield, spiked mace, *potion of healing*, unholy symbol of Orcus, 18gp.

Acolyte of Orcus (Clr1): **HP** 4; **AC** 5[16]; **Atk** spiked mace (1d8); **Move** 12; **Save** 15; **AL** C; **CL/XP** 1/15; **Special**: +2 on save vs. paralyzation and poison.
Equipment: ring mail, shield, spiked mace, wooden unholy symbol of Orcus.

Orc: **HD** 1; **AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight, darkvision 60ft.



Something Yucky from the Burning Wastes: Some mutant beast wanders up from the east. The Referee should consult **Chapter 7** and pick one.

Giant animals (both): This is the same as for regular animals, except with **1d6 giant-sized versions** of them. See **Dearthwood Random Encounters** for details.

Trolls: This encounter is with **1d6 trolls**. There is a 5% chance of a **troll shaman**. See **Dearthwood Random Encounters** for details.

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance the encounter is with a solitary **ogre mage**. See **Dearthwood Random Encounters** for details.

Bandits: This encounter is with **4d6+10 bandits**, with an 80% chance of a **leader**, and a 50% chance of a **wizard**.

Bandit: HD 1; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, dagger.

Bandit Leader (Sergeant-At-Arms): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Bandit Wizard (MU5): **HP** 12; **AC** 6[13]; **Atk** dagger (1d4) or darts x3 (1d3); **Move** 12; **Save** 11;**AL** C: **CL/XP** 7/600; **Special**: +2 on saves vs. spells, spells (4/2/1).
Spells: 1st—*magic missile* (x2), *sleep*, *shield*; 2nd—*darkness 15ft radius*, *web*; 3rd—*fireball*.
Equipment: *bracers of defense AC 6[13]*, dagger, 9 darts, 50gp.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples are provided below of the **hill giant** and **tangtal**.

Giant, Hill: HD 8; **AC** 4[15]; **Atk** club (2d8) or boulder (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: hurl boulders.

Tangtal: **HD** 3; **AC** 6[13]; **Atk** 2 claws (1d4+1), bite (1d6); **Move** 15 (swim 6); **Save** 14; **CL/XP** 4/120; **Special**: duplicate (1/day, 8 images per *mirror image*.) (***The Tome of Horrors Complete*** 542)

Warband of Orcus: See the **Sidebox** for more on the history this particularly vile batch of villains.

Gullioch (Ftr12): **HP** 48; **AC** –1[20]; **Atk** *+1 longsword of venom* (1d8+9 plus poison on natural 20) or *+3 whip* (1d2+11) or hand axe (1d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 12/2000; **Special**: +2 to hit and damage strength bonus, +1 to hit with missile weapons, –1[+1] dexterity AC bonus, parry (-3 on opponent attack).
Equipment: *+1 plate mail, +1 longsword of venom, +3 whip*, 2 hand axes, *girdle of giant strength, cloak of displacement*, *potion of extra-healing, potion of heroism*, 198gp.

Zerac (Clr11): **HP** 35; **AC** 0[19]; **Atk** *staff of the snake* (1d6+2); **Move** 12; **Save** 4 (with cloak); **AL** C; **CL/XP** 14/2600; **Special**: +2 on saves vs. paralyzation and poison, spells (4/4/4/3/3).
Spells: 1st—*cause light wounds*, *darkness*, *protection from good*; 2nd—*bless*, *hold person*, *silence 15ft radius*; 3rd—*cause disease*, *prayer*, *speak with dead*; 4th—*cure serious wounds* (x2), *poison, sticks to snakes*; 5th—*commune*, *finger of death*, *insect plague*.
Equipment: *+2 chain mail, +1 shield, staff of the snake, cloak of protection +1*, 4 *potions of extra-healing*, unholy symbol of Orcus.

Elcloch (Asn13): **HP** 45; **AC** 1[18]; **Atk** *+3 dagger* (1d4+3 plus poison); **Move** 12; **Save** 5; **AL** C: **CL/XP** 13/2300; **Special**: backstab (x4), disguise, poison use, thieving skills.
Thieving Skills: Climb 95%, Tasks/Traps 80%, Hear 6 in 6, Hide 85%, Silent 90%, Locks 85%.
Equipment: *+3 leather armor, +2 shield*, *+3 dagger, boots of elvenkind, rope of entanglement*, 2 *potions of invisibility*, 4 doses of poison, *protection from lycanthropes scroll*, thieves' tools.

Cugaphon (MU10): **HP** 26; **AC** 2[17]; **Atk** *staff of striking* (2d6); **Move** 12; **Save** 4 (with ring); **AL** C; **CL/XP** 13/2300; **Special**: +2 on saves vs. spells, spells (4/4/3/2/2).
Spells: 1st—*charm person*, *magic missile* (x2), *protection from good*; 2nd—*darkness 15ft radius*,

Warband of Orcus

The roving **warband of Orcus** keeps watch on these hills to make sure nothing establishes a foothold. This traveling warband is feared and hated by all in the region. Legend has it that these guys were so nasty that they were thrown out of Rappan Athuk far to the south for being *too* Chaotic and Evil. All are mounted on warhorses. The band asks no quarter, and expects none in return. Gullioch despises Duncan (see **The Devil's Tower** in the **Dragon Hills Wilderness Encounters**, but has yet to wage war with the antipaladin.

invisibility, *mirror image*, *web*; 3rd—*fireball, fly*, *protection from normal missiles*; 4th—*ice storm*, *polymorph other*; 5th—*conjuration of elementals*, *monster summoning III*.
Equipment: *bracers of defense AC 4[15]*, *staff of striking*, *wand of lightning bolts* (10 charges, 5d6 damage), *ring of protection* +2, 3 scrolls (*animate dead*, *haste*, *teleport*).

Carzool, Demonic Knight: **HD** 9; **AC** –1[20]; **Atk** +3 *two-handed sword* or 2 slams (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 14/2600; **Special**: +1 or better weapon to hit, magic resistance (30%), magical abilities. (***The Tome of Horrors Complete*** 168)
Magical Abilities: at will—*see invisibility* and through illusions; 3/day—*breath of life* (10ft cone of negative energy causes loss of 2d4 points of strength, save avoids); 2/day—*dispel magic*; 1/day—*fireball* (9d6 damage), *gate* in vrock, hezrou, glabrezu, or marilith (50%), *symbol of fear*, *wall of ice*.

Boo Boo, Ettin: **HD** 10; **HP** 50; **AC** 3[16]; **Atk** 2 spiked clubs (3d6) or 2 large spears (2d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** surprised only on 1 in 6. (***Monstrosities*** 162)

See stats above for the following: Priests of Orcus (4), Acolytes of Orcus (8), Orcs (24).

The City of Apothasalos

The city of Apothasalos, a walled city of 10,000 people, lies just south of the **Bent Wood**. The city is heavily fortified, and is famous for its markets and large standing army. Details of the city are left to the referee for purposes of this book, however, the city will be detailed further in an upcoming ***Frog God Games*** book.

Chlestea Lake

Chlestea Lake is really two lakes connected in their middle by a large swamp. Water flows out of the Barrier Hills and down into the lowland valley that makes up this swamp and lake complex in the area of the Bent Wood. The whole is an unsavory place full of trolls, gnolls and other swamp denizens. Of particular note is the presence of a large ancient black dragon named Helcraw. Helcraw is catlike and sneaky. His lair can only be accessed by swimming through a 200ft long underwater tunnel (see **Area XR-11**).

Check for wandering monsters twice per day of travel through the Bent Wood or lake region unless the characters already discovered some other set encounter:

Chlestea Lake Random Encounters

Roll 1d100	Result
01–30	**1d6 common animal**s, non-aggressive
41–40	**1d6 common animals**, aggressive
41–50	**Blood Clan gnolls** (**5 gnolls**, **2 hyenas**, **1 hyaenodon**)
51–65	**2d6 crocodiles**
66–70	**1d6 giant common animal**, non-aggressive
71–75	**1d6 giant common animal**, aggressive
76–80	**1d6 trolls** or **1d6+4 ogres**
81–85	**3d6 lizardmen**
86–97	**Quicksand!**
98–99	Monster (Referee's choice, although **will-o'-wisps** are common)
00	Ancient black dragon (**Helcraw**)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Blood Clan gnolls: This encounter is with **5 gnolls**, **2 trained hyenas** and a **hyaenodon**. The gnolls are all armed with nets, and attempt to ensnare and subdue their enemies with the intent of capturing and eventually sacrificing them to their "god," whom they call Yulanupior the Blood Serpent. The gnolls attempt to beat the characters to within an inch of their life but not beyond as their "god" requires fresh blood from its sacrifices.

Gnolls (5): **HD** 2; **HP** 10x2, 12, 9, 13; **AC** 5[14]; **Atk** bite (2d4) or net (entangle); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Hyenas (2): **HD** 1; **HP** 4,6; **AC** 7[12]; **Atk** bite (1d3); **Move** 16; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none. (***Monstrosities*** 259)

Hyaenodon: **HD** 5; **HP** 25; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 673)

Crocodiles: Ever hungry and always aggressive, these nasties always attack if they gain surprise, or if they are in the water. If encountered on land, they only attack 25% of the time if they do not have surprise.

Crocodile: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. See the **Dearthwood Random Encounters**.

Trolls: This encounter is with **1d6 trolls**. There is a 5% chance of a **troll shaman**. See the **Dearthwood Random Encounters**.

Ogres: This encounter is with **1d6+4 ogres**. There is a 20% chance the encounter is with a solitary **ogre mage**. See the **Dearthwood Random Encounters**.

Quicksand: All characters must make a successful save or fall into **quicksand (**suffocate within 5 rounds unless freed by another character).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! An example of a **will-o'-the-wisp** is provided below.

Will-o'-the-Wisp: **HD** 9; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special**: lights.

Black Dragon: Helcraw is big and he is hunting! (**Area XR-11**)

Bent Wood

This area is where the characters can track down clues that eventually lead them to the exact location of the Howling Fortress and the Wings of Death mini-adventure that encompasses **Areas XR-8**, **XR-9** and **XR-10**. Piercing the wilderness should be challenging but not impossible for the party to achieve. Characters have a variety of methods for locating the exact location of the Howling Fortress, and it is up to the Referee to decide where upon the merchant trail the party begins.

At the southern edge of the Bent Wood, a merchant's highway has been

cut to the ancient city of Apothasalos. The highway is in fact nothing more than a one-lane cart road, rutted almost to the axle by decades of passing carts. Weeds and underbrush have begun to refill the cart track, which leads in a rough southwesterly path towards the Pass of Hummaemidon.

Also called the "Forest of Horrors", this forest is thick with **trolls**, **bandits**, **giant spiders**, **wolves**, **worgs**, and other threats of the deep wood. This particular section of the forest was once considered much safer than areas nearest to the Burning Wastes, though that opinion has changed with the recent disappearances.

The Bent Wood Standard Features

The forest is heavily overgrown and reduces movement rate of travelers to one-quarter their normal speed unless they are rangers, druids, elves, or half elves. Characters without skill in woodcraft (such as the aforementioned) have a chance of becoming disoriented and lost in the woods. Lost characters travel in a random direction for 1d2 hours before realizing they are lost. Lost characters may find their way by any number of means be they magic or some form of intelligence, wisdom, or skill check to determine their actual location. The party who fails at their attempts to find their way automatically incur an encounter with a **double-sized gnoll patrol** (see the **Blood Clan gnolls**, above).

Southern Bent Wood Wandering Monsters

Check for encounters twice per day of travel through the Bent Wood unless the party has already discovered some other set encounter.

Roll 1d100	Result
01–30	**1d6 common animals,** non-aggressive
41–40	**1d6 common animals,** aggressive
41–45	**Foot patrol**
46–55	**Blood Clan gnolls** (**5 gnolls**, **2 hyenas**, **1 hyaenodon**)
56–60	**1d6 giant common animal**, aggressive
61–65	**1d6 giant common animal**, non-aggressive
66–70	**1d4 trolls**
71–75	**Professional bandits**
76–77	**Survivor**
78–83	**2d6 stirges**
84–85	**Ranger**
86–90	**3d6 giant spiders**
91–95	**3d6 amazons**
96–99	**Monster** (Referee's choice, although **will-o'-the-wisps** are common)
00	Ancient black dragon (**Helcraw**)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Foot patrol: This encounter is with **8 footmen**, **2 knights of Apothasalos**, and a **hunter**. The foot patrol assumes the characters are bandits that they have been tracking and immediately demands that the characters surrender.

Footmen (8): HD 1; **HP** 5x3, 6x2, 3x4; **AC** 7[12]; **Atk** longsword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, longsword, spear, 2d12gp.

Knights (2): HD 3; **HP** 15, 18; **AC** 4[15]; **Atk** longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none
Equipment: chain mail, shield, longsword, lance, 2d10gp, 40+2d10sp.

Hunter: HD 3; **HP** 20; **AC** 6[13]; **Atk** longsword (1d8) or longbow x2 (1d6); Move 12; Save 14; AL N; CL/XP 3/60; Special: alertness (1 in 6 chance of surprise), tracking as ranger.
Equipment: ring mail, longbow, 20 arrows, 3d12gp.

Blood Clan gnolls: This encounter is with **5 gnolls**, **2 trained hyenas** and a **hyaenodon**. The gnolls are all armed with nets and attempt to ensnare and subdue their enemies with the intent of capturing and eventually sacrificing them to their "god," whom they call Yulanupior the Blood Serpent. The gnolls attempt to beat the characters to within an inch of their lives but not beyond as their "god" requires fresh blood from its sacrifices. See **Chlestea Lake Random Encounters** for details.

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Dearthwood Random Encounters** for details.

Trolls: This encounter is with **1d4 trolls**. The trolls have recently pledged allegiance to the Cult of the Blood god. Like the gnoll encounter, the trolls actually attempt to capture characters and trade them in to the gnolls of the Howling Fortress.

Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round.

Professional Bandits: This band is composed of **6 bandits**, **2 bandit sergeants**, and is led by an **evil wizard**. They are of various races. The bandits are actually thinking of packing up shop and moving closer to the coast since a recent battle with gnolls in which a quarter of their band was captured. The bandits may ambush the party and, if possible, capture the party with the intent of exchanging them with the gnolls for members of their own band. Unfortunately, if this occurs, the gnolls simply attempt to capture all parties involved to sacrifice to Yulanupior.

Bandits (6): HD 1; **AC** 7[12]; **Atk** short sword (1d6) or dagger (1d4); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, short sword, dagger.

Bandit Sergeant (2): HD 3; **AC** 4[15]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, shield, longsword, shortbow, 20 arrows.

Bandit Wizard (MU5): **HP** 12; **AC** 6[13]; **Atk** dagger (1d4) or darts x3 (1d3); **Move** 12; **Save** 11; **AL** C: **CL/XP** 7/600; **Special**: +2 on saves vs. spells, spells (4/2/1).
Spells: 1st—*magic missile* (x2), *sleep*, *shield*; 2nd—*darkness 15ft radius*, *web*; 3rd—*fireball*.
Equipment: *bracers of defense AC 6[13]*, dagger, 9 darts, 50gp.

Survivor: This encounter is with a **halfling merchant** whose caravan was ambushed by the gnolls. Using his natural abilities to hide, he was able to sneak away and has been following the forest road for days in an attempt to reach civilization.

The halfling, **Rudy**, is able to identify the enemies as gnolls and notes that they must be the source of the howls heard from the Howling Fortress. Rudy can give the party a map to the great peak that houses their lair but is reluctant to join an expedition against them unless monetarily persuaded to do so. Rudy has wandered the forest for two days and is desperately hungry.

Rudy, Halfling (Thf2): **HP** 5; **AC** 6[13]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 2/30; **Special**: +2 on saves vs. devices, +1 to hit with missile weapons, backstab (x2), thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 25%, Hear 3 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: leather armor, dagger, magnifying glass, thieves' tools

Stirges: This encounter is with **2d6 stirges**.

Stirge: HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Ranger: This encounter is with **Torvan Rei**, a scout from Apothasalos who was dispatched to the region to determine the cause of the disappearances. Torvan first attempts to follow the party and determine their purpose and see if they are friend or foe. If the characters are Chaotic or Evil in nature, he is likely to avoid making contact with them altogether and is less likely to help them if they get into a jam. If the party on the other hand happens to seem of a more kindly bent whose purposes are in league with his own, he may reveal himself to the group and offer to join forces with them.

Torvan Rei (Rgr5): **HP** 32; **AC** 2[17]; **Atk** *+1 longsword* (1d8+1) or *+1 longbow* x2 (1d6+1); **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240; **Special**: +4 damage bonus vs. giants and goblin types, alertness (1 in d6 of surprise).

Equipment: *+1 chain mail*, *+1 shield*, *+1 longsword*, *+1 longbow*, 20 arrows, backpack, bedroll, 10 dried rations, flint & steel, 50ft rope.

Nest of giant spiders: This encounter is with **2d12 giant spiders (6ft diameter)** (20%), **giant spiders (4ft diameter)** (30%) or **giant spiders (1ft diameter)** (50%). There is a 10% chance that prior victims include treasures of 1d10 x 200gp of gear and gold. See the **Black Forest Random Encounters** for details.

Amazons: This encounter is with a hunting party of **amazons** from the village of Tanuil. They typically shy away from outsiders as soon as they realize they are not hostile.

Amazon Hunter (Berserker): **HD** 1; **AC** 7[12]; **Atk** spear (1d6+1) or longbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: ferocity (+2 added to attack rolls).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

Black Dragon: This encounter is 90% likely to just be a sighting as the creature flies overhead. If in the swamp, there is a 50% chance the dragon stalks the party and attacks from the air or from the water (see **Area XR-11**).

The Bent Wood Standard Features

The forest is heavily overgrown and reduces the movement rate of travelers by one quarter their normal speed unless they are rangers, druids, elves, or half elves who travel easily through such terrain.

Merchant's Road

Originally an ancient military road of the Hyperborean Empire that was chopped clear of underbrush, this path leads onwards to the Pass of Hummaemidon and eventually the Plains of Mayfurrow and Bard's Gate. Long abandoned due to relative isolation with the north, it has recently come back into fashion due to the desire of certain merchants in Bard's Gate and the Stoneheart Valley since the reopening of the trade route through the Desolation.

The Bloody Run

This broad, shallow stream runs east to west across the northern reaches of the Bent Wood before eventually dumping into the Xircos River. The Bloody Run originates in the hills above Chlestea Lake at the base of the Howling Fortress and earns its name from the reddish tint of the water.

The stream is never deeper than 3ft at any place along its length. The stream has an average width of 30ft across, and although it doesn't need to be swam across, it does reduce the movement rate of those attempting to cross by half. The creek may be quickly navigated via canoe.

If party becomes lost in the woods but find their way to the Bloody Run they merely need to follow its course upstream until they reach the Howling Fortress.

Bloody Run Random Encounters

Roll 1d20 upon the party's initial encounter with the Bloody Run and again twice per day for encounters while navigating the stream or walking the banks of this waterway.

Roll 1d100	Result
01–30	**1d6 common animals,** non-aggressive
41–40	**1d6 common animals,** aggressive
41–45	**1d4 giant electric catfish**
46–50	**2d4 monstrous crayfish**
50–65	**Gnoll patrol (5 gnolls, 2 trained hyenas)**
66–70	**1d6 giant** or **dire species** of a **common, non-aggressive animal**
71–74	**Water weird**
75–85	**River troll**
86–95	**3d6 lizardman**
96–99	Monster (Referee's choice, although **will-o'-the-wisps** are common)
00	**Dragon turtle**

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox** (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox** (**Dearthwood Random Encounters**).

Giant Electric Catfish: This encounter is with **1d4 giant electric catfish**. As always the creatures are hungry, lazy, and delicious if deep

fried in a skillet with cornmeal and served with hot sauce. See the **Xircos Random Encounters** for details.

Monstrous Crayfish: This encounter is with **2d4 monstrous crayfish**. The beasts instantly attack. See the **Xircos Random Encounters** for details.

Gnoll Patrol: As the same encounter in the Bent Wood, except in canoes and without hyenadons. See the **Bent Wood Random Encounters** for details.

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. Highly likely to be a **giant beaver**. See the **Dearthwood and Xircos Random Encounters** for details.

Water Weird: This encounter is with a **water weird** that preys on passersby. The weird attacks the last person in a marching order, or follows the party and waits until one of them slips off to get fresh water or use the restroom, and then tries to murder them while they are most vulnerable.

Water Weird: **HD** 10; **AC** 3[16]; **Atk** bite (2d6 plus grab); **Move** 0 (swim 18); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special**: command elemental, healing, immune to fire, rejuvenation, transparent. (***The Tome of Horrors 4*** 236)

River Troll: **Slaeg the River Troll** dwells in an abandoned beaver lodge covered with bones and strips of dried skin. The troll is neither friend nor enemy of the gnolls of the Howling Fortress, eating whoever crosses his path indiscriminately.

Slaeg has collected a *+1 shield*, *+1 longbow*, 15 *+1 arrows*, 2 *potions of healing* and an *arcane scroll* (*mass invisibility*, *fireball* and *knock*).

Slaeg, River Troll: **HD** 6; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (swim 15); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: darkvision 60ft, regenerate (3hp/round), rend (if both claws hit, 1d6 automatic damage). (***The Tome of Horrors 4*** 223)

Lizardmen: The lizardmen here are potentially of the friendly sort, but of course kill and eat any that they outnumber by at least 2 to 1. Otherwise, they would be open to trading (each carries 1d6 gold nuggets worth 1d6gp each). They desire metal weapons. See the **Xircos Random Encounters** for details.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

Dragon Turtle: Truly majestic and truly terrible. This creature is known in the area, and is the master of its realm. It feeds on all.

Dragon Turtle: **HD** 14; **HP** 98; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 3 (swim 9); **Save** 3; **AL** C; **CL/XP** 16/3200; **Special**: break ships, breath weapon (3/day, 90ft wide, 30ft long cone, 98 damage, save half).

Areas of Adventure

There are various set pieces to the party's travels through the forests in search of the Howling Fortress. Due to the forest canopy and the profusion of vegetation, it is difficult to actually see the fortress unless one climbs to the highest branches of a very tall tree. Doing so gives characters a generalized idea of where the peak upon which the fortress stands; however, a profusion of cloud cover and enchantments placed upon the fortress in the days of the ancient paladins makes scrying the exact location of the prison difficult. Characters must therefore explore the forest and either find tracks or locate Blood Creek in order to ascertain the location of the Howling Fortress.

Area XR-1: Nibbles and Bits

If it seems like crossing a river is dangerous in this book, it's because it is. River fords are excellent places for predatory beasts to live, as many creatures need to cross rivers and prefer to walk rather than swim. The good news is that most aquatic predators are easily distracted, and are usually quite dim.

This river crossing is notable by the large number of silver fish, all from 6in to 1ft across, swimming about. The ford itself is 60ft wide in the shallows, narrowing in both directions to 30ft as the deep channel of the river starts and resumes. Anyone trying their hand at fishing is more than successful, as the many **piranha swarms** living in the stream bite almost anything. Piranhas are tasty fish, and can be eaten. Any druid immediately recognizes the fish for what they are.

Swarm, Piranha: **HD** 4; **AC** 7[12]; **Atk** swarm (1d6); **Move** 0 (swim 24); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors Complete*** 531)

Anyone or anything attempting to cross the river at this point has a 25% chance of being attacked by **1d6 piranha swarms** at the midpoint of the crossing. This is modified as follows:

Bleeding	**+75%**
Moving slowly and carefully, avoiding splashing	**–20%,**
Moving rapidly, splashing	**+25%**
Four legs	**+15%**
Distraction (such as a dead animal or blood in the water downstream)	**–75%**

Anyone attacked and injured is attacked by **1d4 additional swarms** each round until 1 round after they exit the water (with fish flopping around on the beach after they land on the other side). The fish can be cleared by means of a *lightning bolt* or similar spell, of course.

Area XR-2: All the Hippos Go Berserk!

Along the banks of the river the party sees a battle in progress. A dozen men (**12 berserkers)** are embroiled in combat with **2 hippos**. More than a dozen dead men lie strewn about, some ripped in half by the huge beasts.

At this point, the players have a choice: stand back and watch, help the men, or help the hippos. The hippos are wounded (75% and 50% of their total hit points), and typically kill 1 or 2 berserkers per combat round.

The Referee needs to play out the encounter regardless of what the players do, and see who wins. Ten rounds after the battle begins, an additional **36 berserkers** arrive on the scene. Several things can happen at this point:

- If the players bravely assisted the men killing the hippos, the berserkers are friendly towards the players, and the party has an escort service for 2d4 days (as long as they proudly and bravely face any foes — leading any charge into combat, and showing no cowardice or fear).
- If the party fought on the side of the hippos, the berserkers attack immediately.
- If the party held back and fought on neither side, the berserkers attack immediately (cowards must die!!!).

The hippos have no treasure (other than providing the victory feast). The berserkers each carry 2d12sp. They also have wine (whiskey) flagons, grimy clothes and a few minor pieces of gear (the odd flint and tinder, whetstone or other worthless trinket).

Berserkers (48): **HD** 1; **HP** 5x16, 6x16, 4x16; **Atk** battle-ax (1d8); **Move** 12; **Save** 17; **AL** N; **CL/XP** 2/30; **Special**: +2 to hit in berserk state.



Hippopotami (2): **HD** 7; **HP** 40, 38; **Atk** bite (2d6); **Move** 6 (swim 12); **Save** 9; **AL** N; **CL/XP** 7/600; Special: none. (***Monstrosities*** 249)

Area XR-3: The Giant Egg-Shaped Thing in the Ground

Buried 20ft below ground and protruding 10ft above it is a large, stone egg-shaped obelisk, fully 15ft in diameter at its thickest point. The obelisk detects as magic and is made of extraordinarily hard material. A diamond can barely scratch it.

The obelisk consists of a weird, pinkish stone and is covered with thousands of hieroglyphs and runes. The writing is indecipherable, although a character using a *read languages* spell or a thief can tell that it appears to be a form of creation story, and includes a detailed description of the gods making elves from grass and men from clay, dwarves from gold, etc. The creation of halflings is omitted. However, a painted line of graffiti in that section (written in Halfling) explains that halflings were made as the pinnacle race out of the best parts of men, elves and dwarves.

Only bits and parts of the egg can be read (yes, this is a time waster — see ***Bill Webb's Book of Dirty Tricks***) without substantial excavation. One curious bit about the area around the egg is that hundreds of footprints of all kinds can be found, some old, some recent, etc. This is a result of the other aspect of the obelisk. The magic of the thing attracts monsters, and any wandering monster encounters occur automatically four times each day (check at 3 and 9, a.m. and p.m.).

Area XR-4: Some Things are Best Left Buried

This encounter area is a mini-dungeon containing a buried menace that was sealed away long, long ago. The encounter begins with the discovery of a small pyramid structure standing 3ft above the ground, its top masked by the tall grass, and only spotted if the characters chance across it.

The structure is merely the top few feet of a much larger (buried) pyramid. Significant excavation is required to gain access to it, as the overall pyramid is 80ft high and 240ft square. This requires the movement of over 700 cubic yards of dirt, just to expose the structure to its base. Assume it takes a man 1 day to move 1 yard of dirt (including haul up and out of the pit). Hence, the player characters need a team of excavators to truly gain access to this structure.

Of note, no birds, mice, or other small animals are present within 200ft of the pyramid. Pack animals, horses and other animals present with the characters feel uneasy, and any druid present gets a strange, uncomfortable feeling when near.

Assuming the pyramid is excavated, the whole can be searched. The whole is constructed of mortared blocks of stone, between 2 and 20 tons each. The mortar is high quality, and cutting through the stone would take a highly trained dwarven mining team months. On the west side of the pyramid, about 10ft from the base, an un-mortared stone block weighing 4 tons can be located. This stone can be removed by conventional means (e.g. spiked ropes and oxen, or another method), and if this is done, it slides out to reveal a staircase going up 30ft.

Hieroglyphs and markings along the staircase indicate this is the tomb of a princess of some sort, buried along with her retinue long ago. Strangely, her name is erased in all locations, seemingly scratched out of existence by the stone carver. Critical success (10% of the read languages skill or a 30% chance with a *read languages* spell) allows the reader to discern that the runes and writings indicate that she was buried *alive*. This all seems very strange to anyone familiar with the land of Khemit, as the writings are distinctly from that land, yet this pyramid is far from the place. Why would the ancient Khemitians bury one of their own so far away?

Inside the Pyramid

A few things about this place are important to game play. First, all natural animals, as well as druid characters, must make a save to enter the place. A strange unnatural fear aura permeates the whole, and even if the save is made, these beings experience a -2 on all rolls made inside. Once a save is failed, the creature will never enter the place, unless a *remove fear* or similar magic is placed on them.

Second, all turn attempts within the pyramid automatically fail. Due to the unholy nature of this place, undead here are particularly powerful, and ignore the feeble attempts of any priest to make them run away.

Last, all non-magical light sources burn with a dim, faded light, casting only one-quarter of their normal radius.

Note there are no wandering monsters inside the pyramid; however, if the great seal at **Area 2** is breached, all creatures within are free to leave. They exit the tomb the next night, attacking any who camp nearby.

Area 1: The Staircase of the Stars

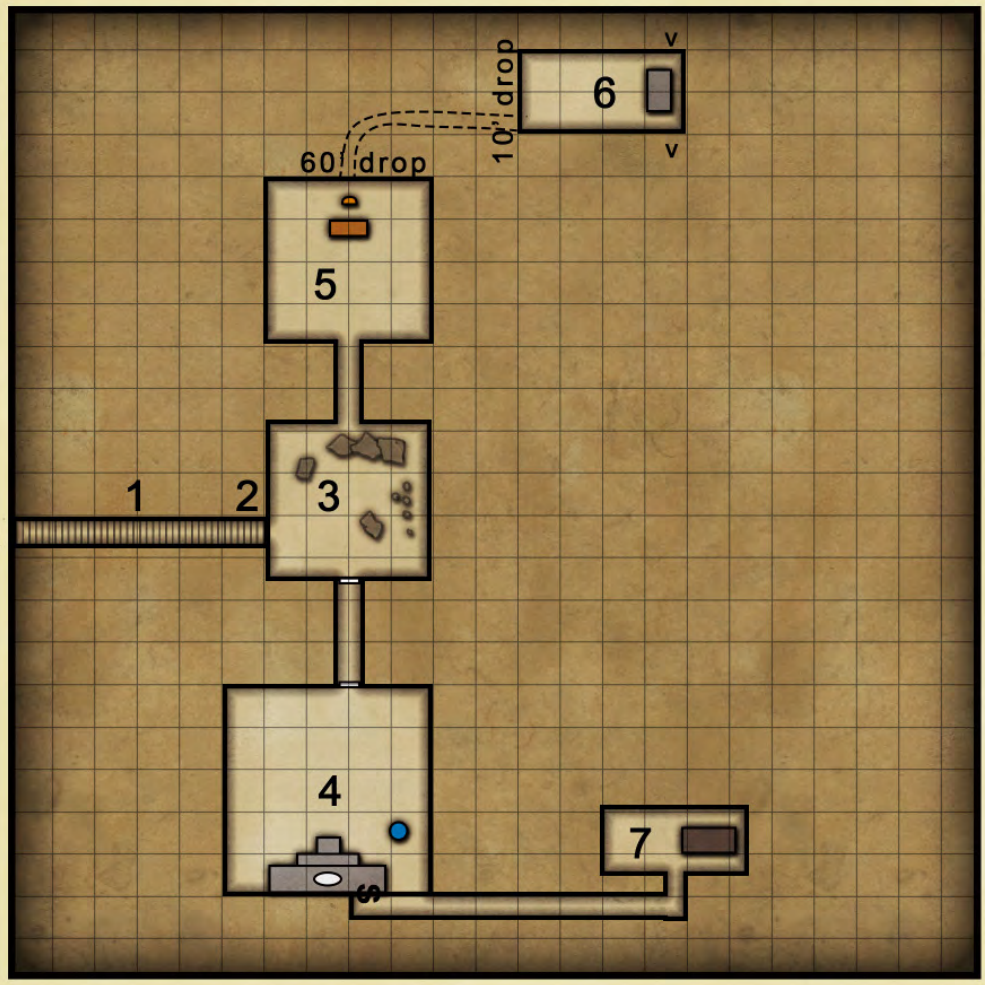
The staircase leads up 30ft vertically (total length is 60ft) and ends in a large stone door. Careful inspection of the stairs indicates that they have somewhat rounded corners, with small chips taken away as if roughly ground (a result of the stone block from **Area 2** being dragged up them). The ceiling above the staircase is meticulously painted with a sky scene that shows the stars above. A sage, *legend lore* spell or someone well versed in astrology can note that the star clusters shown are not local, and that the view shown would be from Khemit, at the spring solstice.

Area 2: The Great Seal

The Referee should read this section carefully before play, as it is ridiculously deadly. The stone door at the end of the staircase appears to open by pushing inward. Careful inspection by a stonemason (or dwarf/thief) of the ceiling above the door shows a long crack, unmortared, in the

XR-4 Some Things are Better Left Buried

1 square - 10 feet





large block in the ceiling. This large block is actually a trap. The block is currently supported by its keystone, the door. If the door is pushed inwards even a fraction of an inch, the block is released and slides down the staircase in one round, landing on the base of the stairs and refilling the entryway. A kind Referee could give anyone less than half way up the stairs a save to run out in front of the block. The block is the same dimensions as the entryway block described above, and has to be removed again to allow access back in.

As the block weighs more than 8000 lbs., the Referee is free to assign damage if they feel it appropriate; however, truly, anyone trapped in the staircase while the block descends is squashed to jelly (essentially making them stair-shaped) and quite dead. An easier way to bypass the trap is to trigger it remotely or to spike it into place prior to opening the door. A better way is to make a secret doors check, allowing the character inspecting the door to determine that the door can also be pulled outwards instead of inwards (thereby "safetyting" the trap by supporting the block with the door).

Behind the door is a stone wall. This wall is not mortared, but instead has the spaces between the bricks filled with layers of lead and silver. The only non-magical way through the door is simple bashing and brick removal. This of course removes the protective lead and silver barrier, freeing the denizens within.

Area 3: The Grand Entryway

The room behind the great seal is 40ft square, with doors to the left and right. The walls and ceiling are painted and frescoed with beautiful hieroglyphs and images. The general theme is of a great queen kindly ruling over her people who peacefully thrive during her reign. Writings describe her as Isis incarnate, and tell of the great prosperity and wealth her kingdom enjoyed during her reign. Her name, once again, has been carefully blotted out with a chisel everywhere it once appeared.

The room is filled with old carpets (once valuable, now rotten) that turn to dust if touched. Gold ornaments and icons abound, as do small vessels of ivory, jade, lapis and bronze. The treasure includes:

- Four alabaster jugs (1 gallon each) inlaid with lapis and gold filigree, worth 200gp each.
- Three gold statuettes — one of a lion, one of a tiger and one of an eagle — each worth 500gp.
- Gold thread (from the carpets, not immediately obvious) worth 2000gp.
- A jade statue of Isis, with ruby eyes worth 2000gp.
- A small bronze box with no apparent means of opening (see below) inlaid with various gems, worth 200gp.
- Twenty random bits of jewelry worth 1d6 x 20gp each.
- A solid silver cup (worth 10 gp).

All of the items are safe to take, with the exception of the bronze box. The box itself has no apparent means of opening (the command word is the name of the princess, which the party does not have [it's "*Ukara*"]). However, enterprising players will use a *knock* spell or means to open it, or else just force it open.

Unfortunately for the characters, inside is a very angry and dedicated **efreeti** that attacks immediately, giving no quarter and asking none.

Once this room is dealt with, the characters can try the doors. The right door is wax sealed and has an image of a temple painted on it. It leads to **Area 4**. The left door is also wax sealed, and bears images of a royal palace, complete with 3 beautiful handmaidens and guards. It leads to **Area 5**. The wise will note that there are 3 handmaidens, as this is a clue that **Area 6** is a false tomb, since the portraits here match the faces of the vampires in that room, and not the queen.

Efreeti: HD 10; **HP** 50; **AC** 2[17]; **Atk** fist (1d8+5); **Move** 9 (fly 24); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: 1/day—*wall of fire*.

Area 4: The Temple

A 10ft corridor leads into a 50ft by 50ft room with a vaulted ceiling 20ft high. Against the far wall is an altar to Isis, completely intact with a silver water font that still bubbles with living water, with two large statues of the gods Osiris (green stone) and Set (black stone) flanking it on either side.

A silver bowl (20gp) sits next to the fountain. The walls are again amazingly decorated, containing inlays of semiprecious gemstones and gold (total of 600gp if 2 man-days are spent removing them).

Careful inspection (the Referee should make this VERY hard to find) reveals three small holes above the altar, 9ft above the ground. These are passages to **Area 7** beyond. Note that Ukara in gaseous form can pass through them without difficulty, although anyone not gaseous would have a very difficult time going through the 1in diameter holes in the 5ft thick wall. However, if *detect evil* or similar magic is directed down the holes, it radiates strongly. The only way through the wall short of magic is by chopping away at the block. This takes 12 man-days with mining tools.

The fountain radiates magic if *detect magic* is cast. Should anyone disturb the water, or if any is spilled or touched, it forms a swarm of **rot grubs**. This is obviously a big problem if anyone ingests the water (dead in 2 rounds unless *cure disease* is applied, no save). The swarm attacks until slain.

The statues are non-magical, and no other danger is present.

Rot Grub: **HD** 1hp; **AC** 9[10]; **Atk** burrow; **Move** 1; **Save** 18; **AL** N; **CL/XP** 1/15; **Special**: burrows to heart.

Area 5: The Throne Room

The corridor behind the door leads 20ft and opens up into a 40ft square chamber. The room itself is even more lavishly decorated than the rest of this place. The walls are decorated with fine gems and paintings, inlays that take one's breath away at first glance (worth 900gp if pried out, takes 4 man-days). The floors are covered with fine carpets (useless like in **Area 3**). Against the far wall is a throne of solid bronze inlaid with gold and gems (worth 12,000gp, weighs 800 lbs.). No apparent exits exist in this room.

In front of the throne is a solid silver table (worth 1200gp) with a gold cup (200gp), a large gem (10,000gp), and a sealed flask of what appears to be wine. The gem radiates strong magic that compels one within 30ft to touch the gem (save avoids).

Should anyone touch the gem, the first to do so is immediately possessed by an **evil spirit** (no save). This character attacks the rest of his comrades using all his abilities the next round. If slain, the spirit moves into another character and so on, until all are dead. The only way to stop this effect is to smash the gem (AC 4[15]; 12 hp). The wine bottle is virulent poison (save at -2 if consumed), and the cup is non-magical.

Beneath the throne is a concealed door (the throne must be moved to locate it). The door is wax sealed, 4ft in diameter, round and inset into the floor (like a manhole cover). It weighs 80 lbs., and can be pried out easily. Beneath the door is a vertical shaft dropping 60ft straight down.

Area 6: The False Burial Room

Like any good evil queen/vampire, Ukara set up a false tomb to befuddle looters so she can escape her prison and kill them later. The vertical shaft leads into a 40ft by 20ft room, with the outlet 10ft above the ground and landing in the area farthest from the coffin.

The walls of this chamber are undecorated, simple limestone blocks mortared together to form a nearly seamless set of walls. The sarcophagus at the far end of the chamber is impressive, however. It consists of a large lid over a casing of stone (the lid weighs 300lbs and must be pried loose). Inside is a wooden coffin (rotted and easy to break; it falls apart if disturbed) that houses a gold-cased lead coffin (worth 1500gp).

Two things happen if the stone case is disturbed. First, Ukara is awakened and knows that someone has disturbed her tomb (see **Area 7**). Second, her servants, **2 vampires**, emerge from small holes in the plaster of the walls and attack, forming from gas that seeps out of the walls in 2 rounds.

Vampire Servants (2): **HD** 7; **HP** 40, 35; **AC** 2[17]; **Atk** bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special**: +1 or better weapon to hit, charm gaze, drain 2 levels per hit, gaseous form, only killed in coffin, regenerate (3hp/round), shapeshift into giant bat, summon rats or wolves.

Remember, all undead here are immune to any kind of control by clerics! If slain, the vampires return to the stucco holes in the walls that they came from (easily broken down so they can be permanently killed. Examination of the two indicates that they look very much like two of the servant girls depicted on the door in **Area 3**.

If the wooden box is broken away, and the inner coffin breached, the characters encounter the false queen. The death mask bears a striking resemblance to the third handmaiden depicted on the door in **Area 3** (only tell the players this if they ask).

The false queen is not a vampire; she is a **mummy**. If the wooden box is breached, she breaks open the coffin in 1 round and immediately attacks. She holds a vial of the water from the temple that she crushes on her second round of activity (releasing a swarm of **rot grubs**). Her face is masked by the death mask (worth 2400gp), and her rotten visage is not immediately apparent. It's always fun to have a character try to stake a mummy, thereby getting mummy rot by touching the thing. Fire used on the mummy destroys the death mask (value drops to 600gp).

False Queen, Mummy: **HD** 5+1; **HP** 26; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: +1 or better weapon to hit (50% damage), rotting disease prevents magical healing and natural is one-tenth of normal (no save).

Assuming the players defeat the undead here, there is considerable loot within the crypt.

The yummy mummy maiden wears jewelry as follows:

- The death mask (previously detailed).
- Five rings of gold and precious stones, worth 1500gp, 900gp, 750gp, 400gp and 200gp.
- A silver and ruby belt worth 400gp.
- A golden dagger worth 80gp.
- A large scarab necklace carved of amber and inlaid with lapis and mother-of-pearl worth 80gp.
- Bead necklaces and other costume jewelry worth 20gp.

The two vampires each wear costume jewelry worth 50gp as well.

Area 7: The Vampire Queen's Tomb

The access to this room is limited to the three small breathing holes in the stone wall found in **Area 4**. The good news is that if the false tomb in **Area 6** is not disturbed, the **queen** may be found asleep in her coffin. The bad news is that it is highly unlikely the characters will notice they fought three, and not four, undead women, and that they will likely not have spent a week busting through 5ft of limestone rather than locating the easy to find concealed door in **Area 5**.

Hence, two or three possible scenarios can play out here. The first is that the party can burst through the wall, not waking the queen, and find her in her coffin, asleep. They can rather easily dispatch her if they sort out that she is indeed a vampire simply by using magic or other means to determine what she is. If her coffin is breached while she is asleep, she stays in torpor for 3 rounds (3 free rounds for the characters to act) before she can attack. Note that she ONLY awakens in her coffin if the false coffin in **Area 6** is opened.

The second scenario is that she awakens and attacks stragglers or looters who remain in the tomb, especially if isolated from the others. She then retreats to her tomb through the holes in the wall. If by some chance she is slain, a clever party can follow her gaseous form to these holes.

The third scenario is that she awakes and attacks the intruders by night in their camp outside. Animals are found slain, servants and workers are killed, isolated characters are attacked, etc. Ukara is very intelligent, and is unlikely to attack the whole party at once. She uses summoned creatures to create distractions and then focuses on killing people one or two at a time. Since she is unwilling to leave her lair, the Referee can assume a 20-mile radius from the area is where she is willing to pursue and attack the party.

Now back to the room. Ukara's crypt is much fancier than **Area 6**. The room itself has no exits and is 40ft by 60 ft, with a 20ft high ceiling. It contains a large, heavy sarcophagus in the shape of a queen



of Khemit, piles of bejeweled boxes, urns and other containers, and a large wooden (heavy) chariot.

The sarcophagus lid weighs 100 lbs., and houses a wooden box with the queen's coffin inside. The coffin is made of pure gold (6000 gp), and is filled with dirt (from the Nylle River Valley). The wooden box is inscribed with heiroglyphs and curses (*read languages* indicates these are curses of undeath), but crumbles immediately to dust if roughly handled. If the wooden box is breached, Ukara rises in 3 rounds as described above.

Ukara, Vampire Queen: **HD** 9+3; **HP** 60; **AC** –1[20]; **Atk** bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 3 (with ring); **AL** C; **CL/XP** 10/1400; **Special**: +1 or better weapon to hit, charm gaze, drain 2 levels per hit, gaseous form, only killed in coffin, regenerate (3hp/round), shapeshift, spells MU12 (4/4/4/4/4/1), summon rats or wolves.

Spells: 1st—*magic missile* (x2), *protection from good*, *hold portal*; 2nd—*darkness 15ft radius*, *ESP*, *mirror image*, *phantasmal force*; 3rd—*monster summoning I*, *haste*, *hold person*, *slow*; 4th—*confusion*, *ice storm*, *polymorph other*, *monster summoning II*; 5th—*cloudkill*, *conjuration of elementals*, *monster summing III*, *telekinesis*; 6th—*monster summoning IV*.

Equipment: *robe of wizardry*, *ring of protection +3*, *staff of absorption* (75 levels left).

Once the queen is dealt with, the party can loot her somewhat large treasure trove. Among the piles of rotted cloth and carpets are the following:

- A magical *+1 chariot* (ramming attacks count as magical, ignores rough terrain).
- A *manual of beneficial exercise.*

- A *quarterstaff of the sun* (**Appendix**).
- A pair of *figurines of wondrous power (golden lions)*.
- A *silver horn of Valhalla.*
- 12,000gp of coins.
- 12 large jewels (ruby, 1000gp; 2 emeralds, 500gp, 2000gp; 6 sapphires, 200gp, 300gp, 700gp, 900gp, 1100gp, 5000gp); a *gem of seeing*; and 2 diamonds, 3000gp, 10,000gp.
- 9 jeweled containers worth 2d6 x 100gp each.
- Rotting silk, cloth, rugs and paper (worthless)

Area XR-5: It's Shocking

The party comes across a small stream crossing. Nothing out of the ordinary, except the 30ft wide ford area is full of skeletons of various creatures. The stream bank itself is quite normal, with thick bunches of cattails and rushes lining its banks, and insects and frogs buzzing about croaking.

More than 20 skeletons of random animals are present in the shallows. Since the water is only 3ft deep, they can be seen quite plainly. Deer, wolves, a bear and two goblin skeletons are visible. The stream is quite deep (8ft) to either side of the ford. Interestingly, no fish are present in the shallows, and even the frogs seem to hop up and downstream before entering the water.

Hidden in the rushes near the bank is an **electric eel**. The eel has a 25% chance of being hungry (or upset) each time something enters the water within 5ft to either side of the ford. If it is, it jolts the water from its hiding place. It waits until the water is calm again to feed, knowing that creatures stunned by its jolt typically drown or die, and it is too shy to attack directly. If it is not upset or hungry, it simply lets waders pass by.

Eel, Electric: **HD** 3; **HP** 16; **AC** 5[14]; **Atk** bite (1d6); **Move** 0 (swim 15); **Save** 14, **AL** N; **CL/XP** 3/60; **Special**: electric shock (1/hour, within 5ft takes 3d8 damage, 5ft to 10ft take 2d8 damage), immune to electricity. (***The Tome of Horrors Complete*** 626)

Area XR-6: The Legion Bridge

Crossing the Xircos River is a huge stone bridge. The architecture of the bridge is ancient beyond legend, and the massive stone pillars and supports defy belief. Individual seamless stone pieces weigh more than 500 tons, leaving the characters wondering how anything could possibly have moved the pieces into place. Certainly it would have taken oxen teams numbering in the thousands to do so.

The bridge itself is 600ft long and rises gently to a peak over the center of the wide river 300ft below its deck. It has 7ft high railings girding its edges, and a massive stone arch supports its weight, rising 60ft above the bridge deck in the center.

The material used for construction of the bridge is very hard and defies almost any attempt to destroy or deface it, even blunting non-magical steel without leaving a trace on the stone. Merchant traffic from the south is fairly uncommon, and thus bandits and other predators tend to haunt the northern plains rather than bother with the sparse traffic here.

Area XR-7: The Amazon Village

Long famous as a haven for adventurers in my home campaign, this amazing village of Tanuil is full of a reasonably friendly tribe of amazons.

Some interesting features about the village should be noted before we get into the societal details. First, the area in and around the village is covered with HUGE growths of giant fungi. Mushrooms up to 40ft tall grow by the hundreds in this area. The fungi are basically harmless, although the magical nature of the species radiates *protection from evil* in an area ten miles square (about 100 yards from the mushrooms at the outside edge). The fungus has to be at least 1000 lbs. in weight to cause this effect, rendering attempts to "take some with you" a failure or at best very difficult. Further, if removed from the native soil (a strange, yellow-tinted sandy loam that the mushrooms thrive in) it loses all magical properties within a few days. Last, should anyone be caught attempting to "steal" the fungus, the amazon tribe immediately becomes hostile. It is a capital crime to take the fungus away.

The village itself houses some **300 inhabitants**, plus a few dozen travelers and merchants who have stopped here for some reason. Male characters are warned on entry of the laws and rules of this tribe. The buildings consist of wooden structures, although a large temple to the goddess Diana stands prominently in the center of the village and is made of marble.

The Referee can have a great deal of fun with male characters in this place. They should be quite unused to being thought of as second-class citizens. The unusual laws of note include:

- Male persons cannot be outdoors in the village after dark, unless escorted by a female (penalty is 10 lashes).
- Male persons cannot become drunk and disorderly (penalty 10 lashes).
- Assaults involving male/female conflicts are automatically considered a crime by the male unless a native female says otherwise.
- It is an enslaveable offense for males to deface the mushrooms, the temple or to assault in any way a priestess. Females who are complicit with such an act, or commit this type of crime, are beheaded.

Now for the rest.

Amazon Culture and Nature

While they do believe males inferior, the good nature of these women is neither hostile nor mean-spirited. They simply believe that males are not able to control their emotions and need to be protected both from themselves and from the evils of the world. While their words and actions may come off at best demeaning and at worst insulting, it is rare that any offense is intended. After all, a man's place is in the home! Men may engage in business dealings and own property; however, women rule the village.

The amazon women here are all taught from an early age to be skilled archers, hunters and riders. Few can match them on a horse or with a bow. In battle, they fight like the ancient Hundaei, mounted with heavy horse bows and lances. They seldom if ever fight on foot, though they can if pressed. All common amazons can be considered **human berserkers** with the added benefit of +2 to hit with bows and no penalty when firing from a moving horse.

Men taken as husbands are treated very well, perhaps better than their female counterparts in other cultures. Slavery, while legal here, has strict laws that protect slaves from abuse. Slaves cannot be bought and sold without the slave's permission, and they must be fed, clothed and housed with the same level of luxury as their owners. Few amazons own slaves, and those that do typically free them if the slave desires after a certain period of time.

Leadership

In addition to the high priestess (see below), the matriarchy is ruled by a council of six women and one man. The man's vote only counts in the event of a tie between the women holding office.

The current council consists of the following:

- Nayla (Ftr11) is warlike and not very polite to men. She rides a pegasus.
- Kaylaa is the high priestess of Diana (see below).
- Darma the Ancient One is 221 years old and has been on the council for 100 years. All listen to her advice.
- Julia (Ftr9) is kind and almost certain men should be treated as equals. She dislikes Nayla.
- Zira (MU13) is quiet, studious and very slow to make decisions. She has many slaves, all of whom love her.
- Mayleth (Rgr11), an outsider, was adopted into the tribe as a foundling child. She is very wise and well-respected
- Zebedee (Mnk2) is the sole male member of the council of seven. He is very loyal to Julia and Darma.

The council votes on all law changes and issues of state (e.g. to fight an enemy). They also pass judgment and act as the local court of law. While Nayla does not care much for men, she is not evil. Encounters with her


XR-7 Amazon Village
1 hex - 200 feet
N
Mushroom Patch
Mushroom Patch
Marketplace
Temple of Diana
Mushroom Patch
Mushroom Patch

in the village could be great opportunities for roleplaying, especially if countered by meeting Julia.

The Market

The market in this village is teeming with strange and rare items. Due to the mushroom aura, merchants from Apothasalos and as far away as Ustran Pazeel come here to trade the rarest of goods, being safe from bandits and other evils. Odd items such as the occasional potion, eggs and young of strange creatures, and even strange artifacts from the wastes can be found at the merchant stalls in the center of the village. If the Referee wishes to introduce strange creatures such as pegasi mounts, hippogriffs or some other unusual pet, this is the place to do so. Assume anything up to 3000gp in value can be found here most of the time (75% chance). Common items such as plate armor and exotic weapons could be harder to locate. This is one of the best places to find magic items for sale as well (at VERY high prices per Referee's discretion). At least one merchant is usually present that can buy items up to 10,000gp in value. Zira frequents this market, picking up spell components and rare items.

It's a Nice Place to Live, But . . .

The general alignment of the village is Lawful, although the strict matriarchal rule may make this seem strange to many. In general, the people are fair and just, and it is rare for a native to cause an outsider trouble. Crime is almost nonexistent, and common houses and inns supply nighttime dwellings for the male adventurers and merchants who frequent this place. Inns typically charge 1 to 2gp per night for lodging, and are clean and well-kept.

The Temple

The Temple of Diana is beautiful if spartan, consisting of cleanly swept and polished marble walls, floors and columns. The statue of the goddess is made of pure green jade, and various offerings lay about it, primarily tiny gold and silver replicas of weapons and animals, wine and fine cuts of meat that are burned in the coal pit adjacent to the statue. The temple is maintained by **Kaylaa the high priestess**, **Sibanne the underpriestess**, and **4 acolytes: Dalia**, **Simone**, **Dacie** and **Alexandra**.

The priestesses cast spells for a fee, with prices as follows:

Raise dead	2000gp or 500gp and submit to a *quest* spell
Commune	10,000gp or 2000gp and submit to a *quest* spell
Neutralize poison	400gp
Cure disease	400gp
Remove curse	500gp
Detect magic/evil	100gp
Cure wounds spells	100gp/level

Quest spells typically involve slaying some evil creature and/or returning within a year and a day with twice the monetary fee to donate to the goddess. These priestesses are Lawful and Good, and are not unreasonable in bestowing their quests. Similarly-aligned individuals, or priests/



priestesses/paladins of similar ethos, may receive discounted rates at the Referee's discretion.

Kaylaa, High Priestess of Diana (Clr12): **HP** 38; **AC** 2[17]; **Atk** *staff of striking* (2d6); **Move** 12; **Save** 4; **AL** L; **CL/XP** 15/2900; **Special**: +2 on saves vs. paralyzation and poison, spells (4/4/4/4/4/1).

Equipment: *+3 chain mail, staff of striking, +1 longbow*, 20 arrows, 4 *potions of extra-healing*, wooden holy symbol of Diana.

Sibanne, Underpriestess of Diana (Clr7): **HP** 26; **AC** 6[13]; **Atk** *+1 spear* (1d6+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 9/1100; **Special**: +2 on saves vs. paralyzation and poison, spells (2/2/2/1/1).

Equipment: *+1 leather armor, +1 spear*, 2 *potions of extra-healing,* wooden holy symbol of Diana.

Dalia, Simone, Dacie, Alexandra (Acolytes of Diana): **HP** 5, 3, 4x2; **Atk** spear (1d6+1); **Move** 12; **Save** 15; **AL** L; **CL/XP** 1/15; **Special**: +2 on saves vs. paralyzation and poison.

Equipment: leather armor, spear, 2 *potions of healing*, wooden holy symbol of Diana.

Area XR-8: Wings from the Pit

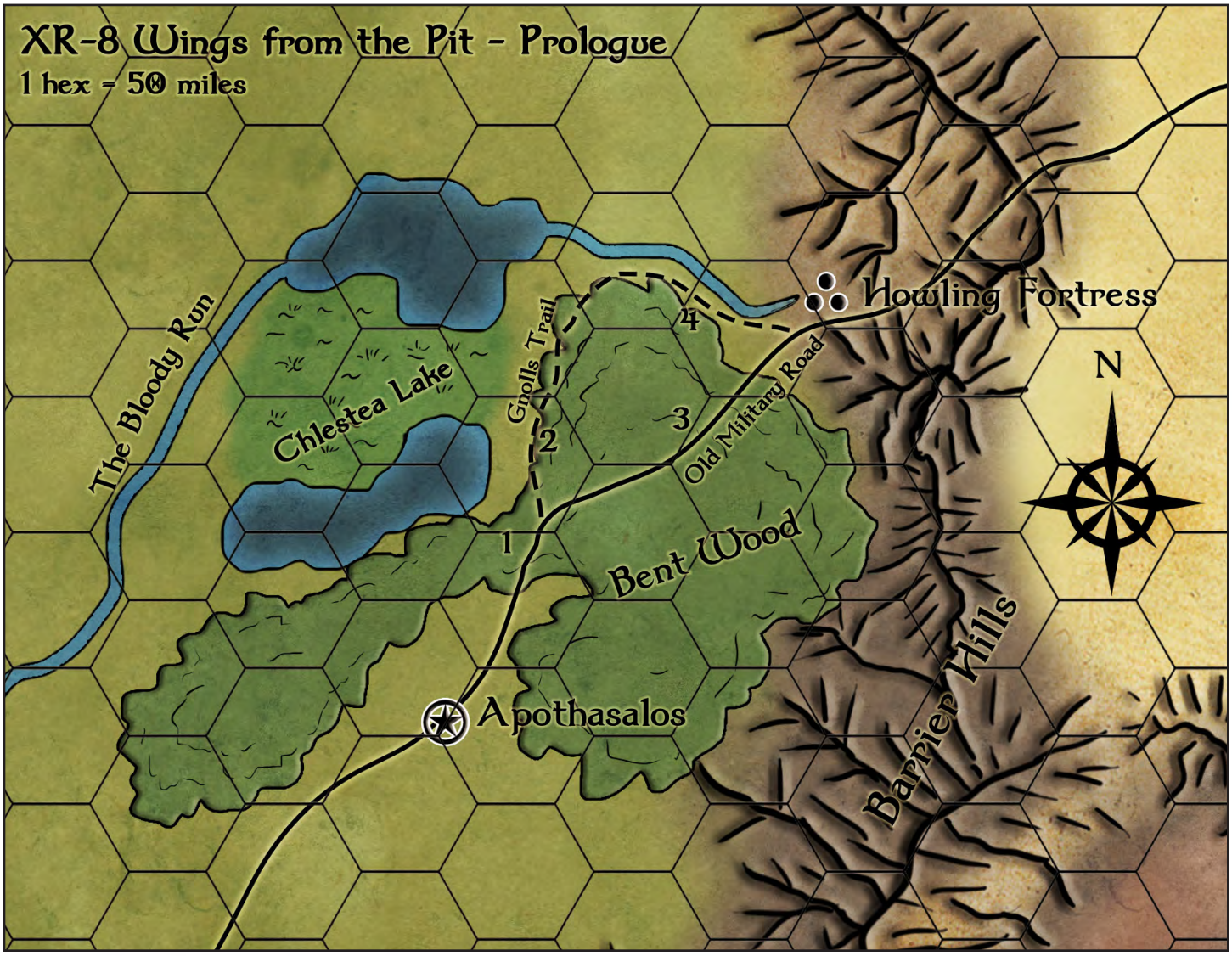
In the wilderness east of Chlestea Lake stands a larger peak rising from the Barrier Hills and girded on all sides by a stream known by locals as the Bloody Run. Upon the peak stands the ruin of an ancient fortress that predates the incursion of the forces of Orcus in the north by thousands of years. Recently travelers passing near the area have begun disappearing. Signs of massacre and mayhem were left behind, but no bodies have been recovered by passing patrols, and rangers sent to investigate have not returned.

This adventure area details the environs of Howling Fortress, its wilderness, and the dungeons and caverns below. The area is expected to challenge a party of 7th to 11th level.

Note: This encounter is composed of **Areas XR-8**, **9** and **10**. It can be played sequentially or in parts as the Referee desires.

History

To the northeast of the ancient city of Apothasalos, along an old military highway that ultimately extends through Bard's Gate all the way to Courghais, stands the abandoned hill fortress known as the Howling Fortress. Long thought haunted, caravans were known to post up miles before the old keep before nightfall and continue their journeys under the light of day. Stories grew of ghosts or other vengeful spirits of the woods surrounding the keep that would capture passersby. These stories seemed corroborated by a hellish glow that illuminated the keep after dark and a wild caterwauling sound that rose from its cliffs and echoed



across the Bloody Run after nightfall. The occasional missing caravan guard or disappearance of treasure hunters who ignored the superstitious warnings and trespassed too close to the Howling Fortress after dark have only furthered the ruin's mystique. Apothasalos caravans along the banks of Chlestea Lake have gone missing. A growing concern amongst the mercantile and drover's guilds as well as the Harmost of Apothasalos herself have once again drawn attention to this dangerous trek of wilderness once well patrolled by the knights of Apothasalos.

The call has been made, by both private or underworld enterprises and decree of the harmost offering bounty for any information leading to a resolution to the matter of the missing caravans and travelers.

The ruins of what are known as the Howling Fortress were originally built as a walled cloister built atop the ruins of a more ancient site. This fortress, lost to antiquity was known as Muirgaard. Muirgaard served as a prison for dangerous enemies of law and good, and was watched over by a contingent of paladins of Muir. The site was abandoned around the time of the construction of the temples in the Stoneheart Valley, as the prisoners were ostensibly transferred elsewhere.

For the Referee

The old fortress of Muirgaard was built on a dwelling used by titans and their ancient giant servants in a bygone age. The paladins, having discovered the deep galleries below the ruins, built their cloister there and used the galleries below to house dangerous villains, intelligent monsters, and fiendish entities from other planes of existence.

As time passed, a host of various creatures moved into the empty prison or rose up from the depths of the unending caverns below, slowly repopulating the dungeon. Among these creatures was a powerful wyvern that the gnolls call Yulanupior. Through some occult emanation, the wyvern is cursed with an insatiable thirst for blood. The creature's enhanced powers brought about an unusual self-awareness in the beast that has since come to be worshipped as the god of the Blood Clan gnolls who have taken up residence in the abandoned cloister above. Their nightly howling rituals of blood sacrifice to the creature earned the castle and its environs the name "The Howling Fortress."

So great is Yulanupior's thirst that the gnolls began capturing passing military patrols, trade caravans, and travelers. These unfortunates are afforded a terrible end as they are sacrificed nightly to Yulanupior.

What is unknown, even to the gnolls, is that their "god" is not the only creature dwelling within the depths below their citadel. Secrets of the paladins of Muir — and even older secrets of the ancients — still reside in the **Cyclopean Deeps**, awaiting discovery by hearty adventurers. Among the secrets of the deep are hidden tombs of the titan Shirimabi and his undead servants. Shirimabi was entombed in ages past and was rival to Ereg Tal and his minion, who are now buried in the depths of distant Rappan Athuk.

During their explorations of the cavern complex below the titan ruins, the paladins discovered the location of his tomb and determined that a great evil was buried beyond its portal. Thus the paladins performed an awesome ritual and placed a powerful enchantment upon the vault, concealing its existence from any would-be explorers.

Time and neglect weakened the ancient wards so that Shirimabi's essence leaked from the tomb and possessed a particularly strong wyvern that had made its nest in the depths of the cavern beneath the peak. Shirimabi's cursed spirit now imbues Yulanupior with vampiric powers as the spirit of the titan seeks some higher-minded creature to fulfill its wish to be released from its benighted sepulcher.

Through the course of this adventure the players will uncover the secrets of the Howling Fortress, defeat the gnoll menace, and explore the depths of the dungeons below the Howling Fortress where they must face and destroy the menace of Yulanupior and his spectral master Shirimabi. During their explorations, it is possible that the characters may face encounters too difficult for them, or unleash horrors beyond their ability to defeat, unless they are smart and expend materials and equipment collected along the way. Such is the world of the Lost Lands, where retreat is always an option, and clever teamwork is more important than the narrative of the individual! As with any **Frog God Games** product, great reward comes with great willingness to sacrifice. In all things, the Referee is the final arbiter, and you may scale the difficulty of the adventure according to the specific needs of your players as you see fit.

Beginning the Adventure

For the Referee running a ***Lost Lands*** campaign, there are several options to get the characters involved in the adventure:

Characters are hired by the Harmost of Apothasalos, or by one of her agents.

In this circumstance, the party is informed of the missing caravans and given approximate coordinates to the area where the patrols and merchantmen have gone missing. The characters are to be awarded 500gp each if they can provide a detailed report as to the cause of the disappearances. They are told that there is some form of magical interference over the area that has defeated attempts by wizards in the employ of the city government to "see" into the area of the northeastern portion of the Bent Wood. The offer is upped to 1000gp each if the party manages to terminate the threat.

As an additional side quest, the Harmost and her associates are interested in the whereabouts of a knight patrol sent to investigate the region. In particular, they are looking for **Lieutenant Fathlin**, who led the patrol. He is to be rescued if found alive, or his signet and sword returned if proven dead. Returning any of these items provides an additional 500gp in rewards.

Characters are hired by a Crime Syndicate or Shady Merchant

In this instance, **Duloth**, a powerful and far-reaching master of the Wheelwright's Guild of Bard's Gate, or some other criminal enterprise contacts the party about a disruption to their smuggling operations. In this event, the characters are offered a "get out of jail free" card by underworld figures. This affords them the ability to perform an "off-the-books" heist, or actually be broken out of jail should any of their own activities result in arrest within the cities of Apothasalos, Bard's Gate, Reme or other civilized portions of the **Lost Lands** where the crime syndicate holds sway. This may include the syndicate providing false witnesses to testify on behalf of the party, forged documents, and disappearing evidence.

The characters are to make contact with **Lito Romello**, an agent of the syndicate who was smuggling an important case to the south with a caravan. The syndicate contact needs proof Lito Romello is still alive. Beyond that, the case must be returned to the syndicate officer unopened. Failure to comply with the wishes of the syndicate may result in a variety of issues for the characters, not limited to targeting by assassins or having their underworld privileges revoked in the city.

Characters are tasked with the quest by religious or holy order.

A broad swath of possibilities is linked to the party's overall religious affiliations. If characters lean toward a more chaotic or evil bent, it is possible that the Cult of Orcus or Tsathogga are concerned about entities they don't completely control. In this situation it is possible that the party is sent by their masters to cleanse their sect of the "false" religion that is espoused by the worshippers of Yulanupior and the machinations of the creature's true master.

If the characters are of a more Lawful alignment, it is likely that a priest of Muir and Thyr offers them a job. These priests indicate that rumors of missing caravans and the disappearance of travelers have occurred near a ruined fortress that once served as headquarters of an ancient prison. The fear is that some forgotten prisoner or other remnant not dealt with by the ancient order has somehow revived itself. The characters are to investigate the evils emanating from the Howling Fortress of Muirgaard and bring an end to whatever horrors they encounter. The contact hints that the *Shield of Amonfier* may still reside within the ruins of the cloister. The shield is believed to offer great protection against demons and the undead. If the characters recover the item, it would serve to fulfill the Panoply of Muir, a sacred set of armor used by holy warriors of the last age in their battles against the forces of evil.

Alternatively, players could just happen upon this place.

Area XR-8-1: Caravan Wreck

The wreck of a caravan has been pulled off of the Merchant's Road. Rangers, thieves, or characters such as elves may make an attempt to notice the attempts made to conceal the assault.

The search results should be broken into multiple clues to increase and enhance the experience for the players, as the caravan wreck may offer the characters a direct path through the forest to the Howling Fortress.

First successful result: Characters notice pooled blood along the road and see drag marks that lead into the forest. In the brambles, characters find arrowheads, broken arrow shafts, and a lost dagger of gnoll construction.

Second successful result: Characters discover a burn pile in a clearing. The burn pile is composed of unusable bits of broken wagon wheels, bones of an adult human male, and the charred bones of a horse. Cut marks on the bones and teeth marks indicate that the meat was cut and chewed from the bones.

Third successful result: Characters find a substantial amount of tracks. If the characters have the tracking ability they find a set of tracks heading through a series of game trails that lead to Bloody Run.

Fourth successful result: A character may only attempt this check with the track ability. Characters find a single file set of tracks from gnolls, men, halflings, and horses which lead to the northeast along the banks of the Bloody Run. The difficulty of following these tracks increases by +2 for each half mile as they cross and and pass through the swamplands around Chlestea Lake.

Characters are eventually led to the Howling Fortress via this means.

Area XR-8-2: Gnoll Bivouac

A group of **8 gnolls** with **4 hyaenodons** from the Howling Fortress set up this campsite less than a quarter mile from the road. The gnolls are busy torturing a **pixie** they captured.

Gnolls (6): HD 2; **HP** 10x2, 12, 11x3;**AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Gnoll Sub-Chief: **HD** 4; **HP** 24; **AC** 4[15]; **Atk** bite (2d4) or *+1 battle axe* (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Gnoll Witchdoctor: **HD** 3; **HP** 19; **AC** 5[14]; **Atk** bite (2d4); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: +2 on save vs. fire, +2 on saves vs. spells, spells Drd3 (3/1), spells MU3 (3/1).

Spells (Drd): 1st—*faerie fire* (x2), *locate animals*; 2nd—*obscuring mist*.

Spells (MU): 1st—*magic missile*, *protection from good*, *shield*; 2nd—*mirror image*.

Hyaenodons (4): **HD** 5; **HP** 25, 23, 26, 22; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 673)

Fiblit, Pixie: **HD** 1d6hp; **HP** 4(currently 1); **Atk** none; **Move** 9 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special**: invisibility. (***Monstrosities*** 374)

If rescued, Fiblit offers the party 3 *potions of healing* that he has stashed in the woods. If asked, Fiblit gives directions to the Howling Fortress.

Referee Note: Fiblit may serve as an ally or potential rescuer to the characters in the event they get into a jam anywhere within the Bent Wood.

Treasure: The gnoll sub chief carries a *+1 battle axe*, 324gp, and a sapphire worth 400gp. The gnoll witch doctor possesses 3d20gp in coin and 1d2 *potions of healing*.

Area XR-8-3: Troll Tree

Bits of rotted flesh, and piles of shattered bones and broken skulls of a dozen different creatures and humanoids litter the ground around a giant cedar tree. The air itself is filled with the stench of rot and decay, though the pungent scent of cedar goes far in masking the odor.

A hollow below the roots of the massive cedar tree is home to **Debo** and **Teebo,** a **two-headed troll**.

The gnolls give Debo and Teebo a wide berth, as he cares not if he eats their kind and has no real interest in their newfound religion.

Debo Teebo, Two-Headed Troll: HD 10; **HP** 50; **AC** 3[16]; **Atk** 2 claws (1d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special**: rend if both claws hit for additional 2d6 damage, regenerate 1hp/round, surprised only on a 1 in 8. (***The Tome of Horrors Complete*** 573)

Treasure: Hidden under a rotten log are a *+1 longsword* inscribed with the holy symbol of Muir and a *potion of neutralize poison*.

Area XR-8-4: Besieged Bandit Camp

The bandit camp has been heavily fortified with traps, snares and deadfalls. The camp itself has been built up in the boughs of the trees. Roll 1d8 for every 20ft traveled around the encampment.

Roll 1d8	Result
1–2	Covered spiked pit trap
3	Tree snare
4	Spear trap
5	Bandit sentry
6–8	No encounter

Covered Spiked Pit Trap: Characters falling into the 10ft deep pit suffer 1d6 points of damage and are impaled on 1d4 spikes, taking 1d4 points of damage per spike. A save must be made when a character is impaled, as the spikes have been dipped in feces. Infected individuals lose 1 point of constitution per day until a *remove disease* spell is cast or some other special ability to remove disease has been used.

Tree Snare: This trap catches the leg of a passer-by, stringing them up 10ft off the ground in the branches of the trees by a rope. The rope is strung with bells so the bandits are alerted whenever the snare is sprung. Snared individuals lose their dexterity bonus to armor class. Characters must make a save to work themselves free from the snare. Bandits check the snare immediately, though their reaction is dependent upon the party's actions.

Spear Trap: The trap fires a volley of 4 spears at the party with a +6 to hit. The spears deal 1d8 points of damage each and deal double damage on a natural 20.

Bandit Sentry: A **bandit thug** patrols the perimeter of the camp. Check for surprise to see if the characters hear him. Fighting alerts **4 more bandit thugs** who arrive in 1d4 rounds. The remaining bandits sleep in the center of their camp.

Bandit Thugs (5): **HD** 1; **HP** 5x2, 4x2, 6, **AC** 7[12]; **Atk** shortsword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, shortsword.

Bandit Toughs (4): **HD** 3; **HP** 16, 18, 14; **AC** 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.
Equipment: chainmail, shield, longsword.

Bandit Sharpshooters (3): **HD** 3; **HP** 15, 14, 16; **AC** 5[14]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: +1 to hit with missile weapons.
Equipment: chainmail, longsword, longbow, 20 arrows.

Captain Hurlna (Ftr4): HP 22; **AC** 3[16]; **Atk** longsword (1d8+2) or longbow x2 (1d6+2); **Move** 12; **Save** 10; **AL** C; **CL/XP** 5/240; **Special**: +2 to hit and damage strength bonus; +1 to hit with missile weapons, –1[+1] AC dexterity bonus.
Equipment: chainmail, longsword, shield, longbow, 20 arrows, 1d4gp, 2d4sp.

Doctor Sasien, Priest of Kal'Ay-Mah (Clr3): **HP** 12; **AC** 4[15]; **Atk** spiked mace (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special**: +2 on saves vs. paralyzation and poison, spells (2).
Spells: 1st—*darkness*, *protection from good*.
Equipment: chainmail, spiked mace, *potion of healing*, bone unholy symbol of Kal'Ay-Mah.

These bandits built various traps and snares to protect them from gnoll incursions. They have lost nearly half their number but know that if they turn and run they will certainly be captured and killed, or worse.

The bandits may see this as an opportunity to use the party as a sort of shield to mask their escape, and may be willing to make a map for the characters that would allegedly lead them to the gates of the Howling Fortress. Whether or not the map is legitimate depends on the actions of the party. If the characters actively use skills, attributes, or magic to insure that they are getting a true map, the bandits oblige. If the characters are laissez-faire over the matter, and take the bandits at their word, the bandits give them a false map guaranteed to lead them directly to **Area XR-8-2: The Gnoll Bivouac**.

Area XR-9: The Howling Fortress

The encroaching forest has long concealed the weathered granite crag that rises 600ft above the Bent Wood. A long escarpment rising from the forest floor to the gaping stone maw at a point 350ft up the slope is all that remains of the once-mighty gates that were long ago burned to ash. Keen eyes note the presence of ghostly sentries upon the remains of its jagged walls.

In **Part II**, the characters discover the location of the Howling Fortress. Of course, this discovery may have been due to their capture. In this event, proceed to the throne room of Hulak, chief of the Blood Clan gnolls (see **Area XR-9-12-4**). Otherwise, the characters are met with a difficult situation, insomuch as the fortress is by all intents and purposes very well protected. The party may need to use magic, stealth, surveillance and any other means they can think of to make their way into the fortress. Unlike other cliché fortresses of its type, the Howling Fortress has no secret entrances. It has no hidden exits. It was a prison in the time of Muirgaard, and remains secure to this day, having but one way in and one way out.

Howling Fortress Common Features

Walls: The walls of the fortress are 25ft high and 10ft thick. **Gnoll sentries (2d4)** armed with longbows dot the walls. The walls are granite, carved from the stone of the hill itself, though weathered by time and covered with a gradient of red, yellow and green lichen.

Gnoll Sentry: **HD** 2; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1) or longbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: leather armor, polearm, longbow, 20 arrows, signal horn, signal whistle.

Note: If the party is so brazen as to attempt an unhindered frontal assault, the entire fortress rises up against them. The gnolls have been told by their "god" to bring all adversaries to the altar to be bled for the glory of the Blood Clan.

Doors: Most doors are stuck and must be forced, requiring a successful Open Doors check. Gnolls are not known to use a lot of locks and complex machinery.

Traps: The gnolls have laid a variety of traps around the courtyard and labyrinth of inner corridors built into the structures along the walls. These traps and their description are detailed in the text below.

The Howl: As the gnolls become aware of an assault on their fortress, they begin their cackling hyenalike wail. The wail is then taken up by all members of the tribe until the air itself reverberates with their shrieks. This howl inevitably awakens Yulanupior from its slumber. If the alarm occurs after dark, Yulanupior crawls forth from the pit, assuming Shirimabi's blood sacrifice has been prepared.

Area XR-9-1: Lower Gatehouse

The lower gatehouse stands astride the base of the causeway. The two towers once stood 30ft tall but are now reduced mostly to rubble with the upper stories having completely crumbled away leaving a pair of 10ft high stone blocks and a gate made from branches tied together with wire and ropes barring the entrance to the Howling Fortress.

The gatehouse is guarded by **8 gnolls**. The gnolls fashioned a gong from a rusted steel shield and pound on it to alert the fortress above if they are threatened by any foes. Once the alarm sounds, gnolls at the top of the fortress begin their howl and a larger force is sent to investigate.

Gnolls (8): **HD** 2; **HP** 10x4, 12x2, 11, 13; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Area XR-9-2: The Escarpment

The escarpment is a winding causeway that leads up the cliff face from the lower gatehouse to the main gate. The escarpment leading to the gate has a 40-degree rise broken by steep but broad staircases capable of supporting horses or mules riding single file. The escarpment is 10ft wide and is worn from travel. Movement down the escarpment is one-third faster. Movement climbing the escarpment is one-third slower due to the grade of the rise. The escarpment winds greatly but is roughly 700ft long, affording defenders plenty of opportunities to rain arrows and stones on attackers.

Area XR-9-3: Main Gate

Once a grand portal of wood and bronze, the main gate that stands at the entrance of the Howling Fortress now resembles the jagged mouth of some ancient stone titan ready to devour any who enter its crumbling jaws. The "gate" that is placed here now is a contraption of wicked design, comprising a series of planks laid along the ground driven through with spears, nails and spikes to create a bristling obstacle that can be dragged aside using ropes. Hanging from the archway above the entrance is a curtain of rusted chains hung with jagged hooks and sleigh bells. The **11 gnolls** guarding the gate simply lift the chain curtain aside when entering and leaving the fortress.

Anyone walking over the spiked planks suffers 1d6 piercing damage. Crossing through the curtain of hooks deals additional 1d6 slashing damage and alerts even the laziest of gatekeepers to the presence of intruders.

Gnoll Gatekeeper: **HD** 3; **HP** 18; **AC** 4[15]; **Atk** bite (2d4) or two-handed axe (1d10+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: none.

Gnoll Gate Sentries (10): **HD** 2; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1) or longbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: leather armor, polearm, longbow, 20 arrows, signal horn, signal whistle.

Area XR-9-4: Guard Towers

Flanking the gatehouse and affording a broad view of the causeway leading to the fortress are the crumbling remains of the ancient watch towers of Muirgaard. Little remains save the foundation and inner walls and stair of these towers. What remains serves the purposes of the gnolls adequately enough. Each of the tower foundations is home to **5 gnolls** armed as the gate sentries above.


XR-9
The Howling Fortress
XR 9-14
XR 9-13
XR 9-11
XR 9-12
XR 9-10
XR 9-9
XR 9-7
XR 9-6
XR 9-8
XR 9-4
XR 9-4
XR 9-5
XR 9-3
XR 9-2
XR 9-1


XR-9 The Howling Fortress side view
600 ft.
350 ft.
80 ft
80 ft.
XR 10-A
XR 10-B
XR 10-C
XR 10-D
XR 10-E
XR 10-F
60 ft.
XR 10-G

Area XR-9-5: Outer Courtyard

The outer courtyard is dotted with a few gnoll huts made from green hides and bowed tree branches. Numerous hyenas wander the courtyard in search of scraps. The northern end of the courtyard is closed off by a wooden palisade and blocked with a simple wooden gate.

Prisoners brought through the courtyard are afforded a great deal of abuse at the hands of the gnolls at this point. The gnolls throw small rocks at prisoners, strike them with whips and sticks, or threaten them with hyenas. Any gear prisoners still carry such as armor and boots is stripped from them at this point and placed in a crude cart where it is bartered over by the tribe in the presence of Chief Hulak.

The courtyard gate is 1ft thick and made from local logs. The gate and palisade are sharpened at the top and deal 1d4 points damage to anyone attempting to climb over them unless a save is made.

Area XR-9-6: Gnoll Huts

The typical gnoll hut is not too different from an animal den. The hut is home to **1d2 adult males**, **1d4+1 adult females**, **1d6 pups** (non-combative), and **1d2 hyenas**. Male and female gnolls fight as equals, though a female tends to spend her nonbreeding season raising her cubs to maturity and guarding the fortress.

The average gnoll hut contains 1d2+1 jugs of wine, a shank of half rotten elk, deer or humanoid, and 3d20gp in coins. They typically also have the following extra weapons and equipment in their hut: a longbow, polearm, battle axe, flail, wooden shield.

Gnoll: **HD** 2; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Hyena: **HD** 1; **AC** 7[12]; **Atk** bite (1d3); **Move** 16; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none. (***Monstrosities*** 259)

Area XR-9-7: Inner Courtyard

Like the outer courtyard, the inner courtyard is dotted with gnoll huts. The inner courtyard affords access to the fortress walls, and the cloister cliff dwellings that the gnolls use to imprison victims kidnapped along the road.

Area XR-9-8: Witch Doctor Huts

Witch doctor huts differ from the huts of common gnolls only in that they are occupied by a witch doctor and the witch doctor's brood. The **gnoll witch doctor** could be male or female. There are also **1d4 gnolls** (per **Area XR9-6**) and **1d6 pups** (non-combative) within the hut.

Gnoll Witchdoctor: **HD** 3; **HP** 19; **AC** 5[14]; **Atk** bite (2d4); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: +2 on save vs. fire, +2 on saves vs. spells, spells Drd3 (3/1), spells MU3 (3/1).

Spells (Drd): 1st—*faerie fire* (x2), *locate animals*; 2nd—*obscuring mist*.

Spells (MU): 1st—*magic missile*, *protection from good*, *shield*; 2nd—*mirror image*.

Area XR-9-9: Western Cliff Dwellings, Ground Floor

The cliff dwellings line the walls of the cavernous cleft in the mountain hilltop. The dwellings once served as home to the cloistered paladins who guarded the prison complex of Muirgaard in ancient times. The paladins lived a simple life in their stone carved apartments. Currently, the gnolls use the cloister dorms as holding cells for the various victims kidnapped by the gnolls in recent weeks.

Area XR-9-9-1: Cell

This cell is 10ft by 20ft and is currently home to **4 human merchant guards**. These guards have been stripped of gear and equipment and have been living in their own filth for close to two weeks. The guards' home base is Apothasalos. They are weak and malnourished, but if given food and weapons, they would be willing to fight for their freedom.

These prisoners are unarmored and at 1/2 their normal hit points.

Common Features

Doors: The doors are barred from the outside, preventing escape by those who are sealed within the small apartments.

Walls: The walls of the cells are worked granite and are 2ft thick.

Area XR-9-9-2: Lito Romello's Cell

Lito Romello (Halfling Thf5) has been chained in this cell after three unsuccessful attempts to escape. Lito is desperate to escape and collect the satchel taken from him when he was captured. Lito won't leave the fortress without the satchel, as he fears Duloth far more than he fears being sacrificed to the creature from the pit.

Lito believes his satchel is in a pile of goods taken during the raid in which he was captured.

If the characters free Lito, he offers to join them long enough to collect his goods. If the characters were sent to rescue Lito, the expectation is that they also recover the satchel, though Duloth may have made it clear that Lito himself is expendable.

Lito does whatever it takes to procure the satchel and complete his delivery.

Area XR-9-9-3: Caravan Guards' Cell

This room currently holds **5 caravan guards** who were taken with Lito and Sylus Fix. They are chained together, and again through a hook imbedded in the wall. There are five sets of empty manacles that represent the five other members of their band who have been fed to the creature from the pit. The caravan guardsmen are not nearly as starved as the bandits in the eastern cells and readily fight for their freedom if given arms and equipment.

Area XR-9-9-4: Junika's Cell

This cell holds **6 pilgrims** (normal humans, 3hp currently 1hp) who were on their way to visit the shrine of Freya and was waylaid by the gnolls. Among their number is **Junika**, a lesser priestess of Freya.

Junika, Priestess of Freya (Clr3): **HP** 10; **AC** 9[10]; **Atk** none; **Move** 12; **Save** 13; **AL** L; CL/XP 3/60; **Special**: +2 on save vs. paralyzation and poison, spells (2).

Spells: 1st—*cure light wounds*, *purify food and drink*.

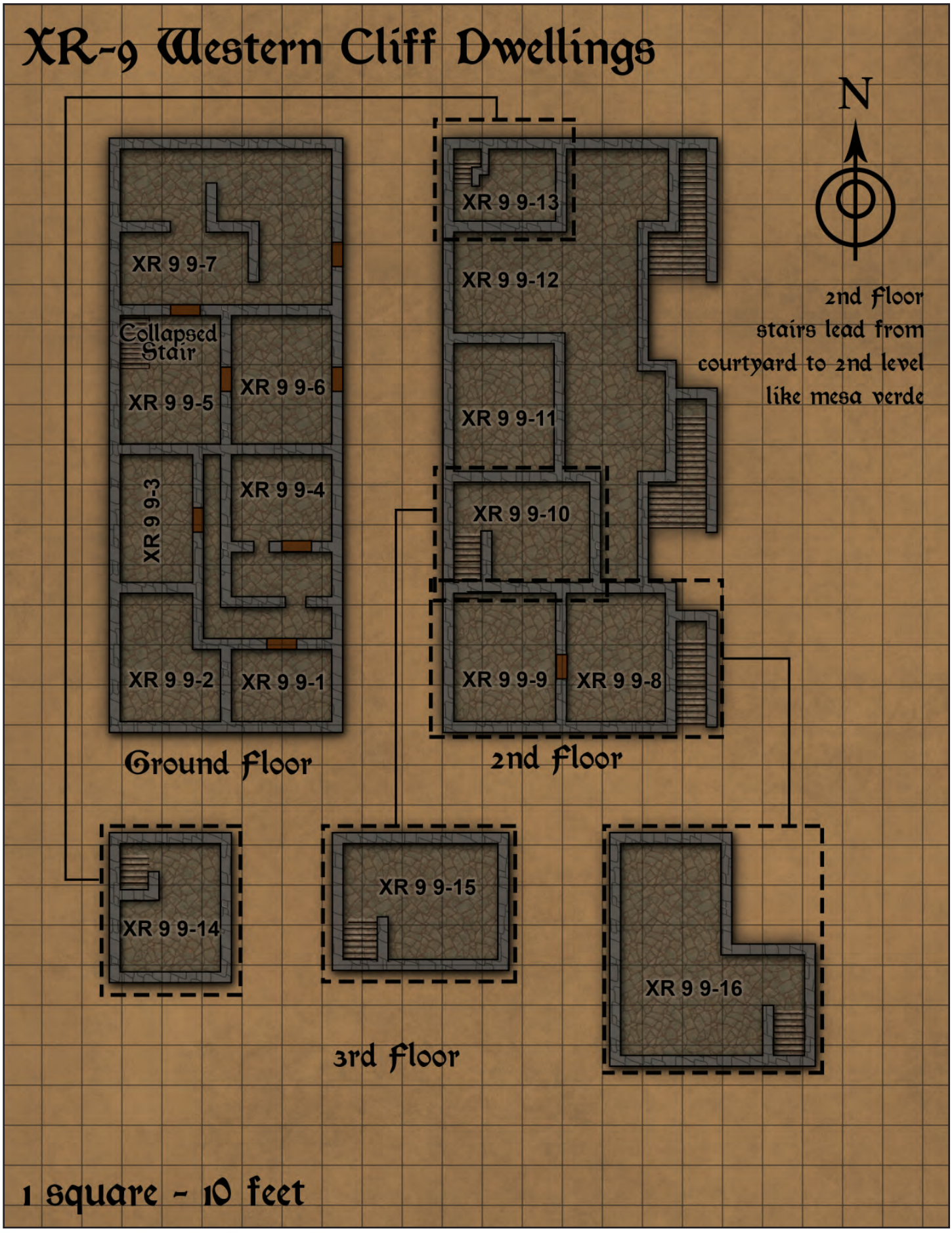
Like other prisoners, they are dressed in naught but rags and are suffering from exposure. Junika's prayers have brought them a clean water to keep them a serious infection, but not the humiliation bestowed upon them by the gnolls, nor their frequent psychological torture.

Junika offers to aid the party so long as they see the pilgrims away from the fortress safely. Her equipment is in the trove located in the throne room of the gnoll chief.

Area XR-9-9-5: Storage Room

This room stores a variety of supplies stolen from passing caravans. Among the stores are 10 50-gallon casks of olive oil, 5 10-gallon casks of wine, 3 bolts of silk worth 1000gp each and weighing 10lbs apiece. There are 20 sacks of grain, though the sacks have been riddled with mice and rats that have left their droppings throughout. Eating or preparing anything from the grain without first washing the grain thoroughly results in the chance of a **serious infection**.

A hole in the ceiling next to the door in the north wall opens to a chamber above. The wooden stairs that once stood here have long since crumbled in disrepair. A thief could climb to **Area 10** with a successful Climb Walls check.


XR-9 Western Cliff Dwellings
N
2nd floor
stairs lead from
courtyard to 2nd level
like mesa verde
XR 9 9-7
Collapsed
Stair
XR 9 9-5
XR 9 9-6
XR 9 9-3
XR 9 9-4
XR 9 9-2
XR 9 9-1
Ground Floor
XR 9 9-13
XR 9 9-12
XR 9 9-11
XR 9 9-10
XR 9 9-9
XR 9 9-8
2nd Floor
XR 9 9-14
XR 9 9-15
XR 9 9-16
3rd Floor
1 square - 10 feet

Area XR-9-9-6: Hyena Kennel

This chamber is used as a kennel for hyenas currently nursing their pups. When the pups are weaned, their mothers are released back to the family they dwell with and their pups given to a new gnoll family to raise.

Currently, **3 female hyenas** and **8 pups** (non-combative; worth 250gp each if taken alive and trained) are in the kennel. The females immediately and viciously attack any who enter the lair. The pups could potentially be raised and trained as guards, pets or animal companions though they always have a minimum 1% cumulative chance during any bloody conflict of turning on their masters.

Hyena (3): **HD** 1; HP 5, 6, 4; **AC** 7[12]; **Atk** bite (1d3); **Move** 16; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: none. (***Monstrosities*** 259)

Area XR-9-9-7: Hyaenodon Lair

This wing is partially collapsed and serves as the den of several **hyaenodons**. The hyaenodons attack any non-gnoll or non-hyena that enters their lair.

Hyaenodon (3): **HD** 5; **HP** 24, 21, 26; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 673)

Treasure: Mixed in with a pile of dung is a *ring of protection +2* that was worn by an unfortunate prisoner who managed to escape from one of the upper floors only to become disoriented and find himself in the hyaenodons' lair. Characters have a chance of spotting the glint of gold in the pile of excrement.

Western Cliff Dwellings, Second Floor

Area XR-9-9-8: Second-Floor Landing

A staircase from the courtyard opens into this broad landing that was once likely a walled chamber before time and disuse tore away the old stone façade. A **gnoll sentry** is usually found here; however, if combat occurs in the courtyard, the lookout uses his position to snipe at enemies.

The only door at the top of the landing is barred from the outside.

Gnoll Sentry: **HD** 2; **HP** 15; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1) or longbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Equipment: leather armor, polearm, longbow, 20 arrows, signal horn, signal whistle.

Area XR-9-9-9: Caravan Master's Cell

This cell is currently home to **Sylus Fix (Ftr3)**, a caravan master from Apothasalos. Sylus's band was overtaken shortly after entering the leading edge of the caravan path, and he has been in the custody of the gnolls for up to four days. Sylus is terrified and has caught glimpses of huge batlike wings, and speaks maddeningly of the nightly sacrifices to "the Blood God" of the gnolls. His rants always end with "Yulanupior, Yulanupior, Yulanupior, Aaaaahhh!"

Sylus' ranting gets louder and louder until eventually his screams attract the attention of any gnolls within 100ft.

If calmed, healed, fed, and his mental issues calmed via magic, alcohol, or the charisma and roleplay of the players, Sylus may be led to freedom without alarming any of the fortress's many guardians. At that point, Sylus can also talk clearly about his capture and the nightly sacrifices. He points to the northern end of the compound, where he says a great pit descends into the heart of the mountain. It is from that fetid abyss that the gnolls' blood god rises each night. One by one his men have been hauled away and sacrificed to the wings from the pit.

Area XR-9-9-10: Brother Yolarius' Chamber

This chamber was the ancient cell of Brother Yolarius, a paladin in the Order of Gates, an exclusive order among the worshippers of the goddess Muir. The Knights of the Order of Gates were charged with the exclusive mandate of imprisoning evil.

The gnolls have yet to explore the chamber. Weather and time have not been kind to the perishable items within, though a search of the dust-covered refuse uncovers the following items:

- A bronze helm that casts *prayer* once per day, and a suit of *+1 bronze chainmail* engraved with the holy symbol of Muir, and a *+2 bronze short sword*.
- A bone scroll case containing a *scroll* (*bless*, *cure light wounds*, *cure serious wounds* (x2), *hold person* (x2), *neutralize poison*.)
- A ceramic plaque engraved in an ancient cuneiform script. If translated with *read languages* or some other ability, it describes the following:

I, Brother Yolarius, Knight of Muir, do solemnly swear that the descriptions upon this tablet are truth.

On this day of our Lady of Mercy, Father Panos revealed a vision delivered unto him by the Goddess herself. The elder evil entombed in the depths below the prison grows in strength and influences the prisoners in the galleries above. The Lady revealed that a Great Wheel, consecrated in her name must be carved and placed in the deep. The stone wheel, balanced upon the pillar shall be aimed to the sky so that it may harness the power of the Star of Swords. Through this ritual the spirit may be confined to its crypt and forced back into its slumber. So sayeth Father Panos, so sayeth the Goddess, so let it be done!

A collapsed staircase in the southern half of the room leads upward to **Area XR-9-9-15**. A thief easily makes the roof above.

Area XR-9-9-11: Empty Cell

This cell housed the most recent prisoners sacrificed to Yulanupior. A search of the chamber reveals writing on the wall in Common detailing the fate of Argus and Katian. Argus and Katian were members of the Greycloaks dispatched to determine the threat presented by the Howling Fortress. Any character familiar with the membership of the Greycloaks would thus be familiar with Katian and Argus, at least by name.

Scratched onto the wall with a bit of pebble are the following words:

Day 1: *The gnolls have not murdered and devoured us as we expected. We have been beaten and stripped but we live.*

Day 2: *The gnolls have scores of prisoners within the compound. It seems this was once an old prison in some bygone era. Katian believes it was built sometime in the last age, and is easily two thousand years old if not older.*

Day 3: *Tonight, as last night, the screams of a handful of prisoners are heard amongst the caterwaul of the gnolls. They get themselves into a terrifying frenzy. Some great evil rises from the depths, the screams ... the screams.*

Day 4: *Again the screams. The jailor has hissed that they have run out of prisoners from their last raid. Tomorrow is our last day. Mitra preserve us.*

Area XR-9-9-12: Mid-Level Landing

This landing is approached by three sets of stairs from the courtyard. Typically, **2d4 gnoll sentries** (see **Area XR-9-9-8**) are upon the landing at any given time. Doors lead to **Area XR9-9-13** and **Area XR-9-9-11**.

Area XR-9-9-13: Gnoll Watch Tower

This is the base level of a watch tower built on the second and third floor of the cliff dwelling.

The guardroom is barred from the inside. A barred porthole in the door allows the gnolls to see out and a barred window affords a view of the landing beyond.

The **gnoll sub-chief Yarl** runs the cellblock from here. Yarl is assisted by **4 gnolls** (see **Area XR-9-9-12** above) who take turns on watch with other gnolls on the landing or in the various cellblocks.

Yarl, Gnoll Sub-Chief: **HD** 4; **HP** 24; **AC** 5[14]; **Atk** bite (2d4+1) or two-handed axe (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Area XR-9-9-14: Upper Watch Tower

This chamber is seldom used by the gnolls and is filled with broken bits of furniture and the moldy remains of scrolls among dozens of broken scroll cases. The "tower" affords the best vantage point over the entire courtyard as well as the partially collapsed roof of the central keep. From this angle, the party may gain a clear view of the blood altar in the northern end of the courtyard and the dank pit beyond.

Area XR-9-9-15: Central Dormer

This chamber was once home to the paladins who guarded Muirgaard. It has been unexplored by the gnolls, though weather and time have degraded the items within so that everything is coated in several inches of dust.

Several unbroken bottles on a table include a *potion of undead control*.

Area XR-9-9-16: Southern Dormer

The door to this cell is barred from the outside. This room serves as a cell for **Bashir Almedar (MU3)**, a wizard who was traveling with Sylus' band and was taken prisoner. Bashir is thin and dehydrated, desperately in need of food and water.

Area XR-9-10: Eastern Cliff Dwellings

Ground Floor, Kitchen Wing Common Features

Doors: The doors to the kitchen wing are barred from the outside, though the bottom of the doors appear to have been gnawed away or rotted off over time, leaving about a 10in gap at the bottom of each door.

Rats: There is a 1-in-6 chance every 10 minutes that a **rat swarm** arrives.

Swarm, Rat: **HD** 1; **AC** 8[11]; **Atk** swarm (1hp); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: resistant to slashing, piercing, and bludgeoning weapons (50% damage).

Area XR-9-10-1: Common Chamber

This chamber was once used by the paladins of Muirgaard as a dining hall. The eastern wall is caked with filth and soot. A careful examination reveals that a great mural was once painted upon the wall. Careful reconstruction (taking several months) or some magical effect that cleans away filth reveals the majesty of the painting.

The mural depicts the massive and heavenly presence of Muir in her guise as the goddess of Protection looking down upon the rocky crag and the fortress as it once stood gleaming in the ancient days. The painting is done in a cutaway and features a side view of the prison below. Steadfast paladins of Muir stand watch over imprisoned villains of the ancient world. A scroll piece below is written with brilliant calligraphy in a lost language. A *read languages* spell or similar ability reveals the following words:

"*Mercy, Compassion, Rehabilitation, Protection*"

Area XR-9-10-2: Old Stores

This area was once a storage space for the kitchen wing. It is now the home of a huge **rat swarm** that dominates the central area of the kitchen wing.

The rats have been a constant nuisance to the gnolls, though the gnolls simply can't be bothered doing anything about the rat population other than use them for target practice when they escape into the courtyard or occasionally gather up a bundle of them to torture prisoners with.

Area XR-9-10-3: Ovens

Ancient clay pot ovens are embedded in the floor of this room, which has a broken brick chimney that once led to the roof of the cliff dwellings. The chimney has long since collapsed, scattering brick throughout the chamber. The room is now lair to **10 giant rats** that breed intermittently with the other swarms found in the area.

Rats, Giant (10): **HD** 1d4hp; **HP** 2x4, 3x3, 4x2, 1; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

A careful search of the refuse finds an heirloom silver (though highly corroded) holy symbol of Muir (worth 100gp, or 250gp to a church of Muir).

Area XR-9-10-4: Cold Storage

This chamber was once where the ancient knights kept their meat from spoiling. The chamber is always 30 degrees due to a magical enchantment.

The chamber is now home to a **white pudding** that seeped in from the dungeons below.

Pudding, White: **HD** 9; **HP** 52; **AC** 9[10]; **Atk** strike (2d6 plus 2d6 acid); **Move** 6 (climb 6); **Save** 6; **AL** N; **CL/XP** 10/1400; **Special**: acid strike (dissolves clothing and non-metal armor, save avoids), immune to slashing and piercing damage, split on strike, surprise on 1-4 on d6 in icy conditions. (***The Tome of Horrors Complete*** 441)

Area XR-9-10-5: Kitchen Servants Quarters

This area was once home to the servants who prepared the food. It is now filled with dust and nests of **2 rat swarms**.

Area XR-9-10-6: Cook's Quarters

This was the quarters of the head chef. It is fallen into total disrepair and is home now to another clutch of **giant rats**. Among them is a **giant rat (monstrously huge)** of even greater size than all the rest that is more intelligent and seems to be filled with an evil purpose.

Rat, Giant (Monstrously Huge): **HD** 3; **HP** 16; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d6); **Move** 12; **Save** 14; **AL** C; **Special**: disease (save avoids).

Rats, Giant (6): **HD** 1d4hp; **HP** 2x4, 4x2; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

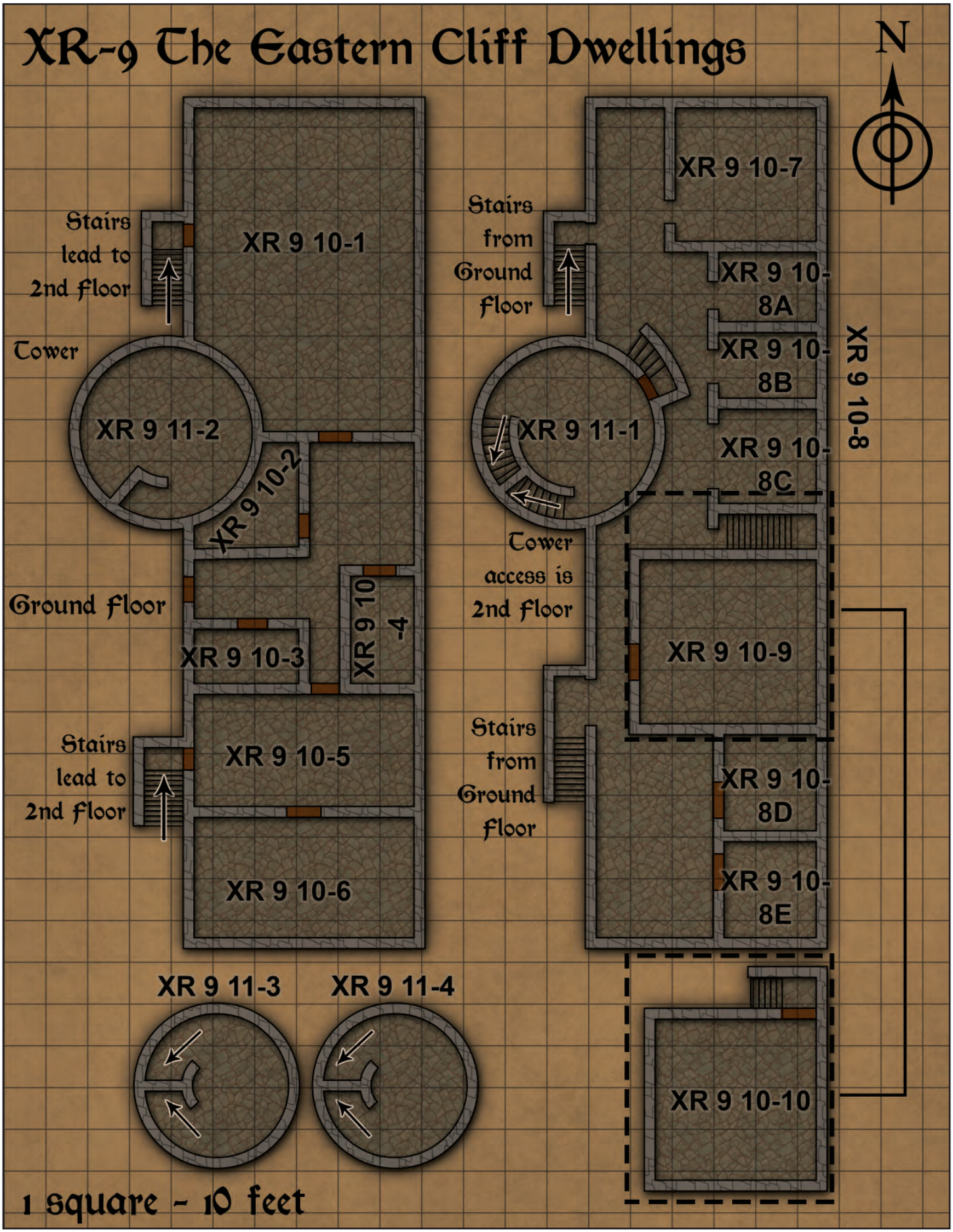
Treasure: Hidden among the refuse of the rat warren is a *+1 returning throwing axe*.

Eastern Cliff Dwellings, Second Story

Area XR-9-10-7: Coflox's Chamber

This chamber is now home to **Coflox the troll**. Coflox has come to the banner of the "blood god" and the gnoll Chief Hulak. Coflox sees his time as servant of Hulak as temporary, and once the "god" gives him power, he plans to take over the tribe.

Coflox, Cave Troll: **HD** 4; **HP** 22; **AC** 0[19]; **Atk** 2 claws (1d4),


XR-9 The Eastern Cliff Dwellings
N
XR 9 10-1
Stairs lead to 2nd Floor
Tower
XR 9 11-2
XR 9 10-2
Ground Floor
XR 9 10-3
XR 9 10-4
Stairs lead to 2nd Floor
XR 9 10-5
XR 9 10-6
XR 9 11-3
XR 9 11-4
1 square = 10 feet
XR 9 10-7
Stairs from Ground Floor
XR 9 10-8A
XR 9 10-8B
XR 9 10-8C
XR 9 10-8
XR 9 11-1
Tower access is 2nd Floor
XR 9 10-9
Stairs from Ground Floor
XR 9 10-8D
XR 9 10-8E
XR 9 10-10

Common Features

Cell Blocks: The cells are all barred from the outside. The cells once held prisoners that the Paladins of Muir felt could be rehabilitated to good and brought into civil society. They now hold sacrifices to Yulanupior.

Landing: A broad landing similar to the one in the western cliff dwellings (**Area XR-9-9**) leads to the various cells and guardrooms on this floor. Atop the landing at any given time are **1d4+1 gnolls** (see **Area XR-9-9-12** above).

claw (from *haste*) (1d4), bite (1d6); **Move** 24 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: *haste*, regenerate 2hp/round, rend (if both claws hit, additional 2d4 damage), *spider climb*. (***The Tome of Horrors Complete*** 568)

Coflox's treasure includes 352gp, 3 gems worth 120gp each, a *+1 short sword*, a Small suit of mithral chain mail, a dried severed human head resplendent with a pair of ruby earrings worth 200gp, and a *potion of fire resistance*.

Area XR-9-10-8: Cell Blocks

These chambers once served as cells for prisoners that Her Lady of Mercy expected to rehabilitate.

The cells now hold a contingent from a bandit group that was captured not long ago by the gnolls.

Area XR-9-10-8a: Neshara's Cell

Neshara was high priestess of Crocutus for the Blood Clan before their encounter with Yulanupior and subsequent transference to worship of their new "blood god." Frisskish and Hulak have enough fear of the traditional gnoll god to avoid purging Neshara … so far.

Neshara would seek her freedom and help characters slay Frisskish and Hulak. She would also be amiable to proving that the "Blood God" is no more than a fraud. If Neshara is successful in the struggle to destroy the Blood God, she may make a play to take control of the tribe in the absence of Frisskish and Hulak. What happens after is for the Referee to decide.

Neshara, High Priestess of Crocutus: **HD** 5; **HP** 26; **AC** 9[10]; **Atk** bite (2d4); **Move** 9; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: spells Clr5 (2/2).

Spells: 1st—*cure light wounds, cause light wounds;* 2nd—*bless, hold person*.

Area XR-9-10-8b: Bandit Scout Cell

There are **5 bandit scouts** (see **Dearthwood Random Encounters**, with the following changes: no armor or weapons) from Taige O'Banion's band barred behind this door. A 6 in. by 6 in. opening in the bottom of the door is a source of terror for the bandits as rats creep in during the night and attack them. It has also been their only source of nourishment as they slay and devour the rats raw. The bandits are quite ill from this and suffer for it (treat as sickened). Their illness can be cured with fresh food and *remove disease*, or *neutralize poison* spells or abilities.

Area XR-9-10-8c: Bandit Chaplain's Cell

This cell holds **Fiodoro (Clr5)**, a priest of Zors, the Slave God. Fiodoro is the current surviving second-in-command to Taige O'Banion. Fiodoro's armor and holy symbol are in Hulak's treasury. He has managed to *purify food and drink* so he is currently the healthiest of his band. Hulak would like nothing more than to capture the false god and force it to work for Zors, though he is unsure of the power of the "demon." The gnolls keep waking Fiodoro at night and rousing him from his prayers, so he only has a 25% chance to have any spells during the day.

Area XR-9-10-8d: Bandit Captain's Cell

Captain Taige O'Banion (18 Str, Ftr5, **AC** 9[10], **HP** 30, currently 10hp**)** is chained within this cell. So brutal is he, the gnolls have been saving Taige for a full moon feeding to the god from the pit. Taige is a barbaric worshipper of Bowbe.

Taige is willing to fight and kill any gnoll, and is desperate to get his club back. His club is currently in the possession of Gork in the throne room. He is not however interested in any secrets that may dwell within the demon-infested pit at the back of the fortress and would as soon escape with his men, and wait to ambush the characters once they attempt to leave the dungeon. Most bandits in the region would love to use the Howling Fortress as their base of operation, and Taige is no different.

Area XR-9-10-8e: Bandit Brute's Cell

This cell contains 10 brutes (human, 6hp, currently 2hp) who serve under Captain Taige O'Banion. They are held behind a barred wooden door. Hunger and dehydration has sapped their strength so that they suffer a –2 to attack rolls, damage and saves. This would be easily remedied by clean water and rations. If armed, they work in concert to fight against any gnolls encountered, though they ultimately only take orders from Taige.

Area XR-9-10-9: Gnoll Guard House

This large chamber is used by the **10 gnolls** and the **gnoll sub-chief** who guard the second level of the eastern cliff dwellings and who stand watch over the prisoners.

Gnoll: HD 2; **HP** 10x5, 12x2, 11x2, 13; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Gnoll Sub-Chief: **HD** 4; **HP** 24; **AC** 5[14]; **Atk** bite (2d4+1) or two-handed axe (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Area XR-9-10-10: Deputy Warden's Chamber

This chamber is reached from an outer staircase near **Area XR-9-10-9**. In ancient times, the deputy warden of the jail used this chamber as his office and quarters. The chamber is now overrun with **5 giant spiders (6ft diameter)**. The gnolls below often capture large rats and feed them through the window of the chamber to keep the spiders from spilling out of the tower and causing them difficulty.

Spider, Giant (6ft diameter) (5): **HD** 4+2; **HP** 21x2, 18x2, 23; **AC** 4[15]; **Atk** bite (1d6+2 plus poison); **Move** 4 (climb 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special**: lethal poison (save avoids), web (save to avoid becoming stuck).

If the spiders are cleared out and their webs removed, the characters may find clay tablets detailing lists of former prisoners and their various arrest records.

Chief among the documents is a reference to the dark spirit of Shirimabi and the construction of a series of holy protections designed to keep Shirimabi's spirit held deep beneath the fortress. The clay tablet is signed with the pledge "*Mercy, Compassion, Rehabilitation, Protection.*"

Area XR-9-11: Frisskish's Tower

This tower jutting from the side of the eastern cliff dwellings is currently the tallest structure beneath the dome of rock that encloses Howling Fortress. In ancient times, the tower served as an infirmary for the clerics and paladins of Muir and Thyr who oversaw the prison.

Frisskish is the reigning witchdoctor of the tribe and second only to Chief Hulak in power and authority.

His tower is accessed via the roof, or through a staircase rising from the second-story landing.

Area XR-9-11-1: Entry Chamber

This circular room is roughly 25ft in diameter and has a staircase on the western wall that leads up and down. A **dozen small, humanoid figures** roam the center of the chamber. The creatures immediately attack anyone who enters the chamber uninvited.

Mandragora (12): **HD** 1; **HP** 5x4, 6x4, 4, 7, 3, 8; **AC** 3[16]; **Atk** 2 tentacle slaps (1d4); **Move** 12 (burrow 9); **Save** 17; **AL** C; **CL/XP** 3/60; **Special:** constrict (if hit, tentacle does automatic 1d4 damage per round), light sensitivity (bright light stuns for 1 round, –1 to hit on subsequent rounds). (***The Tome of Horrors Complete*** 370)

Area XR-9-11-2: Basement

The tower basement was once used as an infirmary during the days of the prison. The chamber has a dirt floor where scraps of metal and wood poke up here and there among bits of bone and other refuse. Among the refuse are **3 boneneedles**.

A careful search of the room reveals a round bronze shield with the holy symbol of Muir set in its center. The shield is buried in the dirt and takes 5 to 10 minutes to dig out. The shield tests as magical with *detect magic*. This is the *Shield of Amonfier* (**Appendix**).

Boneneedle (3): **HD** 2; **HP** 15, 12, 14; **AC** 8[11]; **Atk** bite (1d3 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: aversion to light (exposure causes a –2 to hit and saves), marrow poisoning (breaks down bone causing extra +2 damage on each hit, save avoids). (***The Tome of Horrors Complete*** 70)

Area XR-9-11-3: Frisskish's Laboratory

Chained to the wall of this level of the tower are various rotting corpses that Frisskish keeps for his amusement. The corpses are mostly stripped of accouterments and it is difficult to determine on first examination if the five victims were in fact human, half-elf, elf, orc or gnoll. A table is set with various torture instruments. Smaller cages hang from the ceiling and contain bats (non-combative), crows (non-combative), pigeons (non-combative), and a **giant spider (1ft diameter)**. Several earthen bottles are piled upon a table in the center of the room, marked with pictograms that feature such things as fire, or skulls and crossbones.

Two of the corpses are in fact **2 ghouls**, and another is a **wight**. The other two corpses are indeed dead. The undead creatures are chained to the wall, though they have at least one arm and their mouths free. They attack anyone who comes within reach.

Spider, Giant (1ft diameter): HD 1+1; **HP** 6; AC 8[11]; **Atk** bite (1 plus poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special**: lethal poison (+2 save).

Wight: **HD** 3; **HP** 15; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, silver or +1 or better weapons to hit.

Ghouls (2): **HD** 2; **HP** 10, 12; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns (save avoids).

Area XR-9-11-4: Frisskish's Lair

The tower room is filled with bits and pieces of broken magical junk, bones, dried flesh, and poorly tanned beast skins. Wicker figurines and wicker cages are made of thick bramble bush branches. The creatures in most of these cages are obviously dead, though one cage contains some sort of living creature.

There is a 25% chance that Frisskish is within his lair, unless any of the following conditions are met:

First: A major alert, jailbreak or attack is called among the Blood Clan horde.

Second: A sacrifice is taking place before the lair of Yulanupior.

Third: The party has been taken prisoner and are being interrogated before the throne of Hulak in the Central Keep.

The top story of the tower serves as the domicile of Frisskish, head witchdoctor of the Blood Clan gnolls. Frisskish was the first of the gnolls to make contact with Yulanupior and through the creature, the unholy spirit of Shirimabi.

The creature trapped within the bramble cage is a **plantoid servitor** and appears as a zombie to anyone who views it without closer inspection. Frisskish grew the servitor through its dark witchdoctor arts. The creature is under the power of Frisskish, who hopes to grow several of the creatures to serve as assassins in his bid to take over the Blood Clan. If freed from the cage, the planetoid attacks anyone other than Frisskish. If Frisskish is encountered in his chamber, he frees the planetoid as his first action.

Plantoid Servitor: **HD** 3; **AC** 8[11]; **Atk** 2 slams (1d4), bite (1d4 plus poison); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: grab (if two slams hit, automatic bite damage), poison (paralyze for 1d6 rounds, save avoids; if first save failed, must save 1d4 rounds later or begins to transform until a plantoid servitor within a turn unless *cure disease* is cast). (***The Tome of Horrors 4*** 186)

Hidden beneath the floorboards are Frisskish's treasures. The floorboard is protected with a magical fire trap that causes 1d4+7 points of fire damage (save half) to all within a 5ft radius.

In the space are 2400gp, three 150gp amethysts, two 500 gp diamonds, an ivory scroll case with a *druidic scroll* (*cure serious wounds*, *insect plague*, *animal summoning I*), and a clay figurine of Tsathogga that emanates a constant *protection from good* in a 5ft radius.

Area XR-9-12: Ruined Keep

This collapsing structure was once the central hub of the fortress. Now heavily in disrepair, pieces of the ceiling and outer walls have crumbled, leaving a semi-open air amphitheater appearance to the keep's western side. Despite this, the ancient keep serves as Gnoll Chieftain Hulak's throne room, where he dispenses punishment and treasure to the clan.

Area XR-9-12-1: Entry Hall

The entry hall of the keep is protected with 6in thick ironbound oaken doors. The oak is pierced in places by the constant gnawing of rats, but still retains enough strength to withstand at least the first attempt of a mighty battering ram. The doors, however, are merely closed, though in the event of a general alarm within the fortress, they are also barred from the inside. The barred portal may be overcome with a *knock* spell.

The entry hall is always guarded by **2 hyaenodons** that are kept continually hungry by Hulak.

Hyaenodon (2): **HD** 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 673)

They hyenas begin to cackle at the start of the second round of combat, or if they suffer any damage. Their cackle alerts all occupants of **Areas XR-9-12-2**, **XR-9-12-3** and **XR-9-12-4** to the arrival of intruders.

Area XR-9-12-2: West Tower Guard Room

This guardroom is empty most of the time. The door is unlocked as Hulak has no fear of intruders. In the event of a general alert, **1d4 gnolls** (see **Area XR-9-10-9**) may be found in this room.

A staircase in the southwestern corner of the guardroom leads to the hallway south of **Area XR-9-12-6** on the second floor of the keep.


XR-9 The Ruined Keep
N
XR 9 12-8
XR 9 12
-5
XR 9 12-4
XR 9 12-7
XR 9 12
-6
XR 9 12
-2
XR 9 12
-1
XR 9 12
-3
XR 9 12-9
1 square = 10 feet

Area XR-9-12-3: Eastern Guard Tower Room

The eastern guard tower room is identical to the west guard tower room, with a staircase leading to the second floor and continuing to the roof platform (**Area XR-9-12-9**).

Area XR-9-12-4: Throne Room of Hulak

The eastern wall of this large, once-grand hall lies in total ruin, with strewn rubble serving as seats or tables to the gnoll sub-chiefs who hold court here. Likewise, the eastern ceiling reveals the rock shelf of the rocky crag upon which the prison fortress was built, and beyond it … the sky. A throne of sorts is formed from fallen stones, and upholstered with piles of fine cloth, silks and invaluable velvet tapestries now covered in the grime and filth befitting an animal pen.

Referee Note: Read this Section Carefully!

Before the throne are piled the spoils of recent conquest. Barrels of wine and ale, bolts of cloth destined for distant courts, and all manner of crafted goods from the markets of Reme and Bard's Gate lay unceremoniously at the feet of the gnoll chief.

In days long past, the "throne room" once served as the great common hall of Muir's Order of Gates. Remnants of the order stand mute testament to their ancient purpose. Statues have been decapitated, their heads painted in blood and filth, and graffiti of a fashion coats their stone cloaks and bronze emblazoned armor.

There are **1d6+5 gnoll sub-chiefs** in the chamber at any given time, as well as **Hulak's two bodyguards** and **3 wives**.

There is a 75% chance that **Frisskish** is also in the chamber.

Encounters within the throne room could break the following ways:

First: The party is brought as prisoners.

In this situation, the characters are tied and bound at whatever ambush point where they are captured. Their captors are not exactly the "best" when it comes to bindings, therefore a successful dexterity check (4d6 vs. ability score, or strength check to burst their bonds; however, this immediately alerts the guards) allows them to slip free whenever they wish.

Prisoners are brought before the gnoll chief, and Hulak selects the best pieces of their gear for himself. He leaves the remainder to his sub-chieftains who busy themselves intimidating one another until the gear is divided. Hulak consults with Frisskish and it is determined that the prisoners will be sacrificed to the blood god when night falls.

Common weapons, shields and helms litter the floor. A character could grab a weapon and shield as once his hands are free.

If the party does not make a bid for freedom at this time, they are taken and bound at the altar of the Blood God (see **Area XR-9-13**) where they then await the coming of the wings from the pit.

Second: The party invades the keep.

If the characters attacked the fortress in the manner of a guerilla raid, Hulak is armed and prepared for the assault with his full contingent of bodyguards and sub-chieftains prepared for battle. Depending on the nature of the party's assault, the guardians of the chamber may join battle in the courtyard as reinforcements.

Being wild and chaotic, the defenders possess no real "tactics" other than to rain arrows on foes from afar, then to close and overwhelm with superior numbers. Overwhelming magical assault that kills large numbers of gnolls rapidly has a good chance of breaking the morale of the gnolls, especially if Hulak, Frisskish or more than half of their sub-chiefs are slain.

Third: The party stealthily infiltrates the keep.

In this situation, if the party maintained the ultimate of stealth and secrecy through *invisibility* or by keeping to the shadows, they come upon Hulak and his cronies bickering over their treasure pile. Allow Hulak's pet hyaenodons a 3-in-6 chance to detect the characters by scent. Otherwise



the characters begin any encounter fully by surprise.

In this situation if Hulak, Frisskish and half of their sub-chieftains are slain, the morale of the gnolls within the fortress is crushed and they flee into the woods.

Hulak, Gnoll Chief (Werehyena): **HD** 7; **HP** 48; **AC** 1[18]; **Atk** bite (2d6), +2 *battle axe* (1d8+2); **Move** 12; **Save** 9; **AL** C; **CL/XP** 8/800; **Special**: control hyenas, lycanthropy (contract if wounded greater 50% hit point maximum), silver or +1 or better weapon to hit.

Equipment: *+1 chain mail*, *+2 shield*, *+2 battle axe*.

Frisskish, Gnoll Master Witchdoctor: **HD** 4; **HP** 22; **AC** 5[14]; **Atk** bite (2d4); **Move** 9; **Save** 12(with ring); **AL** C; **CL/XP** 6/400; **Special**: +2 on saves vs. fire, spells Drd6 (3/2/2), spells MU3(3/1).

Spells (Drd): 1st—*faerie fire* (x2), *purify water*; 2nd—*heat metal*, *obscuring mist*; 3rd—*plant growth*, *pyrotechnics*.

Spells (MU): 1st—*charm person*, *magic missile*, *protection from good*; 2nd—*mirror image*.

Equipment: *bracers of defense AC 6[13]*, *ring of protection +1*, *scroll of animal growth, scroll of cure light wounds, wand of lightning bolt* (5d6 damage, 10 charges)

Gnoll Sub-Chief: **HD** 4; **HP** 30; **AC** 4[15]; **Atk** bite (2d4) or battle axe (1d8); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Equipment: chain mail, shield, battle ax.

Gork, Gnoll Sub-Chief: **HD** 4; **HP** 32; **AC** 4[15]; **Atk** bite (2d4) or +2 *spiked club* (1d8+2); **Move** 9; **Save** 13; **AL** C; **CL/XP**

4/120; **Special**: none.

Equipment: chain mail, shield, *club of Bowbe* (+2 spiked club, deals an additional 1d8 damage on a roll of 19-20 and stuns an opponent for 1d4 rounds, save avoids)

Bodyguard of Hulak (2): **HD** 3: **HP** 24; **AC** 4[15]; **Atk** bite (2d4) or battle ax (1d8); **Move** 9; **Save** 14; **AL** C; CL/XP 3/60; **Special**: none.

Equipment: chain mail, shield, battle ax.

Wife of Hulak (3): **HD** 2: **HP** 16; **AC** 5[14]; **Atk** bite (2d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Hyaenodons (2): **HD** 5; **AC** 6[13]; **Atk** bite (2d6); **Move** 18; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none. (***The Tome of Horrors Complete*** 673)

Treasure: The pile of treasure gathered from the various caravans that have passed through the wilderness road is quite extensive. The gnolls for their part are intelligent enough to understand the value of magical arms and armaments such as shields, swords and armor that does not fit their beastly frames. Frisskish has a standard understanding of scrolls and potions. More powerful items, however, are beyond his comprehension.

Among the items here are 5 bolts of fine silk worth 340gp per bolt, a silver helmet worth 250gp that is filled with agates and garnets worth 2gp each, for a total of 2500gp worth of semiprecious jewels. A pearl necklace from the Razor Coast worth 1000gp, 3112gp, 4302sp, 10,656 cp, a diamond worth 5000gp, a chiffon wedding dress worth 250 gp, a tiara emblazoned with rubies and sapphires worth 1200gp, 10 battle axes, 12 longswords, 1 bastard sword, 1 two-handed axe, a warhammer, 3 maces, 3 longbows, 2 heavy crossbows, 2 shortbows, 50 arrows, 22 bolts, 6 heavy steel shields, 4 heavy wooden shields, 3 suits of chain mail, 1 suit of plate mail, 1 breastplate, 3 bronze helmets and 3 light bronze shields.

Magical Treasure: Among the items Frisskish does not understand are the following:

Lito's Case: This black leather valise is a *bag of holding* that only opens to a specific command word known by Lito Romello. The command word may be gleaned from Lito via mind-reading magic as he has been placed under a *geas* to forget the command word for 24 hours whenever asked. The command is "My Brother's Keeper."

Within the valise are 100 gold ingots worth 1000gp each, a *ring of 3 wishes*, the *eternal biscuit* (**Appendix**) and the contract for Duloth's mortal soul (see **Sidebox**) to be returned to the custody of Duloth.

Crystalline Focusing Disk: Among the treasures is a curious disk made from a large piece of highly polished quartz bound by a bronze ring around the edge. The ring is inscribed in an ancient text that is derived from a rare dialect of Celestial (requiring a *read languages*). The inscription is partially corroded from time but reads as follows:

"....and so does the Maiden of Mercy harness the .... of Arden ... the ... and through her benevolence and his shimmering ... does the ... of Heaven contain the spirits of the fallen. Let her benevolence ..."

The disk is roughly 5ft across and has a pair of bronze prongs extending opposite one another. The disk appears to be some form of large magnifying glass. Hulak has no idea what it is used for and considers it a fine treasure that he keeps next to his throne.

Also found in the trove are a silver holy symbol of Freya, a silver *+1 longsword*, and an emerald necklace that can be used to detect lies by concentrating on a single target. These items belong to Junika, the priestess of Freya.

The Battle

This should be a difficult battle, especially for lower-level characters. The Referee can help the party out by slowly bleeding away sub-chieftains from the number by having the characters encounter them in the courtyard or among the maze of cliff-dwelling buildings.

If the party frees any number of caravan guards or bandits, it is possible the former prisoners may serve as allies to form a small army for the party to command against the gnolls using the Referee's preference of mass combat resolution.

Area XR-9-12-5: North Tower Access

A catlike smell of urine and fecal matter overwhelms any who open this door, causing their eyes to burn and their stomach to turn flip-flops.

The door to this tower of the keep is unlocked and serves as a privy of sorts for the gnolls. Characters must make a successful save or be nauseated for 1d4 minutes. A stairwell in the back corner leads to the shattered second-floor landing and the remainder of the keep's Northern Tower (**Area XR-9-12-8**).

Second Floor: The second floor of the keep was once home to the chancellor of the Order of Gates and the warden of the lower prison.

Second Floor Landing: What now serves as a landing of sorts, exposed to the open areas of the ruin, was once an enclosed hallway. A pair of **gnoll sentries** (see **Area XR-9-9-8**) now patrols along the western side of the second floor.

Area XR-9-12-6: Chancellor's Room

This room once served as the home of the chancellor of the Order of Gates who commanded the military defenses of Muirgaard in ancient times. Due to the collapsed ceiling and inclement weather, the plaster has long since collapsed from the walls and the furniture has turned to rot and dust. A gap in the western floor reveals the rubble in the western portion of the throne room. The room is currently lair to **2 ascomoids** growing on the corpse of a curious gnoll.

Ascomoid (2): **HD** 6; **HP** 30, 34; **AC** 3[16]; **Atk** slam (1d8 plus knockdown) or spores; **Move** 15; **Save** 11; **AL** N; **CL/XP** 8/800; **Special**: knockdown (save or knocked prone), spores (30ft range, 20ft radius, 20ft high cloud, save or suffer 2d6 damage; save or not, blinded and nauseated for 1d4 rounds.), resistance to blunt weapons, fire, and electricity (50%). (***The Tome of Horrors Complete*** 33)

Characters searching the chamber carefully find a hidden panel in the eastern wall. The panel is protected with a magical sonic blast trap that deals 3d8 damage to any non-Lawful aligned being who finds it. Hidden within the secret panel is a *silver flask* embossed with an ankh with an eye in the center of it and a droplet of water on one side and the sword of Muir on the other (see the **Appendix**).

Contract for Duloth's Soul

This contract is signed in blood, dedicating the eternal soul of one Duloth Armitage of Bard's Gate an extended life, mastery over his peers, prescience in matters of business and criminal endeavors, the perfect meal, etc. The contract is written in an extremely lawyerly fashion with the contract set to begin immediately upon any "successful" murder of Duloth himself. The contract is signed by Duloth and co-signed by his esteemed eminence "Luchessi Fieri" and witnessed by Ard, Chief Consul of his Congregation and custodian of documents.

Gaining possession of the contract is of immediate concern to Duloth. Through a variety of happenstance and misfortunes, the case has been lost for some time. Recently, its whereabouts were discovered by Lito. He sent word to Duloth and was told to take custody of the case and return it to Duloth in Bard's Gate where it would be kept within his most guarded vaults.

Anyone possessing the contract has a certain amount of leverage in any dealings with Duloth. The level of this leverage and what stakes it creates for the party is left for the Referee to determine.

Area XR-9-12-7: Warden's Room

Like the chancellor's room, time and plunder have stripped the room of any valuables and plunder. A hole in the western floor reveals a portion of the throne room below.

The room is now home to a flock of **10 vulchlings**. The vulchlings have learned to avoid aggravating the gnolls, who in turn let them pick at the refuse of their kills as the vulchlings in turn keep down the ever-present rat population. The vulchlings attack any who come near their nests.

Vulchling (10): **HD** 1+1; **HP** 6x3, 5x3, 7x3, 9; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d6); **Move** 9 (fly 6); **Save** 17; **AL** C; **CL/XP** 2/30; **Special**: track by scent. (***The Tome of Horrors Complete*** 588)

Treasure: There are a dozen vulchling eggs, which would sell for 100gp each on the open market to exotic chefs and curious wizards so long as they are kept warm and unshaken.

Area XR-9-12-8: Northern Tower

The northern watchtower is a crumbled mass that once had two sides but now holds only one. The tower is occupied by a **3 gnoll sentries** ((see **Area XR-9-9-8**)) who man a barely operational ballista that affords a clear view of the northern end of the courtyard, the altar of the Blood God and the pit beyond.

The ballista deals 3d8 points of damage on a successful hit but has a 50% chance of failing to fire on any given round. The ballista in **Area XR-9-12-9: The Southern Tower** has enough working parts that a character with knowledge of engineering, weaponry or siege equipment would have no difficulty repairing it in under an hour.

The gnolls are also armed with longbows and rain arrows down on any intruders in the courtyard.

Area XR-9-12-9: Southern Tower

The southern tower is mostly intact and is accessed from either **Area XR-9-12-2** or **Area XR-9-12-3** or via the second floor if characters entered through the warden and chancellor's chambers. There are **3 gnoll sentries** (see **Area XR-9-9-8**) here who are capable of operating a partially working ballista similar to the one found in **Area XR-9-12-8**. Parts from either ballista may be swapped between the two to make one fully working ballista. The ballista deals 6d6 points of damage on a successful hit and is in better shape than one in the other tower.

Area XR-9-13: Altar of the Blood God

This pyramidal structure stands at the northern end of the courtyard less than 20ft before the mouth of the great pit. The pyramid stands roughly 15ft high. A pair of stone pillars rises from the top of the pyramid and are bound over with rawhide and coated with both dried and fresh blood. A row of wooden stakes is set in the ground before the maw of the pit. Each stake is also tied with rawhide lashes and covered in flaking brown blood.

The characters are bound here if they are taken prisoner by the gnolls.

Nightfall: If any beings are tied before the pit at nightfall, their scent brings **Yulanupior** from his lair to feast upon their blood to bring strength to his undead master.

Battle?: As has been mentioned, the gnolls do a generally poor job of tying bindings. That said, a contingent of **2d4 gnoll witchdoctors** (see **Area XR-9-8**) usually accompanies Hulak and Frisskish, who oversee the sacrifices. It is possible that other gnolls may be present to view the sacrifice as well.

If Yulanupior rises and the characters are prisoners and do nothing to break free or spring some dramatic counter attack … the party is dead. End of adventure!

If the party chases off the gnolls, Yulanupior rises into the night in search of prey to feed its insatiable thirst for blood. If the characters have not somehow laid a trap for the beast, it flies high into the air, observing the fortress for prey. If it sees any characters, it dives to attack, attempting to pick off any lone individuals rather than allowing itself to be ganged up on by large groups. If the characters hide, Yulanupior flies out into the night where it grabs a pair of gnolls who fled the Howling Fortress. The wyvern returns after 20 minutes, diving into the pit to feast within its lair.

Ambush: The party may decide to spring some sort of trap to capture



or kill Yulanupior. One possibility is repairing one of the ballistae, but the characters might come up with other unique ideas. Yulanupior is a difficult foe to face as he is infused with dark vampiric powers.

Yulanupior, Vampiric Wyvern: **HD** 11; **HP** 80; **AC** 2[17]; **Atk** bite (2d8 plus level drain), sting (1d6 plus poison); **Move** 6 (fly 24); **Save** 4; **AL** C; **CL/XP** 16/3200; **Special**: +1 or better weapon to hit, drains 2 levels per bite, lethal poison, regeneration (3hp/round).

The Pyramid: Beneath all the coated and dried blood on the pyramid are religious sigils dedicated to Muir in her aspect as the goddess of Mercy. Notches in the pillars exactly fit the prongs on the large crystal that adorns the throne of Hulak. *A read languages* spell or thieving skill reveals that the carvings written into the base offer exact specifications for aligning the focusing crystal with the sun on any given day of the year to focus the "*light of Arden*" into the darkness below. The goddess Muir commands that a sacrifice be made to the god of the sun in the form of tears wept by the goddess upon the murder of the sun god. Holy water blessed by a paladin or cleric of Muir suffices, though the flask found in the chancellor's chamber (**Area XR-9-12-6**) contains the exact fluid once used by the paladins of Muirgaard to focus the energy required to dampen the powers of the forces of evil.

***The Focusing Crystal of Arden*:** If a character blesses the altar with the tears of Muir and affix the focusing crystal while following the directions indicated on the altar they are able to absorb holy light into the crystal and aim it into the pit. The light shines all the way down into the Crystal Cavern (**Area XR-10-E**) far below.

The altar is emblazoned with a Star (Sun), Hand, Tear and Sword.

Once the ritual is completed, the tears must be poured upon the "tear" icon to cause stone handles upon the altar to appear so the crystal can to be turned to the "star" icon and focused into the darkness.

When bathed with the light of the focusing crystal, Shirimabi's powers are weakened and Yulanupior is stripped of his extra powers. Without his additional powers, Yulanupior is nothing more than a large wyvern with maximum hit points.

Area XR-9-14: The Pit

A 60ft diameter hole bored into the inside of the crag descends more than 1000ft into the bowels of the stone hilltop keep.

Claw marks and dried blood cover the edges of the pit, and a cool musty odor of death blows up from the cavernous shaft. Careful examination reveals a set of stone stairs that lead down the shaft into the darkness beyond.

The pit is at a sharp angle and the stairs cut into it appear to be cut into a much larger staircase, perhaps for a creature whose stride is at least 25ft.

Area XR-10: The Caverns of Shirimabi

Bat, Giant: **HD** 4; **AC** 7[12]; **Atk** bite (1d10); **Move** 4 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: 10% chance of disease.

Fungus, Violet: **HD** 3; **HP** 15, 12, 13; **AC** 7[12]; **Atk** 4 tendrils (rot); **Move** 1; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: rot (necrosis of flesh unless *cure disease*, save avoids). (***Monstrosities*** 183)

Gelatinous Cube: **HD** 4; **AC** 8[11]; **Atk** slam (2d4 plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: immune to lightning and cold, paralysis for 6 turns (save avoids).

Green Slime: Hazard to any metal or organic substance (save avoids).

Rat, Giant: HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

Common Features

Darkness: Unless the focusing crystal is installed atop the altar of the Blood God, the darkness is impenetrable to any save creatures with some form of darkvision.

Random Encounters: Roll 1d12 and consult the table:

Roll 1d12	Result
1	2d6 **giant rats**
2	1d6 **giant bats**
3	1d3 **shriekers** with a **violet fungus**
4	1 patch of **green slime**
5	1 **gelatinous cube**
6	1d3 **Yulanupior's Children**
7–12	No encounter

Shrieker: **HD** 3; **AC** 7[12]; **Atk** none; **Move** 1; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: shriek (1hp/round within 30ft, save avoids).

Yulanupior's Children (Young Vampiric Wyvern): **HD** 4; **AC** 2[17]; **Atk** bite (2d6 plus level drain), sting (1d4 plus poison); **Move** 6 (fly 24); **Save** 13; **AL** C; **CL/XP** 16/3200; **Special**: +1 or better weapon to hit, drains 1 level per bite, lethal poison (+1 on save), regeneration (1hp/round).

Area XR-10-A: The Stairs

The stairs descends 350ft toward **Area XR-10-E: The Crystal Cave**. The stairs require a simple dexterity check (2d6 vs. score) to keep from slipping on the damp steps and tumbling into the yawning abyss beyond. The pit is cavernous in scope, with an 80ft high ceiling. A careful examination shows smaller humanoid stairs cut into the rock from the cyclopean stairs that appear to have been carved originally in some ancient time.

Area XR-10-B: Tomb of Shirimabi

Area XR-10-B1: Tomb Entrance

A stairwell branching off from the main artery ascends to a pair of great bronze doors. Before the doors is a pile of collapsed stone facing an altar similar to the altar of the Blood God. A shattered **focusing disk** lies where it would have once been attached to the pedestal. Large blackish green scales are mixed among the rubble.

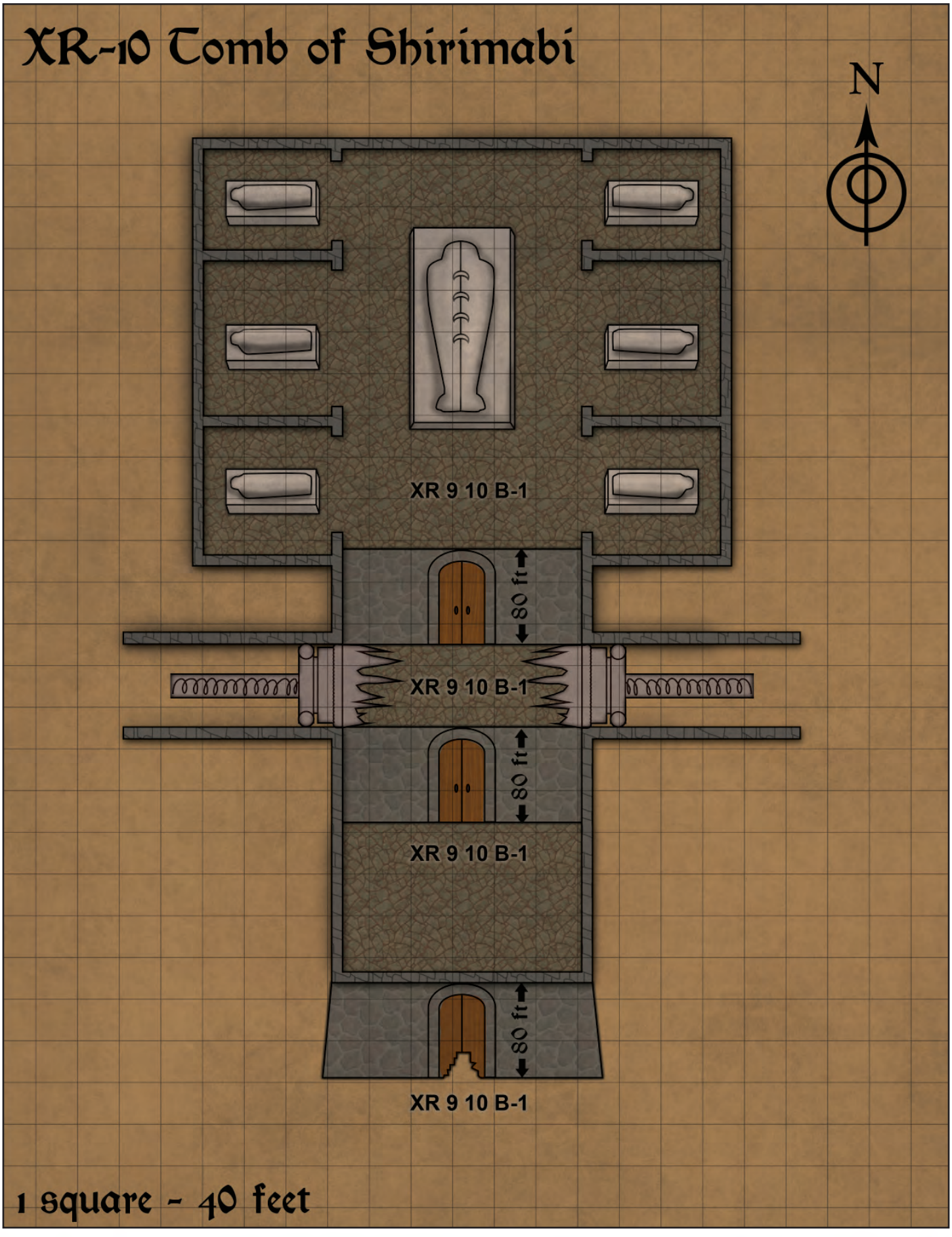
The doors themselves emanate a mild evil. The bronze portals are carved with images of a great humanoid bearing a wand, crown and ring. The enthroned figure stands head and shoulders over a band of armed warrior servants dressed in archaic armor and bearing weapons of unrecognizable design. Below them are much smaller beings who are at least one-tenth the size of the great being and a quarter the size of his servitors.

The stand for the focusing crystal could be rebuilt. However, the crystal itself is irreparably destroyed and would require an 8th-level cleric or paladin of Muir to construct another using a *prayer* spell to bless it.

The doorways emanate a constant *fear* effect in a 10ft radius from the door.

The bronze portals are unlocked but require a successful difficult strength check (4d6 vs. score) to push open far enough for a character to pass through to the chamber beyond.

Characters who successfully activate the focusing mirror in **Area XR-10-C5** may reflect the light from there into this area and dispel the ward of Shirimabi.


XR-10 Tomb of Shirimabi
N
XR 9 10 B-1
80 ft
XR 9 10 B-1
80 ft
XR 9 10 B-1
80 ft
XR 9 10 B-1
1 square - 40 feet

Area XR-10-B2: Ward of Shirimabi

Sigils written into the 80ft bronze double doors beyond announce a horrid curse upon any who would pierce the final resting place of Shirimabi. The ward causes Lawful-aligned beings to suffer a –2 penalty to hit, damage and saves while within 100ft of the doors (save negates for 10 minutes). The door is sealed with *wizard lock* (MU9).

The curse reads:

"A curse of hunger is laid upon any so hungry for my arcane knowledge. A curse of thirst to those who thirst for my wisdom, a curse of pain for those who would know my strength."

Characters passing through the bronze doors must make a save or be wracked with an intense thirst and hunger that reduces their constitution by –4 initially and deals an additional loss of 1 point of constitution and strength per day until a *remove curse*, *limited wish* or *wish* is cast. While under the influence of the curse, no amount of water, wine or sustenance can quench their aching bellies.

The bronze doors detail a series of 6 giants hauling the corpse of the great Shirimabi, bound in some form of cloth, into the shaft of the hillock that now plays host to the Howling Fortress.

Area XR-10-B3: Rolling it Out

This chamber is trapped with a crushing wall trap operated by an intricate screw-and-auger system that pushes stone rollers and serrated wall blades into any intruder. A careful study notices ancient stains of dried blood and bits of bone along the edges of the eastern and western walls. The trap may be detected with a successful and disarmed with a successful by a character with the appropriate thieving skills. If the trap is not detected, a pressure plate is triggered as soon as the 80ft tall bronze portal in the western wall is touched.

The bronze portal is locked with a *wizard locked*. The engraving on the door features a sarcophagus with the likeness of Shirimabi cast upon its face. Around the sarcophagus are the six beings that bore him to his tomb, each standing within a sarcophagus of its own with a vial in its hand as if toasting their great king. Skeletons are engraved upon these smaller sarcophagi.

Area XR-10-B4: Tomb of Shirimabi

This tomb houses the unholy spirit of Shirimabi and his undead honor guard.

This cavern contains a mausoleum of giants from the ancient days of the primeval world. Six 50ft archways surround an 80ft long stone sarcophagus carved in the likeness of a cruel but clearly perfect being of immense stature.

Within 2 rounds, a massive black spirit with glowing red eyes rises from the tomb and the sound of six grinding and crashing stone lids is heard.

The black, shimmering 80ft tall being leans down over the characters and demands to know who dares interfere with the workings of Shirimabi the mighty in his hellbound slumber?

Combat: This encounter could potentially be extremely deadly to the party. They are set upon by the **spectre of Shirimabi** and the **skeletal remains of 6 primeval giants**. Shirimabi continues to berate the party with mad threats. He comments on their weakness and inferiority, demanding that they bow down before him and accept him as their new lord and god.

Primeval Giant Skeleton (6): **HD** 5; **HP** 32 each; **AC** 1[18]; **Atk** 2 slams (2d8); **Move** 12; **Save** 12; AL C; CL/XP 6/400; **Special**: resistance to slashing and piercing weapons (50%).

Shirimabi the Mighty, Spectre (Clr9/MU9): **HD** 9; **HP** 50; **AC** 2[17]; **Atk** touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 6; **AL** C; **CL/XP** 15/2900; **Special**: +1 or better weapon to hit, level drain (2 levels), spells Clr (3/3/3/2/2), spells MU (4/3/3/2/1).

Spells (Clr): 1st—*darkness*, *detect good*, *protection from good*; 2nd—*hold person* (x2), *silence 15ft radius*; 3rd—*cause disease*, *prayer*, *speak with dead*; 4th—*protection from evil 10ft radius*, *sticks to snakes*; 5th—*finger of death* (x2).

Spells (MU): 1st—*charm person*, *detect magic*, *magic missile* (x2); 2nd—*mirror image*, *phantasmal force*, *web*; 3rd—*fireball*, *lightning bolt*, *slow*; 4th—*ice storm*, *polymorph other*; 5th—*feeblemind*.

Shirimabi cannot be turned in his tomb unless the focusing crystal is repaired.

Daylight vulnerability: If a character managed to aim the *focusing crystals of Arden* into the dungeon subtract 1 HD from Shirimabi for each focusing crystal activated.

Area XR-10-C: Prison Ward

Area XR-10-C1: Altar

An altar similar to the one above sits before the broken portals. Unlike the altar of the Blood God, this altar has not been destroyed. However, no focusing crystal is here. The altar is emblazoned with symbols in this order: Sword, Sun, Hand and Tear.

If the focusing crystal from **Area XR-10-C3C** is recovered, it can be affixed here. The altar needs to be turned to the "hand" position to represent the "helping hand" of Muir in her aspect as a rehabilitator of evil (*read languages* can help reveal these instructions on the altar). Otherwise, characters may simply use the trial-and-error method; however, if the characters fail more than twice, the turning mechanism becomes irrevocably broken.

Beyond the altar is a pair of 10ft tall bronze doors. The doors are open about 2ft, not quite enough for a heavily armored human figure to fit through, but enough for an unarmored human, elf or halfling to squeeze through. The portals could be pushed open farther with a successful difficult strength check (4d6 vs. score).

Area XR-10-C2: Entry Hall

This hall leads 40ft to a wide cavern beyond that glows with dim reddish light. A palpable sensation of heat is sucked from the chamber toward the open entry doors. A 30ft deep uncovered pit 20ft across stands 10ft beyond the entry doors.

A **stun jelly** moved into the bottom of the pit. The bones of a trio of halfling "art collectors" lie at the bottom of the chasm.

Stun Jelly: **HD** 4; **HP** 20; **AC** 5[14]; **Atk** slam (1d6 plus 1d6 acid plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: acid, camouflage (surprise on 1-3 on d6), immunity to electricity, paralysis for 3d6 rounds (save avoids). (***The Tome of Horrors Complete*** 341)

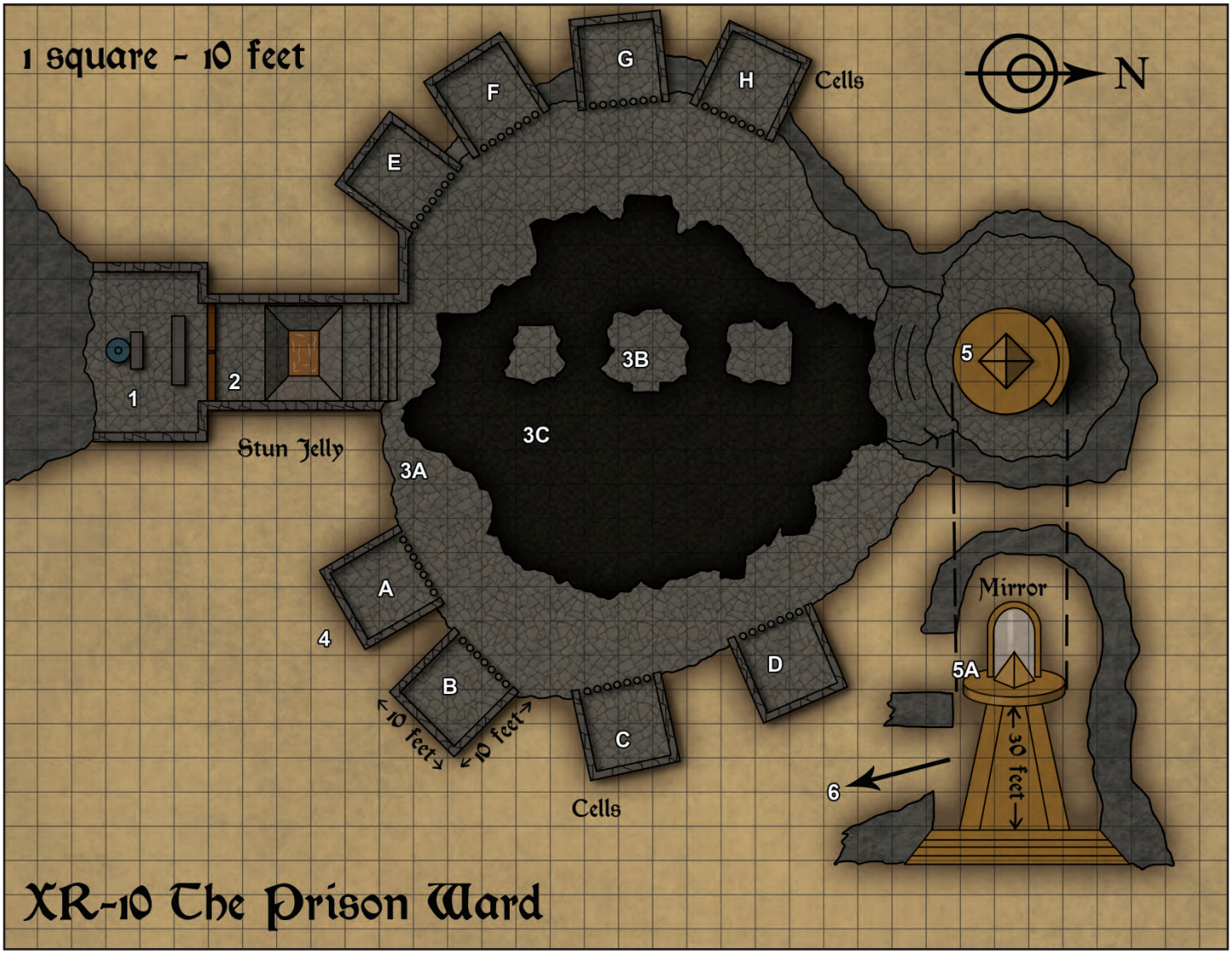
Treasure: On the halflings' bodies are 3 sets of thieves' tools, 3 silver daggers, 1 silver short sword, a *+2 short sword*, 1 *potion of healing*, a golden holy symbol of Muir worth 500gp, 1 suit of *+1 leather armor*, 30 100gp gemstones, and a 400gp sapphire.

Area XR-10-C3: Cellblock

This cavern once held dangerous villains and criminals whom the Order of Gates sought to rehabilitate through the holy grace of Muir. Now the floor has fallen away, leaving only a dangerous causeway and exposed support pillars where once a stone floor and guardroom stood.

Area XR-10-C3A: Causeway

A causeway surrounding the edge of the cells is treacherous, with a 10% chance per round of collapsing under the feet of those who walk upon it, toppling them into a massive spider's web that stretches across



the causeway. Below the webs is a 50ft drop onto the jagged floor below.

Area XR-10-C3B: Floor Supports

These three pillars spaced roughly 15ft apart once served to support the floor that has now fallen away.

Area XR-10-C3C: Cavern Floor

The cavern floor is home to a particularly dreadful creature known as a **hellwidow**.

Hellwidow: **HD** 10; **HP** 60; **AC** 0[19]; **Atk** bite (2d8 plus 1d8 poison); **Move** 15 (climb 12); **Save** 6; **AL** C; **CL/XP** 16/3200; **Special**: fiery webs (2d6 damage/round), immune to fire, resistance to acid and cold (50%), silver or +1 or better weapon to hit. (***The Tome of Horrors 4*** 120)

There is a 50% chance that the hellwidow is within its pit. Failing this, it may be in one of the empty cells.

The hellwidow is a very dangerous creature, almost as dangerous as Yulanupior itself. If the creature is within the pit, it is attracted to any wriggling within its webs. It rushes to attack individuals thus trapped, burning them with its toxic venom.

Little in the way of treasure can be found here. However, a successful search finds a focusing crystal in a dented frame hidden among the bones of gnolls, goblins and other fell creatures who found their way here after escaping the clutches of Yulanupior. The crystal may be used in **Area XR-10-C1** or used to replace the one that was destroyed in **Area XR-10-B1**.

Area XR-10-C4: Cells

Hewn into the cavern wall are eight cells that once housed a variety of villains the Order of Gates believed they could rehabilitate.

Most of the cells are now vacant, with the exception of **Cell B**, which houses the **deathknight Lady Mischanna**, a once-great paladin who fell to evil and served Orcus, and **Cell E,** which once housed **Yel Sayed the Heretic**, a **knight gaunt** who was once a guard in the temple, but was turned to evil by Lady Mischanna.

Lady Mischanna, Deathknight: **HD** 9; **HP** 52; **AC** –1[20]; **Atk** *+1 longsword* (1d8+1); **Move** 9; **Save** 6; **AL** C; **CL/XP** 15/2900; **Special**: command undead (60ft range, up to 18 HD of creatures), immune to cold and electricity, infuse weapon (3/day, negative energy for 5d6 damage, save half), magic resistance (15%), magical abilities. (***The Tome of Horrors 4*** 48)

Magical Abilities: constant—*fear*; at will—*darkness*, *detect good*, *detect magic*, *detect invisibility*; 1/day—*animate dead*, *protection from good 10ft radius*, *symbol of death*.

Equipment: *+1 plate mail, +2 shield, +1 longsword.*

Yel Sayed the Heretic, Knight Gaunt: **HD** 4; **HP** 22; **AC** 2[17]; **Atk** longsword (1d8+1 plus bleed); **Move** 9; **Save** 13; **AL** C; **CL/XP** 10/1400; **Special**: +1 bonus to hit and damage with melee weapon, bleed (each hit does 1d4 damage per round until wounds are bound or *cure* cast), magic resistance (15%), resists cold (50%), smite Lawful (1/day,

double damage). (***The Tome of Horrors 4*** 129)
Equipment: plate mail, shield, longsword.

Lady Mischanna and Yel Sayed long ago allied themselves with the hellwidow. They exit their cells within 2 rounds of the party entering the cellblock and attempt to push/force/shield bash foes into the pit where the hellwidow roasts and eats them. The battle is treacherous as the flooring is likely to give way, tumbling combatants and stones onto the hellwidow's webs below.

While in this cell block, Lady Mischanna and Yel Sayed automatically regenerate all damage that they receive after dropping to 0 hp, so that when they are apparently destroyed they rise again in 1d4 minutes fully healed. They continue to battle so long as intruders remain within the cellblock. They are not allowed to cross out of the cellblock as their imprisonment is permanent! If reduced to 0 hp, the party has effectively "defeated" them, so award the party experience as if they have been overcome (there is no way to destroy them permanently, short of the utter destruction of the cell block).

Cells A, C, D, F, G, H: Unless previously encountered, there is a 10% chance that the hellwidow is within one of these cells.

Area XR-10-C5: Focusing Mirror

At the far end of the cellblock is a small cavern. In the center of the cavern stands a 30ft high pedestal topped with a polished concave brass mirror. Placed in front of the mirror is a large pyramid-shaped quartz crystal heavily carved with ancient sigils. A *legend lore* spell or extremely difficult intelligence check (5d6 vs. score) may be able to figure out the importance of the focusing mirror, the crystal and what position it should be in.

There is a 5ft gap between the edge of the causeway and the pillar. It requires a successful dexterity check (3d6 vs. score) to make the gap and avoid falling 30ft to the floor below.

The pillar in conjunction with the focusing crystals was used by the ancient paladins to bathe the cellblock in blessed light. The light and constant prayers were thought to focus the minds of the prisoners and inhibit their powers to do evil. The mirror is currently turned three-quarters off center so that any light refracted into the chamber from above is cast away from the cellblock. The crystal upon it is marked on its four sides with a tear, sword, hand and star. To properly align the "hand" in **Area XR-10-C1**, the crystal must be turned to the "Sword" position, a reminder to the prisoners that although Muir is a goddess of mercy … she is also goddess of holy retribution for those transgressors who fall too far afield of her goodwill.

Turning the focusing mirror requires a successful strength check (3d6 vs. score). If the focusing crystal in **Area XR-10-C1** and the focusing mirror are aligned, Lady Mischanna and Yel Sayed are immediately destroyed! If the check is failed more than twice, the mirror cannot be turned as its gears permanently jam.

Area XR-10-C6: Partial Stair

A partial stair at the base of the pillar descends 80ft to the lair of Rusara below. The stair drops off before reaching the bottom. Treat this as an 80ft deep pit trap (8d6 damage, save avoids). There is a 50% chance that falling characters land in the pool surrounding the Shrine of Thyr (**Area XR-10-D2**) and take half damage. Those who miss instead land on the platform of the hidden stair (**Area XR-10-D3**).

Area XR-10-D: Lair of Rusara

A cavern deep beneath the Howling Fortress is home of Rusara, a twisted medusa who was once held prisoner within a Shrine to Thyr built upon a small cavern pool.

Area XR-10-D1: Pool

The pool is dark and 50ft deep. Subterranean springs feed the pond, which is filled with **4d10 lush luminescent fish**. The fish produce a hypnotic effect on anyone who views them.

Floating Eye: **HD** 1d6hp; **AC** 3[16]; **Atk** bite (1d2); **Move** 0 (swim 24); **Save** 18; **AL** N; **CL/XP** 1/15; **Special**: hypnotic effect (stare blankly for 1d6+1 rounds, save avoids), surprise on 1-5 on d6. (***The Tome of Horrors Complete*** 249)

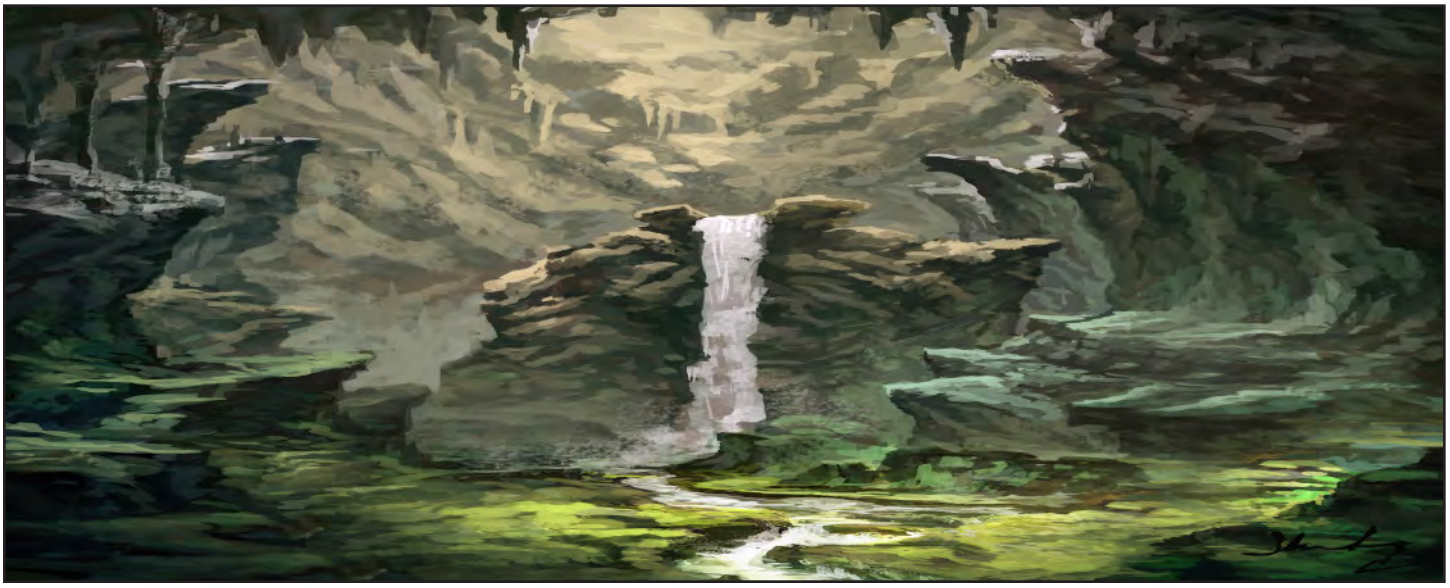
The bottom of the pool is littered with broken statues of halflings dressed in adventuring gear, goblins, orcs, kobolds, gnolls, an immature wyvern, and an unbroken statue of a troll. If *stone to flesh* is cast upon any of these creatures, they die instantly from the damage done from their fall to the bottom of the pool. The exception is **Haklak the troll**, who of course tries to kill whoever saves him!

Haklak Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate 3hp/round.

Area XR-10-D2: Shrine of Thyr

This classical temple stands upon a small stone island in the center of the pool. The temple stands roughly 25ft tall, and has a small porch that leads to a large central chamber where the shattered stature of the god Thyr lies in repose upon the floor. A pair of blazing braziers provides warmth, and the faint smell of roasted fish and eels fills the air. Standing at the entrance is a statue of a man in archaic armor engraved with the holy symbols of Muir. A short sword stands outstretched in the man's hand as his eyes peer just over the edge of a large rectangular shield.

A unique crystalline light dances across the pillars from a disk-shaped




XR-10 Rusara's cave
1 square - 10 feet
N
XR 10 D-1
B
XR 10 D
-2
A
XR 10 D-3
XR 10 D-4



chandelier hanging from the center of the temple ceiling. The chandelier casts a pool of light in a 20ft radius that shines down upon a hook in the floor, a silver collar, and a broken 15ft long chain.

If the party is loud in their explorations, **Rusara** hides within the shadows of the pillars, waiting to ambush the characters one by one by turning them to stone or slaying them with her deadly venom.

Rusara, Greater Medusa: **HD** 8; **HP** 48; **AC** 3[16]; **Atk** dagger (1d4), snakes (1d4 plus poison) or shortbow x2 (1d6 + poison blood); **Move** 12; **Save** 8; **AL** C; CL/XP 10/1400; **Special**: petrifying gaze (save avoids), poisonous blood (2d6 damage, save avoids), snake venom (save or die). (***The Tome of Horrors Complete*** 375)

Chandelier: Rusara's power to turn beings to stone is completely neutralized within the sphere of light focused on the center of the shrine.

Treasure: A **locked bronze chest** in one corner of the chamber is trapped with a poison needle trap. Hidden within the chest are 1000gp, 4 rubies worth 300gp each, a silver sacrificial dagger worth 25gp, an ancient ceramic idol to the goddess Hel (worth 3000gp) that emanates a constant *protection from good 10ft radius*, and a single scroll of *stone to flesh*. The silver collar is worth 100gp.

The chandelier weighs more than 100 lbs. but could be used to replace the shattered focusing crystal found in front of the tomb of Shirimabi with about an hour's worth of work and some clever engineering.

Statue: The statue is of **Ardotus (Pal10)**, a paladin who served the Order of Gates a thousand years ago. He has implicit understanding of the workings of the focusing crystals and a vague understanding of the evil powers possessed by Shirimabi. If restored to flesh, Ardotus explains that the crystals nullified the power of the ancient one and the holy light benefitted the rehabilitation of fallen paladins and other villains imprisoned here. Ardotus volunteered to hold his post guarding Rusara in the unique prison designed for her here in the shrine of Thyr. Unfortunately Ardotus was distracted by machinations of Shirimabi's wicked power over the dungeon and fell victim to Rusara's gaze.

Area XR-10-D3: Hidden Stairs

A secret panel in the floor reveals a hidden stair that descends nearly 100ft to a tunnel below. The tunnel leads deeper into the ancient crag where the focusing monolith and the lair of Yulanupior may be found.

Area XR-10-D4: Forgotten Cave

The paladins of Muir once thought to build new cells within this cavern, until they eventually abandoned their fortress Muirgaard for their new facilities in the Stoneheart Valley. Ancient stonecarving and masonry tools lie scattered here and there atop unfinished carvings and half buried under years of bat droppings. Lurking in the shadows near the roof are **3 giant bats**, led by an **eye killer**.

Eye Killer: **HD** 6; **HP** 40; **AC** 2[17]; **Atk** tail (1d6 plus constrict); Move 12; Save 11; AL C; CL/XP 8/800; Special: constrict (automatic 1d6 damage, save avoids, free by open doors check), death gaze (1/day, amplified light focus as a death ray, 50ft range against AC 9[10], save or die otherwise 3d6 damage), sunlight vulnerability. (***The Tome of Horrors Complete*** 274)

Bat, Giant (3): **HD** 4; HP 20, 18, 22; **AC** 7[12]; **Atk** bite (1d10); **Move** 4 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: 10% chance of disease.

Area XR-10-E: Crystal Cavern

This broad cavern has a deep floor spiked throughout by a multitude of stalactites and stalagmites, some measuring 20 to 50ft high. The ceiling of the cavern rises 100ft above the jagged floor below.

Crossing the floor (difficult terrain) reduces speed by half.

Torchlight reflects back from the walls and ceiling with the twinkling of millions of brilliant diamond-like stars. Closer examination reveals that the twinkling diamonds are in fact tiny, extremely fine quartz crystals like those seen on the interior of a geode.

Focusing the Monolith: A large 50ft tall stalagmite in the center of the chamber is carved ornately so that the top houses a huge disk similar in style to the focusing disk atop the altar of the Blood God. The stalagmite is difficult to climb, requiring a successful Climb Walls check to reach the platform carved into its top. Anyone failing the check falls and suffers additional 2d6 points of slashing damage from the sharp stalagmites below. The disk is emblazoned with a hand, a sword, a star and a tear.

If all of the focusing disks are aligned, this larger disk illuminates and is in turn refocused by the massive amounts of quartz that line the walls of this cavern to create an almost daylight-like glow throughout the lower region of the cavern. The light is blessed by Muir and acts to inhibit the powers of evil beings.

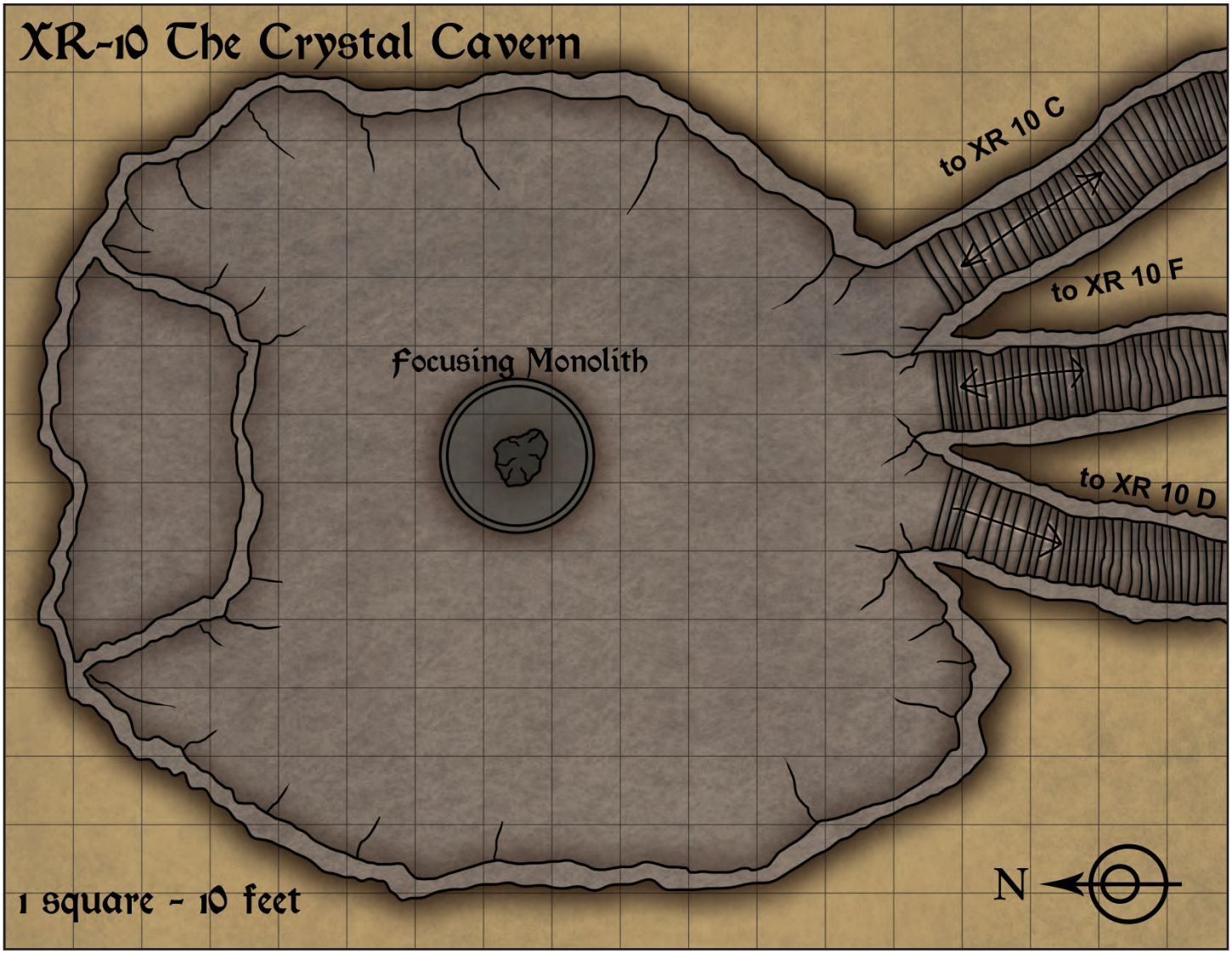
If activated properly, the disk reduces the power of Shirimabi, removing his ability to cast spells and completely removes the vampiric qualities Shirimabi bestowed upon his servant Yulanupior. If characters activate all of the focusing disks, reward them with 1400 XP.

Area XR-10-F: Final Stairs

The ceiling here is lower, only 60ft high, as the stair descends 60ft before dropping off completely. The bottom of the stair should be treated as a pit trap (8d6 damage, save avoid) for the purpose of noticing the bottom. Any who fall drop 80ft to the jagged floor of Yulanupior's lair.

Area XR-10-G: Yulanupior's Lair

A dank stench of blood and death mixed with wild untamed evil wafts up from the depths of the lair of the Blood God of the gnolls.



This cavern nearly 700ft below the Howling Fortress is home to **Yulanupior**. The cavern is 300ft across and has an irregular floor that is considered difficult terrain. There is a 1-in-6 chance per 30ft traveled of falling into a 1d6 x 10ft deep fissure (anyone falling into a fissure receives 1d6 x10 points of damage; save negates; these natural obstacles are not detectable with thieving skills).

If Yulanupior has been defeated previously, the chamber is empty save for the wyvern's **tainted spawn** (see **Area XR-10 Random Encounters**). These creatures, born of the corruption of sacrificial blood and the mad yammering of Shirimabi, are horrors in their own right.

If the party successfully activated the focusing crystals at the altar of the Blood God (**Area XR-9-13**) and within the Crystal Cavern (**Area XR-10-E**), the light spills into the lair of Yulanupior, giving a dusklike light to the chamber and removing additional special powers and protections from Yulanupior and its spawn.

Treasure: Among the torn, dried corpses, bones and detritus of Yulanupior and its young are an unhatched wyvern egg; a solid gold pair of "brass knuckles" worth 300 gp; a diamond cravat pin worth 200 gp; an antique ruby-and-diamond-hilted masterwork bronze short sword worth 2,400 gp; a crude malachite statuette of Crocutus, the god of the gnolls, worth 200 gp to a collector; a set of 20 silver-edged, halfling-crafted shuriken; a cedar silverware case lined with purple velvet that contains silverware place settings for 6 including a silver soup ladle, butter knife, cocktail forks, salad and dinner forks, knives, soup spoons and serving fork worth 300 gp; a set of *boots of elvenkind*; a *+1 polearm*; a *scroll of dimension door*, *fireball*, *gaseous form*, *haste*, *shield*, *sleep*; a set of clerical vestments of Muir that grant the user one additional 1st-level spell per day; a *+2 mace*; a *+2 shield*; a *wand of lightning* (20 charges); 2 *potions of extra-healing*; 2 *potions of neutralize poison*; a *scroll of stone to flesh*; a set of copper cups and a fine bottle of grain neutral spirits; 250gp; 1833sp; and 12,345cp. Collecting all of the treasure may take 1d4 hours, though the magical treasure may be easily located by casting *detect magic*.

Concluding and Expanding the Adventure

The variety of NPCs that may be encountered in exploring the fortress and dungeon offer unlimited opportunities for further adventure. Among these are subplots including Duloth of Bard's Gate, and the party may have slain Yulanupior, but left Shirimabi's shade undefeated! Shirimabi may possess other agents to haunt the characters, and the Howling Fortress may rise again with a new army occupying its walls! Alternately, the party may revitalize the prison fortress and turn it into a base of operations from which they may mount forays into the Eastern Wastelands and elsewhere! The possibilities are, as always, endless!

Area XR-11: Helcraw's Lair

Perhaps the worst thing in this swamp between the rivers is **Helcraw**. Local legends talk of the giant catlike beast that crawls up out of the swamp, devouring all in its path. So few are the survivors, that no one even knows this beast is a dragon. Tales simply reference a bog monster that lives here. Helcraw knows that adventurers come in force if it is known that a dragon's lair exists, and he takes great pains to kill any he encounters.

Helcraw is a large, ancient black dragon that has lived in this swamp for almost 1000 years. His secret to longevity is his tactics. Helcraw always



attacks in one of two ways: from the air or from beneath the murky waters of *his* swamp. He always starts with a blast of acid before engaging in melee. Acid attacks are focused on heavily armored foes, while physical attacks target less-armored foes. Helcraw also wears a *ring of fire resistance* and a *brooch of shielding* (44 charges).

Remember, Helcraw fights like a cat. He is all business and does not foolishly speak with the party. No silly monologing here — he tries to kill them. He hits, runs, hides and hits again. In no case should he fight a stand-up battle with a pack of armored fighters. He is extremely wise and intelligent, and eliminates threats such as wizards immediately. If his claw attacks both hit a single opponent, he flies up 400ft in the air and drops them (20d6 points of damage, –1 per die if over the swamp due to the soft ground). Helcraw tries to kill one opponent at a time, returning for the next one only after he is certain the first is slain. He uses his breath weapon liberally, usually from the air after the first attack.

Helcraw (Black Dragon, Large Ancient): **HD** 8; **HP** 64; **AC** 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** spit acid (60ft long, 5ft wide line, 64 damage, save half), spells Drd8 (4/3/2/1).

> **Spells:** 1st—*faerie fire* (x2), *locate animals*, *predict weather*; 2nd—*cure light wounds*, *obscuring mist*, *produce flame*; 3rd—*hold animal*, *protection against fire*; 4th—*insect plague*.

Should the dragon be wounded for more than half his hit points, he flies or swims off, diving beneath the swampy waters or flying away rapidly. He only returns to his lair at night.

Helcraw's lair can be found in an underground cave. Its only access point is a long, submerged weed-and-silt-filled watery tunnel more than 400ft long that requires some means of *water breathing* to access. Since it is underwater, tracking him to his lair is impossible. Clever use of divination spells such as *find the path* would suffice to locate it. Inside the lair is Helcraw's vast treasure. It includes:

- A *staff of resurrection.*
- An *efreeti bottle.*
- A *cup of idiocy* (**Appendix**).
- A *sword of magnetic iron* (**Appendix**).
- An *iron horse* (**Appendix**).
- Ten randomly rolled potions and 10 randomly determined scrolls.
- 22,000gp, 121,000sp and 230,000cp.
- 40 randomly rolled gems, plus 2 perfectly matched star sapphires worth 5000gp each.
- A white gold tiara encrusted with blue agates, with a hanging bauble from its top made of sapphires and platinum (such as a fishing lure that hangs to the wearer's nose) worth 12,000gp.
- A gold necklace collar with alternating rubies and diamonds studding its gold diamond-shaped plates. Each plate is 2 in. by 3 in. per side. The whole is worth 9000gp.
- A dress woven of fine threads of silver and gold, painted with a red lacquer of cinnabar. The weave illustrates beautiful images of landscape scenes showing mountains across the sea. The dress is worth 7000gp, even in its filthy condition.
- Piles of rotten leather, wood and other bits that simply do not hold up to the swampy environment. Hidden beneath this pile of moldy detritus is a *cloak of morphing* (**Appendix**) that, while covered in muck, has not deteriorated. Skeletal remains are still inside it.

The Stoneheart Mountains

These hobgoblin-filled, steep-crested and cold mountains rise above the river plains below. Virtually impassable (except through noted pass areas), these cave-riddled peaks house virtual armies of goblins and hobgoblins. Few venture into these mountains, and even fewer venture out once they enter.

The mountain peaks at the edge of the range above the river plains here rise to 14,000ft above the plains below, with an average height of 9000ft. Everything is snowcapped for most of the year, with the tree line ending at the 6000ft mark. Glaciers cover the tops of these peaks. The peaks are interrupted by valleys and rivers, all flowing out and away from the mountains. The mountains are often covered with a misty haze, and all fear the things found in this mist.

Encounters in these mountains are not uncommon. Encounters have a 1-in-4 chance of occurring each day during daylight hours and at night.

The Stoneheart Mountains Random Encounters

Roll 1d100	Result
01–30	**1d6 common animals**, non-aggressive
31–40	**1d6 common animals**, aggressive
41–60	**2d10+6 humanoids**
61–70	**1d6 giant common animal**, non-aggressive
71–73	**1d6 giant common animal**, aggressive
74–80	**1d6 trolls** or **2d10 ogres**
81–88	Dead-end
89–92	Avalanche!
93–00	Monster (Referee's choice, although **chimerae** and **frost giants** are common)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack (**Dearthwood Random Encounters**).

Humanoid: This encounter is with a **warband of humanoids** (20% goblins, 75% hobgoblins, 5% orcs). (**Dearthwood Random Encounters**)

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them (**Dearthwood Random Encounters**).

Trolls: This encounter is with **1d6 trolls**. There is a 5% chance of a **troll shaman**. (**Dearthwood Random Encounters**)

Ogres: This encounter is with **2d10 ogres**. There is a 20% chance a roll of 1 on either d10 results in an **ogre mage** with the other ogres. (**Dearthwood Random Encounters**)

Dead-end: The way is shut. No travel is possible — unless by flight — except back.

Avalanche: Avalanches are a danger, and have a 20% chance of catching the party and a 50% chance of blocking either the way they came or the way they are going (Referee's choice).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples are included below for the **chimera** and **frost giant**.

Chimera: **HD** 9; **AC** 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: breathes fire (3/day, 50ft range, 3d8 damage, save half).

Giant, Frost: **HD** 10+1d4hp; **AC** 4[15]; **Atk** giant battle ax (4d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special**: hurl boulders (4d6), immune to cold.

Baen's Pass

Named for the infamous mountain dwarf who ruled the ruined castle at the top of the pass, this pass is only 3000ft above the plains below and represents a great place to cross the mountains. Sadly, monsters of all sorts know this as well and frequent the area looking for victims, and the mountain dwarf clans of the deeper ranges keep a watchful eye over any comings and goings from the lowlands. Hidden in a lake near the pass is also a source of much evil. This attracts undead to the area in numbers.

Baen's Keep (Dwarven: Tyr Baen) is a ruined structure, really just a pile of rubble now, at the exact top of the pass (see **Area SM-10**).

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

Baen's Pass Random Encounters

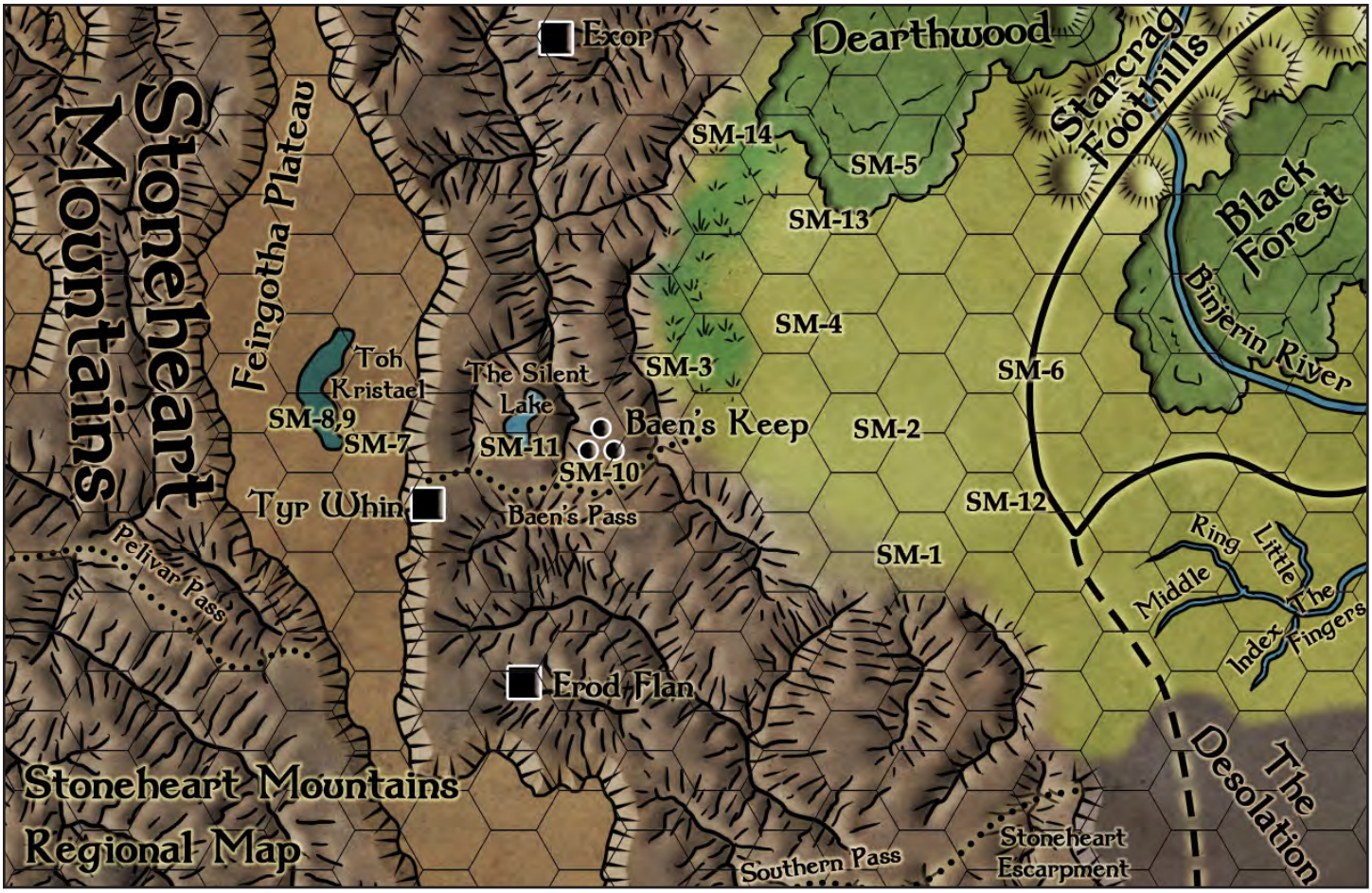
Roll 1d100	Result
01–30	**1d6 common animals**, non-aggressive
31–50	**1d6 common animals**, aggressive
51–60	**2d10+6 humanoids**
61–75	**4d6+20 dwarf patrol**
76–80	**1d6 giant common animal**, non-aggressive
81–83	**1d6 giant common animal**, aggressive
84–85	**1d3 trolls** or **1d6 ogres**
86–91	**2d6+10 bandits**
92–94	**Ghoul pack** (**2d12 ghouls** and **1d6 ghasts**)
95–00	Monster (Referee's choice, although **manticores** and **wights** are common)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain (**Dearthwood Random Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack (**Dearthwood Random Encounters**).

Humanoid: This encounter is with a **warband of humanoids** (10% gnolls, 10% goblins, 40% hobgoblins, 40% orcs) (**Dearthwood Random Encounters**).

Dwarven patrol: This encounter is with **4d6+20 heavily armed mountain dwarves** from Tyr Whin or Erod Flan. They hunt the pass



to keep it as safe as possible, but understand it's a losing effort. They typically travel with **2d4 militia (Ftr4)** and a **war priest (Clr7)**. The dwarves are unfriendly but not immediately hostile unless attacked. They order travelers that are not mountain dwarves out of their territory but will relent if given an appropriate bribe (1d6 x 50 gp per person). This encounter only occurs in daytime (treat as no encounter at night).

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them (**Dearthwood Random Encounters**).

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman** (**Dearthwood Random Encounters**).

Ogres: This encounter is with **1d6 ogres**. There is a 20% chance a roll of 1 results in a solitary **ogre mage** (**Dearthwood Random Encounters**).

Bandits: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader** (**Dearthwood Random Encounters**).

Ghoul pack: Attracted to the *zombiestone* in The Silent Lake (see **Area SM-11**), these packs consist of **2d12 ghouls** and **1d6 ghasts**. At night within 20 miles of Silent Lake, all numbers are doubled.

Ghast: HD 4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 14; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to *sleep* and *charm*, stench (save or suffer –2 on attack rolls), touch causes paralysis for 3d6 turns upon failed save. (***Monstrosities*** 189)

Ghoul: HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns (save avoids).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with! Examples of the manticore and wight are given below.

Manticore: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes (3 volleys of 6, 180ft range).

Wight: HD 3; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** drain 1 level per hit, silver or +1 or better weapons to hit.

Toh Kristael

This area is described in detail in **Area SM-8**. The island in the center of the lake is the location of the **Hidden Tomb of Aka Bakar** and the *Sword of Air*.

Southern Pass

This pass rises 6000ft above the plains below through the Escarpment Wall, and is seldom traveled, as its endpoint is the Desolation of Tsar. The treeline and top of the pass coincide, so snow is present near the top, even in high summer.

Encounters have a 1-in-10 chance of occurring each day during daylight hours and at night.

Southern Pass Random Encounters

Roll 1d100	Result
01–40	**1d6 common animals**, non-aggressive
41–60	**1d6 common animals**, aggressive
61–75	**2d10+6 humanoids**
76–80	**Giant common animal**, non-aggressive

Roll 1d100	Result
81–83	**Giant common animal**, aggressive
84–85	**1d3 trolls** or **1d6 ogres**
86–91	**2d6+10 bandits**
92–94	**4d6+10 dwarven patrol**
95–00	Monster (Referee's choice, although **aberrations** are common)

Common animal, non-aggressive: This encounter is with 1d6 small furry creatures such as **deer, fox, rabbits, squirrels, etc.** There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. (**Dearthwood Random Encounters**)

Common animal, aggressive: This encounter is with 1d6 **bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. (**Dearthwood Random Encounters**)

Humanoid: This encounter is with a **humanoid warband** (10% gnolls, 10% goblins, 40% hobgoblins, 40% ghost-face orcs, from **Area SM-1**). (**Dearthwood Random Encounters**)

Giant animal (both): This is the same as for regular animals, except with giant-sized versions of them. (**Dearthwood Random Encounters**)

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman**. (**Dearthwood Random Encounters**)

Ogres: This encounter is with **1d6 ogres**. There is a 20% chance a roll of 1 results in a solitary **ogre mage**. (**Dearthwood Random Encounters**)

Bandits: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**. (**Dearthwood Random Encounters**)

Dwarven Patrol: This encounter is with **4d6+20 heavily armed mountain dwarves** from Erod Flan. They hunt the pass to keep it free from the foul denizens of the Desolation and have had success here. Patrols are less frequent than in Baen's Pass. They typically travel with **2d4 militia (Ftr4)** and a **warpriest (Clr7)**. The dwarves are unfriendly but not immediately hostile unless attacked. They order travelers that are not mountain dwarves out of their territory but will relent if given an appropriate bribe (1d6 x 50 gp per person). This encounter occurs only during the daytime (treat as no encounter at night).

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

Exor

Similar to Bone Hollow, Exor is a large hobgoblin citadel. The whole place is teeming with these nasty fellows, and the caves and caverns beneath the city contain even fouler things. No encounters occur here except with hobgoblins, their pets or their leaders. The city houses more than 10,000 soldiers under the command of **Teth Khan, the hobgoblin king**. The city is at war (forever) with Bone Hollow and Smashed Skull. Borders are somewhat respected, as these creatures keep mostly to their own territory. Exor and the politics of the hobgoblins will be detailed in a later **Frog God Games'** supplement.

Smashed Skull

Smashed Skull is what could best be described as the "liberal" hobgoblin citadel of the region. Technically at war with Teth Khan of Bone Hollow, **Gothar Khan** of Smashed Skull is known (how crude!) to ally with just about anyone or anything that helps his armies fight those of Exor. This is probably due to the fact that he has fewer than half the warriors of his neighbor. The armies of Gothar include hill giants, ogres and even orcs (shudder the thought, a fine creature such as a hobgoblin associating with such brutes!). Smashed Skull and the politics of the hobgoblins will be detailed in a later **Frog God Games'** supplement.

Area SM-1: Ghost Face Caves

Like any good cave complex, this one is inhabited. The dwellers in this case are a small band of 26 ghost face orcs. These poor buggers are the remnants of a battle group that many years ago managed a foray across the Desolation from the Dragon Hills, and later became trapped by knight patrols out of Apothasalos and unable to return to their hilly homeland.

So, like any good orc band, they made the best of it. Being stronger and sneakier than their conventional brethren, this band of bothers set up camp in these dark, shadowy caves, leaving only to raid at night when their superior powers of blending into shadows allows them to hit and run, choosing the time and place of their battles.

The band is led by **Karkash**, the undisputed leader of the band. He wields a magic "ghost axe" and wears bloodied chain mail. The last remaining shaman, **Ookra Three Eyes** has a third eye in the center of his forehead and a weird tentacle growing out of his back.

If Ookra is captured and interrogated, or if *speak with dead* is used on his corpse, he reveals that these mutations occurred after he spent a few days praying in the ruined city of Tsen.

The cave complex consists of four main areas. Keep in mind that ghost face orcs moving slowly are invisible in shadowy illumination or complete darkness.

Karkash, Ghost-Faced Orc Leader: **HD** 6; **HP** 38; **AC** 4[15]; **Atk** *+1 two-handed axe* (1d10+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: –1 to hit in sunlight, invisible (–4 to hit) in shadows. (***The Tome of Horrors Complete*** 419)

Equipment: *+1 chain mail*, *+1 two-handed axe*.

Ookra Three Eye, Ghost-Faced Orc Shaman: **HD** 5; **HP** 25; **AC** 5[14]; **Atk** two-handed axe (1d10); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special**: –1 to hit in sunlight, invisible (–4 to hit) in shadows, spells Clr5 (2/2), spells MU5 (4/2/1). (***The Tome of Horrors Complete*** 419)

Spells (Clr): 1st—*cure light wounds* (x2); 2nd—*bless*, *hold person*.

Spells (MU): 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*darkness 15ft radius*, *invisibility*; 3rd—*slow*.

Area A: Cave Entrance

This is the main entrance to the caves. It is 15ft wide and travels back 70ft into **Area SM-1B**. The walls and ceiling are smooth and clean, and the floor is a mix of sand and gravel with flat stones interspersed every few feet. If footprints are looked for, very large booted tracks can be noted. The front is blocked with a poorly made and easy to spot wood and branch covering. At all times, this entrance is guarded by **1d4 ghost-faced orcs**. During the day, all orcs are here. At night, **1d10+5 ghost-faced orcs** will be out, with a 40% chance of either **Ookra** or **Karkash** being with them.

These orcs are armed with two-handed axes and two of them also have short bows and 10 arrows. They also have manufactured a large, fake boot on a stick that they intentionally use to make "bigfoot" tracks in the sand, walking carefully on the stone pavers to avoid leaving their own tracks.

A shofar (ram's horn) hangs from a peg on the side wall of the entrance. The horn can be blown in the event the party attacks the entrance before one of the orcs has a chance to warn the others in **Area B**. If not discovered, all the sentries retreat to **Area B** to join the main group before attacking the party.

Orc, Ghost-Faced: **HD** 2; **HP** 10 each; **AC** 5[14]; **Atk** two-handed axe (1d10) or shortbow x2 (1d6); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: –1 to hit in sunlight, invisible (–4 to hit) in shadows. (***The Tome of Horrors Complete*** 419)


SM-1 The Ghost Face Orcs
1 square - 10 feet
A
B
C
D
N

Area B: Main Living Area

This is the main bed down and work area for the **remaining orcs**. During the day, all ghost-faced orcs not encountered in **Area A** are here. The orcs sleep on a sundry of old blankets, hides and grass, each bed area nastier than the last, most infested with fleas, ticks and lice. In each bed area is a small quantity of random items: totem symbols, stone tools, and other random junk. One bed area has an iron signet ring (really a magical *ring of protection +2*).

Also present in the cave is a fire pit, a large pile of wood and kindling, three cooking pots and several large cooking utensils, as well as dozens of weapons and bits of armor from the orcs' victims. All items of value are kept in **Area C**. A smoke hole is present in the ceiling; however, the orcs have learned to only burn fires at night when the smoke cannot be seen easily. Several animal carcasses lie about, partially butchered and eaten.

If the orcs in **Area A** warn the main group here, two fetch the shaman and leader, while the rest hide in shadows and attack from surprise 2 rounds after the characters enter the cave. They attack in swarms, attempting to kill off any lightly armored foes first, while surrounding any Joe Platemail IIIs to gain the advantage of numbers. They attempt to grapple and subdue heavily armored opponents rather than slug it out.

Area C: Leader's Cave

This cave is less nasty and cleaner than the main nest. It measures 60ft long and 30ft wide, and has had all the ceiling and floor protrusions removed. Two large piles of rocks are present near the entrance. It contains a half-broken king-sized feather bed (still lice infested) with a torn and ratty purple quilt and makeshift pillows (stolen during a raid). Skulls and weapons adorn the walls of the cave, tacked up with spikes and sticks.

The orc leader, Karkash resides here. Odds are he is encountered in **Area B** with the rest of the orcs unless the characters invisibly entered the caves. The second crate covers a secret passageway to **Area D**.

Treasure: Two large crates are present in this room. Each contains treasure as follows:

Crate 1:

- 2200sp.
- 468gp.
- An ivory horn worth 200gp.
- 33 pieces of silver flatware worth 10sp per piece.
- A silver teapot engraved with images of flowers and princesses, dented but functional, worth 20gp if repaired.
- 2 bronze candlesticks (heavy) worth 5 gp each.
- A solid gold drinking cup worth 80 gp.
- A locked iron box, padded inside and containing 3 *potions (heroism, flying* and *healing*). The box is worth 10gp if a key is made. Potions have a 20% chance of being destroyed if the box is broken open.
- 6 large chunks (12 lbs. each) of fool's gold (worthless).
- 11 scratched and slightly dented copper plates depicting forest hunting scenes (worth 1gp each if cleaned up and polished).

Crate 2:

- 2 bolts of silk cloth (weighing 20 lbs.) worth 50gp each.
- A crystal egg-shaped snow globe with a winter scene of deer in the trees worth 2 gp (but fragile).
- Four tanned and intact ermine skins worth 50gp each.
- A bag full of chicken feathers (4 cubic feet).
- 10 sheets of vellum rolled within a leather case. The case is embroidered with beads and shells, and is worth 30gp.
- A small wooden box containing four intricately carved golden fish models the size of a coin. Each has gems for eyes and filigreed scales (with platinum and silver) and is an exquisite piece of art. As a set, they are worth 1000gp.



- A red-dyed wool robe worth 3gp.
- A book containing strange writing that appears to be old Elven, and in code. In reality it is just gibberish, a practice journal of a student attempting to master the Elven alphabet.

In addition, the party finds 6 spears, 3 longswords, 2 halberds, 4 shortbows, 2 longbows, 1 halfling-sized suit of plate mail, 4 suits of chain mail, a suit of scale mail, 6 suits of leather armor, 2 great helms, a set of chain mail barding (with the horse's skeleton still inside), 2 backpacks containing 50 ft. of rope, 11 spikes and 6 oil flasks total, 11 waterskins, and a lance stacked within the room. Three lanterns lie in one corner of the cave.

Area D: Water Supply and Shrine

This 40ft diameter cave contains a spring-fed pool of water and acts as the shrine and temple area for Ookra. The cave ceiling and floor are dotted with stalactites and stalagmites, and the water mutes the orc-stench here.

Ookra believes he is blessed by his deity (Orcus) because of his weird mutations. He has thus built a small shrine to the demon lord here. The shrine consists of a well-put-together pile of rocks, now covered in human blood, with a silver holy water font (not holy anymore!) into which he pours blood and water and prays to his god. This in turn creates unholy water (which he uses liberally on Lawful-aligned clerics). The font currently contains 8 vials of unholy water, and can produce 8 more once a week. Ookra is usually here, although he is most likely encountered in **Area B** unless the characters enter invisibly. The font is worth 100gp for the metal (it has no value as a holy font anymore).

A trapdoor in the floor hides a tunnel leading to **Area C**.

Area SM-2: The Old Temple

The party comes across an abandoned (well, sort of) temple dedicated to the goddess Muir. The hall is 55ft by 100ft and is still partially intact. The roof collapsed near one end, yet the 38 columns that once held it up all stand intact.

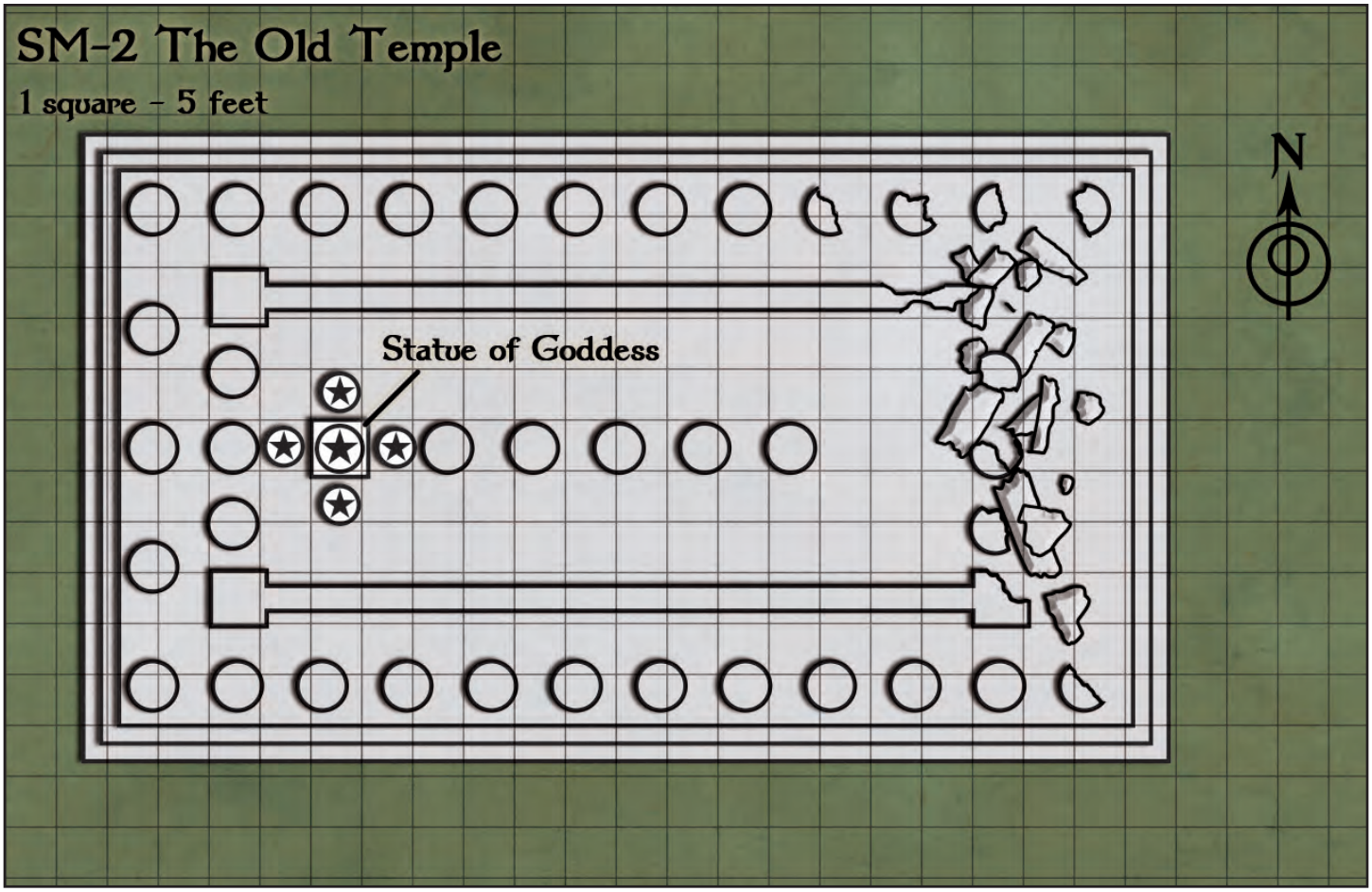
The temple columns ring a central area that features a statue of the goddess herself. The statue is flanked on four sides by large statues of creatures that appear as large horses with feathered wings and bearded, human heads. The interior is strangely clean and free of dust. Floral wreaths and offerings of food stand before the statue.

If any Chaotic characters are present, the statues remain statues unless the area is desecrated or harmed in any way. Should a Lawful character stop and pay respects, one of the statues animates as a **shedu**.

The shedu can be used as a source of knowledge (basically, it is a sage) by a party willing to make an effort to restore this temple. His name is **Solomon**, and he knows quite a bit about the surrounding area. His specific knowledge relevant to the party includes:

- The location of the **Hidden Tomb of Aka Bakar** (**Area SM-8**).
- The location of the **Tannesh Hot Springs** in the **Hazed Canyon** (**Area DH-7**).





- The location of **Tsar** (see ***The Slumbering Tsar Saga*** by **Frog God Games**).
- Any other tidbits the Referee wants Solomon to know.

Solomon, Shedu: **HD** 9; **HP** 52; **AC** 3[16]; **Atk** 2 hooves (1d6); **Move** 12 (fly 24); **Save** 7; **AL** L; **CL/XP** 13/2300; **Special**: etherealness, telepathy, magic resistance (30%), magical abilities. **(*The Tome of Horrors Complete* 490)**

Magical Abilities: at will—*astral spell* (self only), *detect evil*, *ESP*; **3/day—***charm monster*.

Solomon answers the party's questions, but demands a steep price. The characters must submit to a *quest* spell to restore this temple and have it rebuilt (estimated cost over time, 500,000gp). The quest requires a 20% tithe on all non-magical treasure obtained until the temple is rebuilt, as well as organizing workers and craftsmen to accomplish the feat. If the characters refuse the quest, the shedu is friendly, but won't use his powers and knowledge to aid them.

Note that this area is considered a "safe" area for the party to rest and camp. Evil creatures avoid it.

Area SM-3: The Walking Rocks

As the party beds down for the night, they hear a weird scraping noise. Investigation reveals nothing; however, in the light of dawn they notice that two large boulders are no longer where they were the night before. Searching around the rocks indicates that they moved or were moved the night before, with telltale scrapes and fragments dotting their path.

It is obvious that one of the boulders is resting in a hole just slightly smaller than itself.

As long as the boulders are not harmed, or the one in the hole moved, nothing happens. Should attempts be made to move or harm them, the **2 geons** animate. They open their eyes and mouth and speak in a strange tongue (Terran) or attack if the party is aggressive. The geons animate boulders to attack, preferring to stay back from any fight themselves. They protect the hole at all costs, as it contains several small and perfectly rounded rocks (6 geon eggs).

Note that the geons are not evil, nor particularly aggressive. The Referee is encouraged to act out the communication between the players and the geons. As long as their babies are safe and they themselves are not molested, the geons bear no ill will toward the party.

Geons (2): **HD** 8; **HP** 40, 44; **AC** 3[16]; **Atk** 2 slams (2d8+2); **Move** 6; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special**: animate boulders (180ft range, two at a time, move and attack as geon), resistant to fire and electricity (50%), vulnerable to cold. (***The Tome of Horrors Complete*** 269)

Area SM-4: The Sage and His Cow

The party comes across a small farmhouse and barn surrounded by a low picket fence. An old man in heavy clothes feeds chickens in the yard.

This is **Sage Mandrake**, a potential ally for the party. Mandrake wears a *medallion of ESP*, and employs it immediately to determine if the characters are a potential threat. If for some reason the characters are hostile to Mandrake, or if the barn doors are opened (see below), then he fetches his *wand* from the farmhouse and *teleports* a safe distance away.

Sage Mandrake (MU12): **HP** 30; **AC** 1[18]; **Atk** +*1 quarterstaff* (1d6+1); **Move** 12; **Save** 2 (with ring); **AL** N; **CL/XP** 15/2900; **Special**: +2 on saves vs. spells, spells (4/4/4/4/4/1).

Spells: 1st—*charm person*, *magic missile* (x2), *protection from evil*; 2nd—*detect invisibility*, *invisibility*, *mirror image*, *wizard lock*; 3rd—*fireball, fly*, *protection from normal missiles, suggestion*; 4th—*dimension door*, *ice storm*, *polymorph other, wizard eye*; 5th—*conjuration of elementals*, *feeblemind, monster summoning III,*


SM-4 The Sage and his Cow
1 square - 20 feet
Garden
House
Barn
N



teleport; 6th—*project image*.
Equipment: *+1 quarterstaff, bracers of defense AC 4[15], medallion of ESP, ring of protection +3, ring of shooting stars, wand of polymorph other* (10 charges, kept in farmhouse)

If the characters are unfriendly, he brusquely tells them to leave. If they are cordial, however, and tell him of their quest, he reveals the following:

- *The sword is not within the tomb but the tomb holds the means to retrieve it.*
- *Beware the night creatures in the lake, and stay away from the lake after dark.*
- *It is said that the tomb is buried deep within the earth, and that once inside, the very earth seeks to reseal it.*
- *Aka Bakar killed his entire family. It is said they haunt the place.*

This information given, Mandrake then asks the party to help him around his farm: feed livestock, repair a fence, chop wood, and, if possible, a *plant growth* spell for his vineyards. If the characters agree to help the old man, the work takes about an hour, and they are rewarded with the following:

- A small cask (1 gallon) of exceptional wine (100gp value).
- A silver ring (10gp value).
- A scroll of *legend lore, continual light, and haste*.
- Informs the party that powerful magic spells do not work in the tomb, and that it is well trapped, even against the most experienced adventurers.

Mandrake knows the route through the mountains to the plateau above. He can instruct the party on how to get there using landmarks to find the pass.

Farmhouse

This is a simple, one-room abode, sparsely furnished, with a large, bubbling cauldron in the center. A wand rests on a small shelf above the fireplace, and occasionally a hand reaches out of the cauldron and then slides (or is beaten) back into it. A table in one corner is covered with papers, and a bookshelf crammed with ancient tomes stands opposite the fireplace.

The cauldron contains a zombie that does not attack; Mandrake tells characters to ignore it. The wand is **trapped** with a *magic mouth* (that loudly says, "Don't touch me there!" if anyone other than the wizard grasps it). Beneath a loose floorboard, **trapped** with a *magic mouth* ("Hey, What are you doing there!" if anyone other than Mandrake accesses the floorboard) and a fire trap (1d4 +12 fire damage to all within 5ft) are a *crystal ball*, a *helm of reading languages and magic*, 65gp, and Mandrake's spellbooks (immune to fire). If Mandrake catches the party stealing from him, he brings his entire wrath to bear on them.

Barn

This structure is sturdily built of stone and wood. The door is boarded up and no other entrances are apparent. A low mooing can be heard from inside. If the characters approach the barn doors, Mandrake rushes over and tells them to stay away from it. It contains his cow, he explains, which scares easily.

If Mandrake is killed or the barn doors are opened, a very large cow bursts out, it eyes glowing red. A moment later, the beast changes form into a **purple demon cow** and then disappears (*teleport* behind the barn). Mandrake ensnared the cow in the barn. However, this entrapment lasts only as long as the barn remains closed *and* Mandrake is alive. The next round, the demon reappears behind the character nearest the barn and attacks. It prefers to grab one character and *teleport* a safe distance away where it can rend its victim to bits, then return to the party and repeat the process.

The Purple Demon Cow: **HD** 12; **HP** 63; **AC** 2[17]; **Atk** gore (2d6), bite (1d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 15/2900; **Special**: breath turns to stone (4/day, 60ft range), magical abilities, trample (save or suffer 3d8 damage or choose not to avoid an attack with +1 bonus).

Magical Abilities: at will—*darkness 10ft radius*, *fear*, *levitate*, *teleport*; 2/day—*polymorph self*; 1/day—*gate* (30%, roll 1d4 for category I-IV demon).

Area SM-5: The Old City

The characters wind through heavy woods for a couple of hours and eventually come upon a swamp. If they received directions from Mandrake, they locate a small path south of the road that leads them more directly out of the marsh. In either case, it is either near or somewhat after nightfall by the time the party reaches an old village. A large, black pyramid stands in the center of the village. Forty rotting wooden structures make up the village, but it appears completely deserted.

Area SM-5-1: The Pyramid

This impressive structure appears to be made of solid black stone, its surface completely smooth. Upon closer inspection, the characters notice small engravings in the base of the four corners of the pyramid, each in the shape of a sword part: the handle, blade, tip and hand guard in the northwest, northeast, southeast and southwest corners respectively.

As the party investigates the pyramid, they likely notice a trail of blood leading to one of the buildings. This structure is detailed in **Chapter 6**.

Area SM-5-2: Not-so-deserted Building

This is a large, 20ft tall, windowless structure. Nothing indicates what it might have once been. The trail of blood leads directly to the double doors that serve as the only entrance to the building. The doors are unlocked.

The party is hit by the smell of decaying flesh as soon as they enter the building. The source of this odor is a severed human arm atop a pile of trash in the northeast corner of the chamber. Should they approach to investigate, the characters notice a small, silver ring on its pinky finger. As soon as the characters are within 10ft of the arm, however, the false wall in the north bursts apart and a **large owlbear** charges through and attacks.

Owlbear, Large: HD 5+1; **HP** 34; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.

Two rounds after the large owlbear attacks, another **smaller owlbear** appears from the secret door, along with their master, a **large hill giant**. The second owlbear charges into combat immediately. The hill giant throws a rock first before joining the fray.

Owlbear, Smaller: HD 5+1; **HP** 24; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.


SM-5 The Old City
1 square - 100 feet
N
Not so deserted building


SM-7 Barrow Mounds
N
100 feet

Giant, Hill: HD 8; **HP** 54; **AC** 4[15]; **Atk** club (2d8) or boulder (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: hurl boulders.

The silver ring is non-magical and is worth 15gp. The giant's sack, hidden beneath a loose board contains 3000gp.

Should the party not approach the hand immediately, but instead search for and find the secret door, and then the smaller owlbear attacks first, bursting through the secret door before a character can open it. The giant quickly joins the combat 2 rounds after the larger owlbear breaks through the false wall and attacks a character from the rear.

The First Night

The party must now decide if they want to camp in the village, push on toward the lake, or camp in the wilderness outside the village. Each choice results in a different encounter.

Camping in the Village

Little Thieves: About an hour after the characters bed down for the night, they hear strange, faint chattering coming from somewhere in the surrounding darkness. The source of the noise is **2 mischievous leprechauns** who intend to spend the evening stealing, *polymorphing* items and just generally harassing the party.

Leprechaun (2): HD 1d6hp; **HP** 4,5; **AC** 5[14]; **Atk** small dagger (1d3); **Move** 15; **Save** 18; **AL** N; **CL/XP** 3/60; **Special**: +2 on saves vs. magic, magic resistance (60%), magical abilities.

> **Magical Abilities:** at will—*invisibility* (self only), *phantasmal force*, *polymorph* (objects only), *ventriloquism*. **(*The Tome of Horrors Complete* 359)**

The leprechauns attempt to steal potions or small magic items, and *polymorph* food into poison mushrooms (if ingested, save or become *confused*) If pursued, the leprechauns cast illusions of rust monsters to scare the party away. If caught, they create an illusion of a treant that commands the party to release them. If this fails, the leprechauns sell back the stolen items for one-tenth gp sale cost, and hand over what appears to be their pot of gold (actually another illusion cast over more mushrooms). Finally, should the characters disbelieve the fake gold, the leprechauns do, in fact, hand over a pot of 1000gp. If one of the leprechauns is killed, the other pursues the party for days, *polymorphing* valuable objects and stealing whatever it can.

If the party offers the leprechauns Mandrake's wine, they sell back the stolen items (again, for one-tenth gp sale value) and reward the party with a *scroll of invisibility*.

Strange Dreams: If the party sleeps in the village, each character dreams of wielding the death sword to battle evil or conjure powerful servants to slay the invading forces. If a cleric is in the party, he dreams that he is in a great lava-filled cavern (possibly Hell) using the death sword to battle huge, fiery serpents. Eventually, the cleric is overwhelmed, and one of the serpents bites his arm, causing the sword and gauntlet to fall to the ground. The serpent then devours both items. As it does so, there is a great flash of light, and the cleric awakens feeling strangely refreshed.

Area SM-6: Camping in the Wilderness

Sometime during the night, the party is attacked by a **syanngg**. The syanngg uses its *slow* and *hold monster* abilities first to weaken the party, then uses its remaining eyes as it sees fit. It uses *lightning bolt* on fighter types, focusing its *dispel magic* ray or *flesh to stone* on spellcasters. Its lair is hidden deep within the swamp and cannot be found unless *find the path* is used.

Syanngg: HD 8+20; **AC** 2[17]; **Atk** up to 6 heads (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special**: magic resistance (25%), magical ability from each head. (***Monstrosities*** 464)

> **Magical Abilities:** 1—*slow* (range 40ft); 2—*lightning bolt* (5d6, range 60ft); 3—*dispel magic* (level 12, range 40ft); 4—*flesh to stone* (range 30ft); 5—*hold monster* (range 30ft, duration 3d6 turns); 6—*charm monster* (range 20ft).

The syanngg's lair is hidden beneath an ancient mangrove tree and contains dozens of bodies, skeletons and other leftovers of its past victims. Most of these desiccated remains are of no value, and bear little besides rusty metal and rotten leather and wood. A total of 702gp of random coinage, 3 gems worth 5000gp, 250gp and 50gp, a steel candelabra that for some reason is not rusted with the word "*flare*" written on it (the command word to light up magically as a lantern), a bright, shiny suit of plate armor actually cursed *cowardly armor* (**Appendix**), and a *wand of detection (traps and secret doors*).

Area SM-7: The Barrow Mounds

Past the pond, a stone-paved path leads up a small hill, atop which are two small and one large stone-covered mounds. Upon closer inspection, the characters notice that each mound has a door leaning at 30 degrees to the flat top of the mound. The doors all have keyholes, and open outward. Above each mound, written in Draconic, is the following: *"Leave ye this terrible place and save thy soul from the curse that befalls all those who disturb the noble persons that rest within."*

If the door to the center (largest) mound is touched, a frightful apparition of a man in a long robe with thick chains draped about his neck appears. Anyone who beholds the apparition must succeed at a save or flee down the hill and remain there until the apparition disappears. The apparition begs any remaining characters to let those buried within the mounds to rest in peace, and to not disturb their treasures. The apparition disappears once the middle door is opened.

Small Mounds

The doors to both mounds are locked. Inside is a small, 20ft by 20ft dark burial chamber. Old weapons, personal effects, husks and decayed baskets of food lay strewn about. On a stone slab in the rear of the room lie the remains of an ancient warrior wearing a suit of chain mail. A heavy steel shield is strapped to its bony arm, a longsword is on its belt, and a longspear lies nearby. Several electrum urns lay near the head of the warrior, and around his neck hangs a gleaming necklace of silver and gold inset with a gemstone.

Not surprisingly, this remains animate into a **wight** if disturbed, and attacks immediately.

Wight: HD 3; **HP** 15; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, silver or +1 or better weapons to hit.

Treasure: The urns are worth 200gp each. Nothing else of value is in the chamber. Both mounds are identical.

Large Mound

The door to this mound is also locked. Within is a 30ft by 30ft chamber, at the far end of which stands a 4ft high marble platform flanked by two lower platforms and on which rest three corpses. Two of the corpses — on the lower platforms — are similar in dress and adornment to the remains found in the smaller mounds. The third skeleton, atop the tallest platform, is more than 7ft tall, dressed in full plate, and wearing a gleaming crown. The chamber also contains several chests, various rotted items and old weapons.

Once the door to the mound is opened, the Referee should begin counting to 10 slowly and quietly. If anyone remains in the chamber by the end of his counting, both the inside and outside of the burial

mound suddenly becomes very dark (an innate magical occurrence from the barrow). Outside, the horses panic and an icy wind blows through the mound. The corpses rise from their pedestals and advance on the characters.

The **2 smaller wights** are similar in all ways to the wights found in the other mounds, except that they cannot be turned as long as the **barrow wright** remains intact and unturned.

Wight: **HD** 3; **HP** 15, 18; **AC** 5[14]; **Atk** claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, silver or +1 or better weapons to hit.

Wight, Barrow: **HD** 6; **HP** 32; **AC** 3[16]; **Atk** claw (1d4 plus level drain); **Move** 12; **Save** 11; **AL** C; **CL/XP** 10/1400; **Special**: drain 1 level per hit, insanity gaze (60ft range, save avoids), silver or +1 or better weapons to hit.

Treasure: In the chests are: 5000gp. In a secret compartment in the largest platform are a *staff of resurrection* (7 charges) and a *gem of seeing*.

Area SM-8: Toh Kristael

Descending the path onto the Feirgotha Plateau, the party sees a distant shining lake surrounded by a bare desert flatland. The plateau stretches for miles in all directions, and is bare except for a few rock formations and sparse vegetation in the forms of grasses, thorns and desert plants. There does appear to be a small oasis midway between the pass and the lake (**Area SM-7**) and a small island at the southern end of lake (**Area SM-9**).

Salt and gypsum formations are abundant, and the lake gleams as if it were a mirror. The southern end of the lake tapers to about a half-mile wide, and there, some 500ft offshore, is an island, 400 yards wide and 200 yards long. A lone tower rises out of the vegetation at the eastern end of the island.

The lake is deep, quite salty, and inhabited by a pack of **12 lacedons**. If the party camps by the lake at night, the lacedons creep from the water and attempt to surround the campsite, and then attack from all sides at once.

Ghoul, Lacedon (12): **HD** 2; **HP** 10x5, 12x3, 11x2, 14, 13;**AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9 (swim 9); **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: immune to sleep and charm, touch causes paralysis for 3d6 turns (save avoids).

Southern End of the Lake

As the party searches this area of the plateau for a way across the lake, they come upon what appears to be the only tree in the plateau. This 10ft tall tree is withered and so covered in diseases that even a druid or ranger can only discern that it is some sort of hardwood.

The characters have actually stumbled upon an offspring of the **Tree of Life**, planted here by Aka Bakar before the sword took control of him. If a *remove disease* spell is cast on the tree, a druid, cleric, or ranger recognizes the tree and its properties. If a *plant growth* spell is then cast, the tree bares **6 fruit** that are sweet, vaguely pear-shaped citrus. Eating a fruit gives the following benefits: total immunity to poison for 20 minutes, immunity to secondary effects of poison for an additional 20 minutes, and a +2 bonus on saves against poison for 24 hours. If the tree is chopped down, every Lawful cleric, ranger, druid or paladin in the party immediately takes 1 point of temporary wisdom damage that cannot be healed until the true Tree of Life is restored.

Fifty feet east of the tree is a secret path (a ford, or submerged land bridge, really), leading to the island. The path is three feet beneath the surface of the water, 60ft wide, and detectable only by wading 10ft into the water at the correct spot or by viewing the area from above, either by magical means or by climbing a nearby hill.

If the lacedons have not already been slain, they automatically attack any character attempting to swim to the island. A paralyzed character wearing anything heavier than magical chain automatically sinks; those wearing magical chain or lighter float for 2 to 3 rounds before sinking.

Area SM-9: The Tower

The Cave-In

The tower is 60ft tall and most of its 70ft diameter base is still intact. No doors or windows are evident, although a narrow portion of the eastern wall has caved in, opening a space just wide enough to allow entrance. However, the base of the tower is surrounded in thick vegetation, and a large patch of vines grows in front of the cave-in. These vines are actually 2 **witherweeds** that attack anyone who approaches within range of their fronds.

Witherweed (2): **HD** 5; **HP** 25 each; **AC** 6[13]; **Atk** 5 fronds (1d4 plus dexterity drain); **Move** 0 (immobile); **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: camouflage (surprises most on 1-5 with 1-3 against elves, druids, and rangers on a d6), dexterity drain of 1 point/hit, death smoke (fire damage causes 20ft radius smoke cloud causing 2d6 damage, save avoids, if first save fails then after 1 minute, second save to avoid 3d6 damage). (***The Tome of Horrors Complete*** 603)

Area 1: First Floor

The interior of the tower is damp, musty and smells of slime. This chamber is empty except for two sets of spiral stairs, one leading up and one leading down, and some bones and broken weapons.

A few moments after the party enters the tower, a **shambling mound** crashes through the cave-in, attacking the nearest character. The mound is ravenously hungry and fights until dead. Three rounds after combat begins with the first shambling mound, a second, **larger shambling mound** comes down the stairs and joins the combat. This creature is not as hungry as the first, and if the leprechauns' mushrooms are cast before it, it happily devours them and returns to the upper chamber. The first mound is far too hungry to be satisfied with mere mushrooms.

Shambling Mound: **HD** 7; **HP** 35; **AC** 1[18]; **Atk** 2 fists (2d8); **Move** 6; **Save** 9; **AL** N; **CL/XP** 11/1700; **Special**: electricity increases hit dice by +1, enfold (hit with both arms and victim with suffocate in 2d4 rounds unless freed), half damage from cold and any weapon, immune to fire.

Shambling Mound, Larger: **HD** 10; **HP** 50; **AC** 1[18]; **Atk** 2 fists (2d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 13/2300; **Special**: electricity increases hit dice by +1, enfold (hit with both arms and victim with suffocate in 2d4 rounds unless freed), half damage from cold and any weapon, immune to fire.

The stairs leading to the second floor are slimy, and characters running up or down them must succeed at a save or fall, suffering 1d6 points of falling damage. The stairs leading down are steeper than those leading up, but are not covered in slime or vegetation. These stairs descend into the darkness far beyond the radius of a light source or darkvision.

Area 2: Second Floor

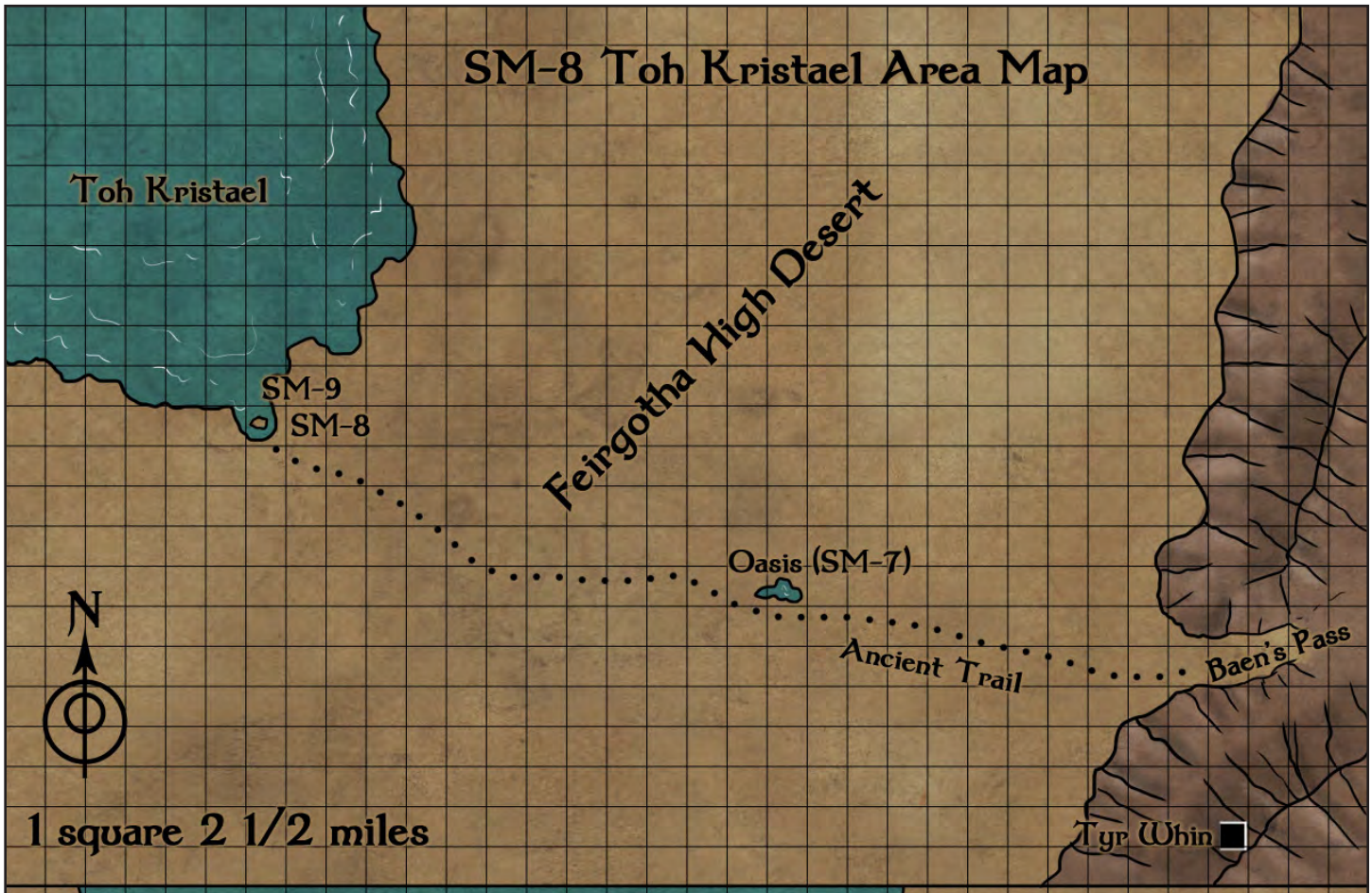
The upper room is a mess and is clearly the shambling mounds' current residence. If the larger shambling mound retreated here after eating the mushrooms, he attacks the party as soon as they enter.

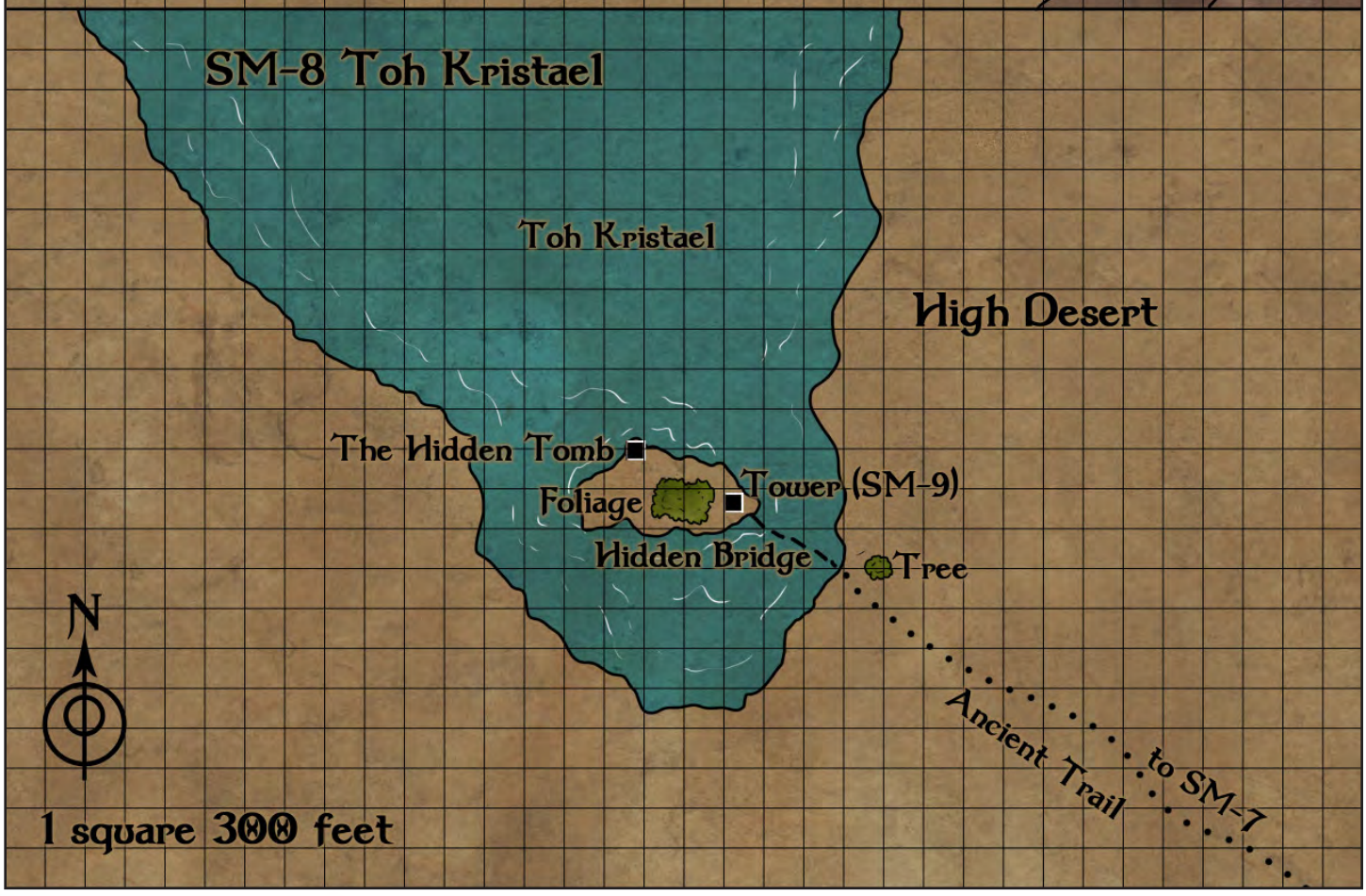
Treasure: Buried under a pile of trash is a locked iron coffer containing two blue diamonds (5000gp each) and 3 unmarked *potions of haste*.

Area 3: Trapped Stairs

If 30 lbs. of weight is placed on the seventh (descending) step, the stairs collapse into a ramp. A creature failing a save slides down the 80ft long ramp, suffering 1d6+1 points of damage. Climbing the ramp requires a successful easy dexterity check (2d6 vs. score) to negotiate safely.

Any character who falls to the cavern floor is surprised on 1-4 on d6 by the naga that dwells here (see below).


SM-8 Toh Kristael Area Map
Toh Kristael
Feirgotha High Desert
SM-9
SM-8
Oasis (SM-7)
Ancient Trail
Baen's Pass
Tyr Whin
N
1 square 2 1/2 miles


SM-8 Toh Kristael
Toh Kristael
High Desert
The Hidden Tomb
Foliage
Tower (SM-9)
Hidden Bridge
Tree
Ancient Trail
to SM-7
N
1 square 300 feet


SM-9 The Tower
N
Second Level
2
3
First Level
4
1
Cave In
B
E
N
70 feet
N- Naga
B - Balderdash
E - Elison

Area 4: Tower Cavern

This large, 30ft high cavern is home to a **spirit naga** and her **2 *charmed* servants**, a dwarf (Balderdash) and a half-elf (Elison). If the characters fought the shambling mounds in **Area SM-9-1** of the tower, then the naga is well aware of their presence and, once the characters are on the stairs, prepares for their arrival by casting the following spells (in this order): *strength* on Balderdash, *shield, protection from good,* and *bless*.

Naga, Spirit: **HD** 9; **HP** 46; **AC** 5[14]; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special**: *charm* gaze, lethal poison, spells Clr (2/1), spells MU (4/2/1).
Spells (Clr): 1st—*cure light wounds* (x2); 2nd—*bless*.
Spells (MU): 1st—*magic missile* (x2), *protection from good*, *shield*; 2nd—*strength*, *web*; 3rd—*slow*.

Tactics: The naga first attempts to *charm* any unlucky character who falls down the ramp. Then, while Balderdash, Elison and any charmed characters guard her, she casts her spells.

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Balderdash, Dwarf (Ftr7): **HP** 38; **AC** 1[18]; **Atk** *+1 battle axe* (1d8+3) or *+1 throwing axe* (1d6+3); **Move** 12; **Save** 8; **AL** N; **CL/XP** 7/600; **Special**: +2 to hit and damage strength bonus.
Equipment: *+2 chain mail, +1 shield, +1 battle axe, +1 throwing axe*

Elison, Half-Elf (Thf7): **HP** 20; **AC** 3[16]; **Atk** *+2 short sword* (1d6+2) or *+1 light crossbow* (1d4+2); **Move** 12; **Save** 9; **AL** N; **CL/XP** 7/600; **Special**: +2 on saves vs. traps and magical devices, backstab (x3), read languages (80%), thieving skills.
Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.
Equipment: *+2 leather armor, +2 short sword, +1 light crossbow,* 20 bolts, *ring of protection +2*, thieves' tools.

The characters may notice that Balderdash and Elison glance at the naga for instructions. *Charmed* characters defend the naga from Balderdash and Elison (should their charms be *dispelled*) but they do not attack other members of their party immediately. Instead, they implore them to leave the naga alone, saying she isn't as bad as they think, and so on. If this doesn't work, they take up arms against their fellow party members, although this permits them another save vs. the *charm*.

If the *charm* on Balderdash or Elison is broken, Balderdash stands back and hurls his throwing axe. Elison attempts to backstab the naga from the rear.

Treasure: Against the western wall are the following: 820gp, a 500gp gem, a sack with 800gp (belonging to Balderdash), a pouch with four 300gp diamonds (belonging to Elison), a *scroll of charm monster* and *dispel magic* and, in an unlocked chest, a *scroll of legend lore*.

Note: If either or both Balderdash and Elison survive, they immediately seek to recover their treasure. If the party refuses to give it up, they give no information (see below), and, once they leave, follow the characters at a discrete distance, waiting for the opportunity to steal their treasure back — plus whatever else they can get their hands on.

Development: If the party defeats the naga and both the rogues are still alive, they are grateful and — assuming the party is friendly — happy to share what they know about the island. If a character has the *+1 returning throwing axe* (or something like it) from **Area XR9-10-6**, Balderdash asks to see it. If they show it to him, he tests it out then asks if he can have it. He is willing to offer the following information to acquire the axe:

- The *Sword of Air* is an evil artifact that hungers for souls. It gradually takes over the wielder, corrupting his soul to evil. By the end of the war, Aka Bakar attacked human towns just to slay innocent victims and thereby feed the sword. No good could possibly come of such an item.

If the characters use the *legend lore* scroll to learn about the weapon, they must ask specifically *how to destroy the sword*. To this question, they learn that the sword must be cast into the jaws of a creature that dwells within the Hazed Canyon. Merely asking about the sword is too vague a question.

If the offer Elison the *invisibility* scroll (from the leprechauns in **Area SM-5-2**), he offers the following information:

- The ancient artifacts, believed to be stolen by raiding orcs, were actually stolen by Aka Bakar, for the survivors remember it was Aka Bakar who led the forces of evil that destroyed the town after the artifacts disappeared. Before the artifacts were stolen, the city was impregnable to evil.

If *legend lore* is used to gain information about the artifacts, the characters learn that the artifacts are indeed fed to a large hydra-like creature by Aka Bakar.

The rogues don't want to hang around with the party for long; they've been out adventuring awhile and are badly in need of a bath and a decent night's rest.

Area SM-10: Baen's Keep (Tyr Baen)

This pile of ruined rocks seems innocuous by day, but at night, it is haunted by the **spirit** of the dwarven lord who once ruled it. The keep itself is completely demolished, broken and torn as if by some great cataclysm. Lying unburied beneath the rubble is the skeletal remains of Baen, the dwarven lord.

Every night at midnight, the ghost of Baen rises and seeks vengeance on all living creatures within a mile of the keep. Baen's ghost can never be killed, but could be banished (really laid to rest) by recovering and burying his remains in a consecrated grave.

The Ghost of Baen (Ghost, Strangling): **HD** 5; **HP** 26; **AC** 0[19]; **Atk** strangle (see below); **Move** 0 (fly 12); **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: magic resistance (50%), silver or +1 or better weapon to hit, strangulation causes death in 1d4+1 rounds (save avoids). (***Monstrosities*** 190)



Area SM-11: The Silent Lake

The Silent Lake gained its name because of the sheer volume of undead attracted to the area. No one knows why this is the case, although spells such as *legend lore* or consultation with a sage could give some clues. It seems that a piece of the *zombiestone of Karsh* was broken off by a party of adventurers delving deep into Rappan Athuk (see **Level 13B** in ***Rappan Athuk***). After weeks of wondering why they kept attracting so many monsters and, in particular, the undead, the party's cleric determined that this bit of the original was the source of their problems. The party's fighter promptly hurled the rock into this lake, ridding them of the curse.

Of course, littering is never a good idea, and now the lake attracts the

walking dead, as they are drawn to the evil of the stone. Many undead frequent this area. Encounters occur once per hour at night, and 4 times per hour during the day. No encounter is specifically detailed here; however, the Referee can certainly pick any appropriate undead and toss them into the mix as frequently as desired.

Clever players will attempt to find out what the source of this problem is. The stone fragment lies in about 8ft of water, 60ft from the northern shore of the lake. The stone detects as magic and also as evil. As a bit of an artifact, it cannot really be destroyed; however, it could be placed in a more evil place or tossed deep into an ocean or something.

While in possession of the stone, there is a 25% chance each night that something dead is attracted to the owner (determine randomly based on environment). Removing the stone thus rendering it useless (I like the bottom of the ocean trick the best — like lawyers, at least it's a good start) nets 2000 XP to everyone involved.

Area SM-12: Duck, Duck, Goose!

A wagon with a broken wheel sits at the side of the road next to a small copse of trees. The wagon is covered in blood, and a severed foot lies on the ground next to it. Investigating the wagon has a 60% chance per round of attracting the critters that live here. This copse of trees has recently become a nest for a family of **8 axe beaks**. These large flightless birds are pack hunters, and while they historically have subsisted on deer, elk and the occasional bear, they recently discovered just how easy it is to eat these tasty two-legged (like them) featherless creatures.

The axe beaks, while skilled at hunting, are fairly stupid, and generally just focused on killing and eating meat. They won't typically retreat from battle, but are easily distracted by the presentation of fresh meat (like a horse or a fallen foe). They actually ignore 1 round of attacks if they have the ability to take a bite out of something that is down (so look out characters at 0 or fewer hit points!), actually swarming and knocking each other out of the way to get a bite and run off to swallow it. If a bird gets a bite of something large, it runs off back into the trees to avoid its mates trying to steal its mouthful of food, only returning 2d4 rounds later (after it swallows the bite). There is a 30% chance that 1d3 of the other birds follow it, even if engaged in combat.

A mouthful of food is defined as any attack on anything already dead or unconscious (possibly killing the poor chap as the bird successfully takes a chunk and runs off; consider this a coup de grace attack). Missing large chunks of the body might make *resurrection* or *raising* ones comrades… complicated.

Axe Beaks (8): **HD** 3; **HP** 15x3, 16x2, 14x2, 18; **AC** 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 18; **AL** N; **CL/XP** 3/60; **Special**: none. (***The Tome of Horrors Complete*** 621)

Treasure: While the birds themselves have no treasure, the wagon contains six sacks of grain (two are torn open), four kegs of ale, a severed hand bearing a short sword, and a sealskin waterproof blanket. One of the axe beaks has 22sp in its gullet.

SM-13: The White Glade

The forested path parts in front of the party and opens into a wondrous sight. Huge white-blossomed trees, their petals falling in the wind like snow, surround a large open glade. The trees completely ring the area, itself some 300ft in diameter. The trunks of the trees stand up to 200ft high, with trunks fully 10ft across at times.

Bubbling water flows from a small brook leading from the center of the place, a small pool of water, 20ft across and 6ft deep. The white leaves that land in the water float downstream like so many little white boats in a torrent of a giant river.

Nothing seems special about the glade other than the weird white leaves falling from the trees. At noon each day, however, a **pegasus** stops in to visit.

The winged horse is quite skittish and flees from any human intrusion. Careful players could capture the beast, and if they are Lawful, could potentially take it as a mount. How this could be done is up to the Referee. It should be noted, however, that the pegasus is quite wily, and attempts to catch it must truly be ingenious. If the characters do manage to non-violently secure the pegasus as a mount, award them experience. No XP should be awarded if Lawful characters harm the pegasus in any way.

Pegasus: **HD** 2+2; **HP** 12; **AC** 6[13]; **Atk** 2 hooves (1d8); **Move** 24 (fly 48); **Save** 13; **AL** L; CL/XP 4/120; **Special:** none.

Area SM-14: The Tower of Bells

This mini-dungeon is the product of a seminar at PaizoCon in 2013. The idea here was to assist a number of participants in developing an old-school style adventure. We had more than 20 participants in the seminar, and I believe the results were excellent. The general premise is an old dwarf mining complex taken over by kobolds. The kobolds, in turn, serve another mistress. The tower itself sits on a small hill rising a few dozen feet above the wooded hillsides. No entrances are visible on the tower itself, and the lack of windows and doors seems rather strange.

The entrance to the hillside and tower is an old mineshaft hidden inside an old, ruined mansion. The mansion itself is obscured by the trees and brush of the forest. The whole is composed of a 20,000 sq. ft. structure, all on one layer. Careful searching can discover it, and a ranger or druid notes the presence of dozens of small, reptilian tracks and a few larger bear-like tracks leading into the old, broken-down gatehouse.

The gatehouse itself consists of stone blocks, a corroded and rusted portcullis, and two shattered oak doors, each fully 3in thick and double-planked. The splintered oak shows signs of being battered down some time long in the past.

Inside the gatehouse is a sundry of broken and smashed mining carts, seemingly used as a last ditch barricade by long-dead defenders. Careful searching through the rubble reveals the bones of no fewer than 20 dwarves. Of note is that every one of the skulls is splintered and smashed into bits. On the top wall of the gatehouse are four perfectly formed dwarf statues — almost too perfect — with surprised looks on their faces and crossbows in their hands, pointing down at the courtyard below.

Should *stone to flesh* be cast on these dwarves, they animate. They are normal dwarf miners. They recall being attacked by a large number of kobolds. The last thing they remember is a beautiful woman appearing next to them — then everything went black. They gladly accompany the characters into the dungeon. However, their knowledge of the whole is limited to the upper level; the lower caverns were excavated by the kobolds, not them. They do have a perfect knowledge of the map of the upper mine and mansion, though.

Beyond the gatehouse is the great hall. This area is currently inhabited by a *charmed* (by the kobold grand shaman) and very aggressive **grizzly bear**. This bear attacks anyone but a kobold who enters the great hall. It fights until slain. A druid immediately notices that the bear is under a magical influence and a ranger notices something is amiss with the bear. If the *charm* is broken (by another *charm* spell, or by *dispel magic* or similar means), the bear backs off and fights only if attacked. Otherwise, it leaves the area as soon as the *charm* is broken.

Bear, Grizzly: **HD** 6; **HP** 48; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d10); **Move** 9; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** hug (if both claws hit, 2d6 additional damage). (***Monstrosities*** 37)

In the center of the great hall is a large, rather weathered (and bear-scratched) rug. The rug measures 20ft by 20ft and depicts (or used to) scenes of caves and caverns, with large waterfalls and crystalline structures. Once beautiful, the whole is worth 200gp if cleaned up, and more than 2000gp if thoroughly mended.

Under the rug is a large trapdoor that leads to a sloping ramp delving 40ft over the course of its 240ft span. The slope drops 1ft for every 6ft traveled. This leads to the mine entrance.


SM-14 Tower of Bells
Side View


SM-14 Tower of Bells
The Mansion
1 square - 10 feet
n
Gatehouse
Grand Hall
Barracks
Barracks
to Mine
Latrine
Captain's Quarters
Noble's Quarters
Kitchen
Latrine
Storage
Door
Gnome Statue - intact
Gnome Statue - broken
Fireplace
Bunk Bed
Broken Furniture Debris
Rug
Hidden Trapdoor

The rest of the old dwarf mansion is nondescript, its rooms looted and defaced, doors taken and burned for firewood, and contains nothing of value. If the dwarf statues are revived, they express great sadness at this and fight with great resolve while here. Should any survive, they gladly join their rescuers as hirelings as long as the characters get revenge on the kobolds and medusa.

A few notes on the dungeon bear discussion:

- **First**, the hallways are rarely taller than 5ft, presenting some difficulty for anyone over that height. This translates into half movement and –2 penalty to hit for all tall folk, as well as prohibiting the use of two-handed weapons other than the thrusting sort (e.g. pokey polearms work fine, but two-handed swords and halberds do not).
- **Second**, the kobolds have a series of small tunnels and hidey holes and rarely face an armed group of adventurers if they can avoid doing so.
- **Third**, the kobolds retrieve their dead when possible. Since their primary tactics include hit and run (really shoot and run) or dropping grenade-like missiles from above and then fleeing, it is possible that the party fails to understand what they are facing for some time. This is desirable.

It is imperative that the Referee not reveal that the party is in fact facing kobolds. These little buggers frequently coat themselves with a red-stained mud, leaving them an untraditional color. They are best described as "three-foot-tall, red-colored, fanged dog men, with scaly hides and a short, pointed tail." Only a dwarf character, or someone with a racial hatred of kobolds (such as a ranger) would immediately recognize them for what they are.

As stated earlier, this complex is older and predates the kobolds. They fear several areas and leave them alone. The main portion of the complex itself is obviously mined by creatures not only with skill, but with an artistic talent that belies its current occupants. Numerous headless and defaced bas-relief carvings of short, humanoid creatures (dwarves) are present in the hallways and rooms of this place. Since dwarves are the kobolds' most hated race, they have taken special care to deface and destroy these carvings. Readily apparent, however, to anyone who can read or write Dwarvish is that this place was once occupied by the former race. While no texts of scribing remain of any significant meaning, fragmented sentences and partial names adorn several areas, as well as the base of each statue carving.

The reason the kobolds are here in the first place is that **Cash**, the quasit familiar of the grand shaman, **Nesbitt**, was commanded by a demonic force to excavate the area beneath the mines. **Helena**, a medusa, serves the same force, a nalfeshnee demon. This demon (named **Trifiska**) was imprisoned deep within the earth by an archmage many hundreds of years ago. The dwarves did not break it free. Their delvings, however, cut deep enough that the demon was able to communicate outward, summoning the closest demon (the quasit) to do its bidding. Nesbitt is unaware of his pet quasit's purpose and thinks the kobolds are digging for gold and silver. Cash successfully stole a scroll with an unbinding ritual from another wizard (he was guided by Trifiska, of course) and gave the scroll to Helena. Of course, none of these creatures understands the nature of the imprisonment and are being very careful not to waste their master's scroll until they are convinced it will free him. Once freed, the demon likely just slays all the kobolds (and everything else except Cash and Helena).

The entire purpose of the kobolds attacking the dwarf stronghold, as well as their continued mining within the lower caverns, is to free this creature. Trifiska cannot act, or even communicate, with anything other than another demon. Through the quasit, the kobold leader was convinced that great wealth awaits anyone who digs and mines this area. The kobold shaman, intent on great power, and with more than a small amount of delusions of grandeur, was convinced by his familiar that he could become the greatest kobold mage of all time should he uncover the "artifact" buried here. If uncovered and freed, Trifiska will, of course, just brush the kobolds aside. The only "winner" would be the quasit, who has been promised promotion to vrock level if he succeeds.

Several of the lower rooms are flooded, and most of the larger halls and pathways through the place are trapped. The random encounter chart below should be used to demonstrate the randomness of these traps.

Random encounters have a 1-in-6 chance of occurring every 10 minutes. The result is as follows:

Roll 1d100	Result
01–15	**Covered pit trap**, save or fall 10ft, taking 1d6 points of damage.
16–25	**Crossbow trap**, three random targets, roll to hit at +2, damage 1d6 per hit.
26–29	**Falling block trap**, all creatures in a 10ft by 10ft area save or take 2d6 damage.
30–34	**Deep pit trap**, save or fall 60ft. into caverns below (6d6-12 damage)
35–45	**Pit trap with feces covered spikes**, save or fall 10 ft.
46–50	**Gelatinous cube**
51–70	**3d6 kobolds** armed with light crossbows; two have oil and one has a lit torch.
71–80	**2d6 kobolds** armed with light crossbows and **1d2 kobold shamans**, and **1d3 trained attack stirges** per shaman.
81–90	**2d6 kobolds** with **1d6 giant weasels.**
91–95	Loud bells ringing (from the tower).
96–97	A trail of silver nuggets, 2d6 x 5 ft. long, spaced 5 ft. apart. At a random interval is a trap (Referee's choice).
98–99	**Cash**, the **quasit familiar**
00	**Helena the medusa**

Pit Traps: These traps are cleverly disguised and cannot be triggered by prodding with poles and such. They trigger if more than 100 lbs. is placed on their lids. The lids reseal (they are counterweighted) and anyone trapped must be rescued from above. Kobolds check these traps every few hours, and drop scorpions and other nasty things in them if anyone remains inside.

Crossbow Traps: These traps fire at a height of 5 ft. Anyone not wearing a helm is attacked as if unarmored.

Falling Block Traps: These traps typically are triggered by tripwires (75%) or pressure plates (25%).

Deep Pit Traps: These traps consist of a shaft dug completely through the floor so that they drop anyone falling into the flooded caverns below the main mine area. The water in the receiving area is typically 10 ft. to 30 ft. deep. The reduced damage reflects falling into the water. Drowning is still a possibility, however.

Pit Trap with Spikes: Similar to the standard pit traps, except that they are filled with a nasty set of wooden and iron spikes. Anyone "spiked" has a 25% chance of contracting a septic-related disease.

Gelatinous Cube: Two of these creatures roam the mines. Once both are slain, no more are encountered.

Gelatinous Cube: **HD** 4; **AC** 8[11]; **Atk** slam (2d4 plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: immune to lightning and cold, paralysis for 6 turns (save avoids).

Kobolds (all): Kobolds are universally armed with light crossbows and 2d6 bolts. Each also has a long, thin-bladed dagger (treat as a short

sword). Each has a 10% chance of carrying some weird item:

Roll 1d00	Result
01–20	Poison animal (scorpion, snake)
21–55	Oil flask
56–70	Lasso and net
71–80	Magic potion (randomly determined)
81–95	Caltrops (cover a 10 ft. by 10 ft. area)
96–99	Jug of vile feces (if hit, save or incapacitated for 1d3 rounds)
00	Jug of **green slime** (just bad, bad news).

Kobold: HD 1d4hp; **AC** 7 [12]; **Atk** dagger (1d4) or light crossbow (1d4+1); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none.

Kobold Shaman: The shamans have trained pet **stirges**, typically 1d3 per shaman. They have similar toys as do regular kobolds 20% of the time, however each also has a 20% chance per level of having a scroll of a spell of Level 1d3 (50%) or a potion (50%).

Kobold Shaman: **HD** 1d6hp; **HP** 6 each; **AC** 7 [12]; **Atk** dagger (1d4) or light crossbow (1d4+1); **Move** 6; **Save** 18; **AL** C; **CL/XP** 1/15; **Special:** spells Clr3 (2).
Spells: 1st—*cause light wounds, protection from good*.
Equipment: dagger, potion of healing, 14gp.

Stirge: HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

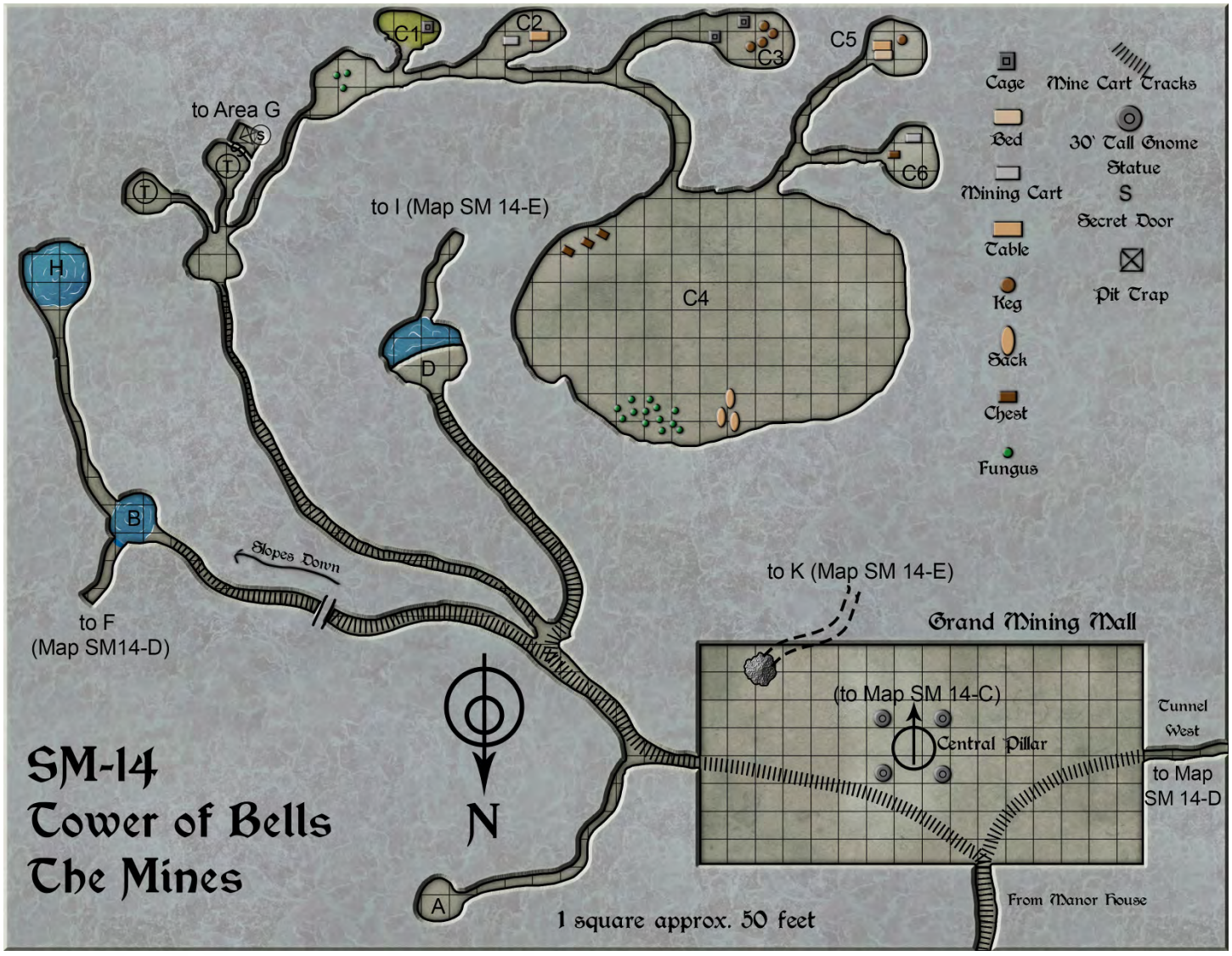
Giant Weasels: These beasts are pets of the kobolds. They typically attack lightly armored opponents, draining blood once they latch on until an opponent stops moving (playing possum causes them to move on).

Weasel, Giant: HD 3+3; **AC** 6[13]; **Atk** bite (2d6 plus blood drain); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** drain blood. (***Monstrosities*** 506)

Loud Bells Ringing: This sound is from the clock in the bell tower striking 12, 3, 6 or 9 o'clock. The sound is loud, but only deafening if it occurs within the top floor of the bell tower.

Trail of Silver Nuggets: This is a "how dumb can you be?" trail of breadcrumbs left by the kobolds. The Referee should select whichever style of trap (or a new one) that they desire if anyone is so foolish as to follow it. The nuggets are worth 1d4sp each, and the trap is not necessarily triggered at the last one (the end nugget is too obvious).

Cash, the Quasit: Cash wanders the halls of this place occasionally, usually in the form of a bat. He does not engage anyone in combat. He immediately alerts Nesbitt to the intruders' presence, however.



Helena: Helena seldom wanders from her clock tower. Should she be encountered elsewhere, she typically retreats slowly back to the tower, keeping her eyes facing intruders. See **The Tower of Bells**, below, for Helena's statistics.

The Mines

The entrance to the mines leads down from above (see description of the mansion). The mines themselves are unlit at all times since kobolds and zombies can see in the dark. Strange echoes occasionally are heard, including the sounds of picks hitting rock, the wind blowing through the tunnels, or even a screeching metal-on-metal sound like mining carts being moved. The mine tunnels run for hundreds of yards and are not detailed here. In general terms, the tunnels are 5ft by 5ft by 5ft in dimension, with rough rails running through all of the straight sections. Every 200 yards or so, there is a 50% chance of finding a mining cart. These carts carry up to 500 lbs. of material (or two characters), and have a pump lever to propel them along the tracks at speeds of 10ft per round, plus 10ft per additional round until a maximum speed of 40ft per round is reached. Slowing a cart down by use of the brake requires the same amount of time as speeding up (10ft per round decelerating). Specific encounter areas are described below.

The Grand Mining Hall

The grand hall is where one arrives when coming down the ramp from the mansion above. The hall itself is 200ft by 400ft long, with a central pillar filling a 40ft by 60ft area. The walls and floor are perfectly squared off, obviously cut with great skill. Piles of waste rock are lined up against the south wall, and mining cart tracks lead from this pile to the east and west of the hall. Buried under 10ft of waste rock is a trapdoor leading to **Cave K** below.

The mining carts have steering mechanisms (although they turn poorly at high speeds: 50% chance of derailing if moving 30 ft./round; 75% chance if moving 40ft/round). Of course, instead of carts, the party could choose to walk the tunnels. A favorite tactic of the kobolds is to send a loaded cart at anyone on foot in the tunnels. Being hit by a loaded cart inflicts 1d6 points of damage per 10ft of movement to any hit by one (save at –4 to dodge due to the tight quarters)

The Central Pillar

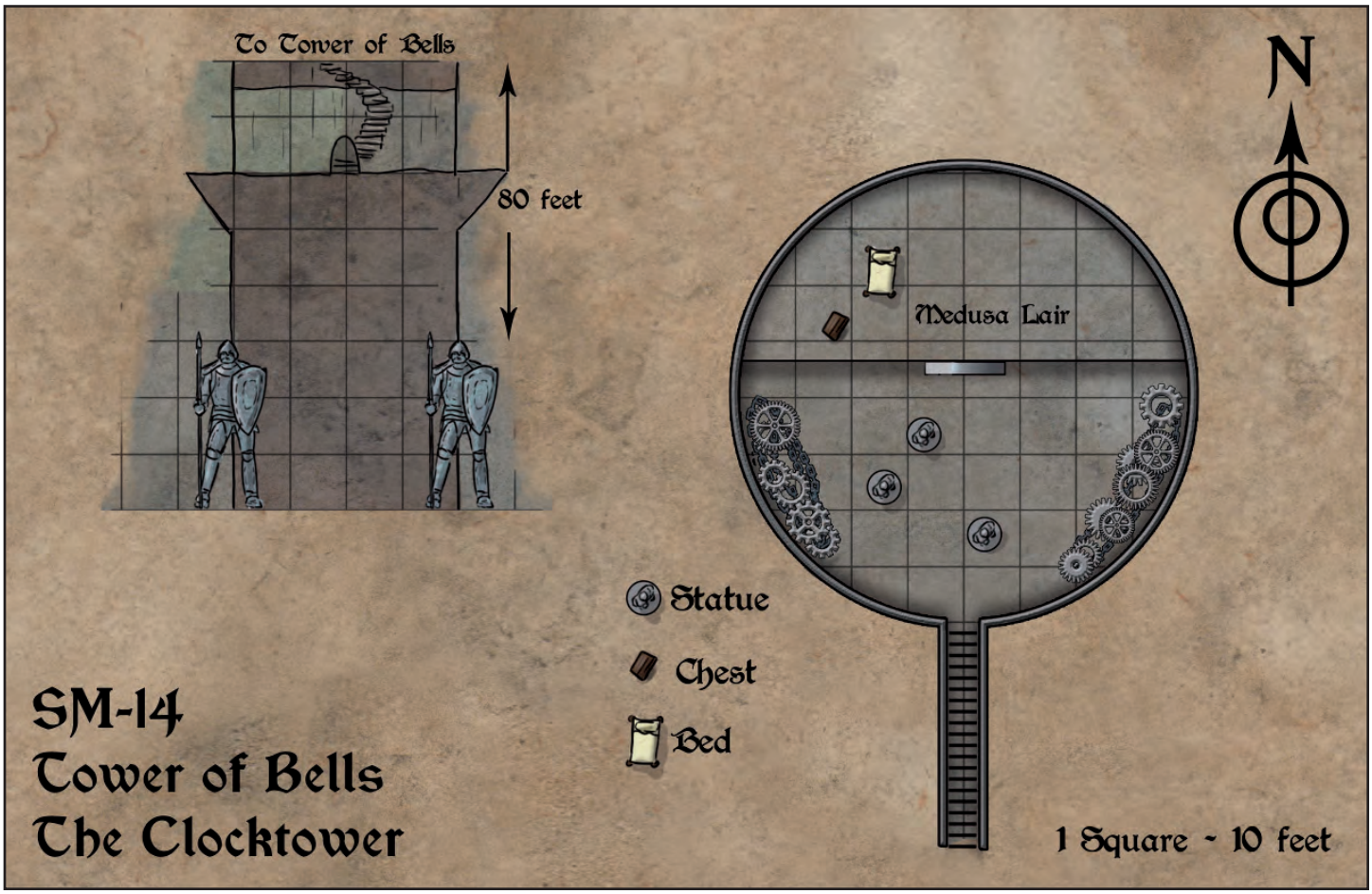
This pillar rises 80ft into the air and is constructed of the granite bedrock that makes up the walls of this place. Its top connects into the ceiling of the room. Carved statues of dwarves (with their heads removed and otherwise defaced) line the sides of the central pillar. Stone protrusions dot the walls of each side of this structure in its center (ladders that have since been destroyed). About 60ft up are platforms overhanging each side of the structure. Eight intact mining carts are lined up near the rubble pile. Ten intact pickaxes and 4 rock bars lie within the carts.

What is not readily apparent is that the pillar itself is partially hollow, as well as occupied. Stationed inside the pillar are **12 kobolds** (see **Tower of Bells Random Encounters**) with access to the area below using sets of rope ladders they constructed (the ladders are currently rolled up next to the platforms).

The kobolds, in addition to their crossbows, are armed with a total of 40 large rocks (treat as grenade-like missiles). The kobolds attack with these rocks attack at –2 to hit, and inflict 1d6+1 points of damage on anyone they hit. The western platform also has a gong suspended by two chains about 10ft back from the platform's edge. If anyone tries to climb up the central pillar, or if anyone flies around the chamber, the kobolds immediately target all missile fire (or rocks) at that individual. Otherwise, they sit quietly and let the party pass through the room.

The kobolds have no treasure. However, six large water barrels, as well as a hanging rack containing numerous small dead animals (food), are present on the southern platform.

In the center of the hollow area is a staircase leading up to the tower interior. The staircase is 5ft wide and rises 80ft at a steep, winding slope. Should the gong be rung, the bells in the tower begin ringing in a loud, deafening cacophony of sound. This noise causes the equivalent of a *deafness* spell on all within the tower and staircase. Under no circumstances do the kobold guards go up the stairs, even jumping off the pillar to their deaths instead.



The Tower of Bells

The top of the tower is an 80ft diameter circular room containing a dramatic series of chains, bells and a huge granite clock face, as well as a stone menagerie of kobolds, dwarves and adventurers, all expertly carved and lifelike. When the bells and chimes go off in this room, no verbal communication is allowed, and any glass items (yes, including mirrors) shatter 50% of the time (each round). A total of **6 kobolds** (5 normal and a shaman), **4 dwarves** (hp 7) and **3 humans** have been turned to stone here. The humans are as follows:

- Hoffa (Ftr6), a Lawful fighter wearing *+1 chainmail* and carrying a sword, crossbow and 3 *bolts of splashing* (**Appendix**).
- Cricket (MU7), a Neutral magic-user wearing robes, with a *wand of lightning bolts* (8 charges) on her belt.
- Zeebo (Clr6), a Lawful cleric, carrying a mace, wearing plate mail, and has a *scroll* (*cure disease, neutralize poison, cure serious wounds*) in his belt pouch.

The kobolds are just, well, kobolds. The dwarves react at first with surprise, and then with gratitude. While normal dwarves, all three are skilled engineers, and gladly take service with any who rescue them at half normal rates (basically human engineer price for gone engineers!). The humans are grateful for being rescued as well, and are potential henchmen or allies. Cricket lacks her spellbook and would need to create a new one to be effective, however. (It's long lost — the innkeeper she left it with sold it years ago.)

A set of stairs leads up to the huge clockwork mechanism and clock face.



When the dwarves lived here, this was a clock tower. Each hour it struck and played different songs. While the clock is still working, the musical sounds only sound now once every three hours. **Helena the medusa** lives here in the clock. Like a proverbial cuckoo when the clock strikes 12, 3, 6 or 9, the medusa pops out on a platform 8ft above the floor, uses her gaze attack for 2 rounds, and then retreats back inside the structure. Helena can manipulate the clock hands from the inside, dictating when she pops out by changing the time. Clever adventurers will note the time change and see the pattern of what she is doing.

Helena, Medusa: HD 6; **HP** 30; **AC** 6[13]; **Atk** *+1 flaming longsword* (1d8+1 plus 1d6 fire), snake bite (1hp plus poison); **Move** 9; **Save** 9 (with cloak); **AL** C; **CL/XP** 8/800; **Special:** gaze turns to stone (save avoids), poison.

Equipment: *cloak of protection +2*, *+1 flaming longsword*, *potion of extra healing*, *ring of protection from normal missiles*, unbinding ritual scroll, silver bracelet with 3 rubies worth 160gp, a gold signet ring (40gp) and a small iron key on a braided string around her neck.

Until she changes the clock's hands and emerges, she is well protected by 3ft of solid stone and cannot be attacked. The platform can be extended by physically forcing the hands of the clock into the proper position from the outside; however, attempts to do this have a 30% change of breaking the mechanism permanently. Again, the clever adventurer simply spikes the mechanism shut (e.g. not at the hour position), let the medusa starve, and comes back in a few weeks to open it again.

The medusa's lair is inside the clock. Besides Helena, there is a cushy bed made of straw and feathers from some brightly colored creature (feathers worth 200gp), a wooden chest (locked, but the key is on Helena's neck), and a series of silk blankets (worth 60gp) and feather pillows (the pillows are covered in a black goo — the snake poison from the medusa, see Helena's statistics above for poison damage if touched).

The chest contains a fine set of stoneworker's tools (worth 120gp), a *scroll of stone to flesh, feeblemind,* and *disintegrate*, and a set of engineering drawings depicting the workings of the clock (worth 1200gp, but priceless to the dwarves).

The East Tunnel

This tunnel has four major forks that can be taken by rail or by foot off the main stem. The first spur dead ends after 200ft in a mining area (**Cave A**). The second runs straight for 800 yards, ending at **Cave B** after a watery splash. The third leads 200 yards to a small maze entrance created by the kobolds as a hive (**Cave C**). The final fork leads 180 yards to a 60ft deadfall into the water below (**Cave D**). The sides of the tunnel (anything off the rail track) are often trapped (roll on wandering monster table at –45% for each 50 yards traveled, with any result less than 0 being no trap). This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10ft of movement.

Cave A

This dead-end tunnel ends in a 60ft diameter cave. The cave is occupied by **6 dwarf zombie miners** that ignore characters unless molested (they attack only if attacked). The miners continuously cut into the rock face and load ore carts (several of which are currently overflowing with worthless rock). If told to "*stop work,*" they stand motionless. If told to "*start work,*" they resume mining. The zombies themselves have dry, shrunken features and are eyeless. Creepy, but harmless. The zombies do not even defend themselves if attacks, and are with no XP if defeated.

Cave B

This cave exit from the mining tracks dead-ends in **Cave B**. The last 100 yards slopes slightly downhill (adding 10ft to cart movement rate per 50 yards), and ends in a pool of water. The pool itself is 40ft in diameter but only 6ft deep, and it leads nowhere. Of much more concern is the **gelatinous cube** living in the pool. Anything crashing into the pool has a 30% chance of striking the cube. If no one hits it on the way in, the cube moves to engulf anyone in the water starting 1 round after the crash occurs. The pool has a

small, 6ft diameter tunnel at the bottom. This tunnel leads to **Cave F** in the depths below. The tunnel itself has a large, rich vein of silver (200,000 sp of silver in nearly 2 million gp weight of rock). The vein can be seen if magical light is introduced into the tunnel. Good luck mining it underwater, though.

Gelatinous Cube: **HD** 4; **AC** 8[11]; **Atk** slam (2d4 plus paralysis); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** immune to lightning and cold, paralysis for 6 turns (save avoids).

Cave C

This rail line ends in a 40ft diameter cave with three 5ft diameter tunnels leading out of it. The left and center tunnels are false entrances; each leads a few dozen yards back and ends in a **trap**.

The left tunnel ends in a small, 20ft diameter cave filled with **11 gas spores**. Further, a pressure plate 20ft from the end triggers **6 crossbows** to fire in 1d3 rounds after it is stepped on, assuming that the person steps off it. Stepping onto the plate cocks the crossbows; stepping off releases the bolts. The person treading on the plate immediately knows he has done so, but no effect occurs until a bolt hits a gas spore. Each crossbow has a 1 in 3 chance of targeting and hitting a gas spore. When a gas spore is hit, all explode; inflicting 66d6 points of damage to everyone within 30ft. Sorry kids, this is one of my dungeons. The Referee should note a loud series of "*clicks*" can be heard when the plate is first depressed.

The center tunnel ends in a seemingly dead-end corridor with an obvious secret door (detected 1-4/6). The door mechanism "opens" by spinning a round plug in the center of the wall to the left. This causes a seam in the floor (detectable by spilling water or other liquid on the floor) to open in the last 40ft of the tunnel and drop all into **Cave G** below. Anyone in this section of corridor falls 50ft into water (5d6–10 points of damage).

The right-side tunnel leads into the kobolds' lair. The lair consists of a small cave complex of 6 individual areas. In the entry cave are **4 large shrieker fungi**. No traps are present in these caves. Remember, each adult kobold has a 10% chance of having a "toy." Each cave entrance has a shifting wall panel (treat as a concealed door) and can be barred from the inside. The kobolds frequently like to make it appear as if this is just another dead-end tunnel complex.

Shrieker (4): **HD** 3; **HP** 15, 13, 16, 12; **AC** 7[12]; **Atk** none; **Move** 1; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** shriek (1hp/round within 30ft, save avoids).

In these small caves are the following:

Cave C1

Ten kobolds (see **Tower of Bells Random Encounters**) **and 6 kobold young** (non-combative). The kobolds are armed as described above and have no treasure. The kobolds nest in piles of old grass and plants brought in from the surface. Ten kobold eggs are in one nest. The kobolds all have mining tools in addition to their weapons. Thirty-six large bags of rice and a large cage full of rats are stacked in the room.

Cave C2

There are **6 kobold elite guards** here. Each wears a bone necklace to symbolize his rank (weird, but still worth 1sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000sp (weighs 2 tons). Each has **2 pet giant weasels** that are bonded to the guards. On a table in this room is a *helm of gills* (**Appendix**).

Kobold Elite (6) HD 1d4hp; **HP** 4 each; **AC** 7 [12]; **Atk** dagger (1d4) or light crossbow (1d4+1); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/5; **Special:** none.

Giant Weasels (12): HD 3+3; **HP** 18; **AC** 6[13]; **Atk** bite (2d6 plus blood drain); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** drain blood. (***Monstrosities*** 506)

Cave C3

This is the home of **3 kobold under-shamans**. They wear extensive arrays of weird bone and rock jewelry, with shiny crystals. One has a 4-ounce chunk of quartz with a *continual light* spell cast on it. If encountered, this gentleman raises it above his head and threatens any who "don't run away" with "lightning bolts from his god!" One of the other shamans has a box of scorpions that he throws into combat the first round (the swarm moves and attacks randomly — kobolds and players can both be targeted). A large box of normal rats in the back of the room is used to feed the scorpions. The shamans also have a small cask of *mushroom ale* (creates the effect of *hallucinatory terrain* on drinkers for 8 hours, everyone feels like they are in a forest!). There are 5 uses of the draught in the cask.

Kobold Under-Shaman (3): **HD** 1d4hp; **HP** 4 each; **AC** 7[12]; **Atk** dagger (1d4) or light crossbow (1d4+1); **Move** 6; **Save** 18; **AL** C; **CL/XP** 1/15; **Special:** spells Clr2 (1).
Spells: 1st—*cause light wounds*.
Equipment: dagger, *potion of healing*, 8gp.

Swarm, Scorpion: **HD** 4; **HP** 20; **AC** 8[11]; **Atk** swarm (1d6 plus poison); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** lethal poison (save avoids). (***The Tome of Horrors Complete*** 532, "Swarm, Poisonous Frog).

Cave C4

Main kobold lair, containing **64 adult kobolds** (see **Tower of Bells Random Encounters**) and the kobold leader, **Charlie**. The kobolds are armed as described above, and have no treasure. The kobolds all have mining tools in addition to their weapons. Edible fungus grows in well-tended gardens, and 100 sacks of rice are stacked against the back wall. The kobolds typically dine on cold rice and a little rat meat. Charlie does not surf.

Charlie, Kobold Leader: **HD** 1; **HP** 8; **AC** 6[13]; **Atk** short sword (1d6) or spear (1d6); **Move** 6; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: leather armor, shield, short sword, spear, *potion of healing*, 15gp.

Cave C5

The lair of the grand shaman **Nesbitt**. In this chamber, Nesbitt, his familiar **Cash**, the quasit and his pet **cave scorpion** sleep. Nesbitt is a druid and wizard, quite an accomplishment for a kobold. Nesbitt has no intentions of directly confronting a well-armed party. His initial reaction to any intrusion into the lair itself is to become *invisible* and flee to warn/fetch Helena. He knows how to summon her from the clock tower without using his eyes, and frequently does so. In a pinch, he sends Cash to get her, using his *projected images* to frighten and hopefully chase off the party.

Nesbitt, Kobold Grand Shaman: **HD** 1; **HP** 8; **Atk** dagger (1d4); **Move** 6; **Save** 17; **AL** C; **CL/XP** 2/30; **Special**: spells Clr4 (2/1), spells MU4 (3/2).
Spells (Clr): 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*.
Spells (MU): 1st—*magic missile* (x2), *shield*; 2nd—*invisibility*, *mirror image*.
Equipment: *potion of extra-healing, staff of projection* (**Appendix**), *locket of soul keeping* (**Appendix**).

Cash (Demon, Quasit): **HD** 3; **AC** 2[17]; **Atk** 2 claws (1d2 plus poison), bite (1d3); **Move** 14; **Save** 14; **AL** C; **CL/XP** 7/600; **Special**: magic resistance (25%), magical abilities, non-lethal poison (reduce dexterity by 1 point for each hit, lasts for 2d6 rounds, save avoids), regenerate (1hp/round).
Magical Abilities: at will—*invisibility*; 1/day—*fear*.

Scorpion, Cave: **HD** 2; **HP** 10; **AC** 5[14]; **Atk** 2 pincers (1d4), sting (1 plus poison); **Move** 9; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: lethal poison (+2 on save).

Cave C6

Exactly like **Cave C-2**, this is the lair of **6 kobold elite guards**, each wears a bone necklace to symbolize his rank (weird, but still worth 1sp).

These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000sp (weighs 2 tons). Each has **2 giant weasel pets** that are bonded to the guards.

Cave D

This is "the end of the line" for this railroad. Anyone riding in a cart must make a save at the 60ft mark to notice that the rail line ends. An additional save can be made at the 40ft mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10ft of cart movement greater than 10ft/round) or ride it to the end, falling 60ft into the water below. Damage from the fall is 6d6–6 points of damage.

The water below is deep (12ft or so), and no dry land can be seen. Watery tunnels lead to **Caves H** and **I**. Great evil can be detected down the tunnel to **Cave I**.

West Tunnel:

This tunnel leads deep into the mines, as well as to the lower mine level, and has three major forks that can be taken by rail or by foot off the main stem. The first spur dead-ends after 800ft in a mining area (**Cave E**). The second runs straight for 400 yards, ending in a large cave (**Cave F**) with an exit leading down to the lower level. The final fork leads 80 yards to a 60ft deadfall into the water below (**Cave G**).

The sides of the tunnel (anything off the rail track) are often **trapped** (roll on **Random Encounter Table** at –45% for each 50 yards traveled, with any result less than 0 being no trap. This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10ft of movement. If kobold miners notice anyone in the tunnels, there is a 50% chance that they run at them with a mining cart, attempting to squash those on the tracks, or force any jumping out of the way into the traps.

Cave E

This cave contains the broken and wiggling remains of 6 dwarf zombies, all smashed to bits, with their mining picks lying next to them on the ground. The bodies are battered and ripped to shreds. None is still functional in any way, yet their unlife continues. A very nice-looking mining cart lies at the end of the track here, with fine grade ore lying next to it in a pile. It is by far in the best shape of any of the mining carts seen so far. That is because the mining cart is a **mimic**. Its best tactic is to allow victims to get inside and start "riding," giving it complete surprise and a nearly automatic engulf attack. The mimic has no treasure, but the spilled ore on the ground is worth 300gp (but weighs as much as 100 lbs.). Ore in the walls contains a vein of silver worth 30,000sp (mixed with 30 tons of rock).

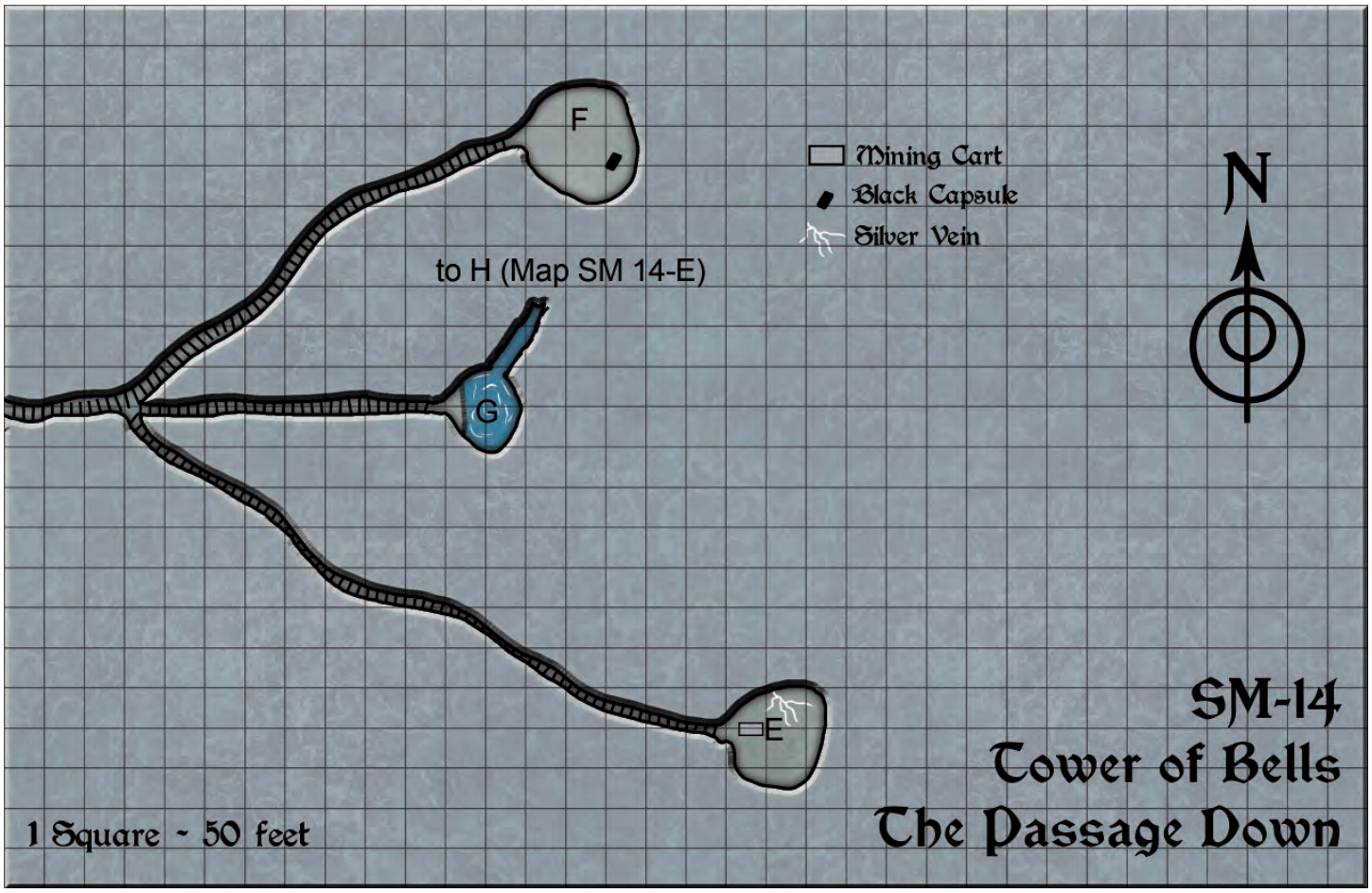
Mimic: **HD** 7; **HP** 38; **AC** 6[13]; **Atk** smash (2d6); **Move** 2; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** disguise, glue. (***Monstrosities*** 329)

Cave F

The mine tunnel to this area slopes gently down, ending on a low beach. Currently mining the far west wall are **6 dwarf zombies** (non-combative) and **22 kobolds** (see **Tower of Bells Random Encounters**) that have exposed some weird black stone (an imprisonment capsule) that they are not even denting with their picks. Nothing mundane can free a creature from this capsule. It requires an unbinding ritual to open it. Once Helena the medusa realizes that this is the "magic area" that Cash the quasit has been looking for, everyone is in for a nasty surprise. The quasit figures this out 3 weeks after the characters first enter the mines. **Cave I** is directly below this cave and contains the entrance portal to the imprisonment vault. **Cave I** cannot be accessed from here, however, without extensive digging. In order to successfully free the demon Trifeska, this entrance portal must be cleared.

Cave G

Very similar to **Cave D**, the rail ends here. Anyone riding is a cart must make a save at the 60ft mark to notice that the rail line ends. An additional



save can be made at the 40ft mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10ft of cart movement greater than 10ft/round) or ride it to the end, falling 60ft into the water below. Damage from the fall is 6d6–6 points of damage.

The water below is deep (12ft or so), and no dry land can be seen. A watery tunnel leads to **Cave H**.

The Lower Mines

Kobolds excavated the lower mines at the direction of the grand shaman, Nesbitt, with the carefully guided urging of Cash, his familiar. The lower mines radiate a slight taint of evil universally, so *detect evil* spells are relatively worthless here, as the whole place radiates it. The area is flooded, with main rooms filled with 2ft to 8ft of water. Even the tunnels contain 1ft to 3ft. This creates noisy movement, and any water over 2ft deep is considered difficult terrain and decreases movement by half. Any water deeper than 80% of a creature's height forces them to make a save to proceed normally. Assume anyone dropped in from a deep pit trap lands in a tunnel section. Caves from above drop into the area noted.

Cave H

This cave is the end point of the left tunnel from the water-filled room in **Cave D**, and is a direct drop from **Cave G**. The room is filled with approximately 12ft of water. Wooden debris floats in the water, and a large wooden raft (10ft by 10ft) is tied to one wall. The walls are ringed with piled up rubble and debris, with obvious signs of mining and small holes and dead-end tunnels branching off in a dozen areas. Warnings and signs in primitive kobold script are scribbled all over the walls to the northern side of the cave.

Living under the water on the north side of the cave is a **black pudding**. This creature moves toward anyone swimming or crashing into the water as soon as it notices them. Its main tactic is to move toward the shallow water near the exit to **Cave K**, as it is not buoyant (it cannot swim, and must crawl along the bottom), and has found that the best way to get a meal is to head to the shallow water at the cave's exit — it knows that the "food" usually heads that way. The pudding cannot attack anything it is separated from by more than 5ft of water.

Black Pudding: **HD** 10; **HP** 50; **AC** 6[13]; **Atk** slam (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface destroys weapons and armor, divides when hit with lightning, immune to cold.

The exit tunnel to **Cave K** is filled with 2ft of water. If the raft is used to traverse the pool of water, there is a 50% chance the pudding ignores intruders (no vibrations to sense). If the party makes noise (splashing, falling, etc.), it is here waiting for them. The pudding moves slowly, so time to reach the tunnel is also a factor in whether it attacks. It moves to the mouth of the tunnel, but does not pursue more than 50ft down the tunnel (it fears what lives in **Cave K**).

Cave I

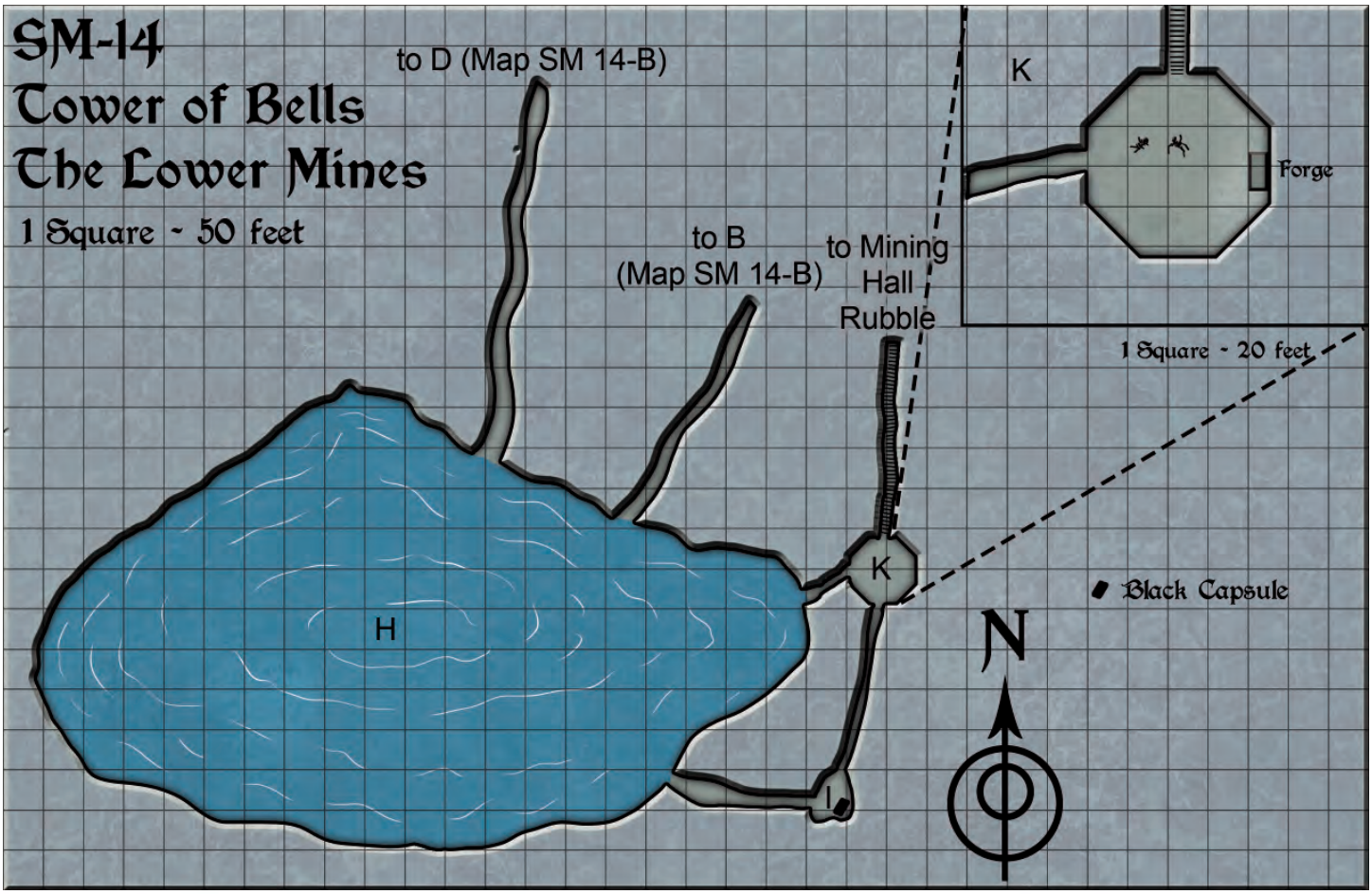
This cave is accessed from either **Cave D** through an underwater tunnel (see below), or from **Cave K** through a dry tunnel. This is the "endgame" cave, so to speak.

The tunnel from **Cave D** runs 200ft, gradually sloping down until no air space is left, and requires an underwater swim of 40ft after the air space runs out. It then slopes back up and after 30ft reaches this cave. Creepy.

The tunnel from **Cave K** is relatively dry (water is 1ft deep) and leads directly here after a 200ft twisting walk.

This cave is composed of the same granite as the rest of the complex. It is only 30ft. in diameter, and has a wet floor, but is not water-filled. The ceiling looms 20 ft. above and contains what looks like a black, stone cylinder, roughly 40ft long (it passes into both side walls) and 10ft in diameter. Roughly half the cylinder is exposed in the roof of the cave. In the center of the cylinder is a strange, black, round 3ft hatch-like protrusion with a series of arcane symbols inscribed on it. A *read magic* spell is required to decipher the script, and reveals the following:

Curse be on you to be bound to the earth for all time. Suffer in solitude and may no man release you, lest he be damned as you are.



This is the entrance portal that can be used to release **Trifeska the demon** from his prison. The portal can be opened by two means. First, an unbinding ritual scroll can be read. Lacking that, the portal can be opened by a Lawful cleric or paladin by simply breaking the wax-and-silver gasket seal and turning (unscrewing, basically) the plug from the prison.

In any case, once released, the fully operational battle nalfeshnee hops out and attacks any not in cahoots with Cash the quasit. Trifeska always begins combat with a *gate* spell, summoning a **glabrezu** to assist it. This is typically followed by a *symbol of discord*. Trifeska is not keen on engaging in hand-to-hand combat unless he has a clear advantage, using his spell abilities instead. If outmatched, he leaves, coming back again and again to torment his rescuers.

Demon, Nalfeshnee (Category IV): **HD** 7d10; **HP** 48; **AC** 4[15]; **Atk** 2 claws (1d4), bite (2d4); **Move** 9 (fly 14); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: +2 on attack rolls, +1 or better weapon to hit, immune to fire, magic resistance (65%), magical abilities.

> **Magical Abilities:** at will—*dispel magic*, *fear*, *polymorph self*; 1/day—*symbol of discord*; 1/day—*gate* 60% (glabrezu).

Cave K

This cave has two tunnels leading into (out) of it. One tunnel leads to **Cave I** and one to **Cave H**. This room is elevated, dry and even a bit warm. Both exits from it lead to watery tunnels. A ladder on the wall leads to the hidden trapdoor in the ceiling (obvious form this side) to the grand mining hall above. This door cannot be opened from this side unless the blocking debris above is cleared.

This cave was the foundry used by the dwarves to refine ore. The cave (room, really) is octagonal shaped and shows fine workmanship. It is 40ft per octagon side, and in its center is a large, magical forge. Well, it used to be magical. That was before the kobolds stole the six rubies from the front of it.

Two kobold skeletons lie in front of the forge, charred beyond all recognition. Six large gems (rubies, 1000gp each) sit on the floor next to the bones. Anyone approaching within 10ft of the forge draws forth its guardian (formerly its bound magic) in the form of a **fire elemental**.

Elemental, Fire: **HD** 16; **HP** 90; **AC** 2[17]; **Atk** strike (3d8); **Move** 12; **Save** 3; **AL** N; **CL/XP** 17/3400; **Special**: +1 or better weapon to hit, ignite materials.

The elemental was bound to the forge, but removing the gems destroyed the binding magic. Now it is free and angry at its long captivity. It attacks anyone in the room until slain, but does not enter any of the water-filled areas. The black pudding in **Cave H** knows of it and fears it, and hence does not come near this room. The elemental has no treasure. The capture traps on the smelter, however, contain 50 large silver ingots (worth 1000sp each) of refined ore.

Chapter 3: Kayden's Swamp

Kayden's Swamp is located some 80 miles south of Bard's Gate in a swampy part of the Stoneheart Forest and encompasses more than 24 square miles of bog land, crocodile-infested backwaters and soggy islands. It is within this mosquito-filled bayou along the Stoneheart River that Kayden makes his secret lair away from the prying eyes of the Lyreguard and the meddlesome politics of Bard's Gate.

Should the party find itself alone in Kayden's Swamp, they soon find that the magic-user's control over the area is indeed awesome. The map shows the extent of power that Kayden exerts over the morass. Most riverfolk and travelers from Bard's Gate avoid the area at all costs, correctly believing it to be inhospitable and largely haunted.

Kayden regularly employs illusions, conjured mists, traps and other deceptions to hide the location of his island from those who seek to find it, most namely the agents of his archrival, Sorten. For the most part, Kayden tries only to scare away those who enter the swamp as he doesn't want to attract a lot of attention to his schemes. Persistent parties attract his attention and are dealt with in a progressively more serious manner as they get closer to his secret island base. Once he becomes aware of intruders, Kayden tracks the party via the *crystal ball* in his study. If Kayden is actively seeking to ensnare the characters in his plot against Sorten, he sets a series of ambushes designed to capture them. The ambushes are similar to the ambush designed for the City of Ashes. If the ambush fails, Kayden resorts to using more challenging foes such as the tribe of croc folk or summoned creatures.

If the characters joined forces with Sorten, they may be sent in as a strike squad to assault Kayden's fortress. If Sorten instead captures the characters, an escape attempt could lead them into the swamp.

Means of Interference: If characters come as foes of Kayden or if they escaped his clutches, he searches for the party using his *crystal ball*. Characters have a 5% cumulative chance per half mile they travel in the swamp of Kayden discovering their location. Once discovered, he uses his scrying connection to direct ambushes, cast illusions or otherwise impede and entrap the party within his domain.

River Travel: The current is 2–3 mph and may be doubled when rowing downstream, or halved when rowing upstream. A character with above-average strength (13+) is only capable of rowing with or against a current for 8 hours before suffering exhaustion.

Backwater Travel: Travel over the backwater is at a canoe speed of up to 3 miles per hour.

Overland Travel: Travel overland is reduced by one-fourth. Travel across pure mud and bog (as found near the shore or in reedy areas) is one-half at best.

Stoneheart River: The Stoneheart River flows through the Necromancer's Swamp on its way to the sea. At this point, the river itself is nearly a mile wide with a current that flows at a steady 2 miles per hour. Keelboats, flatboats and barges sailing through this stretch tend to hug the eastern banks of the river, avoiding the western stretch of swampland altogether. The water here is 120ft deep near the center of the flow with the drop-off beginning some 20ft from the edge of the banks. Along the banks of the swamp island, the water is 3ft to 7ft deep.

The Backwater: The true swamp is composed of muddy islands formed by silt that accumulated on the roots of tupelo, knotty pine, cypress, live oak and other swamp trees. The shallows of the backwater are filled with various reed and cattail marsh grasses. The depth of water in the backwater area is 3ft to 10ft, and the banks of the various swamp islands are very muddy up to 20ft inland. Even inland, pools of standing water and deceptive quicksand pits are a common hazard. Below the water lies a clutching, grasping layer of rich, dark brown silt. Armored beings who fall into the water and sink to the bottom quickly become ensnared in the sticky silt and drown.



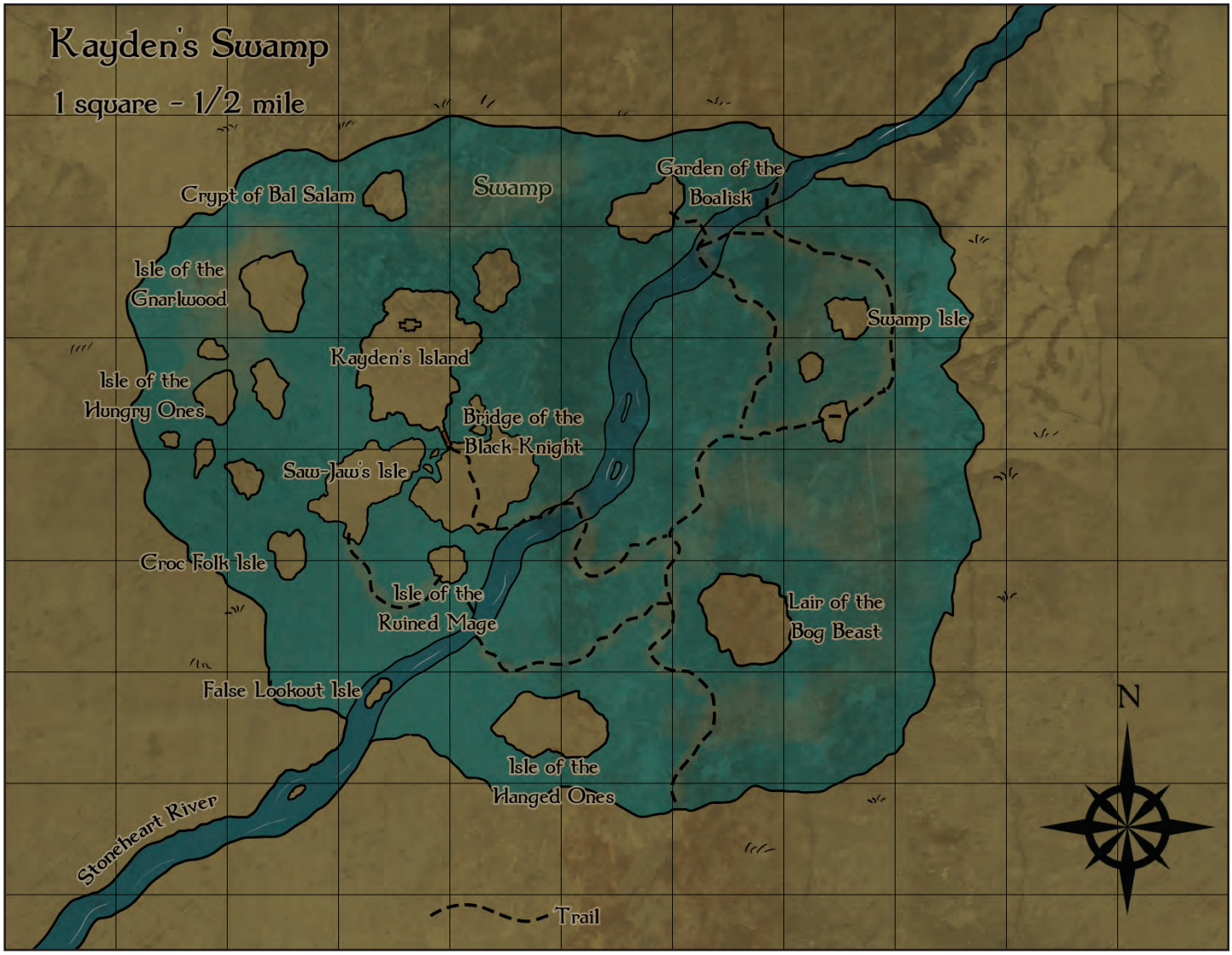
Mosquitos swarms are oppressive, with a 1% cumulative chance per hour exploring the swamp of contracting malaria. Kayden's Cauldron wards these creatures off, and the chikes native to the swamp are immune to the disease.

Backwater Random Encounters:

Roll 1d20 for every hour spent on the backwaters:

1	1d4 crocodiles
2	1 giant electric catfish
3	1 giant crocodile
4	1 poisonous frog swarm
5	1 giant frog
6	1d2 croc folk (chikes)
7	1d8+2 giant mosquitoes
8–20	No encounter


The Tradeway
To
Bard's Gate
South Road
Stoneheart Forest
1 square = 5 1/2 miles
Stoneheart Falls
Karling's
Contraption
N
Kayden's
Mansion
Kayden's
Swamp
Stoneheart River
Graywash River



Catfish, Giant Electric: **HD** 8; **AC** 3[16]; **Atk** bite (1d8); **Move** 0 (swim 9); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: electric discharge (1 per 1d4 rounds, 2d6 damage, save half), swallow whole on natural 20. (***The Tome of Horrors Complete*** 623)

Chike (Croc Folk): **HD** 4; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8) or battle axe (2d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)
Equipment: bronze shield, battle axe, hide harness, side pouch.

Crocodile: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 77)

Crocodile, Giant: **HD** 6; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: none. (***Monstrosities*** 78)

Frog, Giant (large): **HD** 3; **AC** 7[12]; **Atk** bite (1d8); **Move** 3 (or 150ft leap); **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: leap 150ft, swallow whole on natural 20. (***Monstrosities*** 179)

Mosquito, Giant: HD 1d4hp; **AC** 6[13]; **Atk** bite (1 plus blood drain); **Move** 6 (fly 15); **Save** 13; **AL** N; **CL/XP** B/10; **Special:** blood drain (automatic 1d4 damage for 1d6 rounds). (***The Tome of Horrors Complete*** 389)

Swarm, Poisonous Frog: **HD** 4; **AC** 8[11]; **Atk** swarm (1d6 plus poison); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: poison. (***The Tome of Horrors Complete*** 532)

Swamp Islands

Swamp islands range in size from very small copses of trees a few dozen yards across to larger wooded areas taking up several square miles. The islands are inhabited by all manner of strange creature that Kayden allows to dwell within his domain, including croc folk, hobgoblins, goblins, shambling mounds, ogres, trolls and, of course, his own undead creations let loose upon the inner isles to further dissuade thieves and would-be troublemakers.

False Lookout Isle

False Lookout Isle is an island in the center of the Stoneheart River at the entrance to the 7-mile stretch of swampland that occupies the western banks of the river. A 100ft peak rises 50ft above the ash tree copse of the quarter-mile-wide island. From the water, a greenish glint can be seen near the top of the peak. The glint has all the earmarks of a spyglass or some form of enchantment.

The island is thick with vegetation, and the cliff is a difficult climb (–30% Climb Walls penalty). Achieving the summit reveals an empty crate of wine bottles that were set upon their side so that the glass from their bottoms appears to flicker when the light of the sun or moon hits them at exactly the right angle. The summit grants a view of several

swamp islands to the west, and a mixed pine and hardwood forest to the east. A dense fog can be seen far to the southwest.

Croc Folk Islands

Croc folk settlements comprise the outer isles of the swampland. The chikes swore allegiance to the necromancer and are rewarded with weapons and shields of bronze. No more than a total of **24 croc folk** are in the entire swamp.

Chike (Croc Folk) (24 total): **HD** 4; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8) or battle axe (2d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)

Equipment: bronze shield, battle axe, hide harness, side pouch.

Random Encounters (1d20):

Roll 1d20 for every hour spent on the **Croc Folk Islands**:

1	**1d4 crocodiles**
2	**Giant crocodile**
3	**2d6 muckdwellers**
4	**1d4+2 croc folk (chikes)**
5	**1d8+2 giant mosquitoes**
6	**Quicksand**
7	**Jaguar**
8	**Mudbog**
9–20	No encounter

Chike (Croc Folk): **HD** 4; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8) or battle axe (2d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)

Equipment: bronze shield, battle axe, hide harness, side pouch.

Crocodile: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 77)

Crocodile, Giant: **HD** 6; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: none. (***Monstrosities*** 78)

Jaguar: **HD** 3+2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d6); **Move** 24 (climb 12, swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***The Tome of Horrors Complete*** 633)

Mosquito, Giant: **HD** 1d4hp; **AC** 6[13]; **Atk** bite (1 plus blood drain); **Move** 6 (fly 15); **Save** 13; **AL** N; **CL/XP** B/10; **Special**: blood drain (automatic 1d4 damage for 1d6 rounds). (***The Tome of Horrors Complete*** 389)

Muckdweller: **HD** 1d6hp; **AC** 5[14]; **Atk** bite (1d3); **Move** 6 (swim 12); **Save** 18; **AL** N; **CL/XP** 1/15 **Special**: blinding spray (10ft range, blinded for 1d2 rounds, save avoids). (***The Tome of Horrors Complete*** 390)

Mudbog: **HD** 3; **AC** 5[14]; **Atk** engulf; **Move** 3; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: acid, engulf (automatic 1d6 acid damage), immune to blunt weapons. (***The Tome of Horrors Complete*** 390)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his



remaining height (above the quicksand) into the muck.

The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.

The croc folk have orders to apprehend beings who may have escaped the necromancer's clutches and to kill any intruders in the swamp not specifically "marked" by the necromancer himself. They grant safe passage to Kayden's emissaries, including Syn Mallow, Romar Sourwine and his hobgoblin henchmen.

A croc folk settlement is typically 1d4 mud-and-wattle huts. The huts are difficult to make out among the local vegetation (1-in-6 chance, 2-in-6 for rangers and elves). Each hut is home to **1d4-1 chikes**. There is a 20% chance of a clutch of eggs within the hut, guarded by a **female chike** who fights to the death.

Chike (Croc Folk) (1d4-1): **HD** 4; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8) or battle axe (2d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)
Equipment: bronze shield, battle axe, hide harness, side pouch.

Typical Treasure: Typically, crock folk are uninterested in treasure, save for magical weapons (which they carry) and magical potions (which they drink), which they are given by Kayden. Most other items of value tend to rot quickly in the swamp. The swamp provides them with everything they need to survive, and shiny coins are about as much worth to them as a jar of putrid cabbage. One in four chikes has a magical potion, weapon or shield enchanted to a maximum of +1.

Saw Jaw's Island

Random Encounters (1d10):

Roll 1d20 for every hour spent on the **Saw Jaw's Island**:

1	**Giant crocodile**
2	**1d4 crocodiles**
3	**1d2 croc folk (chikes)**
4	**Saw-Jaw**
5–10	No encounter

Chike (Croc Folk): **HD** 4; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8) or battle axe (2d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)
Equipment: bronze shield, battle axe, hide harness, side pouch.

Crocodile: HD 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; CL/**XP** 3/60; **Special:** none. (***Monstrosities*** 77)

Crocodile, Giant: HD 6; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** none. (***Monstrosities*** 78)

Saw-Jaw: The croc folk are led by a massive croc folk chieftain known as **Saw-Jaw**. Kayden gave Saw-Jaw several magical gifts to maintain his loyalty. Saw-Jaw's island is the northernmost and largest island of the outer banks, and is covered in marsh grass, knotty pine, cottonwood, ash and tupelo trees. High grass is pierced here and there by trails leading from the three settlements on the island.

Saw-Jaw's settlement is near the southern end of the island and overlooks the flow of the Stoneheart River. The settlement contains three huts with **6 chikes** in his family group, which is composed of 4 females and 2 males. Saw-Jaw keeps a **giant crocodile** at his campsite and has been known to hunt with the creature whom he considers part of the tribe.

Saw-Jaw is 10 feet tall with a broad, spined back. His body is covered with a crisscross of scars and bite marks earned defending his chieftainship from other chikes. He is always accompanied by at least **2 chikes** with maximum hit points.

Saw-Jaw, Chike: **HD** 7; **HP** 51; **AC** 5 [14]; **Atk** 2 claws (1d6), bite (1d8) or +2 *battle axe* (2d6+5) or +1 *bronze spear* (1d6+3); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)
Equipment: *+1 bronze shield*, *+2 bronze battle axe*, *+1 bronze spear*, hide harness, side pouch, **2** *potions of healing*, *potion of heroism*.

Chike Bodyguard (2): **HD** 4; **HP** 32; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8) or battle axe (2d6); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)
Equipment: bronze shield, bronze battle axe, hide harness, side pouch.

Chike Female (4): **HD** 4; **HP** 25, 22, 19x2; **AC** 6 [13]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 38)
Equipment: hide harness, side pouch.

Crocodile, Giant: **HD** 6; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: none. (***Monstrosities*** 78)

Saw-Jaw hates the goblins and hobgoblins in his swamp, but has the appropriate amount of fear of Kayden to avoid murdering the creatures and pickling them under a submerged log.

Treasure: Hidden in a hollowed log within one of the huts is a trove containing a dozen pearls worth 50gp each, 10 gold rings worth 10gp each, a corroded silver coffer worth 25gp containing a gold-and-agate necklace worth 100gp, and 3 *potions of healing*, a *potion of gaseous form*, and a *potion of water walk* (**Appendix**).

Isles of the Hungry Ones

Random Encounters (1d20):

Roll 1d20 for every hour spent on the **Isles of the Hungry Ones**:

1	**1d4 giant mosquitoes**
2	**Memory moss**
3	**Jupiter bloodsucker**
4	**Forester's bane**
5	**Giant dragonfly**
6-10	**2d4 hungry zombies**
11	**Quicksand**
12–20	No encounter

Dragonfly, Giant: **HD** 7; **AC** 2[17]; **Atk** bite (1d8); **Move** 9 (fly 30); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: none. (***The Tome of Horrors Complete*** 210)

Forester's Bane (Snapper Saw): **HD** 5; **AC** 2[17]; **Atk** 6 stalks (1d6); **Move** 0 (immobile); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** engulf. (***The Tome of Horrors Complete*** 253)

Mosquito, Giant: **HD** 1d4hp; **AC** 6[13]; **Atk** bite (1 plus blood drain); **Move** 6 (fly 15); **Save** 13; **AL** N; **CL/XP** B/10; **Special**: blood drain (automatic 1d4 damage for 1d6 rounds). (***The Tome of Horrors Complete*** 389)

Zombie, Hungry: **HD** 2; **AC** 8 [11]; **Atk** strike (1d6 plus grab and bite), weapon (1d8); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** grab and bite (additional 1d4 damage), feed on downed opponents. (***The Tome of Horrors 4*** 243)

Jupiter Bloodsucker: **HD** 3; **AC** 4[15]; **Atk** 6 vine-leaves (1d6 plus blood drain); **Move** 3; **Save** 14; **AL** N; **CL/XP** 4/120;

Special: blood drain (1 point of constitution per round per leaf, removal requires open doors check), double damage from fire, smother (if more 1 attached leaf, save avoids). (***The Tome of Horrors Complete*** 344)

Memory Moss: (***The Tome of Horrors Complete*** 377)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his remaining height (above the quicksand) into the muck. The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.

These southern isles in the swamp chain are occupied by hungry zombies. Kayden released these foul creatures into the swamp after a series of mass sacrifices that depopulated a number of southern fishing villages in recent months. The hungry ones occasionally run afoul of the chikes, who destroy those wandering off the island out of hand.

There are **24 hungry zombies** occupying these isles, with perhaps no more than 1d6+2 of the creatures on any single isle. The hungry ones chased away most of the natural fauna and now subsist on frogs, slugs and worms that they dig from the muck. The zombies are even more voracious than normal and stop to feed on any downed opponents, ignoring combat going on around them.

Zombie, Hungry (24): **HD** 2; **AC** 8 [11]; **Atk** strike (1d6 plus grab and bite), weapon (1d8); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: grab and bite (additional 1d4 damage), feed on downed opponents. (***The Tome of Horrors 4*** 243)

Isle of the Hanged Ones

This island is the farthest southern island in the swamp. A tree in the swamp holds the swinging corpses of a dozen river pirates who once attempted to raid Kayden's home. To punish the would-be thieves, Kayden had the band hung from the branches of an ancient willow, then animated them so that they could do naught but grunt and kick their heels at any passer-by who floats down the Stoneheart River from the north.

The pirate Captain Puvier was transformed into a **hanged man**, and his crew into **11 gallows tree zombies**. Should any living being not bearing the mark of Kayden set foot upon the soil of this island, the ropes give up their dead and the zombies and Captain Puvier attack! Those slain by the pack rise the next night, tie a rope about their own necks, and join their new brethren upon the branches of the ancient tree.

Captain Puvier, Hanged Man: **HD** 3; **HP** 20; **AC** 7[12]; **Atk** 2 claws (1d4); **Move** 6; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: hangman's rope (20ft range, wraps opponents with successful hit). (***The Tome of Horrors Complete*** 317)

Gallows Tree: **HD** 12; **HP** 87; **AC** 0[19]; **Atk** 6 slams (2d6); **Move** 6; **Save** 3; **AL** N; **CL/XP** 15/2900; **Special**: +1 or better weapon to hit, create gallows tree zombies, grab, resists fire. (***The Tome of Horrors Complete*** 261)

Zombie, Gallows Tree (11): **HD** 4; **HP** 30, 27x3, 26, 25x2, 21x4; **AC** 5[14]; **Atk** 2 slams (1d6); **Move** 9; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: regenerate (2hp/round), spore cloud, tether-vine. (***The Tome of Horrors Complete*** 261)

Treasure: Captain Puvier has a treasure map in his possession. The map reveals the correct path to the House of Kayden. Unfortunately for Puvier, his band was far too large and his greed far too great to make any difference once Kayden realized unwanted guests were invading his home.

Crypt of Bal Salam

This island holds the crypt of Bal Salam, a former apprentice of Kayden who was sacrificed to increase the power of his master.

Tall trees cast deep shadows across a small, circular clearing. A large stone lid lies cast off of a concrete cistern clogged with thick mud. A chill fills the air surrounding this place. The lid is inscribed with moss-covered writing. A closer examination of the writing reveals the following words: "Here entombed but not forgotten is the immortal flesh of Bal Salam, beloved apprentice of Mighty Kayden. May your slumber be brief and your service eternal."

Once the words are read, all who hear the utterance must make a saving throw or have their minds filled with a vision of a young handsome, muscular man held paralyzed by magic as a dozen silver daggers are thrust into his back and a hempen cord crushes his throat. The man is then drained of blood and his fluids replaced with wood alcohol, before his body is wrapped in linen bandages and stuffed into a mud pit that is then capped with a stone lid.

Characters suffering this vision are paralyzed with horror for 1d4 rounds. During this time, **Bal Salam** rises from his cistern.

Bal Salam, Bog Mummy: HD 8; **HP** 58; **AC** 2[17]; **Atk** slam (1d6 plus bog rot); **Move** 9; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better weapon to hit, bog rot (50% magical healing, no natural healing), resists fire (50%). (***The Tome of Horrors Complete*** 66)

Treasure: Bal Salam was buried with little except the golden amulets required for his transformation. Buried in the muck with his body and wrappings are 20 golden amulets. The amulets are in the shape of various necromantic charms and are worth a total of 450gp. A dozen silver daggers are in his back. They are heavily corroded but have jeweled handles and are thus worth 50gp each.

Garden of the Boalisk

Random Encounters (1d12):
Roll 1d20 for every hour spent in the **Garden of the Boalisk**:

1	**1d4 giant mosquitoes**
2	**1d4 crocodile**
3-6	**1 boalisk**
7	**Quicksand**
8–12	No encounter

Boalisk: **HD** 5; **AC** 3[16]; **Atk** bite (1d8); **Move** 9 (climb 9, swim 9); **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: constrict (upon successful bite, automatic 1d8 damage, save avoids), gaze (60ft, black rot, save avoids, if contracted, lose 1d6 constitution and charisma each day with a failed save). (***The Tome of Horrors Complete*** 64)

Crocodile: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 77)

Mosquito, Giant: **HD** 1d4hp; **AC** 6[13]; **Atk** bite (1 plus blood drain); **Move** 6 (fly 15); **Save** 13; **AL** N; **CL/XP** B/10; **Special**: blood drain (automatic 1d4 damage for 1d6 rounds). (***The Tome of Horrors Complete*** 389)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his remaining height (above the quicksand) into the muck. The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.

This northern island is largely devoid of swamp life, save for swarms of biting insects and the occasional crocodile.

The island is lair to a large **boalisk** that feasts on trespassers. Kayden is aware of the creature and leaves it to its devices, forbidding his hobgoblins from traveling here. If necessary, Kayden charms the creature via his *crystal ball* and uses it to harass escaped prisoners or scare off unwanted visitors.

Lair of the Bog Beasts

Random Encounters (1d20):

Roll 1d20 for every hour spent in the **Lair of the Bog Beasts**:

1–6	**1d4 bog beasts**
7	**1d4 crocodile**
8	**1d4 giant wasps**
9	**1 giant horsefly**
10	**1 cobra flower**
11	**Quicksand**
12–20	No encounter

Bog Beast: **HD** 5; **AC** 4[15]; **Atk** 2 claws (1d6 plus swamp fever); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: rend with claws (if both claws hit, additional 2d6 damage), swamp fever (50% movement, –2 penalty to AC and saves). (***The Tome of Horrors Complete*** 65)

Cobra Flower: **HD** 6; **AC** 5[14]; **Atk** bite (1d8 plus 1d6 acid); **Move** 3; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: squeeze (with successful bite, automatic 1d8 damage, +2 to hit on bite). (***The Tome of Horrors Complete*** 103)

Crocodile: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none. (***Monstrosities*** 77)

Horsefly, Giant: **HD** 4; **AC** 7[12]; **Atk** bite (1d6 plus blood drain); **Move** 3 (flying 15); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: blood drain (automatic 1d4 damage). (***The Tome of Horrors Complete*** 327)

Wasp, Giant: **HD** 4; **AC** 4[15]; **Atk** sting (1d4 plus poison), bite (1d8); **Move** 1 (flying 20); **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: larvae, paralyzing poison. (***Monstrosities*** 505)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his remaining height (above the quicksand) into the muck. The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.

The bog beasts are mortal enemies of the chikes, though both tribes tend to avoid one another and steer clear of one another's islands. Bog beasts feast on crocodiles, fish, birds and travelers unlucky enough to cross through their territory. Kayden has attempted to contact the elusive creatures but has had no luck communicating with them. He doesn't fear the bog beasts as they cannot harm him, and for their part, the beasts tend to avoid his large, well-armed war parties and steer clear of his home island.

No more than **6 bog beasts** exist in the entire swamp, though an exceptionally large member of their species leads them. The beasts lair in a cavern formed by the roots of a giant cypress tree. A thick stench of decay and musk fills the air near their tree. Clouds of flies swarm over bits of rotting skin and half-eaten flesh.

Bog Beast (5): **HD** 5; **HP** 25, 30, 27, 31, 33; **AC** 4[15]; **Atk** 2 claws (1d6 plus swamp fever); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: rend with claws (if both claws hit, additional 2d6 damage), swamp fever (50% movement, –2 penalty to AC and saves). (***The Tome of Horrors Complete*** 65)

Bog Beast Chieftain: **HD** 8; **HP** 60; **AC** 4[15]; **Atk** 2 claws (1d6+3 plus swamp fever); **Move** 12; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special**: rend with claws (if both claws hit, additional 2d6 damage), swamp fever (50% movement, –2 penalty to AC and saves). (***The Tome of Horrors Complete*** 65)

Treasure: A pile of cracked bones, smashed skulls and broken equipment lies near the entrance to their lair. Among the detritus of the bog beasts' leavings are the collected valuables from their kills. Among the items are several weapons from slain chikes that include a *+1 bronze bastard sword*, 3 bronze-tipped spears, a bronze shield and a gold necklace worth 240gp, the carcasses of 3 hobgoblins wearing man-sized suits of rusted chainmail, three rusty longswords and 30 arrows. The beasts otherwise have nothing of value as treasure means little to them.

Isle of the Gnarlwood

Random Encounters (1d20):

Roll 1d20 for every hour spent on the **Isle of the Gnarlwood**:

1	**Stirge swarm**
2	**Troll**
3	**Bog beast**
4	**Memory moss**
5	**Forester's bane**
6	**Bog creeper**
7	**Slime mold**
8	**Quicksand**
9–12	**Ilvess the Gnarlwood Tree**
13–20	No encounter

Bog Beast: **HD** 5; **AC** 4[15]; **Atk** 2 claws (1d6 plus swamp fever); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: rend with claws (if both claws hit, additional 2d6 damage), swamp fever (50% movement, –2 penalty to AC and saves). (***The Tome of Horrors Complete*** 65)

Bog Creeper: **HD** 7; **AC** 6[13]; **Atk** slam (1d6), 4 tendrils (1d4) or bite (2d4); **Move** 4 (swim 9); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: camouflage, constrict, spit acid. (***The Tome of Horrors Complete*** 65)

Forester's Bane (Snapper Saw): **HD** 5; **AC** 2[17]; **Atk** 6 stalks (1d6); **Move** 0 (immobile); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** engulf. (***The Tome of Horrors Complete*** 253)

Ilvess the Gnarlwood Tree: **HD** 11; **AC** 2[17]; **Atk** 4 branches (2d6); **Move** 12; **Save** 4; **AL** C; **CL/XP** 10/1400; **Special:** animate dead, magical abilities, protection aura, rend. (***The Tome of Horrors Complete*** 285)

Memory Moss: (***The Tome of Horrors Complete*** 377)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his remaining height (above the quicksand) into the muck. The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.

Slime Mold: **HD** 4; **AC** 9[10]; **Atk** slam (1d8+1 plus rot); **Move** 3; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** fungal rot (1d6 damage per day until death, save avoids), immune to fire. (***The Tome of Horrors Complete*** 505)

Swarm, Stirge: **HD** 10; **AC** 7 [12]; **Atk** swarm (3d6 plus blood drain); **Move** 3 (fly 15); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special**: disease, drain blood. (***The Tome of Horrors 4*** 215)

Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3hp/round).

The heavily wooded northern isle is the lair of **Ilvess the Gnarlwood Tree**. The creature is on good terms with Kayden, who occasionally releases prisoners on the gnarlwood's isle for the beast's sport. From a distance, Ilvess is indistinguishable from a huge swamp tupelo.

The ground around the gnarlwood is littered with bones of his kills. A careful search of the area reveals three gold hoop earrings and a dozen gold teeth worth 1gp each.

Isle of the Ruined Mage

You hear a spine-tingling, bestial wolf's howl, though no known wolves hunt within miles of the swamp. A mist rises and forms the shape of a huge hound whose eyes burn like the embers of Hell's own furnaces. The burning hound regards you for a second, then bounds off into the brush with a withering howl.

A short time later, a solitary figure walks out of the mists. It is the disheveled shape of a broken man dressed in rags that once were a fine white cloak and well-woven garments. The man's face appears normal save for the absence of eyes: Blank patches of skin grow over sockets where eyes should be. The man approaches as if he can see you, but he stumbles on a clump of peat, then rights himself.

"My name is Cerannan, formerly a student of the Archmage Sorten, but now powerless and alone. I have been geased to wander the shadow plane for the duration. My power is broken upon the Shadow Plane, my eyes taken and my talents withered, for I have dared the thing that you dare now. Return and do not attempt this quest any further."

The man then wanders off into the mists.

If a character touches him or makes any attempt to stop him, he says sadly, "*Do not follow unless you wish to receive a curse such as mine.*"



If the party persists, their efforts to hold or control or attack Cerannan fail as the magic-user turns into an insubstantial mist and floats off into the murk of the swamp.

Bridge of the Black Knight

This bridge and the tree beyond are the domain of Kayden's black knight.

A large live oak tree, long dead, is rooted on the near side of a bridge. The tree has a dozen bodies in various stages of decomposition hanging from it. A seven-foot-tall knight in a full suit of jet black armor stands perfectly still at the foot of the bridge. A thick mist hides the far end of the bridge.

Characters see the **black knight** at a distance of 30ft. The knight holds a glittering pike with a long black pennant dangling from it. The pike has a gleaming black tip.

The knight neither speaks nor offers any challenge other than to step toward the characters and block passage across the bridge leading to the island beyond.

Characters making any move toward the shore are approached by the black knight who does everything in his power to stop them from entering the water, including attacking them with pike and sword.

The black knight fights any who attempt to cross the bridge, first with pike and then with sword. The black knight is exceptionally strong and agile, able to leap about the battlefield as if he were unarmored.

The knight takes no damage unless *dispel magic* or a similar spell is first cast upon him. Once this is done, the knight takes damage normally. Once the armor is dispelled and suffers 20 points of damage, it falls to pieces. A sickly green vapor oozes from its cracks and joints. If defeated in this manner, the armor is destroyed, losing its enchanted qualities.

Black Knight (Ftr8): **HP** 20; **AC** 0[19]; **Atk** *+1 pike* (1d8+4) and *+2 two-handed sword* (1d10+5); **Move** 12; **Save** 7; **AL** N; **CL/XP** 10/1400; **Special**: invulnerable, –1[+1] dexterity AC bonus, +3 to hit and damage strength bonus, vulnerable to *dispel magic*.

Equipment: *+2 plate mail*, *+1 pike*, *+2 two-handed sword* (requires 18 strength to wield).

Unbeknownst to the party, the easiest way to make their way past the black knight is to simply utter Kayden's name!

Kayden's Island

This island is warded and trapped by Kayden and his minions. A total of **75 hobgoblins**, **22 hell hounds** and **8 trolls** live in the swamp and serve the wizard. Fouler things also live here. Kayden enchanted the area with a series of magic mists, areas of darkness, and high-level illusion spells known as *phantom mists* (**Appendix**) that permanently hide the area from scrying while giving the whole a terrifying aura to prevent pain-in-the-butt adventurers from bothering him.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Hell Hound: **HD** 6; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: breathes fire (12 hp).

Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).




Kayden's Island
1 hex = 500 ft
Area of Mist
Area of Shadow
Phantom Area
Kayden's Mansion
Guard Shack
Kayden's Mausoleum
Haunted Wood
Kayden's Cauldron
Grinning Skeleton
Arachnid Ally
Black Knight
N

Special Features

Getting Lost

Kayden's Island is very confusing, as it is a bog covered with *phantom mists* and illusions.

Every 10 rounds, roll d%. If the number is less than the base number with modifications, the party moves in a random direction. The base chance of being lost is 30%.

Modifiers:

Base 30% chance of being lost.

Per ranger	+15%
Per druid	+12%
Compass or direction guide	+30%
Not on any path	–50%
Night	–20%

Encounters:

Roll d% once every turn while on the island.

01–50	Nothing
51–55	**1d8 ghouls**
55–60	**2d6x3 giant rats**
61–63	**1d10 skeletons**
64–66	**1d4 wights**
67–70	**Shrieker** that has a 30% chance of attracting Kayden's attention and an attack by a **scout party** (**2d6 hobgoblins** and **1d4 hell hounds**).
71–73	**Giant crocodile** with a 5-in-6 chance of surprising the party.
74–77	**Bog beast**
78–80	**Giant constrictor snake**
81–83	**Grey ooze** (01–20) or **green slime** (21–00) that is difficult to detect and has a 4-in-6 chance of surprising the party. Each elf in the party lowers the chance of surprise by 1.
84	**Froghemoth**
85	**5 giant crocodiles** with a 4-in-6 chance of surprising the party.
86	**Immature black dragon**. These dragons are pretty intelligent, can speak and can use one randomly rolled 1st-level spell. Generally, they attempt to extort the party and flee if badly hurt. If 3 are slain, treat as no encounter.
87	**6 trolls**. This party of beasts is coming home from looting local villages.
88	**Will-o'-the-wisp.** Night only. If day, roll again.
89	Adult **ettin**, 50% likely to have crude armor, giving him AC 1[18].
90–00	**Kampfult grove** containing **1d12+2** creatures. If the party ends up trapped, they are visited by one of Kayden's vassals and brought to Kayden's house.

Bog Beast: **HD** 5; **AC** 4[15]; **Atk** 2 claws (1d6 plus swamp fever); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special**: rend with claws (if both claws hit, additional 2d6 damage), swamp fever (50% movement, –2 penalty to AC and saves). (***The Tome of Horrors Complete*** 65)

Crocodile, Giant: **HD** 6; **AC** 3[16]; **Atk** bite (3d6), tail (1d6); **Move** 9 (swim 12); **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: none. (***Monstrosities*** 78)

Dragon, Black (Small Immature): **HD** 6; **HP** 18; **AC** 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: spits acid (3/day, 60ft long, 5ft wide line, 18 damage, save half).

Ettin: **HD** 10; **AC** 3[16]; **Atk** 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special**: none. (***Monstrosities*** 162)

Froghemoth: **HD** 16; **AC** 3[16]; **Atk** 4 tentacles (1d6), tongue (1d6), bite (4d6); **Move** 9 (swim 12); **Save** 3; **AL** N; **CL/XP** 18/3800; **Special**: resistance to fire (50%), slowed by electricity, surprise on roll of 1–2 on 1d6, swallow. (***The Tome of Horrors Complete*** 256)

Ghoul: **HD** 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special**: immune to sleep and charm, touch causes paralysis for 3d6 turns (save avoids).

Grey Ooze: **HD** 3; **AC** 8[11]; **Atk** strike (2d6); **Move** 1; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: acid, immune to spells, heat, cold and blunt weapons.



Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** weapon (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Hell Hound: **HD** 6; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: breathes fire (12 hp).

Kampfult: **HD** 2; **AC** 3[16]; **Atk** 6 tendrils (1d4); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: strangle (tendril wraps around neck for automatic 1d4 damage per round, save avoids) (***The Tome of Horrors Complete*** 346)

Rat, Giant: **HD** 1d4hp; **AC** 7[12]; **Atk** 1 bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

Shrieker: **HD** 3; **AC** 7[12]; **Atk** none; **Move** 1; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: shriek.

Skeleton: **HD** 1; **AC** 8[11]; **Atk** strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Snake, Giant Constrictor: **HD** 6; **AC** 5[14]; **Atk** bite (1d3), constrict (2d4); **Move** 10; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: constrict (after hit, automatic 2d4 damage) (***Monstrosities*** 440)

Troll: **HD** 6+3; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).

Wight: **HD** 3; **AC** 5[14]; **Atk** claw (1 plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level with hit, silver or +1 or better weapon to hit. (***Monstrosities*** 510)

Will-o-the-Wisp: **HD** 9; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special:** change appearance, lightning.

Mists

Kayden employs a number of illusions and spells in the vicinity of his house. Referring to the map, the "mists" region is a permanent fogbank where visibility is cut to 120 feet. Footing is uncertain. For every other hex traveled on the island, check for traps on the following table:

Mist Region Traps

Roll 1d12 per hex traveled

1	Nothing
2	Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his remaining height (above the quicksand) into the muck. The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.
3	Nothing
4	10-foot-deep pit with 5ft of water in bottom. No damage.
5	10-foot-deep pit with 5ft of water in bottom. No damage from fall, but **1d4 crocodiles** in the water. The PC suffers a –2 penalty to hit because of the water. **Crocodile**: **HD** 3; **AC** 4[15]; **Atk** bite (1d6); **Move** 9 (swim 12); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.
6	Nothing
7	10ft-deep pit with 5ft of water in bottom. No damage from fall, but 4ft-tall stakes below water level. Characters falling in are impaled by 1d6 spikes that do 1d4 points of damage each.
8	Loop trap. Character snared (save at –2 to avoid) and is swung into a tree for 1d8 points of damage.
9	Loop trap. Character snared (save at –2 to avoid) and is swung into a thorny briar patch for 1d4 points of damage and delays the party for 2 turns (20 minutes) to get the character out. Roll an encounter, ignoring results 01–50.
10	Nothing
11	Nothing
12	Pungi sticks. Character must save or be impaled by 1d6 sharpened spikes that do 1d4 points of damage each.

Shadows

In the shadows region, Kayden planted spells in addition to mundane traps. Undergrowth is thick where solid ground exists, and wading is required in some spots. Some areas are covered by *continual darkness* where visibility is cut to 20ft. Otherwise, the party is unable to see out to 60ft. The Referee should roll for random traps as characters move through this region.

Shadow Region Traps

Roll 1d8 per hex traveled:

1	Nothing.
2	Nothing but a frightening shadow in the mist.
3	The party walks into a region of *continual darkness* that *dispel magic* or *light* dispels. The party is attacked by **1d8 shadows**. The shadows attack with a +2 bonus in darkness. **Shadow: HD** 2+2; **HP** 17, 16, 14; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapon to hit, drain 1 point strength with hit.
4	The party is wading in waist-deep water when it suddenly seems that the water is on fire all about them. The fire is illusory, but a save is required to disbelieve. Those who fail take 2d8 points of damage.
5	The party is walking on a small hillock. Characters must save or fall into a pit containing **12 poisonous snakes**. Characters take 1d6 points of damage from the fall. **Snake, Poisonous (12): HD** 1; **HP** 8x2, 7, 6, 5x3, 4x3, 2; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 16; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison. (***Monstrosities*** 438)
6	Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand is similar to noticing a trap or secret door (1-in-6 chance, 2-in-6 for elves, rangers and druids). Characters slipping into the quicksand must make a saving throw with a –2 penalty to escape. If the character fails his save, he sinks half his body height into the muck. He can make another save each round thereafter to escape with a cumulative –2 penalty per round (added to the –2 penalty already imposed, so –4 in the first round, –6 in the second and –8 in the third). Each failed save means the character continues sinking half of his remaining height (above the quicksand) into the muck. The character slips completely under the mud within 3 rounds. Characters trapped under the mud immediately begin to drown.
7	Nothing.
8	A **concealed springboard-type arrow launcher trap** (10 arrows at random targets, attacks as a 1st-level fighter) is tripped on a roll of 30% or less on d%. The arrows do 1d6 points of damage each.

Phantom Mists

In the *phantom mists* region, visibility is cut to 30ft. An area of *continual darkness* cuts vision to 10ft. The party finds itself attacked continuously by various creatures. This area is highly trapped.

Phantom Mists Region Traps

Roll 1d6 per hex traveled:

1	***Phantom Mist****: A demon rises from the swamp as the area suddenly gets dark as if *darkness* has been cast. The demon raises its claws and casts *fireball* into the midst of the party. Disbelieving this requires a save at –2. If the entire party fails, they fall asleep and wake up in Kayden's dungeon. Those who save must wait 20 minutes for their friends to wake up. While doing so, **10 hobgoblins** led by a **troll** attack.
2	***Phantom Mist****: A cloaked figure steps out of the mist and displays a glowing blue crystal in one hand. Each character may save at –2 or fall asleep. If the entire party fails, they fall asleep and wake up in Kayden's dungeon. Those who save must wait 20 minutes for their friends to wake up. While doing so, **10 hobgoblins** led by a **troll** attack.
3	***Phantom Mist****: The party is surrounded by dimly seen shapes moving about in the mist. Each character is attacked by a creature of 6 HD, unless he saves at –2 to disbelieve. These creatures do 1d10 points of damage with each attack. Any hit that does more than 8 points of damage causes a character to fall asleep. If the entire party falls asleep, they wake up in Kayden's dungeon. Those who save must wait 20 minutes for their friends to wake up. While doing so, **10 hobgoblins** led by a **troll** attack.
4	Spell: *sleep*.
5	Spell: *fireball*, 6d6 points of damage, save vs. spell saving throw for half damage.
6	Nothing.

Hobgoblin (10): **HD** 1+1; **HP** 8x3, 7, 6x2, 5x3, 4; **AC** 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Troll: **HD** 6+3; **HP** 46; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).

Kayden's Observation

Moreover, if Kayden's attention is on the party for any period of time, he throws spells through his scrying device if the party gets too close to his home, drawing on spells he has memorized as noted in his description.

Safe Path

The one "safe" path is free of spells and their effects for a 25ft-wide corridor down its length. If the party follows the path, they happen upon the following encounters:

A. Goblin Squad

A squad of **10 goblins** led by a **hobgoblin** patrols the safe path. If they see an overwhelming force of characters, they fire at the party from the maximum range of their bows, then melt into the woods. They then move their travel distance and repeat this harassment. If pursued into the forest, they regroup at Kayden's Mansion, where they warn the gathered hosts of the intruders and ready the mansion's defenses.

Hobgoblin: **HD** 1+1; **HP** 8; **AC** 4[15]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Equipment: chainmail, shield, longsword, longbow, 20 arrows.

Goblin (10): **HD** 1d6 hp; **HP** 6x2, 5x3, 4x2, 3x3; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.

Equipment: leather armor, short sword, shortbow, 20 arrows.

B. Ravens

A flock of ravens follows in the trees above the party. The ravens seem to squawk and squawk, making it difficult for anyone coming along the path to approach unheard. The birds stay just out of bowshot.

Traps also abound on the true path. These are well known to the minions of Kayden.

Grinning Skeleton

This grinning skeleton wired to a pole contemplates the party as they pass. As the characters walk under its hollow gaze, the skull begins to laugh, softly at first, but then louder and louder until the skeleton is literally screaming in maniacal laughter. Smashing the skull for 6 points of damage shuts it up. If this is not done within 2 rounds, the laughter alerts the inhabitants of the house beyond to the presence of the party.

Perimeter Gate

Just beyond the skeleton is a rusty iron gate in a fence that is in poor repair. A pair of skulls is placed on two fence posts off to the right, where a portion of the fence has fallen down.

Passing through the iron gate releases 5 concealed crossbow bolts hidden in the trees beyond.

Crossbow Trap: Attacks as a 6th-level fighter, +3 to hit, 1d8 points of damage per bolt, 5 random targets.

The path, if anyone cares to look, is not used where the gate is located. Instead, where the fence has fallen, a ranger, thief or elf has a 3-in-6 chance to notice signs of frequent use. All other characters have a 1-in-6 chance.

Haunted Wood

Once through the gate, the party find themselves in a dark grove of half-dead trees, partially obscured by sinister mists. The visibility here is less than 30ft. Evil-looking birds roost in the trees, and the underbrush is interspersed with noisome pools and thick briars.

At this point, **3 hell hounds** attack the party. If two are killed, the third runs away.

Hell Hound (3): **HD** 6; **HP** 43, 39, 33; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: breathes fire (12 hp).

Kayden's Cauldron

The mist once again thickens as you approach Kayden's house. To one side of the path, you hears noises, cursing and other harsh conversations in Goblin. One voice, a deep one, says "Mind that thrice-cursed pot, you dogs! Keep that fire hot and add more water!"

More cursing comes in response to the commands. In a clearing are a large **troll**, **12 goblins** and **4 hobgoblins** who do nothing but curse and



play dice. The head hobgoblin is shouting at the goblins. The troll is consoling a wounded **hell hound** that is nearly as big as he is. The party has 2 rounds of surprise if they decide to attack.

The goblins attend a large cauldron that they can barely reach into. Three standing-stones with runic writing upon them surround the clearing. A voluminous amount of smoke and steam pour out of the cauldron and into the air. The cauldron is the source of the impenetrable mists that Kayden lays upon the area. Tipping over the cauldron causes the mist to clear within a day. Clearing the mists increases the visibility within the swamp to more than 100ft. The cauldron is burning hot and requires a combined strength of 40 or greater to tip it.

Beyond the clearing, the characters see a house that is three-stories high, with wings that extend to each side. The first two floors have only arrow slits for illumination.

Every 4 rounds, characters are shot at from four of the arrow slits. A character must roll a 20 to hit someone hidden behind a slit. The archers are goblins that live within the walls of Kayden's house.

The door is a compound affair, with a portcullis in front of a stout wooden door. The door is recessed within the entry so that arrow fire can be directed at the party if they attempt entry.

Goblin (12): **HD** 1d6 hp; **HP** 6x3, 5x2, 4x4, 3x3; **AC** 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.
Equipment: leather armor, short sword, shortbow, 20 arrows

Hobgoblin (4): **HD** 1+1; **HP** 9, 7x2, 6; **AC** 4[15]; **Atk** longsword (1d8) or longbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, shield, longsword, longbow, 20 arrows.

Troll: **HD** 6+3; **HP** 43; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: regenerate (3hp/round).

Hell Hound: **HD** 6; **HP** 21; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: breathes fire (12 hp).

The Arachnidan Ally

This path passes into a grove of bent and evil-looking trees. Visibility drops to 10ft and it suddenly gets very dark. All at once, eight yellow lights about the size of baseballs pierce the gloom with a hulking form following behind. A clicking and buzzing sound emanates from this thing that is apparently some sort of creature.

The form is an **aranea**. This creature is Kayden's longtime ally and serves as a watchdog on this hillock in the swamp. It can see perfectly well in the darkness. Following their mother are **4 young aranea**.

The creature's webs are very sticky and are spun all about the area. Roll 1d20 vs. the characters' dexterity per round to see if anyone gets stuck in the sticky webs. A stuck party member must make a successful strength check to pull himself free.

Aranea: **HD** 4; **HP** 28; **AC** 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** bite (1d6 plus poison); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: lethal poison, spells (4/2/1), webs. (***Monstrosities*** 19)
Spells: 1st—*charm person*, *magic missile*, *shield*, *sleep*; 2nd—*invisibility*, *mirror image*; 3rd—*slow*.

Aranea, Young (4): HD 2; **HP:** 14, 12, 10, 9; **AC** 6[13]; **Atk** bite (1d6 plus poison); **Move** 12; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** lethal poison, spells (1), webs. (***Monstrosities*** 19)
Spells: 1st—*charm person*.

Kayden's Mansion

Mansion Grounds

The grounds of the mansion are surrounded by a thick bramble of vines and overgrowth that form a virtual wall around the land. This wall affords a layer of protection from invaders foolish enough to press their luck against the dread necromancer of the swamps.

A company of hobgoblins leading a hell hound patrol the grounds. The hobgoblins are dressed in fine equipment and wear the tabard and mark of the house of Kayden. At this point, it's important for the Referee to play "Find the Wizard" with each of the major NPCs. Obviously, if the mansion is under siege or attacked, the NPCs (if present) are wherever you want them to be to best defend the place.

Patrol

The patrol consists of **5 hobgoblins** armed with halberds and longswords and a **hell hound**. One of their number has maximum hit points and is armed with a longbow, 20 arrows and a vial of sleep draught (**Appendix**).

Hobgoblin Leader: **HD** 1+1; **HP** 9; **AC** 4[15]; **Atk** halberd (1d8+1) or longsword (1d8) or longbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, halberd, longsword, longbow, 20 arrows, vial of sleep draught.

Hobgoblin (4): **HD** 1+1; **HP** 5x2, 4, 6; **AC** 4[15]; **Atk** halberd (1d8+1) or longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, halberd, longsword.

Hell Hound: **HD** 6; **HP** 41; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special**: breathes fire (12 hp).

Guard Hut

This guard hut is located on the outer edge of Kayden's grounds. An iron chain is nailed into the ground outside the hut, and charred and gnawed bones of various swamp critters are strewn in an 8ft-diameter circle. It contains bunks for 6 hobgoblins. Six footlockers contain a leather jerkin, 1d20sp, a dagger and a spare pair of boots.

Ground Floor

Area 1: Front Door

A grand ironbound doorway stands before you. The door is carved with the likeness of a hydra, a wizard, a heart and a wavy-bladed sword. As you approach the door, it splinters and explodes into hundreds of tiny pieces to reveal a deep cavernous mouth filled with the face of a huge dragon with lightning crackling from its maw.

Two narrow towers that extend to turrets some 60ft above flank the door. Each tower is set with a series of six stained glass windows 1ft wide and 3ft tall arranged along the length of the tower from the ground floor to the second floor. These afford defenders a wide view of the outer courtyard.

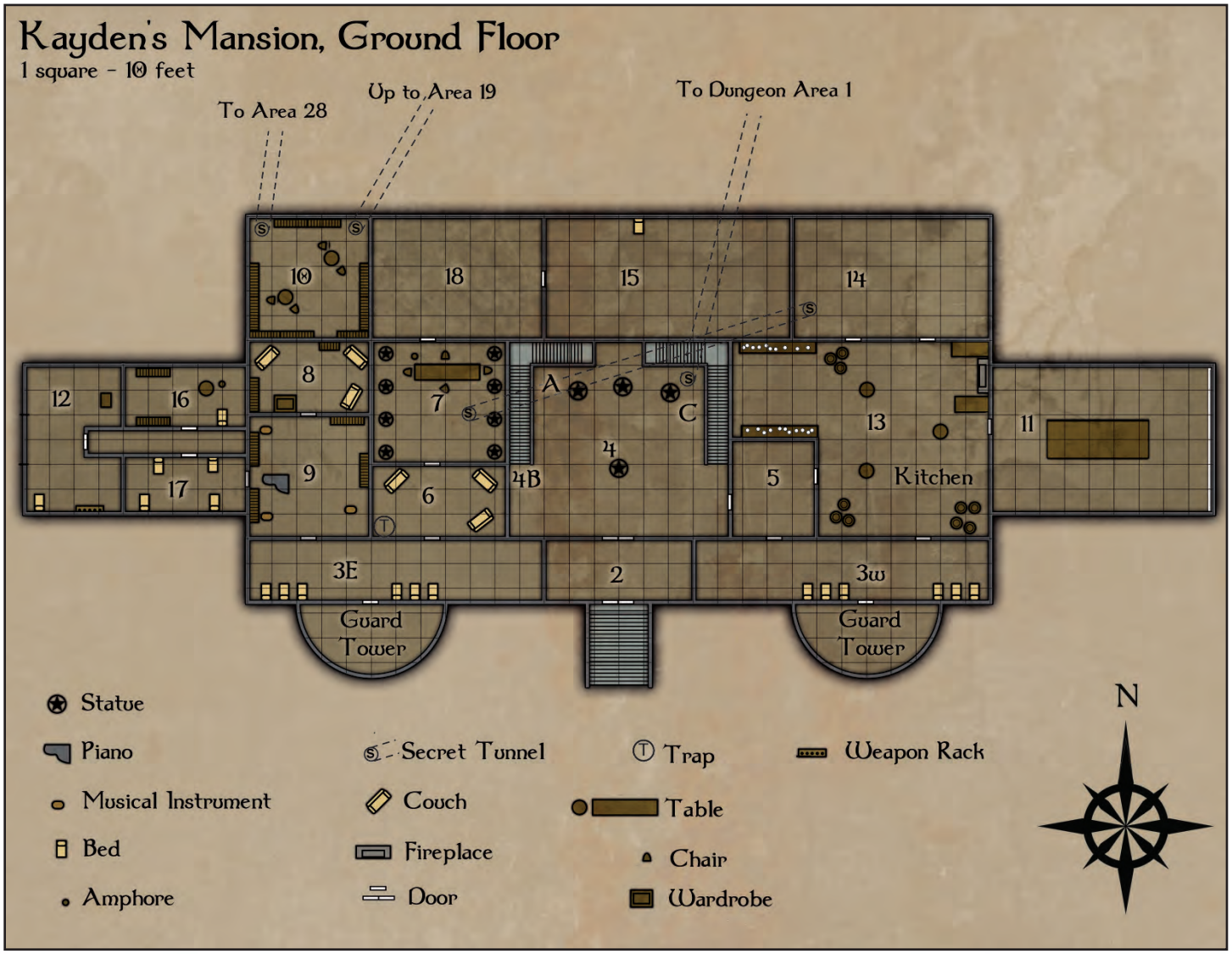
Uninvited guests who approach the tower are warned away by a *magic mouth* that demands they withdraw from the lands of the necromancer or face unspeakable suffering.

If visitors do not withdraw, the door starts to quiver and shake and next shatters into a thousand pieces. A great roar emanates from within the hall beyond and the visage of a huge blue dragon forces itself from within. The dragon squeezes itself forth from the doorway, its slathering jaws snapping and lightning crackling from its nostrils and tongue.

The dragon is, of course, a *phantasmal force* illusion programmed by Kayden. The illusion attacks as if it is an old blue dragon with a full array of attacks and damage-dealing power. Characters who "succumb" to the dragon's attacks appear to their allies to be killed, but in truth they fall into a comatose slumber. If the illusion wins the battle, the goblins and hobgoblins from within the mansion simply come out, bind the unconscious victims, and deposit them in Kayden's dungeon.

The party has a chance per round to discover the truth of the illusion as they realize their attacks are dealing no damage whatsoever to the dragon.

Following the "dragon" attack, if the party persists in gaining entrance to the mansion, a *wall of force* drops over the wooden doorframe to fill the archway completely. The wooden door itself locks with a *wizard lock,* and goblins bar it from the opposite side. They then crank the stained glass windows open over the arrow slits. The following round, the goblins begin raining arrows upon characters from the cover of the guardrooms. Characters trying to hit a goblin through an arrow slit suffer a –4 penalty to their attack roll. The goblins may only be attacked with spears, arrows or magical spells, as swords and axes do not have the reach to effectively get beyond the 5ft-thick stone walls.



Area 2: Entrance Hall

Anyone who survives the onslaught at the front door and manages to penetrate the tower's front defenses is greeted by **Carson the Butler** in full armor and equipped with his sword, and a squad of **10 goblins** and **5 hobgoblins** in the entrance chamber.



Carson the Butler (Ogre Mage): **HD** 5+4; **HP** 36; **AC** 2[17]; **Atk** polearm (1d12); **Move** 12 (fly 18); **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: magical abilities, regenerate (1hp/round).

Magical Abilities: at will—*darkness* (10ft radius), *fly*, *invisible*, polymorph (humanoid only); 1/day—*charm person*, *cone of cold* (60ft range with 30ft base, 8d6 damage, save half), *sleep*.

Equipment: polearm, *ring of protection* +2, polishing rag, silver bell (5sp), 67sp.

Goblin (10): **HD** 1d6hp; **HP** 6x2, 5x2, 4x3, 3x3; **AC** 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.

Equipment: leather armor, short sword.

Hobgoblin (5): **HD** 1+1; **HP** 9, 8x2, 7x3, 6x2, 5x2; **AC** 4[15]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Equipment: chainmail, longsword.

If Carson faces defeat, he retreats to the **Great Hall** (**Area 4**) and orders hobgoblins above to pour boiling oil upon his attackers. Anyone caught in the splash of oil suffers 6d6 points of fire damage unless they save for half damage. Carson proceeds up the stairway, animating the sculpture on the stairwell along the way. He gathers **Melthis** and **Vorg** (and **Syn** and **Romar**, if they are present) and as many hobgoblins as remain in order to fend off the attackers. They then set ambushes throughout the house.

Should the party defeat Kayden's allies, it is at the Referee's discretion if Kayden himself makes an appearance at this point. Kayden — being Kayden — is likely to incapacitate the players, deposit them in his dungeon and let his beasts devour them.

Anyone invited to the mansion gets a different reception. Carson the Butler simply greets invited guests and leads them to one of the many waiting rooms the mansion has to offer.

Treasure: A pair of tapestries flanks the entryway to Kayden's mansion. Each is worth 1000gp. One tapestry features a shirtless and muscular man with close-cropped black hair, cut so short as to be almost bald. He wears a purple cloak and has his arms wrapped around a nearly nude woman with inky black hair. They are aboard a boat floating among cypress trees, surrounded by orchids and dragonflies. The second tapestry features an older version of the man, now drawn and withered, with his arms wrapped around the door, a look of pure anguish in his eyes. The figure is surrounded by swirling spirits of shadow and death, who prod him from all sides.

The tapestries conceal doors that lead to the east and west guardrooms. The doors are locked and barred from the guardroom side.

Area 3: East and West Guard Rooms

The bottom floor guardrooms house **6 goblins** per barracks house. The rooms are adorned with shield, sword, bows and arrows, suits of armor, and well-cared-for materials. The goblins sleep in triple bunk beds of narrow militaristic nature with 2 goblins sleeping per bed.

If the *magic mouth* at the entryway is triggered, the goblins suit up in exquisitely designed full plate armor engraved with the coat-of-arms of the House of Kayden.

Each guard tower has a left-turning spiral stairway that leads to the second-floor barracks above.

Among the items in the guardroom are spears, shortbows, 300 arrows, short swords and armor-repairing tools.

A footlocker contains six sacks of gold, with each sack holding 2d20gp. The locker also contains 8 *potions of cure light wounds*, 3 *potions of invisibility*, 1 flask of Kayden's sleep draught (used by the goblins after a tough day guarding the walls) and 3 bottles of brandy worth 10gp each.

Goblin (6): **HD** 1d6 hp; **HP** 6, 4x3, 3x2; **AC** 2[17]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.

Equipment: plate mail, shield, short sword, shortbow, 20 arrows.

Area 4: Great Hall

This massive hall is the central hub of the mansion. Twenty-foot-high ceilings create a dynamic spectacle to first-time visitors to the House of Kayden. Central to the hall and immediately facing the entryway is the polished white marble and walnut tower stair, which frames an incredible sculpture depicting a powerfully muscled wizard bearing a scepter and wand as he cows a blue marble dragon, a pink marble hydra, a green marble demon and a black marble chimera.

The sculptures are incredibly lifelike considering the hardness of the stone and indicate craftsmanship akin to dwarven work, but definitely stone shaped by the forces of magic. Paintings featuring a muscular wizard of youthful to middle age engaged in feats of combined magical daring and physical excellence line the eastern and western wings of the hall. The paintings always reveal the wizard in a manner where his cloak is opened enough to reveal rippling muscles or bulging biceps. Typically, the subject matter is the wizard defeating armies of orcs, subduing dragons and uncovering relics of power such as glowing crystals the size of a pumpkin or gathering fragments of strange mechanical parts from unholy crypts. The paintings, in general, are bright, vibrant and of a positive if not dynamic nature, despite the tension and in some cases bloodthirstiness of the subject matter. The paintings have obviously been commissioned by well-known artists such as Umberto, extremely rare early works by Fusini, Gin Wa, and their contemporaries from across the Lost Lands.

Doorways in the Western Wing lead to various salons and waiting rooms. The doorways to the eastern wing lead to Kayden's dining hall.

Area 4a: The Sculptures

Unless a visitor bears the mark of Kayden or Carson the butler accompanies them, the **4 sculptures** animate (as lesser **stone golems**) and attack intruders.

Golem, Stone Chimera: **HD** 7; **HP** 30; **AC** 5[14]; **Atk** 3 bites (1d6), 2 claws (1d4); **Move** 6; **Save** 9; **CL/XP** 10/1400; **Special**: immune to most magic.

Golem, Stone Demon: **HD** 7; **HP** 30; **AC** 5[14]; **Atk** slam (2d8); **Move** 6; **Save** 9; **CL/XP** 9/1100; **Special**: immune to most magic.

Golem, Stone Dragon: **HD** 7; **HP** 30; **AC** 5[14]; **Atk** bite (1d8), 2 claws (1d4); **Move** 6; **Save** 9; **CL/XP** 9/1100; **Special**: immune to most magic.

Golem, Stone Hydra: **HD** 7; **HP** 30; **AC** 5[14]; **Atk** 5 bites (1d6); **Move** 6; **Save** 9; **CL/XP** 10/1400; **Special**: immune to most magic.

Area 4b: The Stair

The stairs are composed of polished white and black marble with a finely carved oak bannister that leads up to the grand tower section of the mansion.

Area 4c: Secret Passage

This **secret door** requires a successful secret doors check to discover. Behind the upward leading stair are stairs that lead to the dungeons. These stairs are hidden behind great velvet draperies that frame the sculpture in the center of the stair. The doors to the dungeon are locked with a magical key, copies of which are in the possession of Kayden, Carson the Butler, the captain of the guard, Syn Mallow and Romar Sourwine. The doors otherwise open only by means of a *knock* spell, *dispel magic* or some other magical means.

Area 5: Waiting Room

This waiting room is where Carson the Butler brings characters if they have come via an invitation or have other professional business with Kayden. The waiting room is decorated with a portrait of Kayden performing a magic ritual where he is summoning an enchanted gate upon a wall of shadow. The gate reveals a chamber whose window affords a view looking down on a wealthy neighborhood from a hill where other mansions also overlook a bustling city of canals and rivers below. Anyone looking at it recognizes it as an upper-story view of the Hill District of Bard's Gate and the river beyond.

The painting is 4ft tall and 6ft wide. It is painted oil on panel. Along with its frame, it weighs 50 lbs. and is worth 2000gp.

Artwork Trap: Removing the painting from the wall triggers a *magic mouth* spell that screams "thief" loudly enough that it can be heard in a 50ft radius and detonates a *web* spell that fills the chamber. The trap can be found with *find traps* or *detect magic*, and can be disarmed by *dispel magic*.

The cupboards within this chamber are made of rich mahogany and inlaid with cut leaded crystal windows that reveal goblets of silver, crystal, gold and copper. Various bottles of fine liquor such as brandy, whisky, rum, schnapps, vodkas as well as various aperitifs and cordials are also found here. More than three dozen bottles are at least half full and valued at more than 20gp each. The cups and mugs equal another three dozen in number and are worth approximately 5gp each. Unique among them are a 500-year-old bottle of elven brandy whose bottle is extremely fragile. The liquor is worth 500gp and enhances charisma by 3 points for 1d4 hours. Another is a bottle of hardcore dwarven mushroom wine made from the distilled brain juices of a sentient fungoid. The "wine" increases intelligence by 1d4 points for 2d4 hours but requires a save, less the imbiber finds himself in a euphoric hypnotic state likened to the *feeblemind* spell that lasts for 2d4 hours. Despite its danger, the liquor is worth 400gp.

Area 6: Drawing Room

The drawing room, in its inception, was a room for drawing in special guests for private discourse and relaxation. Kayden's drawing room has a literal intent and is set up after the fashion of a professional studio frozen in the moment of creation. An easel facing the high-set east and southeast windows captures the optimum sunrise. The room is otherwise appointed with overstuffed couches, divans and comfortable chairs. A silver-and-crystal liquor service holds a bottle of rare, hundred-year-old whisky worth more than 400gp from the Apothasalos region.

Framed upon the walls are detailed etchings of heroes, including a barbarian warrior strangling an opponent, a pen-and-ink likeness of Romar Sourwine, a charcoal drawing of a black fortress topped with a wavering blade, and a series of portraits of goblins dressed in highly fashionable attire.

Cabinets hold a variety of drawing materials, including inks, pencils, leads, erasers, sandpaper and sharpening instruments. Other drawers hold reams of finely pressed paper, hand-cut vellum, lightweight primed wooden planks and so on.

Trapped Drawing: A drawing of a foul-looking man in archaic armor bears a sword whose cross-guard features the visage of Tsathogga. Any Lawful being who glances upon this painting is hypnotized (save at –2). Those who are hypnotized feel the urge to travel forth to the Devil's Tower and seek out Duncan, the man depicted in the painting. The hypnotized person unerringly knows the direction to Duncan's Lair and allows nothing to interfere with his quest to destroy the wicked man featured in the drawing (treat as *geas* spell).

Treasure: A huge eastern-style rug covers the floor. The rug weighs 300 lbs. and is worth 3000gp. The various drawings on the wall are worth 200gp each. The collection of art supplies weighs around 20 lbs. and is worth 200gp. The crystal whisky service is worth 125gp.

Area 7: The Salon

Sculptures and carvings from throughout the Lost Lands fill this chamber. Some of the sculptures may be easily recognizable as works by Utello, Phidian and the dwarf, Stonegrin Diamondchisel. The room has luxurious seating.

Among the statues are a gold-and-ivory rendering of Hecate that stands 15ft tall, a carved 10ft-tall hardwood idol of a large horned and tusked ape, and a 7ft-tall lead statue of a reaper, known to be an aspect of Orcus. Characters recognize the wooden sculpture as a depiction of the demonic entity Bonjo Tombo. Other statuary is of common items such as cherubim and realistically rendered marble nudes depicting heroes of antiquity.

Most curious among the sculptures found here is a long marble table along the western wall. The table is laid out with a sumptuous feast of lamb, beef, turkey and all the fixings. Realistically rendered wine cups and dinner service are laid out for six diners, though only three figures sit at the table.

Characters who make a successful secret door check (2-in-6 chance, 4-in-6 for elves) note a large amphora painted with a black wavy-bladed sword on one side. The sword is affixed within the center of a black-and-white heart that is in turn affixed within the skyline of a magnificent city. On the other side is the image of a writhing tangle of serpents. The cup is filled with a sour-smelling and highly acidic wine.

Sitting next to the amphora is the realistically rendered head of a man with a long beard wearing a pointed cap. The cap is in turn inscribed with moon phases, stars, suns and magical inscriptions of protection. The stone head is somewhat charred and its nose is broken off. The neck and irregularly broken beard give the impression that it was violently removed from a statue at some point in the past. The sculptures sitting at the table are so lifelike that they may fool the viewer on first glance into believing a trio of figures is actually seated for a meal. The first figure is a magic-user sitting at the northern end of the table. The magic-user is perfectly detailed, with close-cropped hair, a short forked beard. He holds a cup of wine in his hand. Before him is a plate full of lamb cutlets, rice, tomatoes and beans. An actual velvet hat lies across the back of the magic-user's chair.

To the magic-user's left is a man adorned in the attire of a Northlander. He raises a massive goblet to his lips with his equally massive fist. Across from the barbarian sits a man adorned as a paladin of Muir. Sharp-eyed viewers recognize this figure as the horrid man from the trapped drawing found in the drawing room (**Area 6**). The last three chairs at the table are empty, although it appears at one point in time that other figures sat there but were crudely removed. Blast marks and bits of crumbled marble occupy the seats where figures would have sat.

A further search (1-in-6 chance for all) reveals a button hidden within a bunch of grapes on one of the table's many platters. If the button is depressed, a secret panel opens in the floor and leads to a staircase and tunnel. The tunnel leads across the mansion and ends in a storage room (**Area 15**) off the kitchen.

Treasure: The *wizard's hat* (**Appendix**) that rests upon the back of "Kayden's" chair is enchanted. The *amphora* (**Appendix**) is also enchanted.

The sculpture of Orcus is worth 5000gp to a worshipper of the demon-god of death, based purely on the quality of the work. Carved in lead, it is worth only 100gp otherwise. The statue is hollow, but still weighs in excess of 1000 lbs. This sculpture holds the curse of Orcus, and any Lawful being who touches it must make a save or suffer a –2 penalty to all saves, attack rolls and damage until the curse is removed or until a sacrifice to the demon god of death is made.

The sculpture of Hecate is worth 10,000gp and would have to be completely dismantled in order to transport it anywhere. It weighs 2400 lbs. The sculpture also bears a curse so that any non-magic-user who places his hands upon it must make a successful save at –2 or be unable to receive any benefits from the casting of helpful spells until the curse is removed or a sacrifice of a magical item worth at least 10,000gp is made in the name of Hecate.

Area 8: The Smoking Room

The Smoking Room is reserved for guests who wish to enjoy a pipe with their host. A cherry wood wardrobe next to the entryway is filled with smoking jackets of all sizes. The western wall, is built in the manner of a huge bookshelf with compartments filled floor to ceiling with smoking pipes from around the world. Pipes are carved from pipestone, glass, pear root, calabash and most commonly clay with a reed stem. A standing humidor with a glass door is in the corner of the northeast wall.

The humidor contains a wide variety of tobacco, herbs and the like that have been smoked since the dawn of time for their various side effects. With the exception of enchanted items, the type and sort of real-world tobacco or herbs is best left to the Referee's imagination. The details of the various enchanted pipes and tobacco are detailed in the Appendix.

Treasure: The humidor contains 10 ounces of Dwarven Coal, 4 ounces of Zalorog's Blood, 24 ounces of Horum's Greenleaf, and 16 ounces of Ferduin's Traveler. The smoking jackets are made of fine velvet and worth 25gp each. They are embroidered with the Kayden's seal.

Area 9: The Conservatory

A variety of musical instruments decorate the sitting room. Bookshelves are lined with a complete library of sheet music for contemporary and ancient songs, including elven operas, dwarven choirs and halfling concertos.

A wine service on a silver cart stands in the corner of the room, and includes 6 crystal wine glasses, 6 champagne flutes and 6 brandy snifters. The wine service holds 3 bottles of elven wine worth 100gp per bottle, a bottle of 300-year-old dark elf brandy worth 500gp, and a silver-and-ivory corkscrew worth 50gp.

Overstuffed high-back chairs sit in a traditional concerto style arrangement. Before them on stands or standing on their own are the following instruments: a violin, a viola, a cello, a bass, a flute, a harp, a trumpet, an oboe, and a kettle drum.

The instruments are enchanted to play any song within the library by simply reading the name of the song and commanding the instruments to play. A music stand before the instruments includes a set list for a society ball, which was to be held nearly a decade ago. A dwarf or musician can note that the acoustics of the room are perfect, and that channels are cut in the ceiling to allow music played within the conservatory to fill a room somewhere on the second floor with naturally amplified, high-fidelity sounds.

The instruments are valued at 1000gp each. A studious-minded individual who spends at least a month studying the music found here can learn to perform a specific instrument nearly flawlessly (90% chance) in public due to the great knowledge included in the conservatory.

A careful search of the room notes that the harp holds an extra string that plays a very curious octave if plucked. If the chord is plucked, the character is teleported to the ballroom (**Area 20**) in a grand puff of violet smoke.

Area 10: Kayden's Secret Library

Kayden's secret library is accessed only from Kayden's "throne" in his bedchamber (**Area 28**) and the trapped passageway (**Area 19**) from the common library on the second floor. The library contains a vast collection of arcane tomes and various non-magical treatises on magic, its nature and its fundamental importance to the existence of the cosmos. Bookshelves line the walls from floor to ceiling and are accessed by rolling ladders. Among the books are other items of arcane interest such as potion bottles, skulls, candles, blocks of sealing wax, ink pots, quill pens and other tools of the scribe.

A desk sits beneath the eastern wall where it can catch the morning light through a massive stained-glass window. Upon the desk are a series of unbound scrolls and a half-empty bottle of fine, slightly peaty whisky. One scroll in particular reads "*I had walled the beast up within the tomb ...*"

The stained-glass window depicts two magic-users in battle, a rosette of a many-headed beast, and another featuring a globe of amber beneath. A sun and moon hang over the shoulders of the magic-users who alternately appear light and dark depending on the angle that the window is viewed.

The library is filled with a vast collection of magical works. A quick perusal locates a set of spellbooks (1stx10, 2ndx10, 3rdx8, 4thx6, 5thx5, 6thx4, 7thx4, 8thx3, 9thx2). These are not actually Kayden's books, but are instead books he seized from other spellcasters over the years.

Among the private collection are the following tomes of unbelievable power and danger: *Psalms of the Frog* and *Tome of the Shadowlands*. Both are detailed in the **Appendix**.

Also found upon the bookshelves are a *manual of wisdom*, a *manual of beneficial exercise*, 2 *potions of extra healing*, 2 s*crolls of protection from evil, 10ft radius* and a *scroll of protection from shadowstuff* (**Appendix**).

A jeweled skull upon the wall is the peeled skull of Garland Skerr, a onetime apprentice of Kayden whom Kayden sacrificed for greater power and understanding. The skull is inscribed with magical runes so that Kayden may see through the gemstones inlaid within its eye sockets. Kayden may speak through the skull and cast spells through it, though he is loath to cast any overly destructive spells within the library for fear of damaging his precious artifacts.

If the skull is spoken to via *speak with dead* or some similar magic, it reveals its name and speaks of the torments lodged upon his living body in the name of Kayden's research. Kayden, of course, cuts the conversation short, unless the wizard himself is dead or is in some other way incapacitated.

Area 11: Dining Hall

A large formal dining hall stands off the main entry hall. The dining hall features a massive black walnut table with seating for 20. The table and its matching chairs are covered in white linen dust cloths. A trio of similarly covered lead-crystal chandeliers hangs from the ceiling like the fastidiously wrapped prey of a mammoth spider. One wall features a huge silver mirror that runs the length of the wall. The mirror is also covered and shows signs of tarnish along its edges.

The opposite side of the table features a series of portraits of men dressed in wizardly attire, wearing some version of Kayden's coat-of-arms upon their breast. Several of the paintings are quite old, showing a line of lineage going back 800 years or more. Most of the men in the painting look similar to images of Kayden found in other parts of the home. A large empty frame stands behind the head of the table.

Sideboards are filled with fine china for 20, including serving trays, gravy boats, teacups, saucers, bowls, tureens and velvet-lined cases filled with pure silver utensils.

The dining set is worth approximately 1000gp, and the fine silverware is worth 300gp due to its exquisite craftsmanship.

Area 12: Butler's Quarters

The luxurious adornment of this chamber is reminiscent of the apartments of the efreeti in the City of Brass. Pillows of silk and satin are piled everywhere amid sumptuous furs and comforters. The atmosphere is more reminiscent of the dwelling of a pasha than the chamber of an agrarian butler. Three walls are decorated with lurid paintings combining images of intimacy and torture. Weapons racks line the southern wall and are hung with items such as two-handed swords, glaives, halberds, falchions and the

like, as well as a large suit of laminated armor complete with a horrific lionlike facemask. A stained-glass window in the western wall depicts a large black cat with glowing golden eyes. The cat is surrounded by nine conjoined rings, each drawn with a sigil. The room is bathed with an evil aura that negates *protection from evil* and other similar effects unless it is somehow dispelled. Dispelling the aura works for 3d10 rounds.

These quarters are the home of **Carson the Butler**, an **ogre mage** (see **Area 2** above) confidant and major domo of house affairs.

The entire chamber is under a *protection from good* spell emanating from the stained-glass window. The symbols within the circle are of a demonic origin, giving seven letters that, when arranged correctly, spell the unholy true name of Steve the Cat (the name is *Cassius*).

A treasure chest sitting in the far corner of the chamber contains Carson's valuables. The chest is locked with a difficult lock (–20% chance to pick). The chest is also **trapped** and summons a **cockatrice** if anyone meddles with it. *Detect magic* reveals the trap, and it may be disarmed with *dispel magic* or a thief's traps check (with a –30% penalty).

Cockatrice: **HD** 5; **HP** 33; **AC** 6[13]; **Atk** bite (1d6 plus turn to stone); **Move** 6 (fly 18); **Save** 12; **CL/XP** 8/800; **Special**: bite turns to stone. (***Monstrosities*** 70)

Treasure: *+1 two-handed polearm* (2d6+1 points damage), a suit of *+1 lamellar armor* (AC 4[15]), a locked treasure chest containing 3 *potions of extra healing*, a *scroll of phase door*, a scroll called "*walls*" featuring *wall of fire, wall of ice, wall of iron* and *wall of stone*. A *potion of stone to flesh*, a *bag of holding* containing a 2400gp diamond, a rare pearl worth 400gp, 36 50gp gemstones, and a *wand of magic missile* (10 charges).

Area 13: Kitchen

This large kitchen features an enchanted oven, a wood/charcoal oven, an enchanted griddle, a wood/charcoal griddle and an open hearth before the chimney. A variety of cast-iron pots and pans, as well as copper heavy-bottom saucepans and all manner of cooking utensils and instrument are here. The cupboards are filled with nonperishable foodstuffs such as tubers, roots, potatoes, turnips and carrots stored in crates of sand. Canisters and urns of olives and olive oil and sacks of flour, cornmeal and canisters of seasonings line racks upon the wall.

If meals are prepared, the cooks are found here working the various ovens and pantries. During mealtimes, there is an 80% chance **Chef Golak** and his assistants **Grimple**, **Pimple** and **Splotchy** are here preparing the house meals. If encountered, Golak, Grimple and Splotchy fight off invaders while Pimple runs to get help.

Chef Golak (Skin Stitcher): **HD** 7; **HP** 42; **AC** 4[15]; **Atk** 2 claws (1d4) or 2 cleavers (2d4); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special**: critical cleave (triple damage with natural 20) (***The Tome of Horrors Complete*** 496)

Equipment: leather apron, barbed chain, silver tasting fork (2sp), salt and pepper grinders tied on a leather thong.

Grimple, Pimple and Splotchy (Goblins): **HD** 1d6 hp; **HP** 5, 4x2; **AC** 6[13]; **Atk** 1 dagger (1d4); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight. (***Monstrosities*** 211)

Equipment: leather apron, dagger.

Area 14: Cold Storage

This walk-in cooler is magically chilled to 28 degrees Fahrenheit. Hanging from meat hooks are 20 legs of lamb, 15 rib roasts, 12 turkeys, 24 pork roasts, 30 10-lb. bags of ground beef, and 3 gutted, frozen solid corpses of a human, an elf and a halfling.

The remains are Jactor, Wenni and Tonidan, a trio of adventurers sent by Sorten to rescue Cerannan. Finding Kayden to be such a jovial host surprised them, but they were more surprised when Carson the Butler murdered them and hung them here as a "special dish" for the hobgoblin guards of the mansion.



Area 15: Dry Storage

This chamber contains sacks of barley, wheat, flour, dried beans, coffee beans, tea, barrels of pickled meat and cucumbers. Cheese wheels lie under cheesecloth and include some pails of rare dwarven blue cheeses. A number of packages of dried meats such as jerky, cured ham and hard sausage are present.

Area 16: Chef Golak's Quarters

This room houses **Chef Golak** when she is not preparing meals for the master and his staff of retainers. Golak is a **skin stitcher** who excels at taxidermy and leatherwork when not practicing his culinary arts.

Evidence of his secondary passion hangs on mannequins within his room. At first glance in low light, the mannequins appear to be a trio of figures standing along the wall in grotesque armor. A strong smell of leather, salt, musk and another deep stench that is hard to place fills the room.

A closer examination reveals a worktable with leatherworking tools along one wall. The table has various pots of ink, dye, paintbrushes and coarse salt. A large vat sits next to the table. Drawers are filled with needles, sinew, thread, metal studs, buttons, buckles, leather-embossing tools, knives, scissors and a tombstone taken from the graveyard next to Kayden's mausoleum. Putrid-smelling, pinkish-gray brine fills the vat. This container in fact holds the mashed and liquefied brains of various creatures frequently used in the tanning process, mixed with saltwater to avoid spoiling. The vat contains the skins of several creatures, possibly human, as well as those of cattle, deer and other creatures.



The skins of 2 goblins, a human and a chike gathered from the swamp are stretched on the opposite wall. A bed is made from the hides of a variety of creatures ranging from giant skunk to skunk ape.

Treasure: There are three suits of armor are magical: *Croc Folk Armor*, *Hair Suit*, and *The Stitcher's Armor*. The properties of each are detailed in the **Appendix**.

Bookshelf: A bookshelf contains a variety of rare cookbooks that could be sold to various chefs in Bard's Gate or the Library of Elise:

- "*How to Serve your Man and Other Recipes*" by Fatavdra, 1500gp.

This book is a treatise on how to best dismember and prepare every part of a human, elf or halfling for culinary enjoyment. The book is considered a *tour de force* of fine dining among the dark elves of the deep. Many of its recipes are believed to be demonically inspired. Particularly popular is the "travelers' soufflé."

- *"Jerk your Chicken"* by Watenga, 50gp.

This book contains a variety of recipes shared by seafarers from as far off as the Razor Coast and the Archipelago of Bonjo Tombo. The foods are spicy, and often served with fish, chicken, rice, eggs, beans and fresh fruits.

- *"Roadhouse Recipes"* by Bul Northman, 99gp.

This cookbook offers a variety of manly man food ranging from roasted wings, smoked meat, seafood, stew and fried potatoes topped with cheese, meat and homemade hot sauces.

Other Treasure: The various skivers, tooling dies, rawhide hammers, oils, inks, and dyes are worth 1200gp, which is enough to literally set up a tannery of one's own. An enchanted flenser acts as a *+2 dagger of wounding* that causes the victim to bleed 1 hp per round until magically healed.

Area 17: Servants Quarters

This is the room shared by the **goblins Grimple, Pimple** and **Splotchy**. The room is little more than a disorganized pigsty with one exception: A wardrobe of perfectly clean goblin-sized chef's attire embroidered with the monogram of Kayden stands in one corner. Mattresses are tossed on the floor, and once-fine feather pillows are ruptured and torn at the seams. An ironbound wooden lockbox is stuffed into another corner. It is unlocked and filled with silver and copper coins. The box holds 823sp and 1004cp.

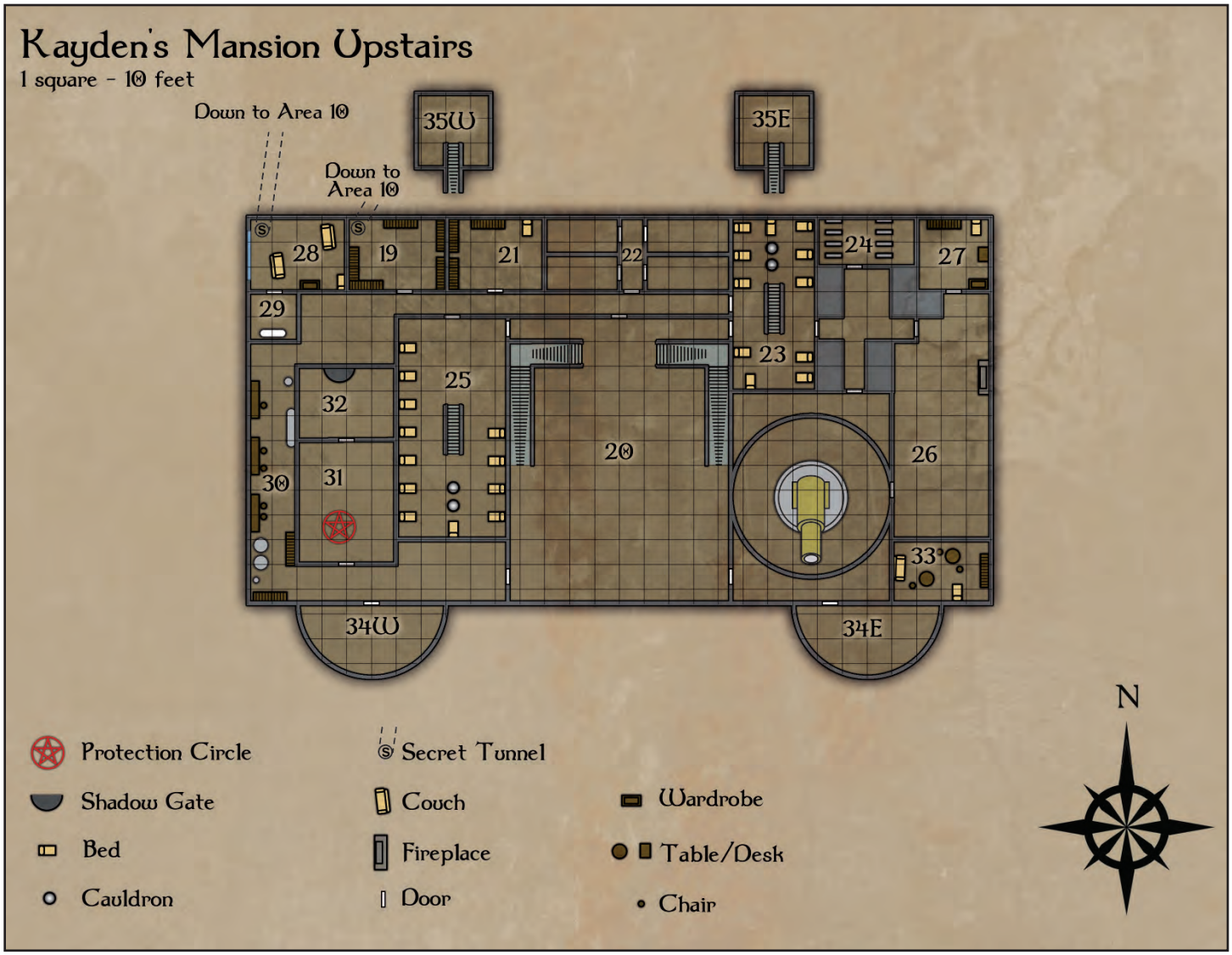
Area 18: Elevator

A large painting of an animal-like heart crafted from strange metals and covered in rivets and exposed gears, yet dripping with thick realistic-looking blood, hangs on the wall. The painting, rendered by Gin Wa, is 7ft tall by 4ft wide and worth 1500gp. The painting conceals a secret doorway that is difficult to locate.

The secret door is trapped with a **trap** that *teleports* anyone who attempts to jimmy the lock without a key into a holding cell in Kayden's dungeon (**Lower Dungeon Area 4**). The trap may be detected with a successful traps check (1-in-6 chance by a thief) or *detect magic*. It may be disarmed with *dispel magic* or a traps check with a –30% penalty. Carson has an elevator key, as does Melthis and Kayden.

The secret door opens to reveal a mechanical elevator capable of holding 1200 pounds, or 3 human-sized creatures, or whatever combination of those is possible. The elevator has the following settings**: D**, **L** and **O**.

- **"D"** is for dungeon and causes the elevator to descend to Kayden's secret dungeon (see bonus module ***Bill Webb's Character Killing Session***).



• "**L**" stands for laboratory and is used by Kayden's apprentices to access the laboratory (**Area 30**).

• **"O"** stands for observatory and leads directly to the observation deck (**Area 35**) at the top of the central tower of the Mansion.

Second Story

The second story of the mansion holds the guest bedrooms, master bedroom, ballroom and the rooms of Kayden's most-trusted servants.

Area 19: Library.

This is the common library that was used to awe and impress visitors in the days before madness crept over Kayden. The walls are filled with leather-bound volumes of books divided into sections on history, comedy, tragedy, theory of war, theory of magic, theory of economics, and a vast collection of poetry.

The collection is vast and would take characters months to study each section. Upon completion, however, the reader gains insightful knowledge pertaining to the listed sections.

Treasure: Among the valuable books in the library are the following books of poetry that can be sold at the Bard's College in Bard's Gate or at the Library of Elise.

• *Tanian Queth Kea, "The Songs of Love,"* by Yelsnia, 1500gp.

• *Drobach Khoth Dalgush,"The Songs of Love,"* translated to Orc by Gaylon, 200gp

Other books of value include the following:

• *"The Tome of Horrors,"* by the Eneerg the Keeper, 300gp. This is an original printing, and there is a 50% chance the binding breaks upon opening.

• *"City of Brass,"* by Yesac and the Eneerg the Keeper, 79gp.

The remainder of the thousand books in the collection range in value from 1–10 gp and weigh roughly 2 lbs. each.

A book titled "*Secret of the Universe"* opens a panel behind one of the bookshelves to reveal a dumbwaiter. The dumbwaiter leads to Kayden's secret library (**Area 10**). The dumbwaiter is only large enough to hold one person and is trapped with a **crushing wall trap** that kills anyone who rides the dumbwaiter down to the secret library without first depressing a hidden switch.

The switch requires a secret doors check to find (1 in 6 chance; 2 in 6 for elves). Once found, it is easily disarmed. If the button is not depressed, the walls of the dumbwaiter close in on the victim as it descends past the first floor to the dungeon level below, killing them on Round 3. The doors open in the dungeon level and dump the pulpy remains onto a **black pudding**.

Black Pudding: **HD** 10; **HP** 72; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special**: acidic surface, divides when hit with lightning, immune to cold.

Area 20: Ballroom

The ballroom is a grand chamber spanning almost the equivalent space of the grand hall. The floors of the hall are a rich hardwood with a near mirror finish. Crystal chandeliers hang from the ceiling but are currently covered to avoid collecting dust. The chandeliers are enchanted to illume in whichever shade of color Kayden desires and are set to change colors based on certain pieces of music played in the conservatory below.

The southern wall of the ballroom is completely mirrored and gives

the impression of a much larger space. The three sections of mirror are actually one-way mirrors that conceal secret doors into the armory and guardrooms of the guard towers (2-in-6 chance to spot, or 4-in-6 for elves). The guards instantly notice anyone entering the ballroom.

A large painting along the north wall depicts a handsome muscular man with a close-cropped, almost-shaved head and a forked black beard in the pose of dancing with a partner, yet no partner is painted onto the canvas. To the sides of the magic-user, lining the brightly lit room, are a host of handsome courtiers in high finery that have apparently drawn off to allow the magic-user his space upon the dance floor. Tables drawn in the painting's background and a large mirror reflect the scene, giving the painting an amazing sense of depth and subtlety. A cat curls itself lazily in the foreground.

If anyone looks into the mirror from the center of the room while facing directly opposite the painting, they see a beautiful maiden dancing with the magic-user. The maiden is dressed in a wedding gown more finely tailored than any sold in the most expensive shops in Bard's Gate. Anyone gazing at the painting through the opposite mirror notes that his reflection vanishes and is lost from view. They are instead replaced by a large barbarian and a man dressed in priestly garb standing by the tables in the back that are laden with a wedding cake and gifts. Another figure is a magic-user dressed in gold and blue who appears to be in his mid-thirties, though his beard is long and voluminous, giving him the aspect of a much older and wiser man. The couple dances beautifully around the room to the awe and applause of the folk in attendance, after which the cat in the foreground rouses and opens its eyes. The cat turns its gaze to the characters and its expression changes from one of peaceful laziness to that of mischief. The cat then flees out the widow, disappearing from sight.

A patron of the arts or a spellcaster using *legend lore* recognizes the maiden in the image as the actress **Fiona D'annau**, a distant cousin of the Duke of Waymarch who was popular on the stage some decades ago. She abruptly retired at the height of her fame after a whirlwind romance with a largely unknown though extremely wealthy adventurer.

Guardroom Ambush: The guards in the guardroom wait to spring their attack, hoping for characters to approach one of their one-way mirrors before depressing the button on their side and swinging the victim into the guardroom to be dealt with swiftly and silently. See the guardroom (**Area 23**) for details on the number of guards and their armaments.

If the ambush fails, hobgoblins from both guardrooms rush into the chamber and use sleep draughts to subdue the intruders so they may be turned over to Kayden to interrogate or torture for whatever wicked plot the magic-user has in store.

Area 21: Apprentice Bedroom

This is the bedchamber of **Melthis**, Kayden's current apprentice. Melthis has a 10% chance of being in his chamber as he spends the majority of his time in the laboratory (**Area 30**) or summoning chambers (**Area 31**) overseeing his master's experiments. Melthis was a drow freed by Kayden before what would have been his transformation into a drider for displeasing the mistress of his subterranean citadel. Melthis does in fact have an extra pair of appendages, which he keeps hidden beneath his voluminous black robes.

The door to Melthis' room is locked with a *wizard lock* that requires the password or a *knock* spell to open. The chamber itself features décor popular among the dark elves, with demonic carvings, stylized dragons and, of course, spider webs inscribed upon everything. An invisible bookshelf holds Melthis' spellbooks, which contain the following spells:

1st—*charm person*, *hold portal*, *magic missile*, *protection from good, shield*, *sleep*

2nd—*detect good*, *invisibility*, *mirror image*, *shadow blades* (see **Area 10**), *web*

3rd—*dispel magic*, *fly*, *lightning bolt, slow, suggestion*

4th—*confusion*, *dimension door, fear, hallucinatory terrain, polymorph self*

5th—*animate dead*, *feeblemind*, *passwall*, *wall of shadow* (see **Area 10**)

A locked silver coffer sits on an ornate ebony dresser. The coffer is locked with a *wizard lock*, and is trapped with a **poison gas trap**. The trap unleashes a vapor that rapidly erodes the lung tissue of anyone within the confines of the room, dealing 1d4 points of constitution damage per round for 1d4 rounds unless a successful save is made. The venom capsule can be

Steve the Cat

Long ago, when the world was young, great gods and demons roamed the world now inherited by man. One of these demons was the great frog king, Tsathogga. Serving the demon frog were many lesser demons and other creatures. One of these is the Herald of Tsathogga, long since trapped away under the earth. The others were the hezrou demons, created in the image of their master, that still trouble the world of men to this day. While these creatures were large, strong and brutish, the most intelligent and cunning of Tsathogga's servants was named Cassius.

Eons passed, and Cassius was forced to hide as the servants of his master were slain by the followers and archons of his rival, Arden. Arden's minions, bolstered by those of Thyr and Muir, finally trapped most of the frog demon's minions below the earth, sealed in by the living heart of Arden himself.

Cassius was too wily and too secretive to be trapped, however. Taking the name of Steve and the form of a cat, Cassius wandered the world for many years, seeking a way to destroy the heart of Arden and free his master's minions. Twenty years ago, Cassius slew and devoured the soul of the cat familiar of the magic-user Kayden. Cassius (Steve) consumed the familiar's powers by taking the cat's soul into his own. Whereas the cat could regenerate itself nine times upon death — its soul had no such advantage. Gaining this newfound power, Steve manipulated and eventually dominated his "master," causing the wizard to quest for some means to destroy Arden's heart.

Steve knows that only the *Sword of Air*, the long-lost sword of Tsathogga's champion, can destroy the heart and free the army of the frog demon from its prison. He knows that the heart resides in the devastated city of Tsen and imparted this knowledge to Kayden. What Steve does not know is the resting place of the *Sword of Air*.

By manipulating Kayden and his former ally Sorten, Cassius knows that the location of the sword has been found — sadly, by Sorten, and not Kayden. Both wizards were once Lawful, but now Kayden is evil (due to Steve's influence). Sorten has since parted with Kayden, believing him corrupt. Unwilling to confront Sorten himself, Steve convinced Kayden (and Kayden believes it is his own idea) to seek out adventurers to steal the secret from Sorten's Tower.

Thus, the cat demon Steve is controlling the magic-user Kayden. Steve desires that the sword be found, and that has now become Kayden's life goal. Steve does not want Kayden killed to gain this knowledge (he is too valuable to lose). Thus, Kayden seeks adventurers to do the deed for him.

One final note: Steve the Cat does not engage in combat unless he absolutely must, or unless he can clearly win easily. While a formidable foe, his godlike intellect and magical abilities are his preferred weapons. His only goal is to gain the sword. He knows full well if he is killed, no one else is wise enough to take up his demon lord's cause.

Steve wants the characters to locate and fetch the sword, and then head to Tsen and destroy the *Heart of Arden*. Simply put, nothing else matters.

Steve the Cat, Nalfeshnee Demon (Category IV): HD 7d10; **HP** 68; **AC** 4[15]; **Atk** 2 claws (1d4), bite (2d4); **Move** 9 (fly 14); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special:** +2 on to-hit rolls, +1 or better weapon to hit, immune to fire, magical abilities, magic resistance (65%), nine lives, reform after death in 1d2 rounds.

Magical Abilities: at will—*dispel magic*, *fear*, *polymorph self*; 1/day—*symbol of discord*; 1/day—*gate* **60% (roll 1d6 for category).**

Steve the cat absorbed the soul of Kayden's guardian feline, and gained the abilities of the animal. Every time he is slain, Steve reforms at full strength in 1d2 rounds. He must be slain 9 times to send him back to his home plane. If his true name—Cassius—is known, he cannot reform when slain, hence only one life.

recovered safely if the trap springer succeeds in his traps check roll by +25% or better on his dice roll.

The silver coffer contains the withered heart of Melthis' former mistress, 4 large black rubies worth 1000gp each, and a scroll containing a spell for summoning **Gahorta**, **a glabrezu demon**. If the demon is called and a heart is given as a prize, the demon serves the summoner for 1 year and 1 day before demanding a fresh heart from among the summoner's companions.

An ebony and teak chest next to the bed contains a sack with 1000gp, a *scroll of enlarge*, a *scroll of spider climb*, 3 *potions of extra healing*, and a *hat of disguise*.



Melthis, Drow Apprentice of Kayden (MU10): **HP** 34; **AC** 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *staff of striking* (2d6) and dagger (1d4); **Move** 12; **Save** 6; **AL** C; **CL/XP** 14/2600; **Special:** extra limbs (1 bonus attack), magic resistance (50%), 1 in 8 chance to be surprised, +2 on all saving throws, magical abilities, spells (4/4/3/2/2). (***Monstrosities*** 146)

Magical Abilities: at will—*dancing lights* (1d4 lantern-type, 60ft), *darkness 15ft radius*, *faerie fire*.
Spells: 1st—*charm person*, *magic missile* (x2), *shield*, *sleep*; 2nd—*detect good*, *invisibility*, *shadow blades* **(Appendix)**, *web*; 3rd—*dispel magic*, *fly*, *lightning bolt*; 4th—*confusion*, *fear*; 5th—*feeblemind*, *passwall*.
Equipment: *cloak of protection* +2, robes, *staff of striking,* silver dagger, *ring of fire resistance*.

Gahorta, Glabrezu Demon (Category III): **HD** 10; **AC** –4[23]; **Atk** 2 pincers (2d6), 2 claws (1d3), bite (1d6); **Move** 9; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special**: immune to fire, magic resistance (60%), magical abilities.

Magical Abilities: at will—*darkness 10ft radius*, *fear*, *levitate*, *polymorph self*; 1/day—*gate* 30% (roll 1d4 for category).

Area 22: Guest Bedrooms

These three rooms are reserved for special guests of Kayden. They have not been used in many years and are sealed and locked with a *wizard lock* and keys kept by Kayden and Carson.

These rooms contain sumptuous king-sized beds, a bedpan, a large armoire, a chest of drawers stuffed with additional pillows and bedding, a writing table, and candelabras. However, dust sheets drape over everything to protect the varnish and furniture fabric.

Area 23: East Guardrooms

The guardrooms are the barracks for the hobgoblins that serve Kayden. The guardrooms are identical in every aspect.

Guard Room 1: This guardroom houses **12 hobgoblins** who wear chainmail suits and are armed with longswords or battleaxes, shield and longbow. They take turns watching through the second-story windows or sleeping so that 4 hobgoblins are on tower duty, 4 are on patrol, and 4 are sleeping at any given time.

A large cast-iron cauldron hanging from chains sits over a stone brazier. The chains are supported by a pulley contraption that allows it to be lifted and poured out the central arrow slit if the mansion is attacked. A rune of fire is drawn upon the brazier, and when a command word (known by Kayden, Vorg and Syn Mallow) is uttered, the brazier goes from cold to the touch to red hot instantly. Theoretically, the cauldron would be filled with oil or pitch; however, the contraption has never actually been put into play.

A trapdoor in the northeastern corner of the room is accessed by a pull rope. Tugging on the rope opens the trapdoor and reveals a hinged ladder that affords access to the lookout tower above.

A. Guardroom Cauldrons: Victims attempting to batter down Kayden's door suffer 4d6 points of fire damage if they are doused with the boiling oil and an additional 1d6 points of damage per round for 1d4 rounds unless the fire is extinguished with dirt, powder or magic.

Hobgoblin (12): **HD** 1+1; **HP** 9x2, 8x3, 7x3, 6x2, 5x2; **AC** 4[15]; **Atk** longsword (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, longsword, 1 *sleep draught*.

Treasure: Aside from the hobgoblins' weapons and gear, characters find 4 *potions of healing* and 1d8gp worth of coins per hobgoblin.

Area 24: Armory

The armory holds enough supplies to withstand a small siege against the mansion. There are four barrels of arrows, with each barrel holding 200 longbow arrows, two barrels of javelins, each containing 24 javelins, 12 suits of studded leather armor, 12 suits of chainmail armor, 12 yew longbows, 12 longswords, 12 short swords and 12 daggers. There are four barrels of pitch and four barrels of oil. All of the weapons and armor are emblazoned with the sigil of Kayden and are in the colors and livery of his household. A broad space is chalked off in the center of the armory where **Vorg** is known to oversee the training of hobgoblin soldiers under his command. Various dried bloodstains splatter the area within and around the chalk box, a testament to the brutality of his training methods.

Murder Holes: Two murder holes covered by trapdoors are found on the floor near the center of the room not far from the southern wall. These murder holes are directly above the entry hall (**Area 2**).

Area 25: West Guardroom

This guard tower is identical in every aspect to the east guardroom (**Area 23**), having a cauldron for boiling oil or hot pitch, and **12 hobgoblins** working in shifts, and a trapdoor and ladder leading to the watch towers above.

Hobgoblin (12): **HD** 1+1; **HP** 9x2, 8x3, 7x3, 6x2, 5x2; **AC** 4[15]; **Atk** longsword (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none. (***Monstrosities*** 250)
Equipment: chainmail, longsword, 1 *sleep draught*.

Area 26: Romar Sourwine's Room

Romar Sourwine stays in this sumptuous chamber in the southwestern wing of the mansion whenever he is not out on business for Kayden. The room is plush and comfortable with an overstuffed sofa, chairs and a broad

bed that sits under a rose stained-glass window. All of the furniture is cut to halfling size, so everything is quite low to the floor, which is littered with clothing items that have been worn once and discarded.

There is a 20% chance that Romar is in the chamber. In the event that the mansion is on high alert, he is likely in charge of a squadron of goblins setting an ambush wherever the Referee deems to place it!

A series of large wardrobes occupy the eastern wall of the chamber. A large dressing mirror is next to the wardrobes. The wardrobes are filled with cloaks, shawls, pants and waistcoats, and shirts of silk, velvet, leather and lace. An entire drawer is filled with lace cravats. A tiny locked box requiring a successful open locks check (–10% penalty) contains six jeweled cravat pins worth 1000gp, 699gp, 500gp, 100gp, 50gp and 25gp. Another wardrobe cupboard is filled with hats made from beaver, fur and velvet. Twelve of the hats have a value of 1d4x25gp each.

Hidden in the floor beneath the bed is a safe. Rub marks mar the hardwood floor where the bed is pushed back to reveal the safe.

Safe: The safe is a trapped, requiring a traps check to locate and disarm. The trap releases a **velvet ant swarm** from a canister that keeps the ants in a state of suspended animation. The ants fill the room, biting victims over and over. Romar keeps a flask of poison gas specifically designed to incapacitate the velvet ants. The lock to the safe is a combination that requires 5 minutes and an open locks check to disarm.

Within the safe are floor plans to a variety of palaces, churches and businesses in Reme, Bard's Gate, Dun Eamon, and a map offering the location of the lost city of Barakus. If the maps are rubbed with lemon juice and lighted, they reveal a hidden "X". This "X" indicates Romar's hidden treasure. He decided to hide his loot among the treasures of those whom he ripped off over the years.

Other documents include a dozen false identities, a letter of credit of 5000gp for each of the casinos in Bard's Gate, and the title and deed to a small estate called Stormshield near Eastwych. Also found here are a bag of gems worth 5000gp and a magical sack that holds 500 coins. The owner names the amount of coins desired, and they fall into his hand. Currently, the bag holds 300gp, 100sp and 100cp.

Romar Sourwine, Halfling (Thf6): **HP** 21; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1) or *+1 dagger* (1d4+1) or *+1 sling* (1d4+1); **Move** 9; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 on all saving throws vs. magical devices, traps and wands, read normal languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%;

Equipment: *+1 leather armor*, *+1 short sword, +1 dagger, +1 sling,* **3** *potions of healing, potion of invisibility, potion of change self*, 20 sling stones.

Swarm, Velvet Ant: **HD** 5; **HP** 37; **AC** 7[12]; **Atk** swarm (1d6 plus poison); **Move** 6 (climb 4); **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: lethal poison. (***The Tome of Horrors Complete*** 536)

Area 27: Syn Mallow's Room

This room is set aside for **Syn Mallow** for when he is called to service by Kayden. There is a 10% chance Syn is in his room if the party arrived at the manor through surreptitious means or managed to escape the dungeon.

The room's furnishings are decadent, featuring an ebony four-poster bed with silk and velvet curtains of black and white. A marble-and-ebony vanity with drawers contains various prosthetics and makeup pots, a roll-top writing desk and a bas relief, jackal-headed sculpture of Set, the Khemitian god of assassins, blessing his minions to go forth and murder in his name.

A long ebony shelf is bolted to the north wall. The shelf is lined with more than two dozen shoes. A close examination reveals that all of the shoes belong to a left foot. Nearly all of the shoes are of different sizes. The shoes variously belong to dwarves, men, women, children, halflings, gnomes and elves. They range from very fine shoes worn by courtiers and members of the nobility, to common work boots worn by laborers.

Beside the bed is a locked night table, which is also carved from the same ebon wood and topped with white marble. The lock is difficult, requiring a successful open locks check (–10% penalty) to open. The drawer is also trapped with a **poison needle trap** that strikes anyone failing to detect the trap on a traps check. Those who fail their check must make a saving throw or die. A victim who successfully saves still takes 3d4 points of temporary constitution damage (constitution returns at a rate of 1d4 points per day).

The Dossiers: Within the night table are file dossiers on each of the characters, including illusory likenesses of them, their known aliases, their chosen weapons, their known associates, and places they are known to frequent. The dossier outlines Syn's instructions for abducting them and the fortune in loot he is being paid for participating in their capture. The sum value of the treasure is equal to 1000gp times the level of the character in question. Allow the difference in their actual value dead or alive to percolate among the players.

Syn Mallow's Safe: The safe has a complex combination and requires a successful open locks check (with a –30% penalty) to work all the tumblers, and takes a minimum of 5 minutes to pick. The safe itself is not trapped but within the safe are **4 shadows**. Syn personally unlocks his safe while holding his *dagger of the Shadowlands* (**Appendix**), or after drinking a *potion of shadowstuff protection* (**Appendix**) to avoid their assault. Kayden gave Syn a command word that forces the creatures back into the safe. He only reveals this command word under dire torture or through the use of *ESP* or some other magic.

The safe contains a *cloak of poison* and 10 *darts of acid* (**Appendix**).

A small bag contains 3000gp worth of various gems, rings, earrings and other jewelry, 1000gp, 1000cp and 50pp, plus various passports and documents under a dozen identities.

Wardrobe: Syn's wardrobe contains a variety of costumes and finery, ranging from rough clothes for outdoor adventure, black suits for night-time excursions, as well as velvet and silk doublets and hosiery popular in the courts of several kingdoms. In total, there are 9 suits worth roughly 300gp each. Hidden among the clothes are 3 vials of poison (save or take 3d6 points of damage), hidden knives and daggers, and darts.



Syn Mallow, Human Assassin (Asn9): **HP** 47; **AC** 4[15]; **Atk** +2 *dagger of the Shadowlands* (1d4+2 plus 1d4 constitution drain) or *darts of acid* x3 (1d4 plus 1d4 acid); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** backstab (x4), disguise, +2 save bonus vs. traps and magical devices, poison, read languages, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%;

Equipment: *+2 leather armor*, *+2 dagger of the Shadowlands*, *9 darts of acid*, *potion of shadowstuff protection*, *ring of protection +1, potion of extra healing, potion of poison*.

Shadow (4): **HD** 2+2; **HP** 15x2, 14, 12; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, drain 1 point of strength with hit.

Area 28: Kayden's Bedchamber

The door to this room is locked with a *wizard lock* as well as a mechanical lock. Only Kayden has a key. A *magic mouth* informs anyone attempting to enter the master bedroom to bugger off lest Kayden order their disintegration.

To this end, the door is actually trapped with a ***disintegrate* trap** that triggers if a *knock* spell is cast upon the door. The offending magic-user casting the *knock* spell gets the full force of the *disintegrate* spell and must make a saving throw or be reduced to dust. Tampering with the door also triggers a magical alarm that brings any allies of Kayden to the portal within 1d4 rounds.

Kayden rarely sleeps, although when he does, it is often in the comfort of his finely adorned master suite. The highly polished hardwood floors are laid out with fine rugs woven in Khartous. The room contains two sofas, a large four-poster bed surrounded by purple velvet curtains. The bed looks seldom slept in, but is covered with a silver satin duvet and is made up with silk sheets worth 500gp.

An *unseen servant* watches the room. The servant is trained to find Kayden if his private chambers are breached.

A small safe is hidden behind a small recessed panel (2-in-6 chance to spot, 4-in-6 for elves). It contains some unimportant notes to officials in Bard's Gate, a ledger of expenses, and a single sheet of music for a simple tune. The notes and ledger or important only to Kayden, but the melody can be used to pacify the flesh golem (**Kayden's Upper Dungeon Area 3**) if the tune is blown on the silver whistle hanging in the room.

Kayden (MU20): **HP** 42; **AC** –1[20]; **Atk** *staff of wizardry* (2d6); **Move** 9; **Save** 2 (with cloak); **AL** C; **CL/XP** 22/5000; **Special**: +2 on all saving throws vs. spells, wands and staves, spells (7/7/7/7/7/7/3/3/2).

Spells: 1st—*charm person, detect magic, hold portal, light, magic missile* (x2), *sleep*; 2nd—*darkness 15ft radius, detect good, detect invisibility, ESP, mirror image, phantasmal force, shadow blades* **(Appendix)**; 3rd—*darkvision, dispel magic, fireball, fly, hold person, lightning bolt, slow*; 4th—*charm monster, confusion, fear, hallucinatory terrain, ice storm, polymorph self, wall of fire*; 5th—*contact other plane, conjuration of elementals, feeblemind, hold monster, passwall, telekinesis, wall of shadow* **(Appendix)**; 6th—*anti-magic shell, cone of slime* **(Appendix)**, *disintegrate, geas, legend lore, project image, repulsion*; 7th—*conjuration of demons, limited wish, power word stun*; 8th—*clone, monster summoning VI, power word blind*; 9th—*power word kill, prismatic sphere*.

Equipment: *bracers of defense AC 2[17], cloak of protection +3, black robe of wizardry, staff of wizardry* (45 charges)*, ring of spell turning, crystal ball with clairaudience*.

A gold, jewel-encrusted bedpan is slid under the bed. The bedpan is worth 2400gp. Next to the bed is a nightstand with a crystal oil lamp. A book on the nightstand appears to be a blank journal.

Next to the journal is an ivory fountain pen that detects as magical (*Kayden's Pen*, **Appendix**)

Kayden's Journal: The journal is written by Kayden in a code that is a mixture of Draconic and Dwarven. Thus, reading the journal is difficult for any save Kayden himself. Casting *read languages* or using a thief's read magical writings ability to decipher the script gleans some information about Kayden's recent plans.



That which can be deciphered reads:

"The master is insistent that we send dupes forth into the Shadowlands to locate that which the fool Cerannan stole and find the key that will gain us access to the tomb of Aka Bakar and get us that much closer to the Sword and ultimately the salvation of us all!"

"The dupes have been located, as I have observed Syn's interactions with them. With luck their avarice will lead them to make the correct deduction. Sorten has his agents, and I shall have mine! Hopefully none of these new prospects has an adverse allergic reaction to the sleep draughts …"

"The time is now! If the heart may be slain, Steve suggests that I may have transcended my sins, and the very gods in their gratitude shall return my dearly beloved to me once again! Ah, Fiona, if thy spirit watches from the darkened paths, know that all of these horrors I have faced have been only to see you justly returned to my side."

Curtains of rich red velvet cover a large stained-glass window on the western wall. When revealed, the window features a giant magic-user wearing robes of flowing violet. The magic-user has close-cropped hair beneath his peaked cap, and a forked black beard. He carries a gnarled staff in one hand and tucked under his left arm is a black book. A rosette surrounding the magic-user features the sun, moon and stars. The background features a black mountain with a sunset casting a long shadow that ends at the feet of the magic-user.

The runes around the stained-glass window actually give the location, time of day, week and month where the *shadow gate* opens. This can be deciphered with *read languages* or *read magic*. Once the runes are unlocked, however, the **stained-glass golem** of the wizard animates, steps free from the window, and attacks.

Golem, Stained-Glass: HD 10; **HP** 45; **AC** 3[16]; **Atk** 2 claws (2d8 plus lead poisoning); **Move** 9; **Save** 5; **AL** N; **CL/XP** 14/2600; **Special:** hypnotize, immunities, lead poisoning, reflect spells, vulnerable to blunt weapons. (**Appendix**)

A wardrobe contains a variety of wizardly wear. Most of the clothes are cut for a man with an exceptionally broad build through the neck and shoulders, though of a shorter stature, possibly 5ft 7in or 5ft 8in tall.

The robes range in shades from scarlet through purple to deep black, and are made of everything from velvet to silk. Some robes are even finely spun cotton fabric. A vanity set in the corner contains a silver mirror. A silver washbasin and shaving materials sit to one side of the vanity, including an enchanted razor that affords the user an excellent shave when a command word is given (*Kayden's Dancing Razor*, **Appendix**).

A mummified hand stands opposite the shaving kit. The hand stands upright with its middle finger extended. A red ruby ring is affixed to the finger. A cord wraps around the hand's wrist.

The hand is a *hand of glory* (**Appendix**), and the ring is a *ring of shooting stars*.

On the wall opposite the bed hangs a full-length painting showing a gorgeous young lady in diaphanous gown reclining against a cypress tree with an orchid in her long-fingered hands. A black cat peers out from behind the tree with a curious glint in its golden eyes. The painting is of **Fiona D'annau,** the beloved wife of Kayden. Fiona is related to Waymarch nobility. She was married in a private ceremony to Kayden many years ago when he was revered as a heroic adventuring wizard of great wealth and prestige. The painting is worth 2000gp.

Area 29: Kayden's Bathroom

This sumptuous room is occupied by a large, enchanted white marble tub featuring running water and a thronelike commode carved from the same stone. A full-length mirror stands opposite the tub. Once filled with water, the user need simply describe the desired temperature and the water warms instantly to the exact comfort level of the user.

The commode is very thronelike in its regal shape and high armrests. A golden flush handle extends from the right side and is worth 50gp if pried from the complex plumbing works. The commode serves a separate, secret purpose, however, as it is a teleportation device that allows Kayden to instantly travel to any room within his mansion. This same privilege is also extended to any other individual thus seated upon the throne. Typically, Kayden uses this means of transportation in the event he has an idea in the middle of the night and does not wish to get dressed and go out in the hall.

Area 30: Kayden's Laboratory

Kayden's laboratory is a large workroom flanked on the left and right by doors and in the center by an elevator that leads to the second floor below and the observation deck of the observatory above (**Area 35**). A door in the southern wall next to the elevator leads to the gear works of the observatory (**Area 33**). The laboratory is a broad chamber lined with tables and shelves. Beakers, flasks, graduated cylinders, funnels, burners and distilling equipment cover the tables. Growing in a 6ft-tall clear glass barrel is a *clone* of Kayden.

Hanging from the ceiling are cages containing a variety of creatures ranging from crows to lab rats to bats. Jars are filled with live frogs, turtles and newts as well as other creatures soaked in brine, alcohol or other substances. Drawers and shelves are lined with a supply of material spell components to cast every magic-user spell of 5th level or lower at least five times, and 6th- to 9th-level spells at least twice.

There is a 50% chance that **Melthis** is in the laboratory working on potions or preparing quick-casting packages of spell components for himself and his master.

Brandy Still: Among other concoctions, Kayden perfected a distillation process for making brandy. A 50-gallon barrel of fine wine is attached by a series of pipes, boilers and orbs to a distiller that in turn drips the finished brandy into a 10-gallon oak cask. When a cask is filled, it is hauled down the elevator and off to a storage area beneath the mansion.

A 10-gallon cask of Kayden's Brandy, which is marketed as "Fiona's Orchid VSOP," sells for 500gp.

The wine is made from grapes grown from an assassin vine and is quite delicious in its own right. Approximately 23 gallons of wine are left in the wine cask. Six gallons of raw brandy also found in the laboratory has not yet been aged and is quite strong and extremely flammable.

Potions: Among the various bottles and vials are 10 sleep draughts and the raw materials to make 20 more. Also found here are a *potion of invisibility,* 2 *potions of haste,* a *potion of heroism,* a *potion of giant strength,* a *potion of fire resistance,* a *potion of cold resistance,* a *potion of flesh to stone,* a *potion of stone to flesh*, a *potion of see invisibility,* a *potion of water breathing*, and 3 *potions of shadowstuff protection* (**Appendix**).

If Melthis is within the chamber when characters arrive, he turns *invisible* as soon as possible and moves to the summoning chamber (**Area 31**) where he begins summoning allies to apprehend or kill the party.

Area 31: Summoning Chamber

The summoning chamber is located to the west of the laboratory. The chamber floor is crisscrossed with a variety of permanent protection circles made of pure silver and inlaid in the stone floor. The summoner and his apprentice typically stand in the circles nearest the doorway and summon beings into the large circle of protection upon the dais that occupies the majority of the room.

Monster summoning spells are boosted one step when cast within the chamber. Thus, *monster summoning I* becomes *monster summoning II*, and so on. If *monster summoning VII* is cast in the chamber, the summoned creatures instead arrive on the material plane with full hit points.

Area 32: Portal Chamber

The portal chamber is east of the laboratory. It is behind a cold wrought-iron door and is locked with a *wizard lock*. Melthis and Kayden possess the only keys. The portal is currently sealed, requiring a *shadow key* — currently in Cerannan's possession — to open. When opened, the portal offers a direct conduit to the Plane of Shadow.

Kayden has scoured the known worlds seeking the key that Cerannan stole and then used in his ill-fated excursion into the shadow realm.

Area 33: Gear Works

This chamber beneath the observatory is filled with a complicated array of cogs, pendulums, pulleys, ropes, chains and other mechanical works



designed to allow Kayden effortless aim of his multi-planar optic device (located in **Area 35**). The entire works is actually a huge **clockwork golem** known as **Altaz**. The golem only follows orders from its master Kayden or his apprentice, and attempts to slay anyone who enters the gear works without permission.

Doors from the chamber exit to the eastern and western roof deck. A ladder in the southern side of the gear works leads to a trapdoor that opens into the observatory (**Area 35**).

Altaz, Clockwork Golem: HD 16; **HP** 80; **AC** 3[16]; **Atk** gear swarm (2d8, multiple targets); **Move** 0 (immobile); **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** +2 or greater weapons to hit, immune to most spells, self-repair, steam cloud. (**Appendix**)

Area 34: Roof Decks, East and West

Each roof deck is home to **3 gargoyles** who stare down at the courtyard. Strangers who find their way onto the roof deck are fair game for the gargoyles, who otherwise leave the hobgoblin lookouts in the watch towers alone.

Gargoyle (3 per roof deck): HD 4; **HP** 27, 24, 22; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

Area 35: Upper Watch Towers, East and West

Each tower is guarded by **2 hobgoblin sentries** armed with longbows, 20 arrows and a sleep draught vial.

Hobgoblin (2): HD 1+1; **HP** 8x2; **AC** 4[15]; **Atk** longbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: chainmail, longbow, 20 arrows, 1 sleep draught.

Observatory of Kayden: A copper dome built with a slit aperture opening stands atop the mansion and is in many ways the nucleus of Kayden's Mansion. It is through this enchanted observatory that Kayden searches the cosmos and the varied dimensions of space and time for answers concerning the loss of his great love Fiona and the map that leads to Toh Kristael. A massive telescope stands here braced by a pair of rocker arms that are in turn connected to a raised podium set with various buttons and focusing dials. The lens output is focused through Kayden's gazing ball, and the images are reflected onto the polished interior of the dome to produce the sensation of not only "seeing" the object in view but actually "being" within the scene reflected through the complex camera obscura.

Camera Obscura: Attached to the top of the telescope barrel is a special double-focusing lens crafted by Kayden. The lens reflects and projects anything observed by the telescope upon the dome of the observatory. The lens is threaded so various filters can be affixed to it. The marked filters are kept in a velvet-lined box found near the control panel.

Podium: A stair leads to a podium sitting above and behind the telescope. The podium affords a complete view of the dome above. Upon the podium is a panel of buttons adorned with arcane symbols. A velvet-lined black box sits to the left of the control panel. The box has space for three lenses but contains only two. The lenses that remain are threaded. One is inscribed on its side with the arcane symbol for the moon, while the other is inscribed with the symbol for the sun.

The buttons on the panel consist of the following:

- **Constellations:** Buttons depicting the constellations favoring the various gods are affixed to the panel. Depressing one of these buttons automatically aims the telescope and projects the chosen constellation upon the ceiling. Pointing at an individual star in that constellation zooms the telescope in on the star, giving a relative example of the star system



and any planets surrounding it.

• **Moons:** The moons are indicated by their own buttons. Depressing a moon button during daylight hours may aim the telescope toward the ground. The power of the Eye of Kayden (see below) allows viewing of a moon even during daytime. A moon filter should be placed over the lens of the camera obscura, however, or the light reflected into the dome may be bright enough to temporarily blind all within the chamber for 1d6 rounds unless a successful saving throw is made.

• **Sun:** Depressing this button aims the telescope at the sun. If the sun filter is not placed upon the camera obscura's focusing lens, everyone within the chamber is instantly blinded (save at –4) and suffers 1d6 points of fire damage per round until the telescope is aimed away from the sun.

• **Planets:** Depressing one of these buttons aims the telescope at the various planets that can be found in the heavens above Lloegyr.

• **Tower 1:** This button points to Kayden's nearly abandoned tower in Bard's Gate, where it is aimed directly at a much-smaller telescope poking from one of the windows there.

• **Tower 2:** This button points to Sorten's Tower. The image is blurry, as Sorten obscures the reflection through anti-scrying magic. What is known of the image is that the tower is near a rocky seashore.

• **Black:** This button points the telescope toward a shadow at an unknown space in the distance but it cannot pierce the veil of darkness. If the black filter is affixed to the lens, it reveals whatever known location in the shadow realm that the viewer asks to see. Cerannan stole the lens after discovering what he sought in the Plane of Shadows. The lens has been missing ever since.

Eye of Kayden: This *crystal ball* is filled with multi-colored smoke and crackling energy. The Eye functions as a standard *crystal ball*, with the exception that it works for double the standard time and is double the standard strength. The Eye has a powerful intellect imbued within it, and requires a user to make a saving throw with a –2 penalty lest he become charmed by the orb and wield it until he is driven insane. Once mastered, the caster is able to cast spells and illusions through the orb against any targets that can be seen with the Eye. When affixed to Kayden's telescope, the power is extended to a distance of 500 miles in all directions. Observable distances that reveal at least basic continental features of the moons or near planets are also observable.

Kayden's Mausoleum

Kayden's mausoleum bears Hecate's symbol of sorcery, and is locked. About the gables are a clutch of **6 gargoyles** that stare malevolently down upon any who approach.

The gargoyles, as is their way, are completely still, with actual stone statuary interspersed among the living fiends. The gargoyles look for the mark of Kayden upon visitors, and leave goblins, hobgoblins, trolls and other creatures bearing the crest of the necromancer alone. Thus, if the party happens to use hobgoblin uniforms, the gargoyles may ignore them.

If the party is not somehow hidden, invisible or disguised, the gargoyles attack.

Gargoyle (6): HD 4; **HP** 31, 28x2, 21; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

Mausoleum Door

The door of the mausoleum is locked with a large padlock and a heavy chain. The lock is easy to pick, requiring an open locks check, but as it opens, poisoned burrs on the lock shaft are exposed. The trap may be detected with a traps check. Failure to discover and disarm the trap forces the lock picker to make a saving throw vs. poison or take 10 points of damage and fall asleep for 2d10 minutes.

Crypt Chamber

Behind the door is an iron gate barred with an iron rod across the gateway. A blue glow cuts through the gloom and obscures the ends of the bar. *Detect magic* reveals a *wizard lock* spell that disappears if *knock* or *dispel magic* is cast upon it.

Within the mausoleum are eight crypts and a symbol of Hecate set with a large red gem. The gem is lit with light filtering in through three narrow windows behind the symbol. Dust is everywhere, and tracks can be readily observed.

Rangers have a 4-in-6 chance to note that four sets of tracks lead out from the unholy symbol, but only one set actually enters the area. Others simply meander about. All others have a 1-in-6 chance to notice this.

Unholy symbol: Pushing the symbol locks the trapdoor over which the stone symbol sits. Pulling the symbol causes the trapdoor to sink 4 feet into the floor, revealing a hidden staircase that leads into the dungeons below. Only two crypts (**Crypts 1** and **4** below) contain anything of interest. The rest are empty except for moldering bones and rotting clothing.

Crypt 1: When opened, this crypt blows a large cloud of charnel dust and musty pieces of clothing about. The cloud of debris assembles into the **spectre** of **Dardanan Parth**, a cleric who once adventured with Kayden and Sorten. Dardanan casts spells as a 6th-level cleric, and can cast a *fear* spell once per day.

Dardanan Parth, Spectre: **HD** 6; **HP** 42; **AC** 2[17]; **Atk** touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** drain 2 levels with hit, *fear* (1/day), immune to nonmagical weapons, spells Clr6 (2/2/1/1).

Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*, *silence 15ft radius*; 3rd—*cause disease*; 4th—*cause serious wounds*.

Crypt 4: This crypt is inlaid with silver that has long since turned black. If cleared, it appears to show the image of a Northlander with an axe and sword.

When the crypt is one-eighth of the way open, a bony hand shoots out and grabs at the throat of the nearest character. The hand attacks as an 8th-level fighter and gets +6 to hit. It does 1d10 points of crushing damage per round. Attached to the hand are the remains of **Karl Gurdenund**, another associate of Kayden and Sorten. The corpse, which appears to have been decaying for several years, shows signs of having recently been blasted, and its torso is missing. A golden armband on the corpse features a golden ouroboros (*Cursed Ouroboros of Gurdenund*, **Appendix**). Decades of filth cover a finely crafted battle axe.

A character can attempt to pull the bony hand away by rolling beneath his strength on 1d20 (with a +4 penalty). The hand persists in its grip until it is pulled from the body or a *dispel magic* is cast upon the ouroboros armlet. The corpse itself has AC 4[15] and 80 hp. The corpse of Karl can never actually "die," however, and regenerates around his sacred uroboros within 24 hours. Blasting the body to smithereens has no effect, as eventually the parts seek to be one with the cursed armlet.

Within the crypt are 200gp, and 3 gems: a 1500gp diamond, a 700gp ruby and a 500gp sapphire. Karl's *+2 battle axe* deals an additional 1d6 points of damage to Lawful enemies. A secret door in the floor leads to the vault underneath the mausoleum.

Under the Mausoleum

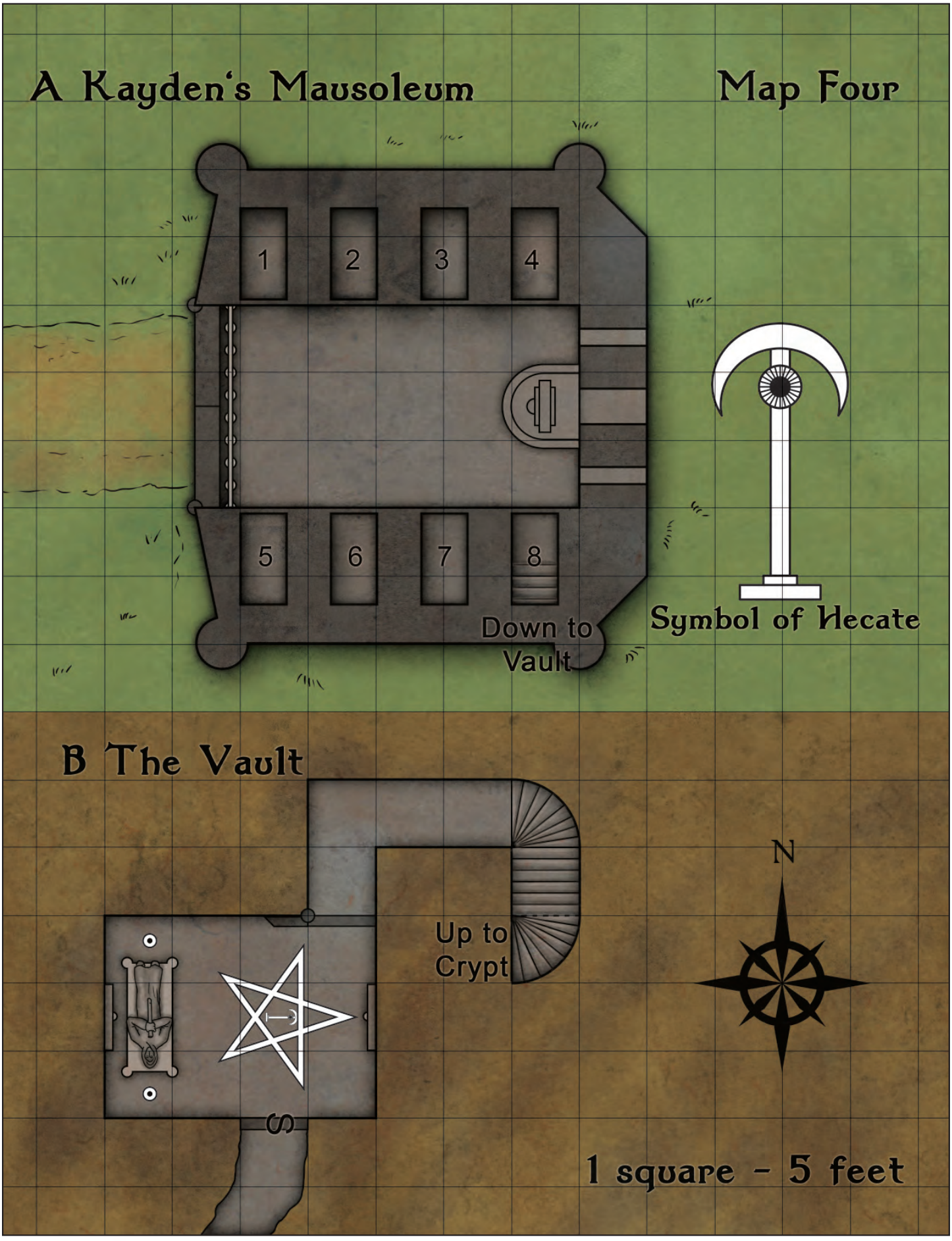
Hallway and Stairs: A relief of a jackal-headed figure delivers the following message by *magic mouth*:

> *"Disturb not this place of sacrifice, nor walk upon the ground prepared for the vassals of Hecate, creator of spells. Turn away creature of light, lest you be snatched into the oblivion."*

Hallowed Ground: The rather large room has two gold symbols of Hecate on its walls, a sarcophagus, two jewel-encrusted candlesticks holding half-burnt candles, and a prominent pentagram with the symbol of Hecate within it. Dozens of tracks and very little dust are in this room.

If the characters plunder the room, one of Hecate's trusted lieutenants, a **visitator**, appears within the pentagram.

Visitator: **HD** 9; **HP** 67; **AC** 2[17]; **Atk** spirit weapon (1d8); **Move** 15 (fly 30); **Save** 6; **AL** N; **CL/XP** 14/2600; **Special**: +1 or better weapon to hit, spells (4/4/4/4/4/1), spirit weapon.


A Kayden's Mausoleum
Map Four
1
2
3
4
5
6
7
8
Down to Vault
Symbol of Hecate
B The Vault
Up to Crypt
N
S
1 square = 5 feet

(**Appendix**)

Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*invisibility*, *mirror image*, *strength*, *web*; 3rd—*fireball*, *haste*, *lightning bolt*, *slow*; 4th—*confusion*, *fear*, *hallucinatory terrain*, *wall of fire*; 5th—*cloudkill*, *feeblemind*, *transmute rock to mud*, *wall of iron*; 6th—*disintegrate*.

The candlesticks are worth 600gp each intact, but encumber anyone who attempts to carry one as they weigh more than 60 lbs. each. The gold symbols are really gold leaf over wood and are worth only 100gp.

The sarcophagus is made of stone and is cemented shut and bound with iron bands, hinges and bolts. If the party manages to open the sarcophagus, they find a rotting corpse with a gold-and-jeweled crown. A wooden stake is driven through the heart of the corpse. The crown is worth 2000gp.

The secret door leads to Kayden's dungeons, into a cell containing two goblins (**Area 4**, cell C).

Kayden's Upper Dungeon

Random Encounters

Roll 1d12 for every hour:

1	**1d4 goblins:** Goblins in Kayden's livery on some errand or another for one of the more important denizens of the household.
2	**1d6+1 hobgoblin jailors:** The hobgoblins make a round of the dungeon hallways every several minutes. They wear chainmail and are armed with longswords and spears.
3	**1d2 ogres**
4	**1d6 zombies**
5	**1d8 skeletons**
6–12	No encounter.

Goblin: **HD** 1d6 hp; **AC** 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.
Equipment: leather armor, short sword.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** longsword (1d8) or spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.
Equipment: chainmail, longsword, spear.

Ogre: HD 4+1; **AC** 5[14]; **Atk** weapon (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Skeleton: **HD** 1; **AC** 8[11]; **Atk** weapon or strike (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special**: immune to sleep and charm spells.

Zombie: **HD** 2; **AC** 8[11]; **Atk** weapon or strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: immune to sleep and charm.

Area 1: Putrification Room

In this room, Kayden stores two dozen bodies for preparation to become zombies through a process called putrification. Although the reason is unclear, several of the bodies have already transformed into zombies.

In one corner is a vat of black oily, odorless liquid. This is a deadly poison obtained as a byproduct of the putrification process. A chest contains a *scroll of bestow curse* (**Appendix**) and a cursed *scroll of disease* (**Appendix**). They are, of course, mismarked. When read, the cursed scroll inflicts a virulent disease that slowly shuts down the reader's bodily systems (dealing 1d2 points of constitution drain to the victim over the next 12 months).

Zombie: **HD** 2; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: immune to sleep and charm.

Area 2: Treasure Room Hallway

A lone hobgoblin sits in a chair at the spot marked "**X**" on the map. A signal horn rests on his lap. He is asleep 50% of the time. If attacked, he attempts to blow the horn to summon allies to his aid. The hobgoblin can be bribed to ignore the party:

0–500gp	Won't accept bribe.
501–1000gp	Accepts bribe, but betrays characters.
1001–5000gp	Accepts, with 25% chance of betrayal.
5001gp–up	Accepts and offers to assist the party.

If the hobgoblin is killed, a patrol discovers his body in 1d10+2 rounds.

Hobgoblin Jailor: **HD** 1+1; **HP** 6; **AC** 5[14]; **Atk** longsword (1d8) or spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, longsword, spear, signal horn.

Area 3: Laboratory

This room is a laboratory where Kayden recently completed a **flesh golem** that is cloaked beneath a filthy sheet. A silver whistle hangs from the ceiling by a bit of silken cord. The song locked within Kayden's safe (**Area 28**) pacifies the golem.

Otherwise, anyone attempting to move within 5ft of the far door activates the golem, which rises to slay anyone attempting to enter the chamber beyond.

Golem, Flesh: **HD** 8; **HP** 40; **AC** 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special**: +1 or better weapon to hit, healed by lightning, immune to most spells, slowed by fire and cold.

Area 4: Treasure Room

In this room are four urns and a very large chest made of alabaster bound with iron and inlaid with silver filigree. Three of the urns are 5ft 5in tall and are colored blue, with large lids and wide mouths. One bears the inscription "water." The last is made of red, pink and white marble and is 6ft tall. It is inscribed with the word "fire."

The two unmarked urns contain a mixture of copper and silver coins amounting to about 15,000cp and 1000sp.

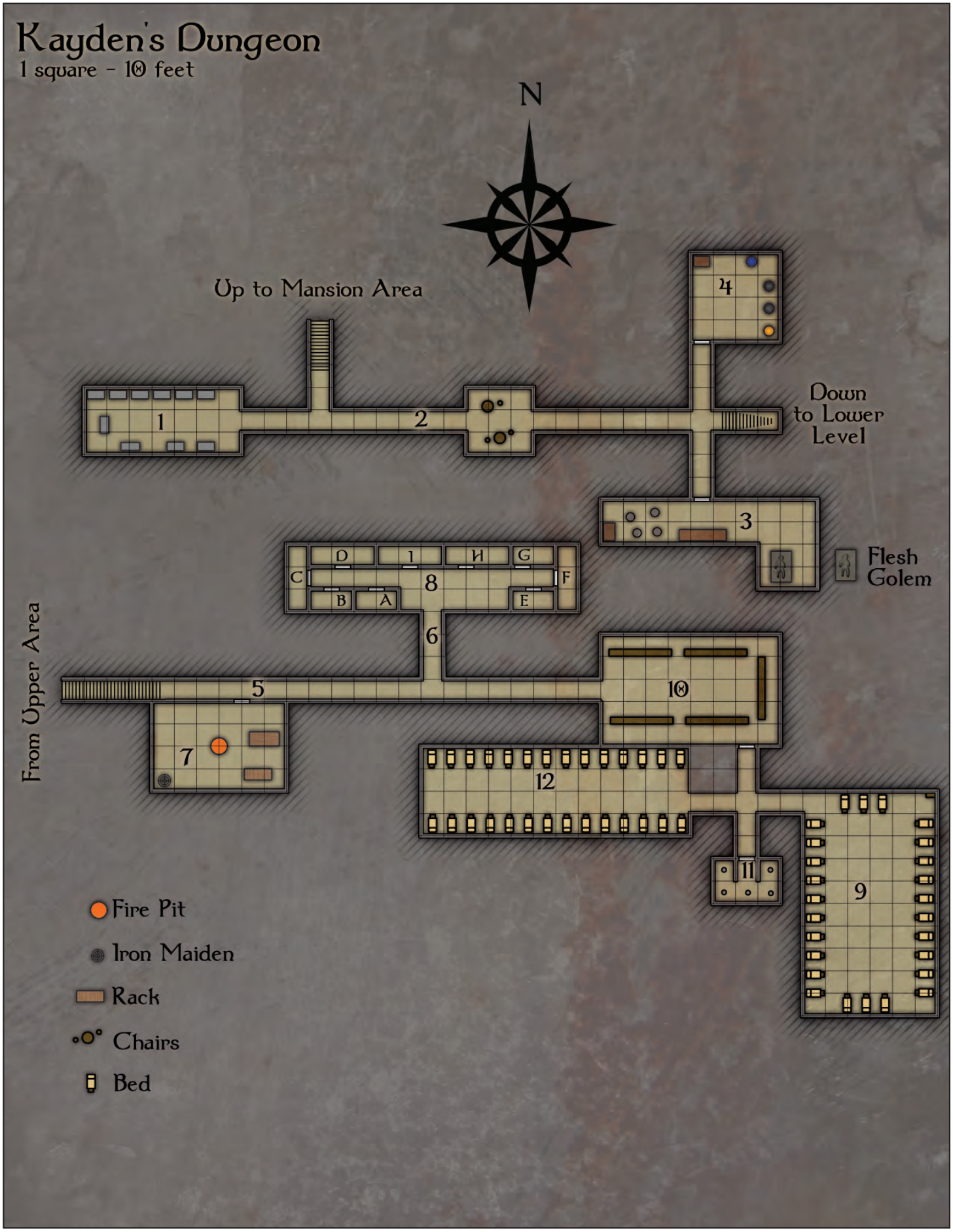
Water Urn: The urn marked water has a lid sealed with wax. The lid is locked to the urn by a silver-plated padlock that is easy to pick. Over the unsealed top is a parchment that must be broken to access the urn's contents. The parchment is inscribed with Kayden's monogram. If the seal is broken, an **aquatic wraith** formed from a murdered merman rises.

Wraith, Aquatic: **HD** 4; **HP** 28; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special**: drain 1 level with hit, silver (50% damage) or +1 weapon to hit, paralyzing gaze. (**Appendix**)

Within the urn are 500gp, a ring worth 50gp and 3 small opals each worth 100gp. A scroll in a watertight case is titled "*water works*." On it are the spells *lower water* and *part water*. Also inside the urn are a *potion of healing* and a 3000gp diamond.

Fire Urn: The urn marked "*fire*" is hot to the touch, doing 1d4 points of damage to anyone who touches it and fails a save. It is hot enough to ignite a hemp rope in 1 round and leather in 2 rounds. The urn is very heavy and takes a combined 28 strength to tip it.

An iron lock seals the urn and can be picked. However, due to the heat, the lock picker takes 1d6 points of damage during his attempt. The lock unclasps an iron crossbar hasp that must also be lifted from the urn to break the seal, which requires another round and deals an additional 1d6 points of damage.


Kayden's Dungeon
1 square - 10 feet
N
Up to Mansion Area
Down to Lower Level
From Upper Area
Flesh Golem
1
2
3
4
5
6
7
8
9
10
11
12
A
B
C
D
E
F
G
H
I
Fire Pit
Iron Maiden
Rack
Chairs
Bed

As soon as the bar is removed, the lid flies off and a burst of flame issues from the urn, dealing 1d6 points of damage to all within a 10ft radius. A salamander appears from within the urn and, angered at its imprisonment, attacks all creatures around it.

Salamander: **HD** 7; **HP** 51; AC 5 [14] (torso); 3[16] (serpent body); **Atk** touch and constrict (2d8 plus 1d6 heat); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** constrict, heat.

Inside the urn are 20 gems: two 2000gp diamonds, two 1000gp rubies, three 500gp star sapphires, six 100gp aquamarines, three 100gp rubies and four 50gp garnets. Also inside are three unbreakable iron bars that act as *+1 maces*.

The final chest is 7ft tall and 5ft across and extremely rigid. The lid opens 2ft below the top and is locked with a *wizard lock*. The lid is so heavy that it requires a combined 30 strength to lift. Inside the chest are bales of silk, forty 10-lb. bars of gold worth 1000gp each, ten bars of platinum worth 5000gp each, and 500 gems worth 50,000gp total. Two ebony coffins sealed with a silver hasp lie side by side. Each coffin holds a somewhat-dried corpse dressed in silk burial gowns.

Vampire (2): **HD** 7; **AC** 2[17]; **Atk** bite (1d10 plus level drain); Move 12 (fly 18); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better weapon to hit, *charm* gaze, drain 2 levels with bite, gaseous form, only killed in coffin, shapeshift into giant bat, summon giant rats, regenerate (3hp/round).



Kayden's Lower Dungeon

This level is where Kayden's hobgoblin army is billeted, as well as where he keeps his prisoners. Due to the extremely organized demeanor of the hobgoblins, the area is spotless and clean. All here answer to Vorg, the captain of the guard.

Area 1: Dungeon Hallway

This hallway is unadorned and empty. The first door to the south has a barred window. Loud screams escape from the window and laughter can occasionally be heard.

The door is barred from the opposite side. The bar could be lifted, for example, using *telekinesis*, by a thief using a hook and cord through the window, or by smashing the door using great strength.

Peering through the door gives a view of the prison beyond, allowing characters a 40% chance to notice hobgoblin guards patrolling within. Doing so also affords the hobgoblins a chance of noticing the party.

Area 2: Trapped Hallway

The entire hallway 30ft out from the northern wall is covered in slippery, gooey slime that is not harmful and nonflammable due to the humidity in the air. The trap can be disarmed by depressing a small protruding stone located in the floor.

Any character weighing more than 60 lbs. who reaches the far end of the hall without first disarming the trap causes the entire 30ft section of the floor to tilt at a 60-degree angle and spill the victim into a **black pudding** hidden beneath the floor. The pudding lies atop a 5ft-deep pool of scummy water. Anyone falling into the pool is automatically "hit" by the pudding during the first round. The pudding gains an additional "free" attack before initiative is rolled.

Black Pudding: **HD** 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special:** acidic surface, divides when hit with lightning, immune to cold.

Area 3: Torture Chamber

A large, extremely thin 8ft-tall humanoid occupies this room. Red eyes glowing like embers smolder beneath the lip of the hood it wears. The figure holds a red-hot branding iron in its right hand. A silver, engraved magic circle surrounds the figure and touches the corners of the room. A quivering human male figure is chained to a table in the center of the room. Smoke rises from charred patches on his tortured flesh.

The torturer is actually a transformed and weakened **vrock** demon bound within the magic circle. The seal prevents the demon from leaving the chamber and returning to the dark pit from which Kayden summoned him. He also cannot summon other demons to his aid. The demon's specialty is torture, though he is a poor fighter.

Demon, Vrock (Weak Category I): **HD** 4; **HP** 20; **AC** 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d8), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 5ft radius*

The other occupant of this room is a young man suffering from the tortures inflicted upon him. He is an agent of the Duke of Waymarch and was sent to investigate the Necromancer's Swamp. His name is **Allen Brenwyr**. Allen is overjoyed when he makes eye contact with the party. Allen is a henchmen of the wizard Sorten. Rescuing him certainly allows a party entrance into Sorten's Tower, and possibly an audience with the magic-user himself.



Allen Brenwyr (Ftr5): **HP** 33 (2 currently); **AC** 8[11]; **Atk** fist (1hp); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special**: –1[+1] dexterity AC bonus.

The demon instantly attacks anyone other than Kayden's agents, though he fights in a cowardly manner, using Allen as cover, giving him a –3[+3] AC bonus as he spins the table to keep it between himself and his attackers.

Noise from here is common. However, on the second round of any battle with the demon, **3 hobgoblins** armed with short swords attack from **Area 8**. If the battle doesn't end by the 7th round, **4 more hobgoblin elites** enter the torture chamber from **Area 5**.

A *crystal ball* in this room can communicate with its twin found in **Kayden's Observatory** (**Area 35**). The wizard may cast any conjuration spell through the globe.

Hobgoblin (3): **HD** 1+1; **HP** 8, 6x2; **AC** 5[14]; **Atk** short sword (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, short sword.

Hobgoblin Elite (4): HD 2+2; **HP** 16x2, 15, 13; **AC** 4[15]; **Atk** longsword (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: chainmail, shield, longsword.

Area 4: Jail

This dimly lit area is separated into cells. The cells are separated by iron grillwork.

Cell A. This cell is locked and appears to be empty save for a bundle of clothing in the corner. Gnawed bones litter the floor. Inside is a **minotaur** rendered *invisible* with a *silence* spell placed over him. He is aware of this and uses this knowledge to his advantage if the cell is unlocked. The lock can be picked, while the bars require a combined strength of 22 or more to bend.

Minotaur (invisible, silent): **HD** 6+4; **HP** 45; **AC** 2[17] (invisible) or 6[13]; **Atk** head butt (2d4), 1 bite (1d3) and 1 weapon (1d8, currently unarmed); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: never get lost in labyrinths.

Cell B. This cell is empty except for 2 non-animated skeletons lying against the cell partition to **Cell A**.

Cell C. Occupying this cell are **2 goblins** caught sneaking around upstairs where they were not supposed to be. Any character who speaks goblin can ask them questions about the upper levels, but the goblins have little information, all of it of no value. A **difficult secret door** (twice as difficult to detect) leads to a vault underneath Kayden's Mausoleum.

Goblin (2): **HD** 1d6 hp; **HP** 4, 3; **AC** 6[13]; **Atk** 2 claws (1d2); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight. (***Monstrosities*** 211)

Cell D. Only a suit of plate armor is in this cell.

Cell E. The cell is empty.

Cell F. This cell contains a **hobgoblin** afflicted with a manic-depressive disorder, and is a pathological liar. Considering this is the opinion of Kayden and his fellow hobgoblins that is indeed saying something.

Burble Nose the Liar (Hobgoblin): **HD** 3+1; **HP** 16; **AC** 5[14]; **Atk** short sword (1d6); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special**: thieving skills.
Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.
Equipment: leather armor, short sword.

Solitary Cells: This area is bolted and locked with a complicated locking mechanism that is also trapped. Anyone attempting to insert a key or pick the lock must put his hand wrist-deep into a hole in the stone door. Three buttons are near the top of the door.

One button defuses the trap. However, if the correct button is not pushed, any attempt to pick or unlock the door chops off the thief's hand. Only one of the three buttons can be pushed at a time, with the right-hand button disarming the trap. Kayden, Vorg, Romar, Syn Mallow and Carson know the correct button to push.

The trap can otherwise be overcome with a successful traps check (with a –40% penalty). Failure to figure out the trap costs the treasure collector his hand (–2 to dexterity, and other deleterious effects that the Referee sees fit to impose).

Obviously, success in the check also opens the door!

A sign on the door warns against attempts to enter: *"On pain of losing one's hand."*

Cell A. This cell contains a starving **lizardman**. He is in no condition to resist if the party wishes to kill him.

Lizardman: **HD** 2+1; **HP** 1; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6 (swim 12); **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: breathe underwater.

Cell B. Empty.

Cell C. This cell contains a corpse gripping a bloodstained piece of decaying paper. The paper is a crude map of the shadow realm and is inscribed with the name "Cerannan," the one-time owner of the map (see the **Chapter 4** on **Sorten's Tower** for more).

Area 5: Vorg's Headquarters

Vorg is Kayden's captain of the guard. His quarters, along with his best men (**22 hobgoblin elites**) are billeted here. The room itself is 60ft by 100ft, and is impeccably well kept and neat. No dust or debris is present, and all gear is stacked meticulously at each bunk. The beds are made with military precision, and all brass, iron and steel are polished and bright.

A locked pay chest is against the far wall. It contains 400gp and 2000sp. A total of 24 halberds, 24 longbows, and 24 quivers of 24 arrows are stacked on racks on the walls. The hobgoblins themselves wear chainmail and carry a shield. Any hobgoblins found here are 50% likely to be unarmored and off duty.

A total of **2d6 hobgoblin elites** are present here at any time. Vorg's location is randomly determined as described above.

Vorg, Hobgoblin Captain of the Guard: **HD** 4+2; **HP** 38; **AC** 4[15]; **Atk** *+1 longsword* (1d8+3); **Move** 9; **Save** 8; **AL** C; **CL/XP** 8/800; **Special**: none.
Equipment: chainmail, shield, *+1 longsword*, *potion of healing*, *potion of invisibility*.

Hobgoblin Elite: **HD** 2+2; **AC** 4[15]; **Atk** longsword (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: chainmail, shield, longsword.

Area 6: Mess Hall

This 80ft-by-50ft room is the dining and gambling area for the hobgoblins. There are **3d6 normal** and **1d6 elite hobgoblins** here at all times. Plates and dishes, as well as silverware are neatly stacked on shelves on the wall. Rules of conduct are written on the wall in Goblin, denoting a long list of "do nots" along with punishment for each. A cat-o'-nine-tails hangs from a peg next to the rules sign.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** short sword (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, short sword.

Hobgoblin Elite: **HD** 2+2; **HP** 16; **AC** 4[15]; **Atk** longsword (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.
Equipment: chainmail, shield, longsword.

Area 7: Latrine

Self explanatory, really. This is where the hobgoblins … well, you know. It is strangely clean and well-tended. It looks as if it was cleaned with a toothbrush (it was).

Area 8: Hobgoblin Barracks

This area is 120ft by 20ft, and is lined with bunk beds and footlockers. It acts as the barracks for the common hobgoblins in Kayden's army. At any given time, **4d6 hobgoblins** are present. Weapons and armor (crossbows, spears, longswords, chainmail and shields) are arranged in orderly fashion along the walls. Each footlocker has 2d6gp and 6d6sp in it, as well as random clothing and other mundane items. One has a long lost *ring of three wishes* hidden in a lead-lined secret compartment. Not even the hobgoblin whose locker this is knows about it.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** short sword (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail, short sword.



Chapter 4: Sorten's Tower

Sorten's Tower is located along the southern coast of the Gulf of Akados, on the far tip of land just to the east of Freegate and the delta of the Talmerin River, about 30 miles from the Trireme Tavern. The tower overlooks the ocean here, and the rocky cliffs of the seacoast hide its dungeon entrance of view.

Where there is a bad wizard, often there is also a good wizard. While Kayden would feed you your own children for breakfast, Sorten would likely risk his own life to save them. Unfortunately for the characters, Sorten, at least at first, has no mind for questing to locate the *Sword of Air*. He discovered the location of Aka Bakar's tomb and strongly (and one could say rightly) suspects that the sword is hidden within it. Entrusting this knowledge only to his best apprentice, Cerannan, Sorten had the aspiring mage hide the location of the tomb, concealed with a book of lost lore known as the *Shaghaspondium*, on the Plane of Shadow. Sorten then promptly cast a spell causing him to forget the location upon himself in an attempt to permanently hide the location of the weapon.

The Plane of Shadow is vast, but the near exact location of the *Shaghaspondium* can be accessed from Sorten's dungeon. How the characters access the gate to this plane is up to the Referee. They probably were *geased* or hired by Kayden to do so in any case. This description of Sorten's tower is fairly complete, just in case the party has to take it by force or guile. Note that outright slaughter and destruction of the inhabitants of this place is an evil act. Locating the book without Sorten's cooperation could be difficult for a lawful group.

Sorten has no idea how to destroy the sword or anything else about it, other than what he read in the *Shaghaspondium*, which indicated that it was an evil, cursed weapon. He does know that Kayden seeks the book. If convinced the characters are intent on destroying the sword, it is possible (see "The Monkey and the Engineer" section, **Chapter 1**) that he allows them to retrieve the book.

The tower description follows, but before we go there, we need to play "Where is the wizard?" one more time. Note that several of the major





Castle Defense NPC Locations (Day)

NPC	Guardhouse	Kitchens	Observatory	Bedroom	Barracks	Smithy	Golem Lab
Sorten	01-03	04-05	06-22	23-30	31-32	33-34	35-45
Arren Pendar	01-03	04-06	07-30	31-40	41	42	43-50
Weezen	01	02	03	04-15	16-17	18-19	20-35
Lofello	01-03	04-75		76-80	81	82	83-85
Denmar	01-04	05-11	12	13-30	31-37	38-42	43-55
Lane Phelan	01-03	04-07	08-11	12-35	36-40	41-50	51-60
Skipper Haskell	01-03	04-07		08-12	13-30	31-35	
Captain Mark	01-40	41-50		51-55	56-75	76-84	
Griswold	01-60	61-70			71-80	81-90	
Pal the Ogre	01-70	71-85		86-95	96-99		
Big Bill	01-50	51-65		66-90	91-99		
Bogo	01-30	31-50			51-70	71-80	
Pop	01-30	31-50			51-70	71-80	
Jinx	01-20	21-30		31-40	41-50	51-99	

NPC	Colonnade	Loft	Dungeon	Dragon's Lair	Shadow Plane	Yacht landing	Offsite (traveling)
Sorten	46-50	51-55	56-58	59-60	61	61-65	66-00
Arren Pendar	51-52	53-60	61-62			63-64	65-00
Weezen	36-50	51-60	61-65		66-67	68-69	70-00
Lofello	86	87-89	90	91-97			98-00
Denmar	56-57	58-60	61-64		65	66-68	69-00
Lane Phelan	61-64	65-68	69-72		73-74	75	76-00
Skipper Haskell						36-85	86-00
Captain Mark						85-88	89-00
Griswold						91-92	93-00
Pal the Ogre							00
Big Bill							00
Bogo							81-00
Pop							81-00
Jinx							00

NPCs are up more at night. For instance, **Big Bill** (**Area 13**) typically guards the gate at night (since he sees in the dark). Also, **10 halfling archers** and **25 human men-at-arms** live here. The tower exterior is protected by **16 gargoyles** (all *charmed* into service by Sorten). They attack only at night or if commanded by a wizard or **Captain Mark**. They are usually in the gatehouse by day and in the barracks at night. All of Sorten's men are very, very loyal to their good and kind master. No one is admitted to the tower without the permission of one of the wizards (**Sorten**, **Arren**, **Weezen**, **Lofello**, **Denmar** or **Lane**).

Archer, Halfling (Ftr1) (10): **HP** 8x2, 7x3, 6x2, 5x3; **AC** 7[12]; **Atk** shortbow x2 (1d6); **Move** 9; **Save** 14; **AL** L; **CL/XP** 1/15; **Special:** –1[+1] dexterity AC bonus, +2 to hit missile bonus, +4 saves vs. magic.
Equipment: leather armor, shortbow, 20 arrows.

Men-at-Arms (Human, Soldier) (25): **HP** 8x5, 7x6, 6x8, 5x4, 4x2; **AC** 5[14]; **Atk** polearm (1d8) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: chainmail, polearm, light crossbow, 20 light bolts.

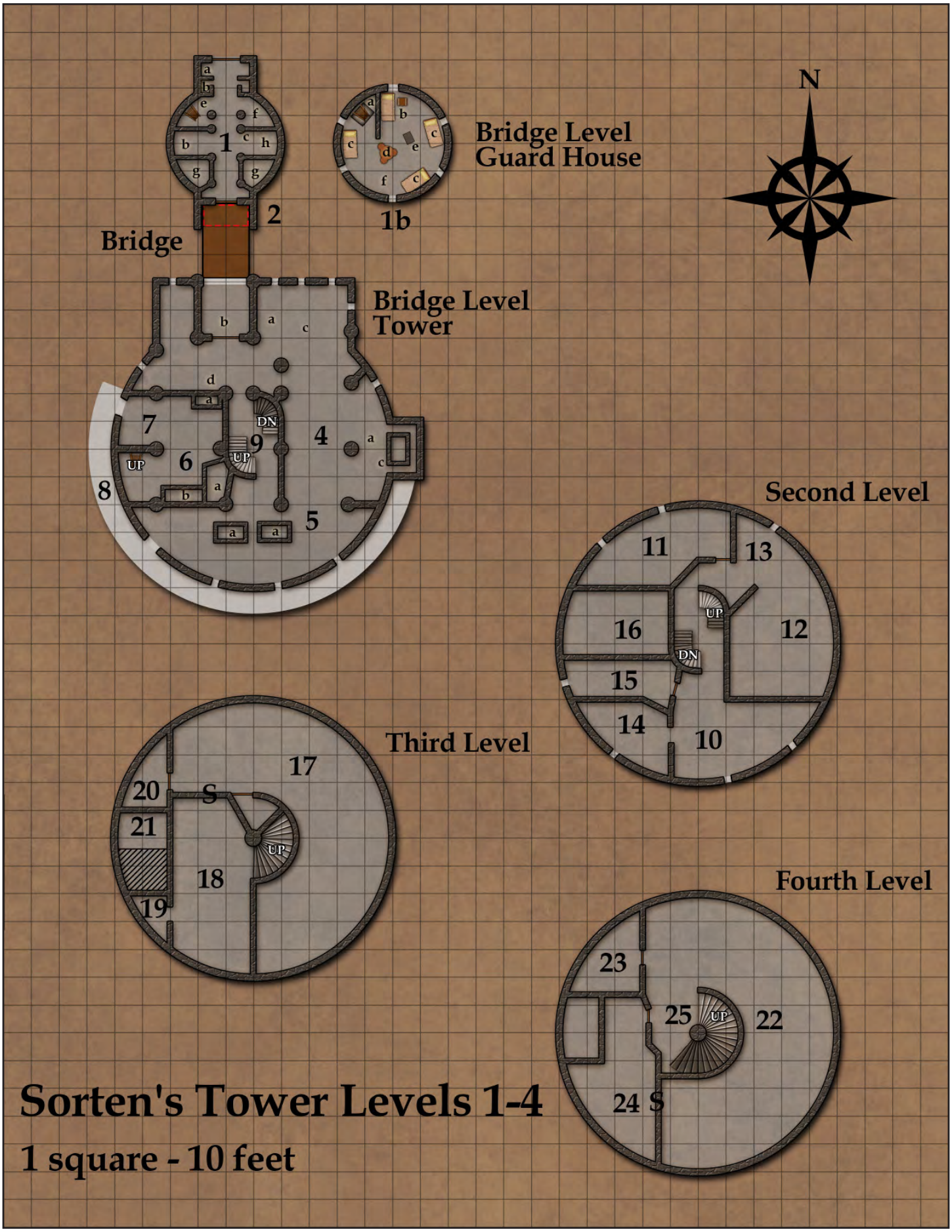
Gargoyle (16): **HD** 4; **HP** 16x2, 15x3, 14x2, 13, 12x4, 11x3, 10; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

Drawbridge

Bridge-Level Guardhouse

Area 1A: Guardhouse Stables

The entry consists of stout oak doors with iron fittings, well-greased to prevent rust. It can be barred from within with a large oak plank. A barred window is provided for inspection of outsiders from within the


Bridge Level
Guard House
1b
Bridge
Bridge Level
Tower
N
Second Level
Third Level
Fourth Level
Sorten's Tower Levels 1-4
1 square - 10 feet

Castle Defense NPC Locations (Night)

NPC	Guardhouse	Kitchens	Observatory	Bedroom	Barracks	Smithy	Golem Lab
Sorten	01	02	03-30	31-60			61-66
Arren Pendar	01	02	03-40	41-70			71-75
Weezen	01	02	03-12	13-55			56-70
Lofello	01	02-35	36	37-80	81-88		89
Denmar	01	02	03-12	13-55	56-58		59-85
Lane Phelan	01-03	04	05	06-65	66-70		71-79
Skipper Haskell	01	02-04		05-55	56-60		
Captain Mark	01-40	41-43		44-88	89-95	96-97	
Griswold	01-25	26-30		31-65	66-99		
Pal the Ogre	01-50	51-65		66-90	91-99		
Big Bill	01-65	66-75		76-90	91-99		
Bogo	01-12	13-25		26-75	76-99		
Pop	01-12	13-25		26-75	76-99		
Jinx	01	01-12		13-75	76-85	86-99	

NPC	Colonnade	Loft	Dungeon	Dragon's Lair	Shadow Plane	Yacht Landing	Offsite (traveling)
Sorten		67-70			71-73		74-00
Arren Pendar		76-83					84-00
Weezen	71-75	76-80					81-00
Lofello	90	91	92	93-99			00
Denmar	86-88	89-94	95		96-97		98-00
Lane Phelan	80	81-85	86		87		88-00
Skipper Haskell						61-95	96-00
Captain Mark						98	99-00
Griswold						99	00
Pal the Ogre							00
Big Bill							00
Bogo							00
Pop							00
Jinx							00

guardhouse.

On either side of the guardhouse's interior are piles of hay and a pair of stables with four stalls that are used for messenger horses. A trapdoor in the ceiling is accessed by a folding wooden ladder that can be pulled up at a moment's notice by guardsmen in the chamber above. One stall contains a straw bed where the groom sleeps. An overturned crate serves as a nightstand. A shuttered lantern sits upon it (Sorten took away all of the forgetful Griswold's candles because of the fire hazard). Grooming combs, leatherworking tools and brushes are stashed beneath the crate. **Griswold** the groom is always present somewhere in the stables. Griswold keeps 5gp, 10sp and 20cp in a bag under some straw in the feed hampers.

Griswold (Ftr5): **HP** 28; **AC** 2[17]; **Atk** short sword (1d6); **Move** 12 (24, *boots of speed*); **Save** 9 (with ring); **AL** L; **CL/XP** 5/240; **Special**: +2 to hit and damage strength bonus.

Equipment: *+2 elven chain*, **short sword**, *boots of speed*, *ring of protection +1*.

Griswold is a retired fighter who turned to training horses as an occupation. He wears a short sword and is handy with it.

A large horse named **Silverstorm** is kept in one of the stalls and is the steed Sorten uses when he is unwilling or unable to travel using other means. Silverstorm is an animal of superior intelligence and knows several tricks, including prancing, standing on two legs, waiting beneath an arch or door, and counting to 10. He is shoed with *shoes of springing and striding* that work exactly like boots of the same name. These allow him to leap a 50ft span if given 50ft of running room. Silverstorm allows only Griswold, Sorten and the Captain Mark to touch it. Silverstorm kicks or bites anyone else. Griswold can command Silverstorm to attack.

Other items of interest in the area are tack and harness, and leather tools all hang neatly about. All are in good repair. Silverstorm has a suit of *+2 elven chain barding* that hangs on a peg next to his stall.

Silverstorm, War Horse: **HD** 3; **HP** 24; **AC** 3[15]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18 (50ft leap); **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Equipment: *+2 elven chain barding*, *shoes of springing and striding*.



Captain Mark (Ftr8): **HP** 54; **AC** –2[21]; **Atk** +2 *longsword* (1d8+8 plus 1d6 cold) or +1 *light crossbow* (1d4+1 plus 1d6 fire); **Move** 12; **Save** 7; **AL** L; **CL/XP** 8/800; **Special**: –1[+1] dexterity AC bonus, +1 to hit missile bonus.

Equipment: *+2 plate mail, +2 steel shield, +2 freezing longsword, +1 light crossbow, 20 flaming bolts, gauntlets of ogre power, 2 potions of healing.*

Captain Mark's Chest: The chest is locked with a complex lock (–20% penalty to Open Locks attempts) and only Captain Mark has the key. The chest can be easily smashed open, but that destroys all the valuable flasks within.

Within the chest are a flask of poison that turns into a noxious gas that fills a 5ft-radius area and deals 2d6 points of damage per round for 1d4 rounds. Also included are 2 *potions of healing* and a *potion of heroism*. Also in the chest are 3d10pp, 2d20gp, 5d10sp, 10d20cp and 3 gems worth 200gp, 60gp and 20gp. A scroll titled "*The Foul Wind*" contains the following druid spells: *control winds* and *obscuring mist* (x2).

Hanging on one wall is an engraved signal horn worth 200gp that is used to warn the tower. Searching the bunks uncovers 20cp, a throwing knife, a deck of cards, a honing stone and various utensils.



Area 1B: Guardhouse Stables, Second Story

The second floor is the guardroom and bunkhouse for the guardsmen who watch over Sorten's outer property. The guardroom is accessed by the folding ladder and trapdoor from the stable below. The trapdoor may be barred against intruders with a stout oak plank, which is typically found leaning in a corner of the chamber. The guardroom has six double bunk-beds, a single bed with a chest serving as a nightstand next to it, and a small round table covered with utensils. A brick chimney and open hearth with iron hooks hung with pots and pans fill out the room. Sturdy wooden posts support the roof. Captain Mark's private bedroom is adjacent.

There are always **1d6+1 men-at-arms** wearing the livery of Sorten here (at night, **2d6-1**). **Captain Mark** may also be present (50% chance). Captain Mark is a trusted aide to Sorten and a mortal messenger when magic is unnecessary or would complicate matters with unsophisticated rubes.

Men-at-Arms (Human, Soldier) (1d6+1, day; 2d6-1, night): **HD** 1; **AC** 5[14]; **Atk** polearm (1d8) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.

Equipment: chainmail armor, polearm, light crossbow, 20 light bolts.

Area 2: Drawbridge

A drawbridge crosses a moat that separates the outer gatehouse stables from the inner gatehouse and bailey.

Entry Bridge Trap: The trap is simply a disguised trapdoor sprung either by pulling a lever or by raising the drawbridge. Any thief actively searching for traps detects it. Other characters detect it on a roll of 1–3 on 1d6, and elves and dwarves detect it on a roll of 1–4. Anyone falling through the trapdoor plunges down the steep bank, taking 4d6 points of damage as he batters against the sharp rocks. Characters who fall are deposited in a ravine of jagged rocks leading to the moat below.

Area 3: Moat

The moat is 30ft deep and difficult to climb, with lots of exposed jagged rock. Due to the sharp, almost volcanic nature of the exposed flint and chert, characters who fall take an additional 1d6 points of damage.

Area 4: Inner Gatehouse

The gatehouse occupying the far side of the moat is accessible via the drawbridge.

Area 4A: Winch Room

This chamber is faced by a stout oak door barred from the inside. To either side are arrow slits through which the winch machinery can be glimpsed. The floor slopes downward from the door into chutes that spill liquid to either side of the bridge. The ceiling has a man-sized hole and two murder holes cut in it.

Winches: The winches consist of a pair of barrel-shaped wheels with handles set 10ft apart on either side of the gate. The barrels each hold great lengths of heavy chain that pass through holes in the ceiling, run over rollers, and attach to eyelets bolted through the drawbridge itself. A bucket of lubricating oil sits next to each winch and chain. The chains themselves are heavily oiled to keep them from rusting. Careful inspection notes a pair of huge footprints about 6ft apart exactly between the gate winches.

4B: Armory

This portion of the winch room serves as the armory for the gatehouse. Locker-style racks hold 10 suits of leather armor. There are also 10 short swords, 15 shortbows, and 15 quivers with 24 arrows each. Each locker rack has an initial over it. One quiver hanging near the stairwell has the initial "B" on it. This quiver contains 5 *+2 arrows* with red fletching.

Area 4C: Palpurgis' Quarters

A large pile of hay sits in this large cubby of the winch room. The cubby is home to **Palpurgis**, a large, dimwitted ogre who has been magically manipulated and *geased* by Sorten so many times as to be relatively tame, especially around Sorten's guardsmen and friends. The guards refer to him as "Pal."

Palpurgis the Ogre: **HD** 6; **HP** 21; **AC** 5[14]; **Atk** +2 *club* (1d10+2); **Move** 9; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** immune to charm spells.
Equipment: *+2 club*

Pal is *geased* to perform as a winch man and is big enough to operate both barrels of the winch at the same time. He has no possessions save a huge *+2 club* and pewter cup worth 2sp.

Food Storage: This section of the winch floor is filled with dried meats, cured ham, barrels of pickles and pickled sausages, hard tack, barley, oats and other goods that Lofello the cook has preserved with an enchantment to keep from spoiling or attracting vermin.

Area 4D: Kitchen

Lofello, a lesser apprentice of Sorten who washed out before achieving true mastery, runs the kitchen. Lofello is still a passable wizard and respected by Sorten as a de-facto first line of defense against common miscreants.

A potbelly iron oven and stove are connected by a flue to the chimney. Racks hanging overhead in the cooking area hold spoons, ladles, forks, knives and other utensils. A locked metal box contains 200gp worth of saffron as well as other spices such as cumin, pepper, cinnamon, star anise and allspice.





Lofello (MU6): **HP** 18; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 10; **AL** L; **CL/XP** 8/800; **Special**: +2 save bonus vs. spells and magic devices, spells (4/2/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*detect evil*, *pyrotechnics*; 3rd—*hold person*, *slow*.
Equipment: robes, leather apron, dagger, *potion of healing, ring of fire resistance*

Area 5: Mess Hall

The tables are for guards and nonessential servants and retainers brought along by Sorten's guests. The tables are surrounded by stout stools and are kept wiped clean when not in use. Some stools are marked with an initial. Shelves surrounding the mess store plates, knives, forks, spoons and mugs. Ten sets of these are marked with matching initials, while others are blank and show signs of disuse.

Area 6: Tower Observatory

Like his rival Kayden, Sorten is a student of the cosmos. As such, his tower has its own unique observatory he and his apprentices use to track cosmic incidences, comets and astrological conjunctions.

Area 6A: Observatory Storeroom

This room holds a jumble of mechanical and optical devices. The shelves stretch from floor to ceiling and are stuffed with various papers featuring sky maps, calculations and the locations of various heavenly bodies. Other shelves contain bits and pieces of mechanical devices and optical equipment. A ladder in the center of the room goes up to a manhole in the ceiling that leads to a web-filled shaft 40 feet high leading to **Area 16**. A rusty (but strong and intact) ladder leads up the shaft.. One shelf holds four books on the known cosmos worth at least 50gp each if sold to the library in Elise.

Listening carefully detects movement from a nearby room. The sounds are being made by **Arren Pendar**, one of Sorten's assistants. If the characters make it into this room, they have done so without the permission of Sorten. Just as the characters have a chance to notice Arren, he has an equal chance of discovering their intrusion as well. In this event, he moves to a guarded spyhole and prepares to destroy the invaders with a *fireball*.

Treasure: In the room are an astrolabe (200gp), a 5in telescope (400gp, weighs 25 lbs.), a 10in telescope (1000gp, weighs 60 lbs.), and a skeleton globe with plotted star positions in ornate gemstones (300gp). A locked box contains a finely made sextant worth 500gp that allows its user to accurately determine his direction 95% of the time when lost. Arren Pendar and Sorten are the only ones with keys to this box.





Arren Pendar (MU10): **HP** 32; **AC** 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+1 staff* (1d6+1); **Move** 12; **Save** 3 (with ring); **AL** L; **CL/XP** 13/2300; **Special**: +2 save bonus vs. spells and magic devices, spells (4/4/3/2/2).

Spells: 1st—*charm person*, *detect magic*, *magic missile*, *shield*; 2nd—*invisibility*, *levitate*, *locate object*, *pyrotechnics*; 3rd—*fireball*, *hold person*, *slow*; 4th—*charm monster*, *wall of fire*; 5th—*contact other plane*, *hold monster*.

Equipment: robes, *cloak of protection +1*, *+1 staff*, *ring of protection +2*, *ring of spell storing* **(***dispel magic*, *fireball*, *magic missile*, *mirror image***).**

Area 7: Observatory Scriptoria

Several large charts on the walls show the various known constellations and several that are known only to those who have traveled extensively to the far northern and far southern reaches of the Lost Lands. Next to the door, a peg on the wall holds a heavy velvet cloak with a gold braid. The interior of the cloak is lined with the fur of a winter wolf (worth 1200gp). Sitting on a broad writing desk is a small silver candelabrum (40gp) holding four black candles. Also on the desk is an almanac, an inkwell and some loose-leaf notes. The shelves contain notebooks and records of recent astronomical data. The desk has 4 drawers.

The top right-hand drawer is locked and contains 84gp, 50sp, 16cp and a potion vial labeled "*brightsee*." The potion gives the imbiber the temporary ability to observe stars with more clarity when viewed with a telescope or the naked eye, and grants temporary low-light vision. Unfortunately, the imbiber is blinded by bright light such as a *light* spell, the sun or by directly viewing the full moon.

The lower right-hand drawer is not locked. The drawer contains steel and copper pen quills as well as inks, vellum and paper.

The upper left-hand drawer is also not locked. It contains specialized eyepieces for one of the telescopes, including filters to protect the viewer when aiming the telescope directly at the sun.

The lower left-hand drawer is locked with an *arcane lock* and contains two scrolls and a book. The scrolls are both in cases, and the book is in a leather binder that can be locked. The first scroll has four *wizard lock* spells written on it. Its case is monogrammed with an "A." The second case is not marked and contains a scroll titled "*nightlight*" with 2 *lights*, 2 *continual lights* and 3 *pyrotechnics* spells on it. The book is titled "*The Movements and Mysticisms of Heavenly Spheres"* by Sorten.

A second book is an unfinished work that weighs about 20 lbs. and contains *anti-magic shell* and an unfinished *prismatic sphere* spell. Anyone attempting to cast the unfinished spell instead detonates a *fireball* upon himself that does 6d6 points of damage.

Area 8. Balcony

Some of Sorten's gargoyles occasionally roost on this balcony (60% chance **1d6 gargoyles** are present). An ironwork globe has fittings that can accommodate one of the telescopes in one of the previous chambers. Characters spending 1d4x10 minutes examining the notes and equipment in the storage chamber are able to use a telescope mounted to the ironworks globe to detect certain planets important to the wizards' studies.

Gargoyle: **HD** 4; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, fly.

Area 9: Stairwell

Stairs go up to the second level of the tower or down to Sorten's Dungeon (**Area 32**). Upstairs, characters see light, but downstairs is cloaked in darkness.

Area 10: Large Barracks (Men)

In the room are 10 double bunks with various red clothes spread about atop them. On the table is a half-empty bottle of wine, some well-used kitchen cutlery and a half-finished game of draughts. At any given time, **2d6-1 guardsmen** can be found here.

A detailed examination of the bunks reveals 5d10gp worth of hidden coins stuffed into pillowcases or into the straw-stuffed mattresses themselves. The bunks may have small objects hidden in the mattresses. The bunks are also marked with initials similar to those on benches, tables and cloaks found throughout the tower.

One mattress hides a magical *+2 dagger of throwing* wrapped in a dirty cloth. It has red runes on it that say "Arthaer," which has no exact meaning but roughly translates to "*swift slayer*" in Thieves' Cant. Sitting on the table is a magic bottle that is always half full of wine. The cup is inscribed with the word "Optimist".

Human Men-at-Arms (Human, Soldier): **HD** 1; **AC** 5[14]; **Atk** polearm (1d8) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** L; **CL/XP** 1/15; **Special**: none.
Equipment: chainmail armor, polearm, light crossbow, 20 light bolts.

Area 11: Halfling Barracks

A screen stands directly in front of this door. To the left are five double bunks and a table with three stools around it. The shelves all have an initial carved into them, and contain belts, clothing and assorted utensils of halfling-size.

The table is cleared. Behind the screen is a bed with a rectangular chest beside it that looks as if it has not been opened in some time due to a candleholder overflowing candle wax atop its lid and the stack of books upon it.

No money is hidden in any of the mattresses, but hidden under one of the bunk's slats (**Pops'**, the second-in-command) is a *+1 arrow, +4 vs. humans*. The bed and chest behind the screen belong to **Bogo**, the halfling captain.

Bogo's chest: This chest contains 5pp, 30gp, 10sp and a star sapphire worth 250gp. A potion in the chest provides the drinker a +2 armor class bonus, +2 strength and +2 constitution for 10 minutes.

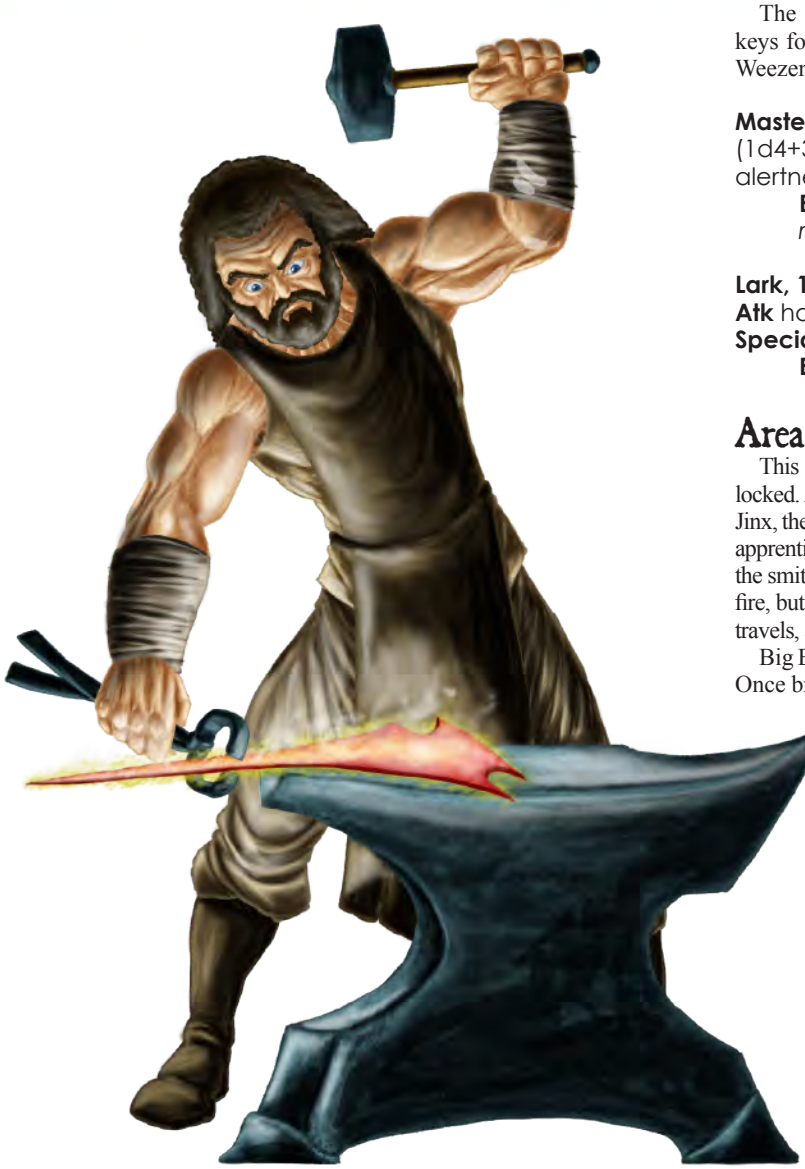
Bogo, Halfling Captain (Ftr5): **HP** 37; **AC** 5[14]; **Atk** short sword (1d6+2) or *+3 short bow* x2 (1d6+3); **Move** 9; **Save** 10; **AL** L; **CL/XP** 5/240; **Special**: +2 to hit and damage strength bonus, +2 to hit missile bonus, +4 saves vs. magic.
Equipment: chainmail, short sword, *+3 shortbow*, 20 arrows, *2 potions of healing*.

Pops, Halfling Second-in-Command (Ftr4): **HP** 29; **AC** 6[13]; **Atk** short sword (1d6) or shortbow (1d6+2); **Move** 9; **Save** 11; **AL** L; **CL/XP** 4/120; **Special**: –1[+1] dexterity AC bonus, +4 saves vs. magic.
Equipment: leather armor, short sword, shortbow, 20 arrows, *potion of heroism*.

Archer, Halfling (Ftr1) (8): **HP** 8, 7x2, 6x3, 5x2; **AC** 7[12]; **Atk** shortbow (1d6); **Move** 9; **Save** 14; **AL** L; **CL/XP** 1/15; **Special**: +2 to hit missile bonus, +4 saves vs. magic.
Equipment: leather armor, shortbow, 20 arrows.







The cabinets are locked with a *wizard lock* and further locked with keys found in the possession of **Jinx** the master smith, Lane, Sorten and Weezen. **Lark**, a 12-year-old, is Jinx's apprentice.

Master Smith Jinx (Rgr5): **HP** 41; **AC** 7[12]; **Atk** +2 *hammer* (1d4+3); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special**: alertness, +4 damage vs. giants or goblins, tracking.
Equipment: leather apron, *+2 hammer, ring of fire resistance*

Lark, 12-Year-Old Smith's Apprentice: **HD** 1d6hp; **AC** 9[10]; **Atk** hammer (1d4+1); **Move** 12; **Save** 18; **AL** L; **CL/XP** B/10; **Special**: none.
Equipment: hammer, *ring of fire resistance*

Area 13: Storeroom

This area contains piles of coal, wood and rough materials. The door is locked. A ***charmed* troll** called **Big Bill** sleeps and works here to lend a hand to Jinx, the master smith. At night, he guards the gate. He obeys only Jinx, Lark the apprentice, Captain Mark, Sorten and the other wizards. He otherwise guards the smithy (**Area 12**). Big Bill is special among trolls: He was born immune to fire, but takes double damage from cold. Sorten discovered Big Bill during his travels, and felt he'd be a perfect assistant in the smithy — *charmed*, of course.

Big Bill's enchantment can be broken only through a *remove curse* spell. Once broken, he remembers his rage against Sorten and his conclave.

Big Bill, Troll (Fire): **HD** 6+3; **HP** 42; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 9/1100; **Special**: immune to fire, regenerate (3hp/round), resists electricity (half damage), vulnerable to cold (double damage, cannot regenerate)



Area 12: Smithy

The smithy appears to be normal with an open hearth, a stone-and-clay hut furnace, and a vent hood supported by thick stone columns.

The hearth is blackened by soot, which makes it difficult to see the adamantine runes inlaid into it. The walls are reinforced with iron bands, which are also inlaid with silver runes. An adamantine grate covers the hearth. Beneath the grate is a *brazier of controlling fire elementals*. The brazier is an integral part of the hearth and furnace, and removing it from its place destroys the smithy completely. A bellows sits to one side of the hearth, and a pile of exotic wood is on the other. A magic circle of inlaid silver surrounds the hearth (a permanent *protection from evil* spell).

A tall locked cabinet contains alchemical and metal stock, including a 5-lb. bar of gold (500gp), a 25-lb. silver ingot (2000sp), an adamantine rod (5000gp), some powdered gems, and rough, enchanted bars of iron and steel that detect as magical. An anvil sitting on the floor has an intricate design upon it, and the work cabinet contains an assortment of hammers of differing metals and weights. One hammer is very large. When it is struck upon the anvil, a *fireball* (8d6 points of damage) erupts, striking the wielder for full effect and any observers for half unless a successful save is made. The same hammer is used to "light" the hearth by striking the grate. Cisterns next to the forge contain the following quenching substances:

(1) A vat of melted snow (water)
(2) A vat of molten salt
(3) A vat of crude oil
(4) A vat of molten lead
(5) A vat of human blood
(6) A vat of demon blood



Area 14: Denmar Altamon's Quarters

A bed is in this room, with a candleholder sunk into the wall beside it. A very vicious-looking dog sits beside a chest. The creature is chained to the wall, but freely roams the breadth of the room. The beast is a ***charmed*** **hell hound** that attacks anyone who enters the room without knocking on the door with five steady raps. The chest contains Denmar's spending money, which amounts to roughly 500gp in random coinage. It also contains a *potion of extra healing*.

Denmar, Elven Fighter-Mage (Ftr5/MU7): **HP** 50; **AC** 0[19]; **Atk** *+1 battle axe* (1d8+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 14/2600; **Special:** +2 to hit and damage strength bonus, darkvision 60ft, 4-in-6 chance to find secret doors, immune to ghoul paralysis, spells (4/3/2/1)

Spells: 1st—*charm person*, *magic missile*, *protection from evil*, *sleep*; 2nd—*ESP*, *invisibility*, *web*; 3rd—*hold person*, *suggestion*; 4th—*confusion*.
Equipment: *+2 chainmail*, *+1 shield*, *+1 battle axe*, pendant (500gp)

Hell Hound: **HD** 6; **HP** 43; **AC** 4[15]; **Atk** bite (1d6); **Move** 12; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** breathe fire (12hp).

Area 15: Lane Phelan's Quarters

Lane Phelan keeps a bed, a table, two chairs, a large chest and a cabinet in his room. The table is littered with papers and books, with a large volume sitting in a candleholder. Extra candles are kept in a box atop the cabinet. There is a 75% chance that Lane is within his chamber. If interrupted, he immediately attempts to put the party to sleep with a *sleep* spell, or uses *pyrotechnics* to fill the room with smoke to give him an opportunity to cast *invisibility* and escape.

Lane's chest is trapped to fire 14 poisonous razor-sharp shuriken in a 45-degree arc across the room. The shuriken do 1d4 points of damage each to randomly selected targets and attack as a 6HD monster. Any character hit by a poisoned shuriken must make a save or fall asleep for 1d6 hours. (**Note:** Tsathogga prefers that every player roll 1d20, and the highest number gets hit. Continue until all shuriken are accounted for.)

Inside the chest are Lane's spellbook, a set of 33 keys (see **Area 17B**), two scroll cases, a *potion of gaseous form* and treasure consisting



of 50pp, 200gp, 500sp, 600cp and 3 gems (500gp, 200gp and 100gp). The ring for the keys is made of gold inlaid with mithril and platinum (worth 3000gp), and lacks a break that would allow the keys to be removed.

One white ceramic scroll case is labeled "*tricky tongues*" and contains a scroll with *charm person, fear* (x2), *magic mouth* and *suggestion*. The other case is made of iron and has a lock that can be released by a key Lane carries. The scroll contains the spells *darkness 15ft radius, explosive runes* and *fireball*.

Lane Phelan, Half-Elf Fighter-Mage (Ftr3/MU5): **HP** 50; **AC** 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 10 (+2 ring); **AL** L; **CL/XP** 9/1100; **Special**: –1 to hit missile penalty (dexterity), darkvision 60ft, 4-in-6 chance to find secret doors, spells (4/2/1).

Equipment: robes, dagger, *ring of protection* +2, *vial of shadowstuff*, 5gp, 2 keys (for chest and scroll case)
Spells: 1st—*hold portal*, *light*, *shield, sleep*; 2nd—*invisibility*, *pyrotechnics*; 3rd—*suggestion*.

Area 16: Ladder Guardian

Webs cover the landing, the top and the bottom of the ladder. A **wolf-spider** jumps the first person through the trapdoor unless it is one of the tower's wizards. The heavy brute attempts to knock the character down the shaft and onto its web below (save to avoid). Falling characters are buffeted as they strike the edges of the shaft and take 4d6 points of damage before becoming stuck in the wolf spider's web below.

Wolf-Spider: **HD** 6; **HP** 48; **AC** 4[15]; **Atk** bite (1d8 plus poison); **Move** 15 (climb 9); **Save** 11; **AL** C; **CL/XP** 8/800; **Special**: poison (save or die), surprise (1–3 on 1d6 in webs), web (8/day, save or be held, 50ft range). (***The Tome of Horrors Complete*** 609)

Third Level: The Golem's Walk

Area 17: Golem's Walk

The door from the stairway has bells upon the backside so it chimes when opened. A thief can open it silently if he makes his Delicate Tasks roll.

The walk is 201ft high and is unadorned except for the columns and the secret door at **Area 17A**. At **Area 17B**, a crystal golem starts moving around the walkway as soon as the chimes ring. The crystal golem comes within sight of the characters in 4 rounds.

Area 17A: Secret Door

This secret door is opened using one of the keys on the ring from **Area 15**. The lock may be picked, but it is trapped so that metallic lock picks discharge an electrical jolt that deals 2d10 points of damage to the lock picker (save for half damage). The trap may be detected via *detect magic* or with a successful traps check. The trap is also discharged if the wrong key is placed in the lock. Each key on the ring takes one round to try. The Referee should assign a 3% cumulative percentage chance to make the correct choice before characters attempt any keys!

Area 17B: Golem Glass

A pane of stained glass along this hall contains a golem that steps out of the glass if the chimes at Area 17A sound. The **crystal golem** attacks anyone other than Sorten and his apprentices.

Golem, Crystal: **HD** 12; **HP** 60; **AC** 2[17]; **Atk** 2 slams (1d6 plus wounds); **Move** 12; **Save** 3; **AL** N; **CL/XP** 16/3200; **Special**: +2 or better weapons to hit, crystalline destruction (at 0 hp, golem shatters; 5d6 points of damage to all with 10ft), disintegrate slows for 2d6 rounds (3d6 points damage,



half movement, no save), immune to most magic, reflect spells (45%), wounds (target must save after slam or take additional 1d4 points of damage for 1d4+1 rounds). (**Appendix**)

Area 18: Golem Lab

Two tables, three cabinets and a stool by a corner table are in this laboratory. A half-completed flesh golem lies on one table. One of the cabinets is a bookcase with two books of note. One of the books is a *manual of golems (crystal)*. The other is titled "*Fragile Incantations"* and details how to make glass pliable for 10 minutes to shape and bend.

Many jars and bottles fill the other shelves. Among the items is a crystal statue draped with a blanket. The table is littered with papers detailing the construction of a crystal golem. A **difficult secret doo**r (twice as difficult to detect) leads to **Area 21**.

Area 19: Supply Closet

The supply closet contains various shards of glass, pots of colored sand, steel rods, powdered lead and other materials for producing up to 500 lbs. of leaded and colored glass.

Area 20: Storage Room

This room contains cleaning supplies of all kinds.

Area 21. Tower Shaft

This inner stairwell leads upward into the tower to **Area 24**. This secret staircase known only to the tower wizards acts as an escape hatch should they require one. The stairwell is trapped by a *magic mouth* spell that shouts loud alarms if anyone not escorted by one of them uses the stairs.

Fourth Level: Weezen's First Colonnade

Area 22: The Colonnade (The Illusory Forest)

The colonnade was contrived in the devious mind of Weezen, one of Sorten's first apprentices. It is built so that only one person at a time may pass between its pillars on this side of the tower. The room has the appearance of a heavily columned hall, with spaces only a couple of feet apart between columns, forming a maze-like "pegboard" room. In addition, there are three open-air exits that lead to a rail-less balcony ledge, only 2ft wide on the outside of the tower. These exits appear (when under illusion) as long hallways with doors 60ft ahead. Anyone walking down the hallway falls. Weezen's goal is to trap intruders so they may be collected and questioned by his master, or to walk dangerous enemies off the walls of the tower to plummet to their deaths on the cliffs below (120ft, 12d6 points of damage). Weezen's main tactic is to cast *hallucinatory terrain*, creating the maze and the deadfall "hallways".

Weezen (MU10): **HP** 35; **AC** 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** blowgun (1d3 plus sleep poison); **Move** 12; **Save** 6; **AL** N; **CL/XP** 13/2300; **Special**: +2 save bonus vs. spells and magic devices, spells (4/4/3/2/2).

Spells: 1st—*detect magic*, *hold portal*, *magic missile*, *shield*; 2nd—*invisibility*, *darkness 15ft radius*, *mirror image*, *pyrotechnics*; 3rd—*hold person* (x2), *suggestion*; 4th—*hallucinatory terrain* (x2); 5th—*passwall*, *teleport*.

Equipment: *bracers of defense AC 6[13]*, robes, floppy hat, blowgun, 10 darts, vial of sleep poison (save or sleep for 1d6 hours), 12gp, a *scroll of polymorph other* and a *wand of phantasmal force* (10 charges).



Weezen's tactics: Weezen is a dwarf-sized human who typically dresses in loose wool robes and wears a floppy hat. He has a long white beard and dark, curious eyes. Weezen turns himself *invisible* then moves through the colonnade casting spells to confound and confuse the party. Weezen loves to use the power of illusion and mixes it into his magic whenever the opportunity presents itself. Weezen only uses his offensive spells when placed in immediate danger.

Area 23: Weezen's Storeroom

Weezen keeps many of his spell components and supplies here. These include a gallon jar of phosphorus, a box of wytchwood, a terrarium of glowworms, inks usable for writing spells (black, red and green), a dozen candles, wool in a box, a vial of bat fur, some coal, powdered topaz and amber, giant squid ink, giants' eyelashes, gum arabic, iron pyrite, honeycomb, fleece, nutshells, caterpillar cocoons and silk, various herbs, a jar of fine needles, flour and distilled water. One jar is made of ceramic with a brown glaze with white runes around the top. The runes may be read using *read magic* and reveal the magic word to open the jar. Without it, the jar cannot be opened. The jar contains 6 *potions of ethereality*.

Area 24: Weezen's Study

This dirty, dark room is lit by a collection of sooty tapers. Two stools flank a large table that is littered with open books and scraps of paper, parchment and vellum.

A magic circle is inscribed on the floor, and a black curtain is stretched across the far corner of the room. A shelf holds some vials. A ladder is on the wall by the table. The papers on the desk are written in a variety of languages that include common, elven, dwarven and some scraps in the tongues of abyssal, infernal and draconic.

If characters examine the notes, they feel a strange sensation followed by a shadowy vision entering their minds of horrid, little, shadowy and ghoulish creatures dragging them off into dark caves.



Their senses are then bombarded with random noises such as scratching on the floor, random floorboards popping, and voices that seem to come from windows or from behind doors. All in the room must save or be shaken with a sudden fear that results in a –2 penalty to attacks, damage and saves for the next 10 minutes. Characters are also filled with discomfort for the duration of their stay in the chamber.

Careful inspection notes a slight movement beyond the black curtain, as if something behind it is watching them.

Three items of note can be found among the papers:

Weezen's spellbook: The spellbook contains all of Weezen's memorized spells, plus *conjuration of elementals*, *contact other plane*, *wall of ice* and *wizard eye*.

Weezen's secret journal: This appears to be a 100-page notebook with blank pages throughout and a fine leather cover. It is nonmagical. If closely examined, it smells slightly of lemons because it contains secret writings in lemon juice on 3 pages. If exposed to heat or fire and scorched, it reveals the following:

- **Page 41:** "*Swords*"
- **Page 63:** "*Stop the Swords*"
- **Page 88:** "*Hold Swords*"

A recipe book: The book contains a recipe for a sleep potion (see **Sidebox**) and an unfinished article about intellect devourers with a drawing of the creature on the frontispiece. The article concerns itself with the body-snatching powers of the creature.

Behind the curtain is an **intellect devourer** tethered to an adamantine chain worth 2000gp. Although it looks ordinary, the chain radiates magic because it suppresses spellcasting and spell-like abilities. Weezen keeps this pet in his study for observations. Weezen keeps it fed so it is tame;

Sleep Potion Recipe

The sleep potion recipe is written in ancient dwarven and takes a dwarf twice as long to read and a dwarf speaker four times as long to decipher.

The recipe reads as follows:
2 bushels wolfsbane, picked on the night of a new moon
1 cup belladonna
1 cup pine pitch
2 drops blood from a sleeping man
Essence of wight and will-o'-the-wisp

Combine ingredients in distilled water and ferment for a month. Then skim the top and combine it with the grease from a vampire heart that is not more than a week old and has been turned on a fire of green maple and wolfsbane. Drain admixture into vials and store in a cool, dark place until ready for use.

In game terms, the potion is a powerful sleep-inducer. Anyone drinking the potion must make a save or fall asleep for 1d6 hours within 1d4 rounds. A vial of the potion may also be used to three arrows, two daggers or one full-sized blade. A character may also drink the sleep draught as a potion, which allows no save. The magic-user Kayden used this recipe as a base to create the sleep draughts found in **Chapter 3**.

well, sort of tame.

The vials are *3 sleep potions* (see **Sidebox** above), a *potion of invisibility* and a *potion of gaseous form*. None are labeled.

Intellect Devourer: **HD** 8; **HP** 56; **AC** 4[15]; **Atk** 4 claws (1d4+1); **Move** 15; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special**: +3 or better weapon to hit, control body, immune to fire and mind-affecting spells, magical abilities, resistance to cold, electricity, and sonic-based attacks (half damage), vulnerable to *protection from evil*. (**Appendix**)

Magical Abilities: constant—*detect magic*; at will—*cause serious wounds*, *charm monster*, *confusion*, *invisibility*; 3/day—*anti-magic shell, cure light wounds*.

Area 25: Landing

The landing appears to be a dead-end. However, the secret door is easy to detect (2-in-4 chance, 4-in-6 for elves and thieves). An illusion opposite the door triggers when someone faces the secret door. The illusion is of a vampire stepping forth from a secret crypt to attack, declaring in a thick accent "I vant to suck your blood!" The illusion is coupled with a *fear* spell so it appears to be an actual vampiric assault with all the bells and whistles. The intent of the illusion is to frighten folk away from the landing so they steer clear of the secret door.

Fifth Level: Sorten's Chambers

Area 26: Hall

Beyond the secret door is a nondescript hall with a net of chains covering its right side. The chains are spaced so that only a halfling can pass through it. The chains block a doorway that leads into a darkened chamber. A large padlock holds the chains together in the center of the net. The padlock is trapped with a magical trap that must be dispelled in order to open the lock (basically *wizard locked*). The trap can only be detected with *detect magic* and nullified with *dispel magic*. It otherwise appears to be "not trapped." Attempting to pick the lock discharges 2d6 points of electrical damage and causes the lock pick to glow white hot, eventually fusing into a lump of metal and otherwise ruining it. The chain is of a thickness that it would require a steel saw and 10 minutes of hard, loud sawing to cut through. Meanwhile, the electricity continues to discharge from the lock each round, doing 1d6 points of damage (save for half) to all within 5ft.

Area 27: Shadow Portal Study

A strange circle can be viewed upon the wall beyond the chains. As the party observes the circle, they see a piece of paper blown by the wind waft through an arrow slit. The paper hits the center of the circle and vanishes. The circle itself appears to be formed by dried leaves and debris. Bits of paper with unintelligible bits of writing and pieces of broken furniture that may have been desks or bookshelves are also included. The circle detects as highly magical.

The circle is a one-way portal to **Area 2** on the **Plane of Shadow** (see **Chapter 5**). Anyone stepping over the boundary vanishes to the plane and is automatically lost in the shadow realm. Returning to the Lost Lands is impossible through this portal, and only a powerful spellcaster with means of dimensional travel would be able to find a place within the Plane of Shadow that would allow him to return.

Area 28: Flotsam and Jetsam

This area was once a reading room just off the study but now serves as a storage area for some of Sorten's effects. A ladder opposite the door leads to a locked trapdoor. Any attempt to bash this door is at a –1 penalty.

Boxes, barrels and chests are scattered in disarray about this area. Many of the items look quite mundane, while others are striking. As characters explore the chamber, they occasionally hear a strange gurgling sound and have a 1-in-10 chance of noticing an eyestalk or odd shadow rise up from among the boxes before it quickly darts away.

Box A: This box is fashioned of cedar with iron hardware. The chest appears fairly old and is locked. The lock is not hard to pick. Within are some fine wool garments and furs, all in good condition. One pocket holds two ceramic spheres. The spheres contain *potions of stinking cloud* (see **Appendix** for *stinking cloud* spell) that detonate when the ceramic orbs break.

Box B: This chest of oak and other hardwoods with iron bindings appears to be of dwarven origin. The lock on the chest is complex (Open Locks checks are at –40%). Smashing the chest open takes 10 rounds and has a 70% chance of destroying the jar within. Within a surprisingly small space is a cat-headed jar that contains an unguent that when anointed upon the eyes of an individual allows him to look into the Plane of Shadow (30 uses). The chest also contains 50pp and 200gp.

Box C: A plain wooden crate with a word written in Semuric, a desert nomad language, is filled with elemental sulfur.

Box D: A large rune upon this well-made riveted iron box is inscribed in Undercommon. The rune includes a chaotic symbol used by the drow of the Under Realms. The case is deathly cold to the touch, and frost collects upon it.

When translated, the runes read as follows: "*Without the bones sustain. Until exposed shan't reclaim.*"

Shaking the box gives the impression that it is filled with some sort of liquid and makes a squishy noise. Within the box is a large glass jar filled with a reddish liquid and what looks like meat or some other fleshy tissue. The jar contains the still-living liver of an ancient fiendish lord. It sits here forgotten, waiting to be reunited with its owner. If removed from this tower, possessing the jar doubles the number of encounters that occur with chaotic entities as they are drawn to the jar in hopes of reuniting it with its master and claiming whatever boon the dark lord offers to be whole again. There is a 10% chance per day that a **vrock** servant of the dark lord appears and demands his master's liver. If the jar is broken or opened it summons the demon **Muzeksheg** from **Area 30**.

Demon, Vrock (Category I): **HD** 8; **HP** 42; **AC** 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d8), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 5ft radius*; 1/day—*gate* 10% (1 vrock).

Box E: This small box has a simple latch and is filled with Zalorog's Blood Tobacco.

Box F: This large, well-constructed crate is broken out of from the inside. A triangular stamp is marked on the outside of the box. Within the box are the remains of a pupa of some sort, like a mass of spun silk. It is quite dusty. This pupa is what remains of an unmetamorphosed horror that now lives in the putrid contents of **Cask M**. The triangular stamp is a symbol of the Sultan of Kullar in the Ammuyad Caliphate, a good friend of Sorten's. Writing beneath the stamp says "*Store securely and expeditiously*."

Box G: This locked box is filled with moldy old books. Some of the books contain ancient histories that would be prized by the ages. The collection weighs 50 lbs., but would fetch 5000gp if sold as a collection to a library in Bard's Gate or the library of Elise.

Box H: This is another well-made chest of hardwood and steel bindings, with an unusually large keyhole. The chest is actually not locked, but requires a twig or similar instrument to be pushed into the hole above the slot. Any attempt to pick or detect traps has to be explained in detail because doing so releases a set of scything blades from the slot. Anyone opening it must make a successful save or be struck by the blades for 2d6 points of damage. Roll 1d20 when the blades spring forth. On a natural 20, the character loses 1d4 points of dexterity as 1d4 of his fingers are sliced from his hand. The chest is empty except for the trap mechanism. A false bottom hides 200gp, a partial spellbook, a bag of spell components, and a scroll containing *magic missile*. The spells in the book are *ESP, locate object, pyrotechnics* and *suggestion*.

Box I: This is a tall, heavily constructed urn of granite with writing about the top that requires *read magic* to decipher. If read, the runes are obviously designed to ensnare and trap evil entities. The urn is further sealed with a black wax that smells of garlic and roses. Paladins or other characters with the ability to *detect evil* note an overwhelming sense of nausea and evil emanating from the urn.



If the urn is unhinged during daylight, the characters discover only a severed, shriveled female head. The head is awake and curses at the party in an angry voice using arcane and unholy languages as it casts *darkness 15ft radius*. The head then transforms into a **marilith demon** within 2 rounds, in the form of a six-armed, lion-headed, goat-horned horror with full abilities!

Demon, Marilith (Category V): **HD** 7; **AC** 7[12]; **Atk** 6 weapons (1d8), tail (1d8); **Move** 12; **Save** 9; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, immune to fire, magic resistance (80%), magical abilities.

> **Magical Abilities:** at will—*charm person*, *levitate*, *polymorph self*; 1/day—*gate* 50% (roll 1d12; [1–3] I, [4–6] II, [7–8] III, [9–10] IV, [11] VI, [12] demon lord or prince). Equipment: combination of 6 swords & battle-axes; magic sword (95%; 1d4 for bonus).

Cask J: This 10-gallon cask contains average drinkable red wine.

Cask K: This 20-gallon cask contains a hoppy pale ale.

Cask L: This large cask spills over with a putrid liquid that smells of wine and fecal matter. Mold and slime grow where the liquid is undisturbed. The cask itself contains more of the same substance. Occasionally, bubbles rise to the top of the fell-looking mixture.

The foul fluid is the home of the beast that escaped from **Crate F**. It has converted the wine into a poisonous, evil mixture of feces and other extrusive matter.

The **cask creature** has a voracious appetite. Anyone putting a pole or similar item (sword, club, torch, etc.) into the vat has it jerked out of his hand or snapped in two. Metal objects are spit out in a badly corroded state. Breaking the cask covers the floor with a reeking acidic mixture that dissolves nonmagical leather or wooden shoes, and causes 1 point of damage per round to characters in a 20ft radius. They continue to take damage until they leave the room or dilute the mixture with two kegs of some other liquid. If the keg is broken, the creature screeches and moves very rapidly to another cask, jumps up on it, breaks the top, and dives in within 3 rounds. If attacked, it lashes out with its poisonous stinger or bite.

If the cask is left alone, the little monster may attempt to poison any party member within 5ft.

Cask Creature: **HD** 2; **HP** 12; **AC** 5[14]; **Atk** 2 tentacles (1d6), bite (1d10), stinger (1d4 plus sleep poison); **Move** 24 (climb 9); **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: sleep poison (save or comatose for 1d6+6 turns). (**Appendix**)

Cask M: This cask is similar to **Cask L** except that a **small black pudding** dwells just beneath the putrid surface in the sealed container.

Black Pudding: **HD** 6; **HP** 40; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: acidic surface (weapons eaten away by acid), divides when hit with lightning, immune to cold.

Cask O: This well-made cask has a spigot attached. A placard above the spigot reads "*Zink Deszraums*" in dwarven. The cask contains strong, magically intoxicating liquor prized by man, elf and dwarf alike. Any elf, human or dwarf who drinks a cup of the liquor begins experiencing vivid hallucinations. Elves and humans must save vs. poison to avoid drinking too much. Dwarves may drink as much as desired (no save required).

The liquor causes one's eyesight to grow dim, and the drinker suffers hallucinations for 4 hours. Between dreams, the imbiber fights at +1 to hit and +2 to damage, but suffers a +2[–2] AC penalty. For the sorts of hallucinations and dreams experienced, treat as a *confusion* spell, rolling anew every 10 minutes. Dreams last 5 minutes out of every 10.

Cauldron P: This heavy iron cauldron is blackened about the bottom. The cauldron belongs to the innkeeper at the the Trireme

Tavern, which is located just north of the tower along the coast. His initials are engraved on the bottom and match those on the lid, which can be found at the inn. He pays 100gp to get his cauldron back. The cauldron weighs 80 lbs.

Area 29: Cerannan's Room

If Sorten has been convinced that the party should find the sword, he allows them access to this room (supervised of course). Hence there are ways that they can gain this information by less than nefarious means. If the characters ask, they can even gain the assistance of Cerannon's familiar to aid in locating him.

The furniture in the room was once fine but is now moth-eaten and grimy with dust. Papers rustle as they are blown about by winds coming through the open windows. A chair next to a dust-covered reading table awaits its owner. An impression upon the cushion indicates someone has spent many long hours sitting upon it. After investigating the papers, characters can determine that Cerannan created the one-way portal to the Plane of Shadow. He left some notes that may prove helpful:

- *"On nights with full moons, the shadows cast by the large mountains cause the area within the darkest part of the shadow to be close to the shadow plane. A dimension door aimed upon this spot should do the same trick."*
- *"I figured the right geometry, but my analysis seems flawed."*
- *"Rolled some stones into the door and they disappeared!"*
- *"I am preparing an expedition for my gate. I must be the first to cross over into the dark world. I have seen it with the ointment that I developed with master Sorten."*
- *"Sorten cautioned me not to cross over until the flaw is fixed. I feel that it is not critical. He still won't let me see his journal and he won't let me do the spells."*
- *"'The one who is silent and learns will be the favored of power' says he. For now I will watch and learn."*

The chests and drawers contain mostly clothing. One chest holds a mirror that reflects only the visage of lawfully-aligned characters or monsters. Another drawer holds a purse with 10pp, 7gp and 2sp in addition to a 500gp gem. Stashed under his bed is an uncharged *staff of striking* worth 500gp.

A **raven** named **Chaphare** (Cerannan's familiar) sits in the window regarding the party with curiosity. The raven can find Cerannan on the Plane of Shadow if characters choose to take this tactic. The raven is also familiar with where the other gate manifests itself, though the manifestation of the true gate depends largely on the exact time of conjunction.

Chaphare, Raven: HD 1d4hp; **HP** 3; **AC** 7[12]; **Atk** beak (1), claws (1d4); **Move** 6 (fly 15); **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.

Sixth Level

Trapdoor

Opening the trapdoor without knocking five times causes a large urn filled with gold to fall upon the first character through. The underside of the trapdoor is inscribed with a *magic mouth* that says, "You, trespasser, have gotten what you want. Now be off before you make a bad situation worse!"

Trapdoor Trap: The falling urn (**A**) deals 3d6 points of damage and requires a saving throw. If the save fails, the character slips from the ladder and falls down the shaft, possibly dislodging other characters on the ladder below. The victim hit by the urn takes additional 1d6 points of damage per person he strikes as he falls. Those he lands upon also take 1d6 points of damage and must make a saving throw to hold onto the ladder. Each additional person falling adds his cumulative damage to those struck below. The top character falls 30ft to the landing and takes 3d6 points of damage plus any other damage incurred from hitting other characters. The trap is actually easy to spot and disarm (4-in-6 chance for all to detect, +20% bonus for Delicate Tasks check to disarm).

Area 30: Entry Chamber

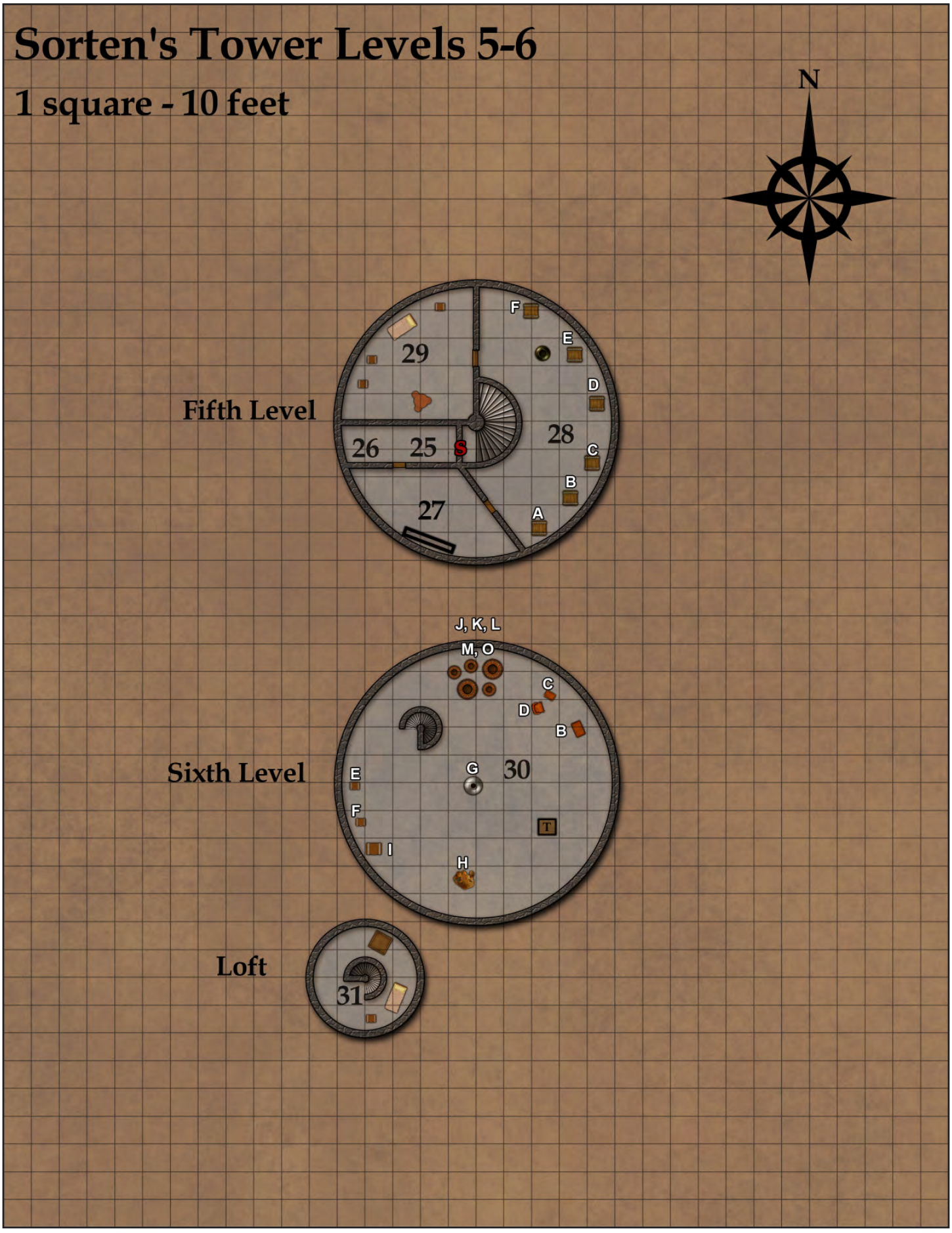
The lower part of this room is sparsely furnished. A thin cabinet (**B**) holds three wooden staves. A cluttered desk (**C**) occupies one part of the wall while a stair leads up to the loft. Chalk marks on the floor resemble runes and diagrams, but most are smeared out. While the room appears to be empty, many things float above the characters' heads if they look up. Some of the objects are *invisible*.

These items are listed below, with a percentage chance to run into them (0% indicates they float higher than one's head). Chalk marks are conspicuously absent on the floor for items **E**, **F** and **G**.

Location	Item	Chance to Hit
D	Chair	50%
E	Chest	60%
F	Cupboard	70%
G	Urn	65%
H	Stuffed owlbear	85%
I	Large chest	0%
J	Cup	0%
K	Wooden chair	0%
L	Helmet	0%
M	Blanket	0%

In addition to the above objects, about a dozen swords rhythmically swirl and scythe through the air. The pattern they follow is complex and hard to follow. If a character rolls below his intelligence on 5d6, he recognizes the pattern and can cross the room without being attacked. Anyone failing the check is attacked 1d4 times by 1d6 swords. Each




Sorten's Tower Levels 5-6
1 square - 10 feet
N
Fifth Level
29
F
E
D
28
C
B
A
26
25
S
27
Sixth Level
J, K, L
M, O
C
D
B
E
G
30
F
T
I
H
Loft
31

sword attacks as 3HD creatures with +12 to hit. They do 1d6 points of damage per sword strike.

Certain spells lend some protection against the darting swords:

Spell	Effect
Dispel magic	Protects spellcaster and everyone in a 5ft radius for 1 round.
Protection from normal missiles	Grants the protected character a –4[+4] AC bonus.
Shield	–4[+4] AC bonus.
Disintegrate	Destroys one sword.
Control winds	Disrupts sword pattern for 1d4 rounds. No attacks are made during those rounds.
Slow	Attacks are reduced to 1 strike every 4 rounds.
Anti-magic shell	No attacks occur within the area of effect.

The floating items are either very important to Sorten personally or are very magical. Each item has a word that brings it to the heavy desk at one of the safe areas. The chest, however, moves in such a way that sword attacks are doubled in its vicinity. It lands not at the desk but in the center of the room and the swords surround it like a *blade barrier*, subject to the above spells.

Words written in *Weezen's Secret Journal* (**Area 24**) control the blades:

- "*Stop the swords*" causes the swords to point menacingly at the person closest to the chest. This should be played for fear impact, even though the blades do not move anymore. "*Stop the swords*" halts the weapons only for 5 rounds. If anyone takes this chance to fool around with the chest, he finds himself caught inside the *blade barrier*-like area around the chest until the words are uttered again. A second uttering while the blades are stopped causes the swords to again form a lethal *blade barrier* cage around the chest.
- "*Hold swords*" causes all the blades to hold their positions indefinitely.
- "*Swords*" causes all the blades to resume their frenetic activity.

Besides the spells listed above, a sword may also be broken by a character that uses a probable method or attacks the swords directly according to the following chart:

Strength Score	Chance to Break
Under 12	10%
13	20%
14	30%
15	40%
16	50%
17	60%
18	70%

Upon the desk (**C**) is a list of the tower payrolls, accounts, inventories, etc., in Weezen's handwriting. Most of the drawers hold writing items or notes. The chair (**D**) is mundane, made permanently invisible. Weezen uses it to play tricks on Phelan. The chest (**E**) holds Sorten's clothing, worth 3000gp total and made of the finest material.

Within the cupboard (**F**) are mundane plates, utensils, odd-looking tools, candles made of red wax with curious icons on them, other candles, a small cauldron, and a 25% chance of any spell component. The beautiful dishes and cups are almost unbreakable (worth 3000gp). Also inside are 2 *potions of extra healing*.

The urn (**G**) contains 10,000pp and is made of pure brass, sealed with red wax. The owlbear (**H**) is just a stuffed owlbear.



Sorten's chest (**I**), however, is something different. It is made of a very hard stone and is filigreed with silver symbols that seem to be some sort of warning. The lock is made of a very hard metal, and the whole construction seems to be impregnable. The chest is made of adamantine and carbon-alloy steel. The top writing reads: ***"THIS CHEST IS MINE! TO OPEN IT IS DEATH. THIS IS YOUR ONLY WARNING."***

The keyhole is a dummy. Any key fits and apparently turns the lock, but the chest does not open. The placard below the keyhole reads:

"Beware of the obvious trick,
For often, one 'tis a subtle truth,
And Truth is oft a lie revealed from whence no being is proof."

A thief can detect the false keyhole and is likely to find the hidden lock (3-in-6 chance). The hidden lock is a disc with the words "*Open Muzek*" repeated three times. Muzek is a word in abyssal that is not often used; it means, "*truth*." Sheg as a suffix means "slayer". If the words are spoken thrice, a dark gathering of clouds appears at the door. This cloud builds for 4 rounds. Then, with a clap of thunder, a hideous demon appears in the center of the room. The demon's name is **Muzeksheg, the Demon Prince of the Droning Horde**. It is the same demon whose organs are kept in the glass jar. It does not appear if the demon's dark servants have already reclaimed his organs!

The beast exclaims, "None of you is my keeper! Now I may earn my freedom and a meal at the same time! Muhahaha!" The beast then attacks. The demon at this point very likely kills the party.

Muzeksheg, Demon Prince of the Droning Horde: **HD** 16; **HP** 85; **AC** –2[21]; **Atk** 2 claws (1d6) or +3 *lightning flail* (1d8+3 plus 3d6 electrical sting), bite (1d8 plus sleep poison); **Move** 12 (fly 18); **Save** 3; **AL** C; **CL/XP** 21/4700; **Special**: +2 or better weapons to hit, demonic droning (save or be *charmed*), immune to fire and acid, magic resistance (65%), poison (save or fall asleep for 3d6 turns), magical abilities. (**Appendix**)

> **Magical Abilities:** at will—*cause serious wounds*, *darkness 15ft radius*, *dispel magic*, *ESP*; 3/day—*insect plague*, summon insects (velvet ant swarm).

If the demon is freed, the chest still remains closed. The only way to open it is by casting a *knock* spell. It contains 1500gp, 1550sp, 2000cp, seven gems (a 3000gp cut diamond, a 2500gp ruby, a 2000gp fine sapphire, two 1500gp matched marquise-cut emeralds, a 1000gp pearl, and a 500gp large round topaz,), a map to a dragon's hoard (it reads "*Dragon Hoard*", and leads to the Hazed Canyon, even showing the secret path that enters



the place), a gold-and-jeweled scepter worth 4000gp, a ring worth 500gp, two scrolls titled "*Burdens*" (*cursed*; causes encumbrance) and a *spell scroll* (*clairaudience*, *clairvoyance*, *ESP* and *phantasmal force* [x2]).

In a false bottom is Sorten's spellbook (written in a code that takes a 15th-level magic-user to decipher) and two other books: "*Passage to the Everdark: The Shadow Plane"* by Sorten, and "*Theory and Practice of Mass Suspension,"* also by Sorten, which contains the spell *Sorten's bag* and a map of the known Plane of Shadows.

Finally, a note in Sorten's handwriting reads:

"Please, friend, help yourself to the treasure, for you have doubtlessly earned it. I only ask that you spare me these documents that are my life's work, as there are no other copies, and it will spare you some grief. A symbol of insanity is placed somewhere in one of these documents so read at your risk."

Symbols of insanity are placed on the title pages of each book. The map is folded and sealed, but safe.

Sorten's cup (**J**), *chair* (**K**), *helmet* (**L**) and *blanket* (**M**) are all magical (**Appendix**).

Sorten the Archmage (MU20): **HP** 42; **AC** –1[20]; **Atk** *staff of wizardry* (2d6); **Move** 12; **Save** 2 (with cloak); **AL** L; **CL/XP** 22/5000; **Special:** +2 on all saving throws vs. spells, wands and staves, spells (7/7/7/7/7/7/3/3/2).

Spells: 1st—*charm person, detect magic, hold portal, light, magic missile* (x2), *protection from evil*; 2nd—*darkness 15ft radius, detect evil, detect invisibility, ESP, mirror image, phantasmal force, wizard lock*; 3rd—*darkvision, dispel magic, fireball, fly, hold person, lightning bolt, slow*; 4th—*charm monster, confusion, fear, hallucinatory terrain, ice storm, polymorph self, wall of fire*; 5th—*contact other plane, conjuration of elementals, feeblemind, hold monster, passwall, telekinesis, wall of iron*; 6th—*anti-magic shell, disintegrate, geas, legend lore, project image, repulsion*; *stone to flesh*; 7th—*conjuration of demons, limited wish, power word stun*; 8th—*clone, monster summoning VI, power word blind*; 9th—*prismatic sphere, wish*.

Equipment: *bracers of defense AC 2[17], cloak of protection +3, white robe of wizardry, staff of wizardry* (185 charges)*, amulet of demon control, ring of regeneration, ring of spell turning*.

Area 31: Loft

Upstairs is a semi-circular area with a bed, a wardrobe, a huge wooden closet and a table.

Sorten's Dungeon — The Shadow Plane Gate

Area 32: Torch Exchange

The stairs down from **Area 9** lead to a series of 6 unlit torches that rest in wooden holders. White powder covers the heads of the torches. Standard torches must be exchanged for these special torches, which emit an alchemical red flame, in order to pass through the landing (**Area 33**) without exciting the shadow plane creature stationed there.

Area 33: Landing

Roughhewn rock walls on either side flank this flat landing. The walls are illusory. A casual touch reveals that the character's hand passes directly through the wall. A **shadow mastiff** protects the landing. It attacks anyone bearing any natural flame (a torch or lantern) or using some spell that produces illumination. Special torches found in **Area 32** do not cause the dog to attack.



Shadow Mastiff: **HD** 3; **HP** 22; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: baying (causes panic, save or flee for 3d6 turns), concealment in shadow (40% chance to disappear from sight after attacking). (***Monstrosities*** 417)

Area 34: Difficult Door

Before the party is a massively built oak door reinforced with bronze fittings and barred from this side by an 8in-by-8in-by-10ft oak bar. The bar is further locked in two places with locks and chains. One lock looks like a brilliant white light, while the other has five slots numbered 1 through 5.

The door is, for all purposes, unbreakable. The white light is a *continual light* spell cast upon a padlock that requires the keys to open. Opening the lock by key or by picking it does not break the *continual light* spell, but damaging the lock does. The *continual light* causes harm and pain to the shadow mastiff (**Area 33**), which does not enter the area illuminated by the powerful radiance of the *continual light*.

First Lock: This lock can be picked normally.

Second Lock: This lock is easily picked if one knows the right slot to try. A successful Open Locks check discovers the correct slot, but also reveals a trap (*find traps* also discovers the danger). Within the lock is a bladder of poison gas. The gas is deadly, causing death (save vs. poison) in 1d10 rounds to all inside a 10ft radius, and 1d20 points of damage to all within a 20ft radius. The gas lasts for 1 round. The gas is red and smells like sour milk.

Area 35: Supply Room

Beyond the unlocked door is a shelf with rather large upright candles. The wax is red and each has a rune or icon engraved upon it. The candles are grouped into three sets for each icon. The wicks are infused with a yellow-white powder (sulfur). Above them on the top shelf are some torches that are treated for use on the Shadow Plane (see **Area 32**).

The smaller set of shelves contains three candle molds, a box of wicks and a tinder box. On the floor beneath the shelves are blocks of red wax and a bucket lined with the wax. A closet is next to these shelves.

The closet is easily unlocked. Inside is a collection of blue and red staves. A book on the floor serves as a book of occurrences on the Shadow Plane. Useful information can be gained by reading it, but it is written in Sorten's code. *Read languages* or a thief's read magical writings ability can help decipher the manuscript. The manuscript (if deciphered) includes the gate activation procedure (see **Area 36**). Some items that can be gleaned are:

- **Journal Entry, Weezen:** *"... I tried* continual light *and it works well at keeping those damnable beasts away."*
- **Journal Entry, Weezen:** *"Found the other gate beyond the mountain that we call Black Peak. It, too, is manifested, but not as this gate. It is hard to spot and I did so only by most fortunate chance."*
- **Journal Entry, Arren Pendar**: *"There was evidence of Cerannan's party, but the track was old and I could not follow it ..."*
- **Journal Entry, Arren Pendar:** *"Found Cerannan's precious pendant amongst the bones of his party. What a fool he was to think he could find the secret of this place that would allow him to return! Many of the bones were splintered. I counted seven skulls, which leaves two unaccounted for, two of the skulls were crushed, and one was even missing a jawbone."*
- **Journal Entry, Lane Phelan:** *"*Find familiar *works and causes alliance with a creature.*
- *I brought it through and bound it to the opposite alcove. What an efficient watchdog it makes!! It is even more frightening in its manifestation on its own plane."*
- **Journal Entry, Cerannan:** *"*Fireball *does terrible damage over there, but its use also seems to attract them."*
- **Journal Entry, Arren Pendar:***"Captain Mark and I found a skeleton. It was Polenar's. Poor devil."*
- **Journal Entry, Cerannan:** *"Mark climbed Black Peak and spotted in the distance, somewhat left to the line drawn from the gate to this peak, a bright light that moved towards my right as I faced away from our gate. I asked Mark if he could see it any better, but he only mumbled about the 'Deadly Chain,' and that it was long and thin. I left him alone and watched as it moved over what I believed was the horizon. Mark doesn't like this plane, worse than anyone else, but what does he know about anything?"*
- **Journal Entry, Lane Phelan:** *"It may have been Cerannan. I, too, saw the light. I believe that Cerannan is alive, but is lost off in the distance."*
- **Journal Entry, Weezen:** *"Lengths and time are deceiving here; I believe it has to do with the shift that causes one to fall out of our gate."*

Area 36: Plane Gate

In order to discern how to use this gate, a magic-user of at least 3rd level must light the three candles and lay the three red staves across the middle of the rune to which they correspond. The staves then burn with a red fire.

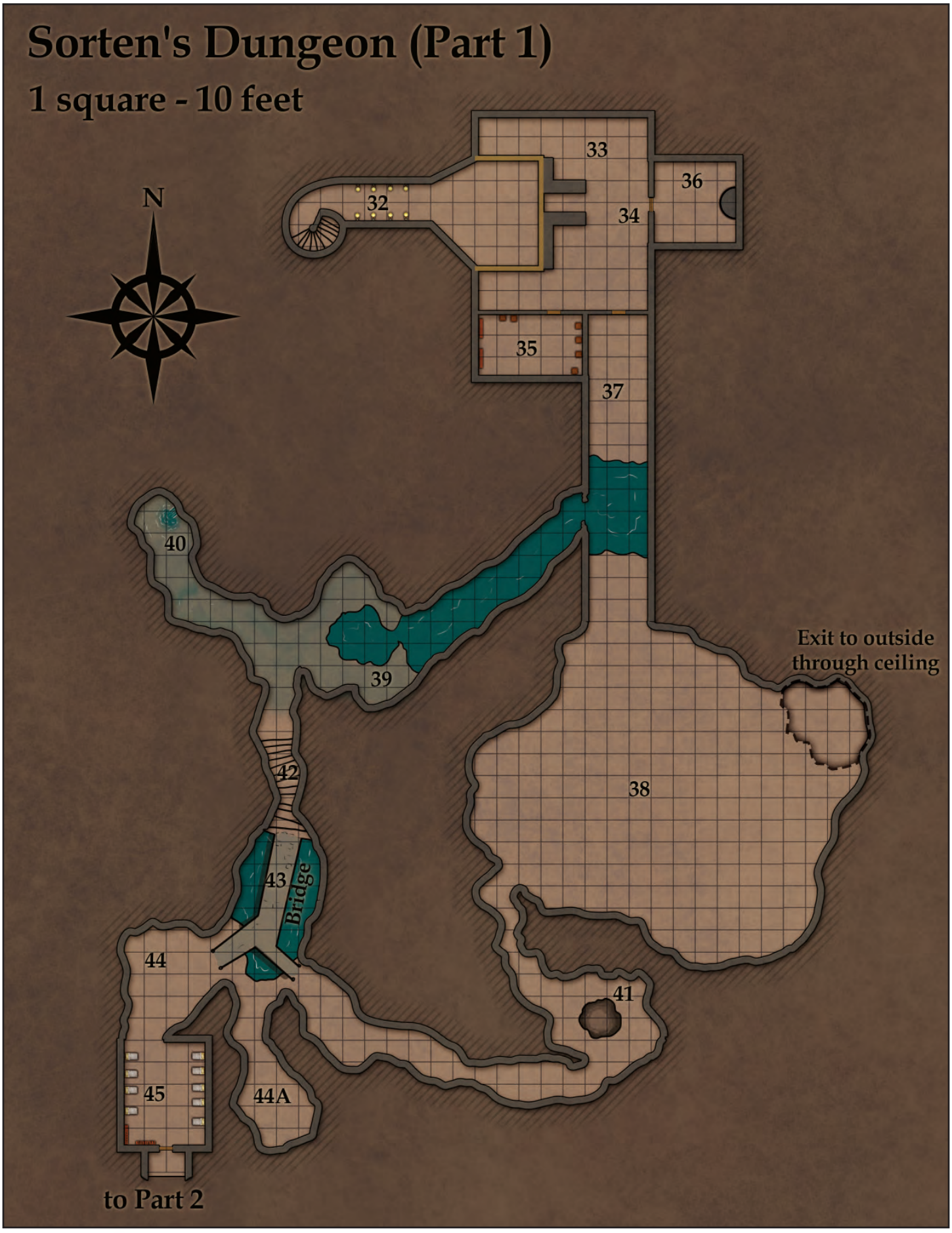
The operator then takes the blue staff and recites the incantation at each station. Each entrant must follow in single file, hands upon the shoulders of the person in front of him. The operator stands over the circle, straddling the "eye" rune staff into the triangle. The triangle is actually in the Shadow Plane, manifesting itself as a triangular doorway. A person crossing over almost always falls because the home plane of the Lost Lands is 30 degrees out of phase with the Plane of Shadow. How the correct procedure is performed requires either trial and error or some other method of figuring it out.

Area 37: Handcarved Hall

Water flows from a fissure into this hall. Anyone attempting to drink from this fissure risks a **giant cave crab** in **Area 39** attacking his hand.

Area 38: Brass Dragon Lair

This immature **brass dragon** is allied with Sorten and tolerates his retinue as long as no one enters its cave except Sorten or the cook, Lofello. Toward this end, Sorten secured the entrances using various means. The dragon hunts often and is at home only 60% of the time. Mixed among the


Sorten's Dungeon (Part 1)
1 square - 10 feet
N
33
36
32
34
35
37
40
39
Exit to outside
through ceiling
42
38
43
Bridge
44
41
45
44A
to Part 2



modest treasure listed below are the bones of large fish, buccaneers and the occasional trespasser.

Dragon, Brass (Medium Immature): **HD** 7; **HP** 21; **AC** 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 12 (flying 24); **Save** 9; **AL** N; **CL/XP** 9/1100; **Special**: fear (save or flee for 3d6 rounds) or sleep breath (save or sleep until awakened). (***Monstrosities*** 134)

Treasure: The dragon's hoard consists of 16,000gp, 31,000sp, six matching silver cups set with rubies (worth 300gp each or 2500gp as a set), various mundane articles worth 5000gp, 16 large gems (a malachite worth 200gp, 2 pearls worth 500gp and 300gp, 3 azurites worth 5000gp — this last one is really large, nearly football-sized), 75gp and 50gp, a small diamond worth 200gp, 2 opals worth 400gp and 200gp, 3 emeralds worth 11,000gp (golf ball-sized and uncut!), 4000gp and 2000gp, 2 bloodstones worth 75gp and 50gp, a huge rose quartz crystal weighing 40 lbs. worth 80gp, and an extremely perfect gypsum flower worth 30gp. A suit of *+2 plate mail*, a *+1 spetum* (polearm, 1d8+2), a *+1 flaming club* and a *folding boat* (**Appendix**) are mixed with the coins and jewels.

Area 39: Skeleton Pool

A skeleton limed over with age sits inside this pool. It is turned onto one side and is missing an arm. One of its legs is broken. Shiny objects can be seen in the pool. The pool drains into a fissure (**Area 37**). On one shelf is a worthless, rusted dagger. Deeper down is a **giant cave crab**, grown huge by feeding upon the effluent flowing down the stair. It is a very substantial beast, but is unused to its food resisting being eaten. Nonetheless, swings and blows against the creature are taken at a –4 penalty due to its placement beneath the rocks.

Crab, Giant Cave: **HD** 3; **HP** 20; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (***Monstrosities*** 74)

Area 40: Sewer

This wide section of hallway is rank with human effluent, garbage and trash. Flowing water 3 inches deep carries this waste down to **Area 39**. The northern pool is more stagnant, and **green slime** covers the surface, while more of it hangs from the ceiling. The northern pool contains a small **black pudding** that lies just below the surface.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (save avoids). It can be destroyed with fire or extreme cold, and the transformation process can be arrested by a *cure disease* spell.

Black Pudding: **HD** 10; **HP** 68; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special**: acidic surface (weapons eaten away by acid), divides when hit with lightning, immune to cold.

Area 41: Pit

This pit empties from **Area 42**. It is filled with webs. A gigantic **wolf-spider** (the sire of the spider in the tower in **Area 16**) lies here, emerging when the dragon is out to poach on his leftovers. The dragon is aware of this, but leaves the beast alone to secure his back door.

Wolf-Spider: **HD** 12; **HP** 88; **AC** 4[15]; **Atk** bite (1d8 plus poison); **Move** 12 (climb 9); **Save** 3; **AL** C; **CL/XP** 14/2600; **Special**: poison (save at –2 or lose 1d8 strength), surprise (1–2 on 1d6 in webs), web (8/day, save or be held, 50ft range). (***The Tome of Horrors Complete*** 609)

Area 42: Steep stair

This slippery stair is extremely steep and is cramped for a normal human. The climb requires a successful save to avoid tumbling 3d10ft down the stair and suffering 1d3 points of damage per 10ft fallen. A falling character attracts the attention of the dragon if he is home.

Area 43: Bridge and Landing

A bridge crosses a 40ft-deep chasm that is open to the sky at one end. The other end of the chasm floor slopes downward to where the path crosses again. At this point, it becomes a shaft that reaches to the caves below.

A thick mist of sea spray and cloud vapor is trapped within, encrusting the walls with salt and making the stairs wet. A rivulet formed of this mist and seepage from **Area 39** flows toward the aforementioned caves, coming out at **Area 45**.

Area 44: Bridge and Grotto

The bridge crosses over a grotto filled with water from the nearby sea. The water spills into a shaft to **Area 45** on the other side. Guarding the bridge are ***2 charmed* ogres.** They challenge the party on the bridge, demanding the password to cross. The password is "hedgehog." They attack any who do not know the password.

Ogre (*charmed*) (2): **HD** 4+1; **HP** 28, 25; **AC** 5[14]; **Atk** club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.

Note the tide pool at **Area 44A**. Characters may swim underwater to this pool. The sea monster (**Area 44A**) attacks anyone who falls in.

Area 44A: The Lost Daughter

This area has never been explored by any of Sorten's people because they fear the creature that occasionally attempts to pluck someone off the bridge. Indeed, no one, not even Sorten, is aware of the situation within the grotto.

A dark pool is fed by four gushing streams that are in turn fed by water trapped by high tide. Upon the sloping shelf is a statue of Neriad, daughter of Hecate, which glows green as if sunlight was shining upon a burnished verdant shield.

The statue's eyes are made of rubies that glow with a metallic brightness and the fangs are of the purest mother-of-pear1, giving them a luminescent opalescence. The statue's reflection upon the still black surface of the pool is broken by ripples from the splashing streams. Blind shrimp and crabs swim or crawl in the pool, busily feasting upon the remains cast into the water by the sea monster (see below). If the rubies are popped out of the statue's eyes and doused with water, they turn into cursed *gems of ill fortune* (**Appendix**). The only way to be rid of the gems and their curse is to replace them into the sockets of the statue.

A *legend lore* spell cast on the statue or some other similar power or ability reveals that Hecate felt ill favor toward her daughter and transformed her into this statue. It is made from a rare metal the dwarves call *living rock*, which is mined from the bottom of the sea. The spell also reveals a dalliance of the daughter with the famed wizard Aka Bakar — as well as a vision of the location of his tomb!

Characters may notice that the statue is dusty, while the area around it is very dirty and dry. If the statue is dragged into the water, the curse is lifted and **Neriad** can share the location of Hidden Tomb — which is also the tomb of her former lover and the resting place of the *Sword of Air*. Neriad is rumored to be the first true nereid, and the one for whom the fey are named, and possesses many of their abilities.

Neriad, Daughter of Hecate: **HD** 12; **HP** 90; **AC** 3[16]; **Atk** poison spittle (poison); **Move** 12 (swimming 15); **Save** 3; **AL** N; **CL/XP** 16/3200; **Special**: beguilement (for males, save or be *charmed;* females get +2 save bonus seeing male form), change shape (male or female), kiss (save or 1d6 points of damage from drowning, failure means 1d6 points damage for 10 rounds until 3 successive saves made), poison spittle (20ft range, save or be blinded for 2d6 rounds), magic resistance (60%), transparency. (***The Tomb of Horrors Complete*** 397)

Magical Abilities: at will—*lower water*, *part water*; 1/day— summon greater water weird (see below)




Sorten's Dungeon (Part 2)
1 square - 10 feet
to Part 1
N
46
52
49
47
48
51
50

Water Weird, Greater: **HD** 10; **HP** 80; **AC** 3 [16]; **Atk** bite (2d6 plus grab); **Move** 0 (swim 18); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special**: command elemental (50%), healing (5hp/round in water), immune to fire, rejuvenation (reforms 1 minute after destruction), transparent. (***The Tome of Horrors 4*** 236)

Unfortunately, any splashing or noise made in this area attracts a foul **sea monster** that lives here. The murky water and wave action prevent anyone from seeing the beast (it is in a cave beneath the beach area) unless it comes out to play. Any contact with the water draws the creature in 1d6 rounds. It attacks until it is reduced to half its hit points, then retreats back into its lair. The lair contains no treasure.

Giant Octopus "Sea Monster": **HD** 15; **HP** 90; **AC** 4[15]; **Atk** 8 tentacles (1d8 plus constrict); **Move** 10 (swim 24); **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: constrict (anyone struck by 2 tentacles must save or constricted for 2d20 points of damage each round), ink, jet (Move 27).

Area 45: Common Room

Weapons racks and equipment lockers line the walls of this chamber. Piles of rags, greasy furs and straw woven mats serve as beds. This chamber serves as a subterranean barracks where Sorten's minions are kept, except for those that reside within the tower. In the chamber are **10 orcs**, **2 ogres** and **6 goblins**, all under Sorten's charm and tasked with his protection (or the protection of his property). As the creatures are *charmed*, they have not a speck of treasure among them.

Goblin (6): **HD** 1d6 hp; **HP** 6, 5x3, 4x2; **AC** 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.
Equipment: short sword.

Ogre (2): **HD** 4+1; **HP** 26, 22; AC 5[14]; **Atk** longsword (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special**: none.
Equipment: longsword.

Orc (10): **HD** 1; **HP** 8, 7x2, 6x3, 5, 4x3**AC** 6[13]; **Atk** spear (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.
Equipment: spear

Area 46: Water Room

Run-off from the chasm collects here. It is quite brackish as it has been contaminated by sea water, but it is otherwise drinkable.

Area 47: Boat Room

Within this room are three boats: a 30ft sailing yacht, a 25ft whaler and a 10ft dinghy. Oars are arranged neatly along with ropes and other sailing tools. **Skipper Haskell**, a fat cowardly drunkard of a man but an excellent sailor, pilots the yacht. Without him, passage by boat to any coastal town from the rocky shores of Sorten's tower likely ends in disaster. Characters skilled in the sailing arts need not worry about this; however, escape via ship is still a challenge to any sailor or aspiring sea captain. Haskell sleeps in the yacht.

Skipper Haskell (Thf4): **HP** 12; **AC** 6[13]; **Atk** *+1 cutlass* (1d6+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** backstab (x2), drunkard (50%, –2 to hit), +2 save bonus vs. traps and magical devices, read languages, thieving skills.
Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: *+1 leather armor*, *+1 cutlass*.

Sorten's Yacht

This 30ft sailing ship is fully seaworthy and accommodates up to 12 passengers and 3 crewmen. It is fully stocked with dry rations that support a month at sea for 6 passengers and fishing tackle. No liquor is onboard the ship.



The bow and rudder of the ship are enchanted to allow twice the normal agility on the waves and twice normal speed if the magical phrase "*wave slicer*" is uttered at the helm. With its enchantments, the yacht is worth three times its normal value. Sorten, however, loves his boat, and if it goes missing, rest assured he turns over every stone in Hell and the Lost Lands to locate it.

Area 48: Wine Room

All of the wine and beer is kept here under lock and key or else Haskell would drink it all. The door is locked with a *wizard lock*, as well as a complex lock requiring a thief or other lock picker to make a successful Open Locks with a –40% penalty.

In the room are 20 30-gallon kegs of average ale worth 30gp per keg, 5 kegs of fine ale containing 30 gallons worth 300gp, 10 10-gallon casks of average wine worth 100gp a cask, 50 bottles of fine wine worth 1d12x100gp each, and 20 bottles of spirits, including brandy, schnapps, absinthe and whisky, that average 1d6x10gp in value each.

Area 49: Beacon Light

This glowing stone is simply a rock with quite a few *continual light* spells cast upon it. Weezen is responsible for maintaining the light and becomes very upset if someone casts *dispel magic* upon it. It takes

Weezen a day to prepare the magic that makes the light. Without the light, navigation to and from the tower is considerably more hazardous.

Area 50: Stores

Perishable and semi-perishable supplies are kept here, along with some other finds: a fine suit of armor for a large man, a good supply of paper and ink, some rough iron ingots, a chunk of adamantine (5gp weight, but worth 5000gp; the party may think it's a rock), a case containing 560 of arrows of elven make, all manner of bookbinding supplies, leather skins and other sundries. One case is labeled "star lens" and contains a new telescope. It is very expensive and somewhat magical, weighing only 10 lbs. but having the same acuity and power of a 10in lens. The telescope is worth 2500gp.

Area 51: Backroom

This area is not used, but characters notice tiny footprints, dropped grain and straw leading to some (normal) rat warrens.

Area 52: North Beach

This rocky beach offers a vista of various pillars of ancient volcanic rock, long withered by time. **1d10 giant crabs** roughly the size of large dogs crawl ashore in the early evening. The crabs are aggressive and think nothing of attempting to snip off a bite to eat from various terrestrial inhabitants strolling along the beach. Weezen is known to stun a few from time to time and boil them up for the denizens of the tower.

Crab, Giant: **HD** 3; **AC** 3[16]; **Atk** 2 pincers (1d6+2); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Area 53: South Beach

The south beach features a large aboriginal statue of some unknown craftsmanship from a forgotten era. Potbellied and grotesque, the statue looks out across the beach at the breakers and rocky prominences jutting from the swirling waters.

Jutting partly onto shore from the waves are the bones of a shipwreck that appears to have washed up here sometime in the last decade. Characters taking the time to thoroughly search the area find the remains of a dozen or so humanoids, their ribcages and skulls shattered by massive crushing blows.

The statue is in fact a **stone golem** crafted by Sorten. The golem's sole purpose is to ward off landing parties of would-be robbers or pirates that approach from the sea.

Any party approaching by sea or attempting to leave by sea without first receiving a ward from Sorten or one of his apprentices is set upon by the golem. The golem attacks until its targets are killed or they leave the beach.

Golem, Stone: **HD** 12; **HP** 60; **AC** 5[14]; **Atk** fist (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: +2 or better magic weapon to hit, immune to most magic, slowed by fire.

Chapter 5: Into the Plane of Shadow

If the party lands here, odds are that it was via the dungeon entrance in Sorten's Tower. This place figures prominently in the overall adventure arc, as it contains the means of locating the tomb of Aka Bakar and the sword key needed to obtain the *Sword of Air*. The characters also could have landed here through various other means. Perhaps they raided the tower and found the location by mistake, or perhaps a *geas* cast by Kayden led them here, or maybe they convinced Sorten of the need to locate the sword to defeat Kayden and his evil plans. In any case, if you are reading this section, odds are you divined a way of getting your players here.

The Plane of Shadow is a dark reflection of the various material realms and serves as a conduit to the Elemental Planes, the realms of chaos, and the very hells themselves.

Due to these varied characteristics, the plane possesses landmasses, air and other matter familiar to travelers from the Material Plane. That said, the Plane of Shadow is itself a realm of nightmare, where the astral body may sometimes become lost as it strays forth during hours of sleep.

The Plane of Shadow differs from the Ethereal in the fact that it holds a greater degree of actual substance, though that substance itself may be morphed by actions or activities on the prime planes, in dreams, by beings that cross into the plane, and, of course, by magic.

Time and Space

One day in the Plane of Shadow equals a week on the Material Plane. Time may further seem to warp or alter when approaching a Material Plane projection, or a projection from one of the Upper or Lower Planes. This is why the map has no scale or direction arrow. Assume that one inch of travel on the map takes four hours.

Landscape of Shadow

No color exists on the Plane of Shadow, which renders everything in shades of grainy blacks and whites. An ever-present murk prevails. The sky is an endless pool of black, lacking any stars, moon or any other heavenly bodies across the great vastness of the eternal dark.

When lit by magic or torchlight, the ground reflects only shades of gray. Any apparent plant life is a reflection of plants found in the Material Plane; however, they are composed of tendrils of semi-sticky shadowstuff that recoil from a light source like the tentacles of an anemone.

Among the landforms are mountains, deep ravines, stygian caverns, pools and rivers of oily liquid shadow and gnarled forests. Dotting the landscape are various houses and citadels. Some of these are home to shades and other denizens of the Realm of Shadow. Others are projections of haunted places from the Material Plane.

Shadowstuff

Anything not made from bits of matter absorbed from the Material Plane and the Elemental Planes is composed of shadowstuff. Shadowstuff is cold to the touch, and absorbs light and warmth. It has a consistency that is at times oily and at times vaporous, and can stretch or shrink to almost any length. It is highly malleable by magic, and is specifically malleable by illusions. If an illusion is cast within the realm of shadow, it attains an almost solid consistency and strength. The shadowstuff feeds on thoughts, fears, life energy and dreams. Shadowstuff often conjures nightmares in travelers not protected from its touch. Scholars have not divined the true purpose of this effect, but it is a safe bet that any beings dissolved by the power of shadowstuff ultimately strengthen the plane itself.

Sleep and Food

Visitors to the shadow plane undoubtedly become fatigued at some point during their visit. Their normal circadian rhythms are thrown off, and it may be 3d12 hours before they realize that they are exhausted and need rest. Denizens of the Material Plane must bring food into the Plane of Shadow, or conjure proper food as a gift from the gods. Any plants or animals made of shadowstuff are not edible. Real animals and plants might be found if they've recently crossed through a portal from the Material Plane, but these won't last long in the realm of shadow.

Denizens

Outcasts of other planes, shades, shadow creatures, demons and the spirits of the unclaimed dead that became lost on their journey to the afterlife populate the Plane of Shadow. Other beings are the remnants of mortal and even immortal creatures devoured by shadowstuff or who died in the clutches of nightshades and other powerful beasts of shadow. It is rumored that vast hosts of shadow hunters vie against one another in a vortex of unending carnage in the deepest rifts of darkness.

Most denizens of the Plane of Shadow are semi-corporeal, which allows them to pass through armor as if it was not there. However, the creatures' attacks are affected by dexterity, natural armor and magical enchantments.

Example: Joe Platemail IV has a dexterity of 14 and wears a *ring of protection +1* and *+2 plate mail*. His normal armor class is –1[20]. But against a semi-corporeal creature, he is only AC 5[14] since the creature ignores the normal AC bonus offered by the plate mail, but not its enchantment bonus.

Shadow creatures are also powerless in direct sunlight, which forces them to flee into the darkness of the shadowscape. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a +2[–2] penalty




Greater Shadow Plane Region Map
Tower of Night Queen
25
Night Queen's Forest
24
6
17
15
2
Void
Nightwoods
23
1
Two Way Gate (Closet Gate)
5
Agrims Gate
10
14
7
12
8
19
11
4
3
Two Way Gate (Cavern Gate)
27
Shadowforge Mountain
Night Wrack Abbey
28
9
16
Fissure
Shadow Rifts
20
13
18
Fissure
Shadow Sea
22
Cavern of Impenetrable Darkness
21-2
21
Valley of Shadows
26
21-1
City of Dehenet
21-3
Styx


Shadow Plane Main Quest Area
One Way Gate
(5 Level)
17
15
6
Void
2
Two Way Gate
(Closet Gate)
Agrims Gate
5
7
14
1
10
11
12
8
3
Dull Gate: May only be seen if <500 yds distant
Flaming Gate: Visible up to 10 Miles (30 Squares9
Point of Interest
Poit and Gate
(Dull Type)
Two Way Gate
(Cavern Gate)
19
9
4
16
13
18

Shadow Plane Effects on Magic

Type	Effect	Duration	Damage
Fire-based spells	Fire-based magic that produces increased damage to shadowstuff and creatures composed of shadowstuff.	Standard duration.	+1d6 points of damage.
Illusions	Illusion spells (such as *phantasmal force* and *massmorph*) are strengthened, imposing a –1 penalty on any saves to detect the illusion.	Standard duration.	Spells such as *phantasmal force* that deal damage deal an additional 1d6 points of damage.
Light	Range halved. Area of effect halved.	Duration halved.	Casting spell directly on a shadow creature deals 1d6 points of damage to the creature per round (save avoids). Light is extinguished on contact with a shadow creature.
Continual Light	Range halved. Area of effect halved.	Duration reduced to 1 hour per level.	Casting directly on a shadow creature deals 3d6 points of damage but extinguishes the spell instantly.
Darkness-based spells	Range doubles.	Duration doubles.	Heals shadow creatures for 1d6 points of damage.

to their armor class. A *light* spell cast directly on a shadow creature causes 1d6 points of damage to the creature per round (save avoids).

Projections

Places of deep shadow and darkness on the material realms create portals that occasionally jut through the land masses of the Plane of Shadow. These places are often known as haunted spots within the material realms. In the material realm, the projection may be a spot where a portal into the realm of shadows is located. Oftentimes, these portals are at a different angle to their position in the shadow realm. This is largely due to stretching or elongation of the shadows when exposed to light.

Magic

Magic works somewhat differently on the Plane of Shadow. *Light* spells do not work as well, and even magical items with permanent *light* effects are dampened to 50% of their overall output. The following specific effects are consistent throughout the Plane of Shadow and may be subject to other more-specific fluctuations depending on certain regions of the plane:

Locations in the Shadow Realm

These locations are considered near permanent, or as largely permanent as they can possibly be when compared with the more intangible locations within the Plane of Shadow.

The Wastelands

By far the largest tracts of the Plane of Shadow are the unending wastelands where crags of rock, foothills and stone hedgerows break the unending gloom. The sky is an amorphous blob of crackling negative energy and storms of raw shadow that boil constantly above.

Encounters in the wastelands are generally few and, thankfully, far between. The area is stalked by **demons**, **shadow giants**, packs of **shadow mastiffs** and other menaces. Sorten's Gate is attached to these wastelands (though inaccessible), and the wastelands are in turn connected to other areas of the Plane of Shadow. It is from the wastelands that characters make their first sojourn into the shadow realm in search of the *Shaghaspondium*.

Note: Referees wishing only to explore the adventure of the *Sword of Air* should take great care in leaving hints and clues, and using strategies that keep players within the wastelands. Areas beyond the wastelands are extremely deadly and are designed as challenges for further exploration in the Plane of Shadow by higher-level adventurers. They are included here to offer greater fullness to running adventures on the Plane of Shadows and to offer the Referee additional options for continued adventures and repeated forays into the Eldritch Dark.

Area 1: First Peak

This area — along with **Areas 10**, **11** and **12** — are the only places where one can see the Void at **Area 2**. Characters see the vastness of windblown dust swept into the void. Beyond that, they see randomly changing scenery that includes fire, lightning and blackness. Looking directly into the void requires a saving throw at –2 to prevent becoming fascinated with the oblivion before the character. Fascinated characters stand transfixed until such time as they are physically moved away from their position.

Area 2: The Void and One-Way Gate

The Void: The void is a ruined nexus of swirling energy. Strange noises can be heard above the din of rushing air as it is sucked into the void. Characters approaching within 200 yards of the void must make a saving throw or be sucked in and suffer 6d6 points of buffeting damage from cosmic, ultra-planar debris. On a roll of 1 or 2 on 1d6, the character sucked into the void is deposited at the Pyramid of Set in the City of Brass (assume they are dead or enslaved, or wait for us to publish the adventure later!). On a roll of 4–6, the character is instead atomized and deposited across the cosmos, essentially disintegrated. Characters destroyed in such a fashion may be brought back only via a *resurrection* or *wish*.

One-Way Gate: This is the gate that was inadvertently created within Sorten's library. The gate is 50ft off the ground in relation to its existence in the Material Plane. Reaching the gate requires a flying character to make a successful saving throw to avoid the grip of the rift. The portal is one way, and only allows someone in Sorten's study (**Area 27** of **Chapter 4**) to pass through this plane.

Area 3: The Black Mountain

It is from this peak that Weezen and Phelan observed occurrences in the valley. The area is discernable from the telescopes of both Sorten and Kayden.

Wasteland Random Encounters

Roll 1d20 1/day while characters are in the Wastelands.

1	**1 shadow giant**
2	**1 smoke elemental**
3	**1 demonic mist**
4	**2d6+2 shadow mastiffs**
5	**1d4 shadow grims**
6	**1d6+3 shadows**
7	**1 shadow demon**
8	**1 young stygian dragon**
9	**1 shadow reaper**
10 –20	No Encounter

Demonic Mist: A **demonic mist** follows and harasses characters as it attempts to lead them to ruin and consume their souls.

Demonic Mist: **HD** 5; **AC** 3 [16]; **Atk** touch (3d6); **Move** 0 (fly 18); **Save** 12; **AL** C; **CL/XP** 10/1400; **Special**: +1 or better weapon to hit, gaseous, immune to acid and cold, magic resistance (30%), resist fire, vulnerable to wind. (***The Tome of Horrors 4*** 55)

Magical Abilities: at will—*detect magic*; 3/day—psychic crush (take 2d6 points of damage and be sickened for 1d4+1 rounds, save avoids); 1/day—*fear*, *confusion*,

Shadow Band: A band of **1d6+3 shadows** is drawn to the characters' life essence and mindlessly attack.

Shadow: **HD** 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapons to hit, drain 1 point of strength with hit.

Shadow Demon: **Shadow demons** inhabit this plane in droves. The demon has a 90% chance of achieving surprise, and leads with *magic jar*. They flee only from strong *light* magic.

Demon, Shadow: **HD** 7; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d8); **Move** 0 (fly 15); **Save** 9; **AL** C; **CL/XP** 12/2000; **Special:** immune to electricity and poison, incorporeal, shadow blend (surprise foes on 1–5 on 1d6), spells (*darkness*, *fear* and *magic jar* [1/week]), sunlight powerlessness, telepathy 100ft. (***The Tome of Horrors Complete*** 151)

Shadow Giant: This is an encounter with a **shadow giant** who has created a maze of boulders and rock formations. While observing the party from the shadows, he closes off bits of his maze to block them off and separate them so he can capture or kill them in small batches.

Giant, Shadow: **HD** 13; **AC** 3[16]; **Atk** shadow weapon (4d6), throw boulder (5d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, ignore armor, semi-corporeal, vulnerable to light. (**Appendix**)

Shadow Grim: If this creature is approached or bothered, it attacks. It otherwise shows no interest in the party. Shadow grims are **church grims** twisted by the nature of the Plane of Shadow into Chaotic versions of themselves.

Shadow Grim (Corrupted Church Grim): **HD** 5; **AC** 7[12]; **Atk** bite (1d6); **Move** 15; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** howl (Lawful creatures must save or flee in terror for 2d4 round), soul stealer (*raise dead* and *resurrection* fail when grim is around). (***The Tome of Horrors Complete*** 96)

Shadow Mastiff Pack: This encounter is with **2d6+2 shadow mastiffs** looking for a meal. They flee if attacked with bright magic (such as a *fireball*).

Shadow Mastiff: **HD** 3; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: baying (causes panic, save or flee for 3d6 turns), concealment in shadow (40% chance to disappear from sight after attacking). (***Monstrosities*** 417)

Shadow Reaper: **Shadow reapers** appear from pure blackness and attack, whirling away with their scythes until slain. They reform in 1d6 days here, and thus fear no "death."

Shadow Reaper: **HD** 8; **AC** 2[17]; **Atk** scythe (3d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: +1 or better weapon to hit, collector (collects souls of slain enemies, wish needed to restore), ignore armor, semi-corporeal, sever limbs (natural 20 on attack severs limbs). (**Appendix**)

Smoke Elemental: This **smoke elemental** is indistinguishable from the surrounding dust and murk of the shadow plane until it attacks those bearing light sources with its choking vapors.

Elemental, Smoke: HD 8; **AC** 2 [17]; **Atk** strike (2d6 plus burn); **Move** 0 (fly 12); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special**: engulf (save or –2 to attacks and 2d6 points of damage per round), gaseous, vulnerable to wind. (***The Tome of Horrors 4*** 80)

Stygian Dragon, Young: These little fellows typically spy on large groups, looking for ways to be a "mop up" crew if a party is heavily wounded or dead. They usually don't attack a full party unless it is obvious they can win. If spotted, they hang back or fly away.

Dragon, Young Stygian: **HD** 8; **HP** 16; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 9 (flying 24); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special**: +2 or better weapons to hit, ignore armor, semi-corporeal, breath weapon (shadowfire, 3/day, 16 hp plus 8 strength), vulnerable to light. (**Appendix**)

Area 4: Rifts

See **The Rifts** section for details and descriptions of monsters, locations and encounters found in Shadow Rifts.

Area 5: Thraseuss the Stygian Demon and Kayden's Gate

This **stygian demon** became infatuated with Fiona D'annau (Kayden's wife) as he peered through Kayden's gate into the mortal realm beyond. The fiend kept a close eye on the users of this gate and is one of the reasons for the gate's fluctuations and failures. Steve the Cat used Thraseuss to his advantage, tricking Kayden's beautiful wife through the gate where she was ravished by the wicked demon and cast into the Void (**Area 2**).

Thraseuss now watches the gate, hoping to coax others through so that he may commit the same sins against them, though he denies Kayden access. All the while, Steve the Cat plagues Kayden with visions of Fiona's destruction in the Void, furthering the magic-user's torments while pushing him to destroy the *Heart of Arden*. Steve the Cat also fills him with fantasies that destroying the *Heart* will return his beloved to his side.

Kayden's Gate is the gate observed by Kayden through use of the obsidian filter to his telescope. It is a "burning gate" in that it gleams with blue-black flames and can be seen across the expanse of the Wastelands at a distance of 500 yards. The gate can be traversed into the Material Plane from the Plane of Shadows if activated. The flames upon the gate burn a brilliant green during this time.

Thraseuss manipulates the gate with the *Hand of Knem Koth*, allowing only those travelers he wishes to pass from the Material Plane into the Plane of Shadows. This was how he managed to capture Fiona. If Thraseuss is slain, the gate functions normally and is available for 45 minutes once per week in the Plane of Shadows or once per day in the Material Plane.

Thraseuss, Stygian Demon: **HD** 13; **HP** 99; **AC** 1[18]; **Atk** 2 claws (1d8), bite (1d6 plus dark venom); **Move** 12 (fly 24); **Save** 3; **AL** C; **CL/XP** 19/4100; **Special:** +2 or better weapon to hit, clairaudience, clairvoyance, dark venom (save or lose 1 point strength per day), immune to electricity and poison, magic resistance (60%), nightmare (1/day), , semi-corporeal, shadow tangle (3/day, save or be held in place and take 1d6 points of damage and 2d6 points of cold damage per round for 1d6+4 rounds; half damage and half movement with save), telepathy, vulnerable to light. (**Appendix**)

Equipment: *Hand of Knem Koth* **(Appendix).**

Area 6: Rock Pillar

Sitting atop this low rise is a 30ft-tall stone pillar with a large surface covered in eldritch markings. Careful searching reveals faint footprints many months old leading from the direction of Kayden's Gate. A scrap of paper inscribed with Sorten's seal is found another 20 yards beyond that leading up the escarpment to the pillar.

The pillar itself is surrounded by a series of statues, including an elf with a longsword, a woman with bat wings and horns, a cat, a child wearing a skeleton mask, and a young man wearing tattered robes with a messenger bag clutched under his arm. The pillar and all of the statues detect as mild to strong magic.

The Pillar: The pillar is inscribed with a permanent cursed *flesh to stone* spell. Anyone casting *read magic*, *read languages* or who can decipher the writing is instantly turned to stone unless a successful save is made at –2.

The Statues: The statues around the pillar are:

• **Elf**: This is the elf explorer **Galen**, who became separated from his allies when he read the pillar, was turned to stone and was consequently abandoned when they realized they could not retrieve any of his belongings. He is somewhat renowned as a storyteller in his home plane. If freed from his prison of stone, he offers his assistance until such time as the characters depart the Plane of Shadows or he finds a path to his own world.

Galen, Elf Adventurer (Ftr3/MU5): **HP** 17; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +2 *flaming longsword* (1d8+2 plus 1d6 fire); **Move** 12; **Save** 11; **AL** L; **CL/XP** 9/1100; **Special:** darkvision 60ft, 4-in-6 chance to find secret doors, immune to ghoul paralysis, spells (4/2/1).

Spells: 1st—*detect magic*, *hold portal*, *magic missile*, *shield*; 2nd—*detect evil, levitate;* 3rd—*dispel magic*.

Equipment: +2 *flaming longsword*, *2 potions of cure serious wounds*, *vial of shadowstuff*, *wand of lightning* (10 charges), scroll (*continual light* x5), 500gp shadow pearl, 300gp.

• **Winged Woman**: This statue is a succubus named **Evangeline**. If *stone to flesh* is cast upon this statue, the succubus thanks the characters and immediately attempts to do what succubi do best: seduce party members, separate them from one another, make them jealous of each other, and then drink their souls one by one. She doesn't make a "big deal" about her wings if asked and is in truth completely shameless. If attacked, she simply flies away in search of a gate to the Abyss or a mortal realm where she can commit mischief.

Evangeline the Succubus: **HD** 6; **HP** 41; **AC** 9[10]; **Atk** +2 *two-handed sword* (1d10+2) or 2 scratches (1d3); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, change shape in humanoid forms, level drain (1 level with kiss), magic resistance (70%).

Magical Abilities: at will—*charm person*, *clairaudience*, *darkness* (10ft radius), *ESP*, *suggestion*, *gate* 40% success (IV, V1, or demon prince)

Equipment: +2 *two-handed sword*, platinum necklace worth 5000gp.

• **Cat:** This is a **graymalkin slinker** named **Francisco** that works in tandem with Anisa the skull child. Francisco is extremely affectionate to anyone who turns him back to flesh. Francisco uses his charming nature to ingratiate himself to a party member whom he eventually attempts to kill with his breath-stealing abilities.

Francisco the Graymalkin Slinker: **HD** 1; **HP** 5; **AC** 9[10]; **Atk** 2 claws (1), bite (1); **Move** 10; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: breath stealing (each night, save or lose a quarter of hit points), fascination (save or adopt the cat). (***The Tome of Horrors Complete*** 307)

• **Small Child Statue:** If transformed from stone to flesh, the small child screams in horror before finally relaxing and grasping the kindest-looking party member. She says her name is **Anisa** and claims she walked through a door and found herself in "the nighttime land" while trying to find her kitty Francisco. In actuality, she is a **skull child**. As the Plane of Shadow has neither day nor night, just shadow, Anisa can choose which face she shows. The child tries to ingratiate herself to a party member and does her best to gain that person's trust as she slowly devours his soul, typically while he sleeps. Anisa is insistent that her cat Francisco also be turned back to flesh.

Skull Child: **HD** 5; **HP** 34; **AC** 4[15]; **Atk** 2 claws (1d4 plus energy drain), bite (1d6 plus weakness); **Move** 9; **Save** 12; **AL** C; **CL/ XP** 10/1400; **Special**: create spawn, energy drain (1 level, if both claws hit in the same round), masquerade, powerless in sunlight, terrifying gaze (save or unable to act for 1d4 rounds), weakness (–2 to hit and damage, save avoids).

Equipment: *pipes of the sewers*, purse containing yellow topaz (510gp).

• **The Magic-User**: This statue is the remains of Cerannan the Mad, the former top apprentice to Sorten who was driven mad while exploring the secrets of the Plane of Shadow. Cerannan became infatuated with the saga of the *Sword of Air*, and through his madness, was led to believe that he would be able to retrieve the blade himself.

Cerannan's megalomania was brought on by a *symbol of insanity* that traps Sorten's spellbook. His quest led him through

the Kayden's Swamp and, ultimately, through Kayden's Gate. Much to his surprise, the gate of his master's rival proved far more harrowing and dangerous an endeavor than his previous forays. The sojourn had a terrible effect upon Cerannan's physical as well as his mental well-being. Cerannan barely escaped Thraseuss with the map to the Hidden Tomb and his life, but not without becoming victim to the fiend's black venom. Slowly dying and alone, he attempted to send a message back to the Material Plane, but these manifested as a haunted ghostly image in the Kayden's Swamp and other locales. As he wandered, Cerannan found his way to the pillar where, sick and disoriented, he read the inscription and was instantly turned to stone.

If the characters cast *flesh to stone* upon Cerannan's form, he exclaims, "The Sword is the key, the map is the way!" Cerannan then coughs up black phlegm and his flesh rapidly dissolves into a mass of black ash. Characters at this point have exactly one round to save Sorten's apprentice if they so choose!

The characters' immediate actions at this point determine whether Cerannan lives or dies. Most likely he dies, and the characters are left with his robes, wands, rings and his book which, although scribed in madness, includes a neatly folded copy of the map to the Hidden Tomb of Aka Bakar.

In order for characters to save Cerannan, *cure serious wounds* or *neutralize poison* must be cast on him before he completely dissolves into a mass of shadowstuff. Cerannan is still filled with megalomania and acts randomly unless characters can also cure his insanity (*remove curse* would suffice). He may perceive the characters as agents of either Kayden or Sorten, and be wary that either of the magic-users intends to have him returned to exact punishment upon him.

This wariness may be exhibited if the characters attempt to cast any other spells upon him, including spells required to cure his madness!

Cerannan, Ex-Apprentice of Sorten (MU11): HP 35 (currently 1 hp); **AC** 4[15]; **Atk** dagger (1d4); **Move** 12; **Save** 3 (with ring); **AL** C; **CL/XP** 14/2600; **Special:** spells (4/4/4/3/3, none memorized).

Equipment: *bracers of defense AC 6[13]*, *wand of fireballs* (5 charges), *wand of continual light* (30 charges), *ring of protection* +2.



Cerannan's Notebook (*The Shaghaspondium*)

This enchanted notebook contains Cerannan's spells as well as the lore that Cerannan gathered about the *God's Heart* and the map to the Hidden Tomb of Aka Bakar. Cerannan placed a curse on the book that causes anyone who attempts to read the spells and the notes about the *Sword of Air* to be struck blind and deaf unless a successful saving throw is made.

Most important in the *Shaghaspondium* is a map that leads to Hidden Tomb (see **Chapter 6**). This map is important to Sorten and Kayden. If the characters already allied themselves with Sorten, they may return the map to him as a sign of fealty or to at least show themselves as worthy of being his allies. In this instance, he may send them on a quest to destroy the sword once and for all and keep the horrors of Tsathogga from escaping and destroying the world.

If the characters are under Kayden's *geas*, the map is the necessary component for them to locate the *Sword of Air* and move forward with their quest. They are well on their way to this goal, and need only escape from the Plane of Shadows and set forth on their journey to Hidden Tomb.

Plot Twist: Saving Cerannan

If the characters save Cerannan, it poses several possibilities for how the end of the *Sword of Air* campaign may play out. If he is healed and his madness cured, he may still be suspicious of the party for obvious reasons. They may have been sent by either Sorten or Kayden to retrieve the *Shaghaspondium* and to determine if Cerannan is alive or dead. Kayden may have insisted that Cerannan be slain for his deception and demand, among other things, that the black lens that Cerannan stole be found and returned.

If the characters convince Cerannan they mean him no harm, he offers to give them the map to the Hidden Tomb of Aka Bakar and assists them until such time as they escape the Plane of Shadow. If the characters return Cerannan to Sorten, the archmage is pleased that his apprentice is returned and may offer the characters a boon. Such gifts may include a useful magical item, assigning Cerannan to the party as penance for his naughty behavior, or direct intervention at a key point in the adventure (such as a time when the characters are about to suffer a TPK). Clever roleplaying may even convince Sorten that destruction of the *God's Heart* (as well as the sword) is necessary!

As noted, the Referee has a lot of options on how to proceed in this matter and should choose whichever method he sees fit, should characters be clever enough to succeed in saving Cerannan. Understand that in 99% of cases, characters are unlikely to come up with such a solution on their own. Do not "help them" come to this conclusion, but reward them appropriately with experience and loot if they do!

Area 7: Low Hill

The low hill provides a good vantage of the immediate valley and wastelands between Sorten and Kayden's gates.

Area 8: Bone Cave

This cavern contains numerous dwarf, elf, halfling and human skeletons. Most are barely recognizable due to having been broken apart so that their killer could devour their raw marrow. Within the cavern is a double-strength **shadow mastiff**.

Elder Shadow Mastiff: HD 6; **HP** 45; **AC** 6[13]; **Atk** bite (1d6+2); **Move** 18; **Save** 11; **AL** C; **CL/XP** 7/600; **Special:** baying (causes panic, save or flee for 3d6 turns), concealment in shadow (40% chance to disappear from sight after attacking). (***Monstrosities*** 417)

Among the remains of the elder shadow mastiff's victims are 1500gp, 250sp, 10 gems worth 100gp each and a *+2 two-handed war axe*.

Area 9: Shattered Rise

This rise affords a view of the cavern located at **Area 8**. Reaching the rise requires a successful Climb Walls check to reach without falling 2d20ft and suffering 2d6 points of damage. Anyone else attempting to climb the rise must roll under 4 on 1d6 to avoid falling.

Areas 10–12: Peaks

These peaks afford a view of the immediate area of the Plane of Shadow located between Sorten and Kayden's gates. They are similar in description to **Area 1**.

Area 13: Stone Marker

The stone marker is marked with the dwarven rune for "*R*". Underneath the marker is the skeleton of a dwarf dressed in a complete set of dwarven full plate. A two-handed axe rests from across his knees to his chest, grasped tightly in his bony, gauntleted hands. The axe is a *+2 battle axe*, but only when wielded with the dwarf's gauntlets. The armor is *+1 dwarven plate mail* but its enchantment only functions for a dwarf-sized wearer.

Area 14: Golgalag's Dustbowl

This depression is home to **Golgalag the Shadow Giant**. Golgalag is skilled in the use of illusion spells, which he uses to create mind-bending mazes that combine his illusions and actual stones to trap wanderers. Travel through the dustbowl is arduous and the dust itself is choking, forcing a saving throw every hour lest the traveler be forced to stop as he is wracked with a terrible coughing fit that lasts for 1d10 rounds.

Travelers entering Golgalag's dustbowl must make an additional saving throw at –2 or be trapped within Golgalag's maze for 1d12x6 hours. Golgalag is patient and attacks one traveler per hour. He uses his illusions to separate characters from one another.

Treasure: Golgalag has accumulated a trove that includes a 900gp beryl, a 300gp ruby, an onyx chessboard worth 200gp, and a *horn of blasting*.

Golgalag, Eldritch Shadow Giant: HD 13; **HP** 91; **AC** 3[16]; **Atk** shadow weapon (4d6), throw boulder (5d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, ignore armor, semi-corporeal, spells MU10 (4/4/3/2/2), vulnerable to light. (**Appendix**)

> **Spells:** 1st—*charm person*, *hold portal*, *light*, *sleep*; 2nd—*invisibility*, *mirror image*, *phantasmal force* (x2); 3rd—*dispel magic*, *hold person*, *suggestion*; 4th—*confusion*, *dimension door*; 5th—*passwall*, *transmute rock to mud*.



Area 15: Dull Gate

This gate reveals an expanse of towering walls and black lightning-wrought skies. The gate transports travelers to a dull gate in **Area 18** located within the rifts.

Area 16: Dull Gate

Peering into this dull gate reveals a rocky precipice overlooking the wastelands. The gate transports travelers to **Area 9**.

Area 17: Dull Gate

This gate stands in the midst of a broad waste. In the distance is a dark forest in what would be considered the "northeast." Peering into the gate reveals a desolate black plain beyond. Entering the gate transports the traveler to **Area 15**.

Area 18: Dull Gate

This gate in the midst of the rifts leads to the broad plain of **Area 17**.

Area 19: Cavern Gate

This is the gate located beneath Sorten's Tower. It is a sturdy gate that glows a blue green and can be seen upon the Plane of Shadow at a distance of 500 yards. Lurking near the gate are **2d6 shadow mastiffs** that wait to make a free meal of any of Sorten's apprentices.

Shadow Mastiff: HD 3; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** baying (causes panic, save or flee for 3d6 turns), concealment in shadow (40% chance to disappear from sight after attacking). (***Monstrosities*** 417)

Shades in the Shadow Realm

Those who linger too long on the Plane of Shadow are at risk of turning into shades, shadowy versions of themselves doomed to forever wander the dark landscapes.

These shades retain any class levels and abilities, but are now composed mostly of shadowstuff. Any armor or weapons they carry are real, and can be manipulated by the shade normally. Despite their shadowy appearance, shades are not undead and cannot be turned. The shade gains the following:

- Semi-corporeal: Requires +1 or better weapons to hit, and –1 [+1] AC bonus.
- Vulnerable to light: Shades are powerless in direct sunlight, which forces them to flee into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on the shade causes 3d6 points of damage to the creature per round.

When a shade is killed, it disintegrates into a mound of black ash and gray smoke, leaving behind its possessions.

Area 20: Shadow Rifts

These great ravines and canyons are lined with caverns and deep fissures, some of which hold gates to the Abyss and the Hells. The rifts suffer frequent shadow quakes and are home to various horrors of both tentacle and claw. These great rifts are analogous to the high mountain peaks of the Material Plane and sometimes projections of ruins push through to the Plane of Shadow.

It is believed that the great depths of the shadow rift are home to kingdoms of leviathan-sized beasts that feast on the very roots of shadowstuff itself. Encounters near the rift are often with eternally hungry shadow spiders crawling from the rift in search of living creatures to satiate their hunger. Characters may also meet other adventurers who succumbed to the negative energies of the Plane of Shadow. These shades appear much as they did in life, retaining abilities and levels, but are now composed mostly of shadowstuff. They are often evil, intent on harming or hindering the living.

Shadow Rift Random Encounters

Roll 1d20 for every hour the characters explore the rifts.

1	Shadow quake
2	Rift cavern
3	Rift projection
4	Fissure
5	**Traveler**
6	**1d4 wraiths**
7	**1d6+2 shadows**
8	**Wandering shade**
9	**2d6+1 darkwing flock**
10	**Darkwing nest**
11	**1d2 night thorn bramble**
12	**Ethereal shade**
13–20	No Encounter

Rift Cavern This cavern along the wall of the rift extends several hundred feet into the wall. The rifts serve as lairs for a variety of creatures, or characters may find a gate or a sentient pocket of shadowstuff.

Roll 1d12 on the following table to determine if the rift cavern contains a lair or gate.

1	**1 darkworm**
2	**1d4+2 shadow crabs**
3	**1 gloomshark**
4	**1d4 wraiths**
5	**1d4+2 shadows**
6	**Ethereal Shade**
7	Gate (Leads to a random location in the Plane of Shadow)
8	Gate (Leads to the Material Plane)
9–12	No encounter

Darkwing Flock: A flock of **2d6+1 darkwings** swoops down upon the party.

Darkwing: **HD** 1d6 hp; **AC** 3[16]; **Atk** Incorporeal wing (1d6) or bite (1d4); **Move** 3 (fly 18); **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: ignore armor, +1 or better weapon to hit, semi-corporeal, vulnerable to light. (**Appendix**)

Darkwing Nest: This is a nest with **1d2 adult darkwings, 1d2 darkwing hatchlings** and **1d4 darkwing eggs.** Hatchlings have 1d4 hp and are noncombatants.

Darkwing: **HD** 1d6 hp; **AC** 3[16]; **Atk** Incorporeal wing (1d6) or bite (1d4); **Move** 3 (fly 18); **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** ignore armor, +1 or better weapon to hit, semi-corporeal, vulnerable to light. (see **Appendix**)

Darkworm: This is an encounter with a **darkworm** that waits within 1d4x10ft of the mouth of its lair for some passing creature. Tenebrous worms recoil from light but are attracted to life energy and movement. They burrow through shadowstuff, attempting to attack by surprise.

Darkworm: HD 9; **AC** 4[15]; **Atk** 1d6 tentacles (1d4), bite (2d8); **Move** 12 (burrow 9); **Save** 6; **AL** N; **CL/XP** 12/2000; **Special:** ignore armor, +1 or better weapons to hit, semi-corporeal, swallow whole (natural 20 on bite attack), vulnerable to light. (**Appendix**)

Ethereal Shade: An **ethereal shade** rises up to attack the party.

Ethereal Shade: HD 8; **AC** 1[18]; **Atk** icy touch (2d6) or befuddlement; **Move** 9; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better weapons to hit, befuddlement cause *confusion*, hard to see. (***Monstrosities*** 160)

Fissure: This is a deep ravine of shadowstuff that, due to the darkness of the plane, may be invisible to passers-by who must make a save or fall into an unending pit of utter darkness. Victims who fall into a fissure may escape only by *levitation*, *flying*, a *limited wish* or a *wish*. They otherwise die of fright within 1d4 minutes.

Shadow Rift Random Encounters Continued

Gloomshark: This is an encounter with a **gloomshark** that has been feasting on darkworms.

Gloomshark: **HD** 8; **AC** 4[15]; **Atk** bite (2d8), fin slice (3d6); **Move** 15; **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: +1 weapon or better to hit, ignore armor, semi-corporeal, vulnerable to light. (**Appendix**)

Night Thorn Bramble: This is an encounter with **1d2 night thorn brambles** that block the path across the rift.

Night Thorn Bramble: **HD** 4; **AC** 8[11]; **Atk** per 10ft (1d8); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: +1 or better weapon to hit, growth (doubles in size when slashed), ignore armor, semi-corporeal, immune to slashing, vulnerable to light. (**Appendix**)

Rift Projection: Rift projections are projections of objects and places that mirror places found in the material planes.

In general, these are thin places between the material plane and realm of shadow that cause a projection, or reflection, of a similar place. In the material plane, these places are often haunted or shunned by mortals as being dark or evil.

Projections always contain a one-way portal from the original material plane to the Plane of Shadow. Typically, an item from the material plane creates the projection. If this item is destroyed, the portal closes and the "dark place" in the material plane returns to normal.

Projections of ruins and houses are often revealed in the Plane of Shadow as collections of broken walls and buildings with collapsed roofs that jut out from the murky rift floor. They are often inhabited by **shades**, **shadows** and packs of **1d4 shadow mastiffs**.

Shade Fighter (Ftr5): **HP** 36; **AC** 4[15]; **Atk** bastard sword (1d8+2) or light crossbow (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, +2 to hit and damage strength bonus, semi-corporeal, vulnerable to light.

Equipment: chain armor, bastard sword, light crossbow, 20 bolts.

Shadow: HD 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapons to hit, drain 1 point of strength with hit.

Shadow Mastiff: **HD** 3; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** baying (causes panic, save or flee for 3d6 turns), concealment in shadow (40% chance to disappear from sight after attacking). (***Monstrosities*** 417)

Shade: This is an encounter with a **shade** that was a 6th-level magic-user during its mortal life. It is accompanied by **1d4 shadows**.

Shade Magic-User (MU6): **HP** 20; **AC** 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 10; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, +2 save bonus vs. spells, wands and staffs, spells (4/2/2), semi-corporeal, vulnerable to light.

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*darkness 15ft radius*, *phantasmal force;* 3rd—*dispel magic*, *fireball*.
Equipment: robes, dagger, 2d6gp.

Shadows: **Shadows** can be encountered in lairs in the rift canyon or roaming free. These shadows are mortals who got lost in the shadow realm and met their demise within a rift cavern.

Shadow: HD 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: +1 or better weapons to hit, drain 1 point of strength with hit.

Shadow Crab: This is a lair of **1d4+2 shadow crabs** that emerge from their cavern in 1d4 rounds if the cavern is avoided. They instantly attack if the cavern is entered.

Shadow Crab: **HD** 4; **AC** 3[16]; **Atk** 2 claws (1d6, 1d8), bite (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, ignore armor, pincer slice (target hit by both claws suffer additional 2d6 points of damage), semi-corporeal. (**Appendix**)

Traveler: This encounter is typically with a **cleric** or **magic-user** and their retinue who have become lost exploring the Plane of Shadow or inadvertently crossed through a projection from their home plane.

Cleric Traveler (Clr6): **HP** 31; **AC** –1[20]; **Atk** +2 *warhammer* (1d4+3); **Move** 12; **Save** 10; **AL** L; **CL/XP** 9/1100; **Special**: banish undead, +2 save versus paralyzation and poison, spells (2/2/1/1).

Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless*, *hold person*; 3rd—*cure disease*; 4th—*cure serious wounds*.
Equipment: *+1 plate mail*, *+2 shield*, *+2 warhammer*, **2** *potions of extra-healing*, **2** *vials of shadowstuff* **(Appendix)**, divine scroll (*light*, *continual light*)

Magic-User Traveler (MU6): HP 19; **AC** 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+1 dagger* (1d4+1); **Move** 12; **Save** 9 (with ring); **AL** L; **CL/XP** 8/800; **Special:** spells (4/2/2), +2 save bonus vs. spells, wands and staffs.

Spells: 1st—*light* (x2), *magic missile*, *shield*; 2nd—*continual light*, *phantasmal force*; 3rd—*dispel magic*, *lightning bolt*.
Equipment: robes, *+1 dagger*, *ring of protection +1*, **2** *vials of shadowstuff*, scroll (*light*, *continual light*), *wand of lightning* (10 charges)

Fighter Traveler (Ftr4): **HP** 28; **AC** 2[17]; **Atk** *+1 two-handed sword* (1d10+1); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120; **Special**: –1[+1] dexterity AC bonus ,+1 to hit and damage strength bonus.

Equipment: plate mail, *+1 two-handed sword*.

Thief Traveler (Thf4): HP 11; **AC** 6[13]; **Atk** *+1 short sword* (1d6+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.
Equipment: *+1 leather armor*, *+1 short sword*.

Ranger Traveler (Rgr4): HP 35; **AC** 4[15]; **Atk** *+1 longsword* (1d8+1) or *+1 longbow* (1d6+1); **Move** 12; **Save** 11; **AL** L; **CL/XP** 4/120; **Special:** Alertness, +4 damage vs. giants or goblins, tracking.

Equipment: *+1 chain shirt*, *+1 longsword, +1 longbow,* 20 arrows.

Shadow Rift Random Encounters Continued (again)

Wandering Shade: This is an encounter with a **shade** who was once a 6th-level ranger in his mortal life. The shade ranger tracks the characters, staying hidden, with the intent of murdering them in their sleep.

Shade Ranger (Rgr6): HP 47; **AC** 5[14]; **Atk** *+1 longsword* (1d8+1); **Move** 12; **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** Alertness, +1 or better weapons to hit, +4 damage vs. giants or goblins, semi-corporeal, tracking, vulnerable to light.

Equipment: *+1 leather armor*, *+1 longsword*.

Wraiths: This is an encounter with **1d4 wraiths** that flit among the caverns seeking living beings who have passed into the shadow realm.

Wraith: HD 4; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** level drain (1 level) with hit.

Area 21: Valley of Shadows, Conduit to Styx

This area of the Plane of Shadow is known as the Valley of Shadows. The Valley of Shadows extends beyond the location of the Wastelands and the wizard gates of Kayden and Sorten. The valley is filled with lost souls not claimed by demon, devil, god or angel. The dead congregate here in untold numbers. They typically avoid travelers bearing powerful light sources, but attack those without light. The Valley of Shadows connects to a tributary of Styx and leads on to the plane of that name. As travelers approach the river, the ground becomes swampy, offering passage from the rifts to the shadow plane's own Darkmire. Continuing onward, one is eventually accosted by a boatman who allows escape from the Plane of Shadow, but to what fell destination is anyone's guess.

Travel in the Valley of Shadows is not difficult, though travelers often lose track of time and may starve to death unless they are reminded to eat. The valley is filled with numerous aimlessly wandering shadow people. They are attracted to living beings whom they attempt to feast upon. Other dwellers of the valley include vampires and packs of ravenous zombies.

Area 21-1: City of Dehenet

A walled settlement greets travelers venturing this far into the Valley of Shadows. The walls are crumbling and semi-transparent in nature, and the gate has long since disappeared from its hinges. Several dozen buildings line a main thoroughfare that leads to a large crumbling edifice of pitch black.

The town is a projection from the material realm of the ancient city of Dehenet that was lost to antiquity long ago. The town was once a vibrant trading center known for its culture and arts until the coming of **Shoren**, a powerful **shadow demon**, who corrupted the local priesthood of Arden. The projection of the old town serves now as home to shadow creatures, ghosts and Shoren, who dwells in the ruins of the ancient temple. Shoren, as with other lords of the shadow realm, trades in souls brought to him by the shadow reapers. Shoren has amassed a small trove of magical items during the eons he has dwelt here, mostly from planar explorers and adventurers unlucky enough to find his lair.

Unless encapsulated in enchanted light, characters are set upon by **2d4 shadows** every 10 minutes as they explore the ruins of Dehenet.

Shadow: **HD** 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special: +**1 or better weapons to hit, drain 1 point of strength with hit.

Valley of Shadows Random Encounters

Roll 1d12 for every hour of travel and consult the following table.

1	**1d10 shadows**
2	**3d4 zombies**
3	**Shadow reaper**
4	Mist of Forgetfulness
5	**Traveler** (See **Shadow Rift Table**)
6	**1d4 nightwood trees**
7	**1d2 night thorn bramble**
8–12	No Encounter

Mist of Forgetfulness: Mist of forgetfulness has a chance of creeping up on beings traveling through the Valley of Shadows. Characters must make a saving throw at –2 or temporarily lose 1d4 points of intelligence. Bouts of forgetfulness compound until the victim forgets why he is in the Valley of Shadows. Victims reduced to zero intelligence eventually starve to death and rise as **zombies** within 24 hours.

Night Thorn Bramble: This is an encounter with **1d2 night thorn brambles**.

Night Thorn Bramble: HD 4; **AC** 8[11]; **Atk** per 10ft (1d8); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: +1 or better weapon to hit, growth (doubles in size when slashed), ignore armor, semi-corporeal, immune to slashing, vulnerable to light. (**Appendix**)

Nightwood Trees: This is a copse of **nightwood trees**. They avoid light, but attempt to trap and strangle living beings and shadow beings alike with their snaky tendrils.

Nightwood Trees (copse): **HD** 2; **AC** 7[12]; **Atk** 1d4 tendrils (1d4); **Move** 3; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, semi-corporeal, strangle. (**Appendix**)

Shadows: **Shadows** can be encountered in lairs in the rift canyon or roaming free. These shadows are mortals who got lost in the valley and met their demise.

Shadow: **HD** 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: +1 or better weapons to hit, drain 1 point of strength with hit,.

Shadow Reaper: This is an encounter with a **shadow reaper**. This horrid being cultivates souls wandering the valley, collecting their power and trading it to the various shadow lords of the plane.

Shadow Reaper: **HD** 8; **HP** 52; **AC** 2[17]; **Atk** scythe (3d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better weapon to hit, collector (collects souls of slain enemies, wish needed to restore), ignore armor, semi-corporeal, sever limbs (natural 20 on attack severs limbs). (**Appendix**)

Zombies: This is an encounter with **3d4 zombies**.

Zombie: HD 2; **AC** 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm spells.

As the characters approach the large templelike structure, a man dressed in the tattered robes of a wizard begs for their help. The man says his name is **Abu Knet**. He claims that his allies have been captured and are being held captive within the large structure. He explains that he is a pilgrim from a plane of existence where sun worship is dominant. In his world, shadow is integral to the understanding of the sun, as only in its shadow can all secrets be fully understood.

In truth, Abu Knet is Shoren's slave. Abu is actually a ghost, but once was a priest of Arden who inadvertently summoned Shoren to his city, leading to its ruin.

Abu's ghost is fully materialized and real. Only *detect evil* or an active spell that detects undead shows the difference. Despite his enslavement to Shoren, a piece of Abu Knet would see Shoren destroyed so that his soul could at last find rest.

Abu leads the characters to the portal of the ancient temple and urges them forward. The temple itself is little more than a crumbling colonnade with outer walls. The chamber is pitch black and magical light further dampens to the immediate field around the wielder. Once the characters enter the temple, Abu Knet and Shoren attack.

Shoren, Shadow Demon: **HD** 12; **HP** 87; **AC** 4[15]; **Atk** 2 claws (1d6), bite (1d8); **Move** 0 (fly 15); **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** immune to electricity and poison, incorporeal, shadow blend (surprise foes on 1–5 on 1d6), spells (*darkness*, *fear* and *magic jar* [1/week]), sunlight powerlessness, telepathy 100ft. (***The Tome of Horrors Complete*** 151)

Abu Knet, Ghost: **HD** 9; **HP** 63; **AC** 4[15]; **Atk** chill touch (1d6 plus 1 strength); **Move** 15 (flying); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better weapons to hit, chill touch (drain 1 strength), *fear* (3/day), incorporeal, *magic jar* (1/week).

If the characters destroy Shoren before Abu Knet, Abu stops fighting and thanks them for freeing him from the demon. This is the only way his soul can be laid to rest.

Tactics: Shoren begins any encounter with his *fear* ability, intent on splitting the party to make it easier for him to destroy them. He overwhelms weak parties by creating 2d6 shadowy tentacles that rise from the ground and attack as a 5HD creature. The tentacles grab victims who fail a saving throw and do 1d6 points of damage each round as they constrict. The tentacles are AC 7[12] and have 6 hp each. He then summons shadows to finish off his victims. He hides in the shadows to attack stronger creatures using *magic jar* to possess random party members and force them to attack their allies. If Abu Knet decides the characters are tough enough to defeat his master, he uses his own *magic jar* ability to possess the character he believes most likely to destroy Shoren.

Treasure: Hidden beneath the altar is a golden holy symbol of Arden, a platinum coffer worth 2000gp that holds seven 2000gp diamonds and a *scroll of resurrection*.

If the scroll is used on the ghost of Abu Knet, he is raised as a Lawful cleric of comparable level to the party. Although his god is dead, he is able to summon holy energy from Muir and Thyr. If returned to the living in this manner, Abu Knet is a loyal ally to the party with an ultimate goal of establishing a new temple in the material plane where he can preach against the forces of darkness.

Area 21-2: Darkling Falls

The valley ends in the Darkling Falls, a boundary between the Plane of Shadow and Styx. The falls pours forth from the upper Styx on its way to Infernus and the various hells of chaos. Where the waters of the Styx crash on the elemental stone, they form a dense mist that coats the valley, bringing forgetfulness to mortals who wander the valley floor. Due to the prevalence of the Mist of Forgetfulness, characters must make an additional saving throw at –2 to avoid the mist's debilitating effects.

The shores of the Darkling Falls crawl with hungry zombies who tasted of the waters of the Styx and become lost, eventually starving to death. Characters encounter a pack of **2d6 hungry zombies** every 3d10 minutes while exploring the shores. The zombies smell fresh flesh, and their tattered minds equate it to some memory the mists stole from them long ago. They attack anything living until slain.

Zombie, Hungry: **HD** 2; **AC** 8 [11]; **Atk** strike (1d6 plus grab and bite), weapon (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 3/30; **Special:** grab and bite (1d4 bite damage after strike). (***The Tome of Horrors 4*** 243)



Area 21-3: Shores of the Styx

From this location in the Plane of Shadow there is no sailing upstream toward the planes of the heavenly resting place of the blessed dead. Instead, the flow of water is dank and sour-smelling. Peering downstream reveals an almost orange color on the horizon and the slight stench of brimstone and sewage.

Standing along the banks of the Styx with a handful of silver coins summons a **charonadaemon** capable of offering passage to the lower planes from this station in the Plane of Shadow. It may not be the escape that characters are looking for, but it definitely provides an escape from the Plane of Shadow for those lost upon its benighted paths.

Charonadaemon: **HD** 10; **HP** 73; **AC** –2[21]; **Atk** staff (1d8); **Move** 15; **Save** 5; **AL** C; **CL/XP** 15/2900; **Special:** fear gaze, immune to acid and poison, magic resistance (45%), silver or +1 or better weapon to hit, spells (at will—*cause fear*, *darkness*), telepathy 100ft. (***The Tome of Horrors Complete*** 117)

Styx

Styx is both the great river that flows between the dimensions and a great stream-shaped plane unto itself. Styx is the home of Charon and his various charonadaemons that serve as a sort of taxi service between the realms of the living and the lands of the dead, of which Styx is the planar boundary.

The waters of the Styx and its currents flow like a ribbon through space, time and reality. In general, immersing oneself in the waters of the Styx is a dangerous affair as the waters drain the memories of the living so that they become like the dead, with no consciousness of their mortal life. Immersion forces the victim to make a saving throw or lose 1d6 points of intelligence per round until his memories are erased. This effect is permanent unless the character is healed by a *restoration* or a *wish*.

A properly bribed charonadaemon can deliver a traveler to any of the lower planes that the Styx touches. These planes include Infernus, the Plane of Agony, the Hells and the Abyss.



Area 22: Cavern of Impenetrable Darkness

This benighted shaft is known as the Cavern of Impenetrable Darkness for good reason. No light, not even magical *light*, survives the permeating darkness for more than a moment in the inky black that thrives in this foul pit. The depths of the pit have never been plumbed by mortals. Rumors abound that the pit is home to dragons of shadowstuff or great darkworms of immense size. All that truly is known is that any being that has ever set foot within the gaping maw of black has never returned. It should be well-noted that the Cavern of Impenetrable Darkness is a lair best avoided by adventurers pursuing the *Sword of Air*, and is included in this tome for use by Referees running adventures on a more epic scale.

The Cavern of Impenetrable Darkness has the following features:

Uneven Floor: The floor of the cavern is at a constantly descending grade of 22 degrees. The floor is rocky and uneven, reducing movement by those descending into the cavern by one-quarter and those climbing out of the cavern by one-half their standard movement rate.

Deep Darkness: The cavern is infinitely black, quenching 1st-level magical *light* spells as well as natural light such as torches, lamps and candles. *Continual light* and similar magic is reduced to a 5ft radius, and its duration is reduced to 10 minutes per caster level. Travelers who enter the cavern must feel their way blindly through the cavern and are likely to run across deadfalls, pits or the creatures of shadowstuff that make the infinite cavern their home.

Unmapped: The Cavern of Impenetrable Darkness is ever-shifting due to the action of shadow hunters and the stygian dragons that dwell there. Cave-ins are not uncommon as pieces of elemental earth and material projections wink in and out across the plane.

Cavern of Impenetrable Darkness Random Encounters

Roll 1d20 for every hour spent exploring the Cavern of Impenetrable Darkness.

1	Pit
2	1 **darkworm**
3	**1d3 stygian dragons**
4	1 **shadow hunter**
5	**2d4 shadows**
6	1 **shadow wing (ancient)**
7–20	No Encounter

Darkworm: These creatures flee from loud noise. They are prey here and attack only small groups.

Darkworm: **HD** 9; **HP** 65; **AC** 4[15]; **Atk** 1d6 tentacles (1d4), bite (2d8); **Move** 12 (burrow 9); **Save** 6; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better weapons to hit, ignore armor, semi-corporeal, swallow whole (natural

Cavern of Impenetrable Darkness Random Encounters Continued

20 on bite attack), vulnerable to light. (**Appendix**)

Pit: Characters encountering a pit must make a saving throw or fall into a shaft of darkness 1d100ft deep and suffer the resulting damage. Pits are typically 1d10+5ft across and are impossible to see until one is right at the edge.

Shadow Gang: Characters are attacked by **2d4 shadows**. They fear nothing here.

Shadow: **HD** 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special**: +1 or better weapons to hit, drain 1 point of strength with hit.

Shadow Hunter: Terrifying. This creature attack and pursue any they find, stopping only if within a half mile of the dragon's lair.

Shadow Hunter: HD 8; **AC** 1 [18]; **Atk** bite (1d8 plus poison); **Move** 12 (climb 9, swim 12); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special:** poison, shadowblend (surprise on 1–4 on 1d6 in shadows). (***The Tome of Horrors 4*** 189)

Shadow Wing (Ancient): OK, this guy does not even fear the dragon. Imagine your worst nightmare come to life. The shadow wing rules this place. He and the dragon avoid each other — some say in fear of mutually assured destruction.

Shadow Wing, Ancient: **HD** 16; **HP** 113; **AC** –2 [21]; **Atk** 2 wings (1d8 plus poison) and bite (2d6); **Move** 9 (fly 27); **Save** 3; **AL** N; **CL/XP** 20/4400; **Special**: poison, shadow blend (surprise on 1–4 on 1d6 in shadows).

Stygian Dragon: This encounter is with **1d3 old stygian dragons**. All of the larger beasts were destroyed by Lacrymundus, as he hates competition. The dragons attack any they spot, hoping to garner favor with the ancient wyrm.

Stygian Dragon, Old: **HD** 10; **HP** 50; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 9 (flying 24); **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** +2 or better weapons to hit, ignore armor, semi-corporeal, shadowfire (3/day, 50 hp damage plus 10 strength), vulnerable to light. (**Appendix**)



Lair of Lacrymundus

Deep within the bowels of the Cavern of Impenetrable Darkness is the lair of **Lacrymundus**, an **ancient stygian dragon** of immense power and even greater girth. It is unknown if Lacrymundus is actually a living being of shadowstuff or if it is an undead creature held together by the shadowstuff and its immense magical powers. All that is known is that even elder shadow wings who would occupy the Cavern of Impenetrable Darkness give the creature's lair a wide berth.

Lacrymundus, Ancient Stygian Dragon: HD 16; **HP** 128; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 9 (fly 24); **Save** 3; **AL** C; **CL/XP** 20/4400; **Special:** +2 or better weapons to hit, ignore armor, semi-corporeal, shadowfire (3/day, 128 points of damage plus 16 strength), vulnerable to light. (**Appendix**)

Warning: Unless the characters are of a truly epic level of power, Lacrymundus surely destroys them all and adds their magic items and treasures to his immense hoard.

Treasure: Among the treasures of Lacrymundus' hoard are the following: 200,000gp, 280,000sp, 100,000cp, 10 golden rings worth 200gp each, a copper-bladed rapier worth 200gp, a star ruby worth 10,000gp, a shadow diamond worth 5000gp, a golden jewel-encrusted crown worth 4000gp, a platinum-and-jade flute worth 2200gp, an ornate bronze puzzle box worth 2000gp that requires an intelligence of 17 or better to solve, 4 golden topaz gems worth 500gp each, a bloodstone worth 200gp, a set of ivory dice worth 200gp, a *+4 shield*, a *ring of protection +3*, a *manual of intelligence*, a *wand of lightning* (8 charges), a *staff of resurrection* (5 charges), a *staff of absorption*, and a *cloak of displacement*.

Also found within his hoard is the *Heart of Knem Koth*, also referred to as the "*Heart of Darkness*." (**Appendix**)

Area 23: Nightwoods

The Nightwoods are vast expanses of haunted terrestrial forests projecting into the Plane of Shadow, or perhaps the haunting is projecting itself from the realm of darkness into the mortal planes. Regardless, the Nightwoods are populated by terrible creatures, not the least of which are the vast semi-sentient trees of shadow-stuff that feast upon mortal creatures tempted into the forest of the night.

Nightwoods Random Encounters

Roll 1d20 for every hour characters travel among the Nightwoods.

1	**1d4+1 shadow wings**
2	**2d6 darkling chitterers**
3	**1 shadow reaper**
4	**2d4 shadows**
5	**1d2 night thorn brambles**
6	**1d6+1 darkwings**
7	**Lost traveler** (See **Shadow Rift Table**)
8–16	**1d4 nightwood trees**
17–20	No encounter

Darkling Chitterers: This encounter is with a band of **2d6 darkling chitterers**. The chitterers avoid direct contact with characters and instead creep up on them when they rest or are apart from the rest of the party. The chitterers steal small items and pursue characters for the duration of their time in the Plane of Shadow.

Darkling Chitterer: **HD** 2; **AC** 4[15]; **Atk** bite (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** +1 or better weapon to hit, climb, hide in shadows (75%), ignore armor, pick pocket (70%), semi-corporeal. (**Appendix**)

Darkwing Flock: A flock of **1d6+1 darkwings** swoops down upon the party.

Darkwing: **HD** 1d6 hp; **AC** 3[16]; **Atk** incorporeal wing (1d6) or bite (1d4); **Move** 3 (fly 18); **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** +1 or better weapon to hit, ignore armor, semi-corporeal, vulnerable to light. (see **Appendix**)

Night Thorn Bramble: This is an encounter with **1d2 night thorn brambles** blocking some narrow pathway.

Night Thorn Bramble: **HD** 4; **AC** 8[11]; **Atk** per 10ft (1d8); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, growth (doubles in size when slashed), ignore armor, , semi-corporeal, immune to slashing, vulnerable to light. (**Appendix**)

Nightwood Trees: The forests are composed fully of nightwood trees. This encounter is with **1d4 nightwood trees** more temperamental than the others. Nightwood trees otherwise recoil from any beings ensconced in the sphere of a light spell. Trees in these encounters attack even though it hurts them, attempting to quench or dispel the light that characters carry.

Nightwood Tree: **HD** 2; **AC** 7[12]; **Atk** 1d4 tendrils (1d4); **Move** 3; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, semi-corporeal, strangle. (**Appendix**)

Shadow Pack: **2d4 shadows** attack unless driven off with light or turned.

Shadow: **HD** 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapons to hit, drain 1 point of strength with hit.



Shadow Reaper: This is an encounter with a **shadow reaper**. This horrid being cultivates souls wandering the valley, collecting their power and trading it to the various shadow lords of the plane

Shadow Reaper: **HD** 8; **AC** 2[17]; **Atk** scythe (3d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better weapon to hit, collector (collects souls of slain enemies, *wish* needed to restore), ignore armor, semi-corporeal, sever limbs (natural 20 on attack severs limbs). (**Appendix**)

Shadow Wings: Nesting in the trees are **1d4+1 shadow wings**. They swoop down on characters and pursue them through the Nightwoods.

Shadow Wing: **HD** 10; **AC** –2 [21]; **Atk** 2 wings (1d8 plus poison) and bite (2d6); **Move** 9 (fly 27); **Save** 5; **AL** N; **CL/XP** 14/2600; **Special**: poison, shadow blend (surprise on 1–4 on 1d6 in shadows). (***The Tome of Horrors 4*** 190)


Shadow Plane - Night Queen's Forest
1 square - 1000 feet
Tower of Night Queen
25
Moat
25-1
Night Queen's Forest
24
Huntsman's Cabin
24-2
Cottage of the Fair
24-1

Area 24: The Night Queen's Forest

This forest is similar in many ways to other forests of the Plane of Shadow, though it is the domain of one of the self-proclaimed rulers of the shadow realm. The Night Queen's Forest spreads over many miles of nightwood and brambles. For many centuries, the Night Queen has kidnapped mortal princesses by stealing their dreams, which eventually leads them into the Plane of Shadow where she captures their mortal flesh. Once whisked to her own realm, the queen prepares them for eventual sacrifice at the age of 16, when she drinks away their soul to increase her own powers and to enrich her kingdom. The Night Queen has successfully played out her horror plot on six previous occasions. She waits now upon the sacrifice of the seventh princess. With this sacrifice, **Queen Nandra Oranna's** powers are to be virtually doubled, placing her in league with some of the younger gods.

Area 24-1: Cottage of the Fair

Hidden within the Night Queen's forest is a hemisphere of light that stands starkly against the darkened horizon. Within the dome is a small wooded glade that seems to be directly plucked from an enchanted grove upon the Material Plane. Within the hemisphere are a cabin, a well, a small barn and an outhouse. The cabin contains six rooms: a common room, a kitchen and four bedrooms. It is in this small glade that **Princess Eradith** has spent the last three years of her life since being plucked from her home kingdom. She believes she is being guarded by a trio of fairy godmothers. The "fairies" are actually **3 annis hags** in the thrall of Queen Nandra Oranna.

Princess Eradith believes she is being justly treated and protected from a terrible evil by the fairy godmothers **Rala**, **Drannis** and **Olgetta**. She has no idea that the godmothers intend to feed her to their mistress on the night of her 16th birthday.

Princess Eradith (MU2): **HP** 5; **AC** 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 14; **AL** L; **CL/XP** 2/30; **Special:** +2 save bonus vs. spells, wands and staffs, spells (2).

Spells: 1st—*read magic*, *shield*.

Equipment: robes, dagger, *scroll of detect magic*, silver ring (80gp).

Rala, Drannis and Olgetta, Annis Hags: **HD** 8; **HP** 61, 56, 51; **AC** 1[18]; **Atk** 2 claws (2d8), bite (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** hug and rend (if 2 claws hit, target rended for automatic claw and bite damage), *polymorph*, call mists. (***Monstrosities*** 237)

The Night Queen's Forest Random Encounters

Roll 1d12 once every 30 minutes characters travel within the Night Queen's Forest.

1	1 wraith prince
2	2d4 shadows
3	1d2 night thorn brambles
4	1d4 nightwood trees
5	Sir Rathbert the Questing Knight
6	Graem the huntsman
7–12	No encounter

Graem the Huntsman: This is an encounter with **Graem the Huntsman** and **3d4 shadow mastiffs**. He harries the characters, attempting to separate them from one another so they can be dispatched individually. See the **Huntsman's Cabin** below for details.

Nightwood Trees: The forests are composed fully of nightwood trees. This encounter is with **1d4 nightwood trees** more temperamental than the others. Nightwood trees otherwise recoil from any beings ensconced in the sphere of a light spell. Trees in these encounters attack even though it hurts them, attempting to quench or dispel the light that characters carry.

Nightwood Tree: **HD** 2; **AC** 7[12]; **Atk** 1d4 tendrils (1d4); **Move** 3; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, semi-corporeal, strangle. (**Appendix**)

Night Thorn Bramble: This is an encounter with **1d2 night thorn brambles** blocking some narrow pathway.

Night Thorn Bramble: **HD** 4; **AC** 8[11]; **Atk** per 10ft (1d8); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: +1 or better weapon to hit, growth (doubles in size when slashed), ignore armor, semi-corporeal, immune to slashing, vulnerable to light. (**Appendix**)

Shadow Pack: **2d4 shadows** attack unless driven off with light or turned.

Shadow: **HD** 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapons to hit, drain 1 point of strength with hit.

Sir Rathbert the Questing Knight: This is an encounter with **Sir Rathbert**, an 11th-level paladin who quests for Princess Eradith the Fair. If the characters are more or less Lawfully aligned, he offers to join the party so long as he is given leave to rescue the maiden from the clutches of the Night Queen. He rides a warhorse in combat.

Sir Rathbert the Questing Knight (Pal11): **HP** 68; **AC** 2[17]; **Atk** *+1 bastard sword* (1d8+1), *+2 vs. demons* (1d8+2); **Move** 12; **Save** 2; **AL** L; **CL/XP** 12/2000; **Special**: *detect evil*, *dispel evil*, immune to disease, lay on hands (1/day, 22 hp).

Equipment: *+1 plate mail*, *+1 bastard sword*,*+2 vs. demons*, locket of hair tied in red ribbon, diamond engagement ring *(500gp)*, *ring of fire resistance*, 2 *potions of extra healing*, 84 gp, 14sp.

Warhorse: HD 5; **HP** 36; **AC** 7[12]; **Atk** bite (1d2), 2 hooves (1d3); **Move** 18; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** none. (***Monstrosities*** 252)

Wraith Prince: This is an encounter with one of the **wraith princes** of the shadow realm in service of the Night Queen. The creature rides a **nightmare** and bears a *blade of wraiths* (see **Sidebox**). If the creature is turned, it returns in full haste to its crypt to recover.

Wraith Prince: **HD** 6; **HP** 34; **AC** 3[16]; **Atk** *+3 longsword wraith blade* (1d8+3 plus 1d4 strength loss plus level drain**)** or touch (1d6 plus level drain); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, level drain (1 level with hit).

Equipment: *+3 longsword blade of wraiths* **(Appendix)**

Nightmare: HD 7; **HP** 50; **AC** –4[23]; **Atk** bite (1d8), 2 hooves (2d6); **Move** 18 (flying 35); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special**: breathe smoke (save or–2 penalty to attacks), ride between planes/realities. (***Monstrosities*** 348)

Area 24-2: Huntsman's Cabin

Not far from the cottage of the fair princess is the cabin of **Graem the Huntsman**. This unholy being has long been in the service of Queen Nandra Oranna, who sends him from the realm of shadow into the waking world to gather the daughters of worldly kings.

The huntsman was likely once a man, but has long since been infused with shadowstuff and transcended into the form of a wicked **shade**. Graem is unarmed, but can shape any of his limbs into any one- or two-handed weapon he desires of at least +2 enhancement due to his *ring of shadowshaping +2* (**Appendix**).

Roaming around the cabin are the huntsman's pets, **3d4 shadow mastiffs**, which he commands to attack intruders.

Treasure: Among the huntsman's meager belongings are a *potion of slipperiness*, *potion of gaseous form*, a *figurine of the onyx dog*, and a *bag of holding* filled with a week's worth of mortal dry rations.

Graem the Huntsman, Shade Ranger (Rgr8): **HP** 68; **AC** 4[15]; **Atk** +2 *shadowstuff weapon* (1d8+2) or +2 *longbow* (1d6+3, *+1 shadowstuff arrows* ignore armor); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** alertness, +1 or better weapons to hit, +4 damage vs. giants or goblins, semi-corporeal, tracking, vulnerable to light.

Equipment: *+1 chain mail, +2 longbow,* quiver of 20 *+1 shadowstuff arrows* (ignore armor, except natural, dexterity and enchantment bonuses), *ring of shadowshaping +2* **(Appendix).**

Shadow Mastiff: **HD** 3; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** baying (causes panic, save or flee for 3d6 turns), concealment in shadow (40% chance to disappear from sight after attacking). (***Monstrosities*** 417)

Area 25: Tower of the Night Hag Queen

Queen Nandra Oranna dwells within a tower that sits atop a craggy bluff of elemental stone. The tower is surrounded by a walled courtyard and a 50ft-wide moat. A drawbridge crosses the moat and leads to the tower beyond, though the drawbridge is typically closed to any visitors who would dare intrude upon the doings of the Night Queen.

Area 25-1 Moat: The moat is filled with **5 night thorn brambles**. The brambles double in size as they are cut, creating an even more dangerous and devastating path for those who would attempt to cross through their area. Clearing a path across the moat requires destroying at least 2 brambles.

Night Thorn Bramble (5): **HD** 4; **HP** 37, 34x2, 31, 30; **AC** 8[11]; **Atk** per 10ft (1d8); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** +1 or better weapon to hit, growth (doubles in size when slashed), ignore armor, semi-corporeal, immune to slashing, vulnerable to light. (**Appendix**)

Area 25-2 Tower Gate: The 30ft-tall tower gate is formed from a shiny black substance banded with dark metal. The gate is barred and locked from the inside. A **charmed shadow giant** named **Marl** guards the gate, opening and closing it for guests of the Night Queen. On its own, the gate is 3ft thick and requires a combined strength of at least 40 or greater to push. The gate may also be moved by means of a *knock* spell, though the portal's great magic requires three applications of the spell to open a gap wide enough for a man to pass through.

Marl, Shadow Giant: **HD** 13; **HP** 92; **AC** 3[16]; **Atk** shadow weapon (4d6), throw boulder (5d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special**: +1 or better weapon to hit, ignore armor, semi-corporeal, vulnerable to light. (**Appendix**)

Area 25-3 Crypts of the Princes: Surrounding the central tower are seven stone crypts. Standing before six of the crypts are **6 nightmares** adorned in full saddle, bit and bridle. Within each crypt are the withered corpses of the princes who attempted to rescue their fair maidens but were instead defeated by Queen Nandra Oranna. The crypts hold the fleshly corpses of these princes and house the **6 wraiths** they have become. The wraiths ride out on the nightmares, doing the bidding of the Night Queen. This most typically involves guarding her from any beings that would assault her fortress.

Wraith Prince (6): **HD** 6; **HP** 36, 34, 32x2, 31, 29; **AC** 3[16]; **Atk** +3 *longsword wraith blade* (1d8+3 plus 1d4 strength plus level drain) or touch (1d6 plus level drain); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, level drain (1 level with hit).

Equipment: *+3 longsword blade of wraiths* **(Appendix)**

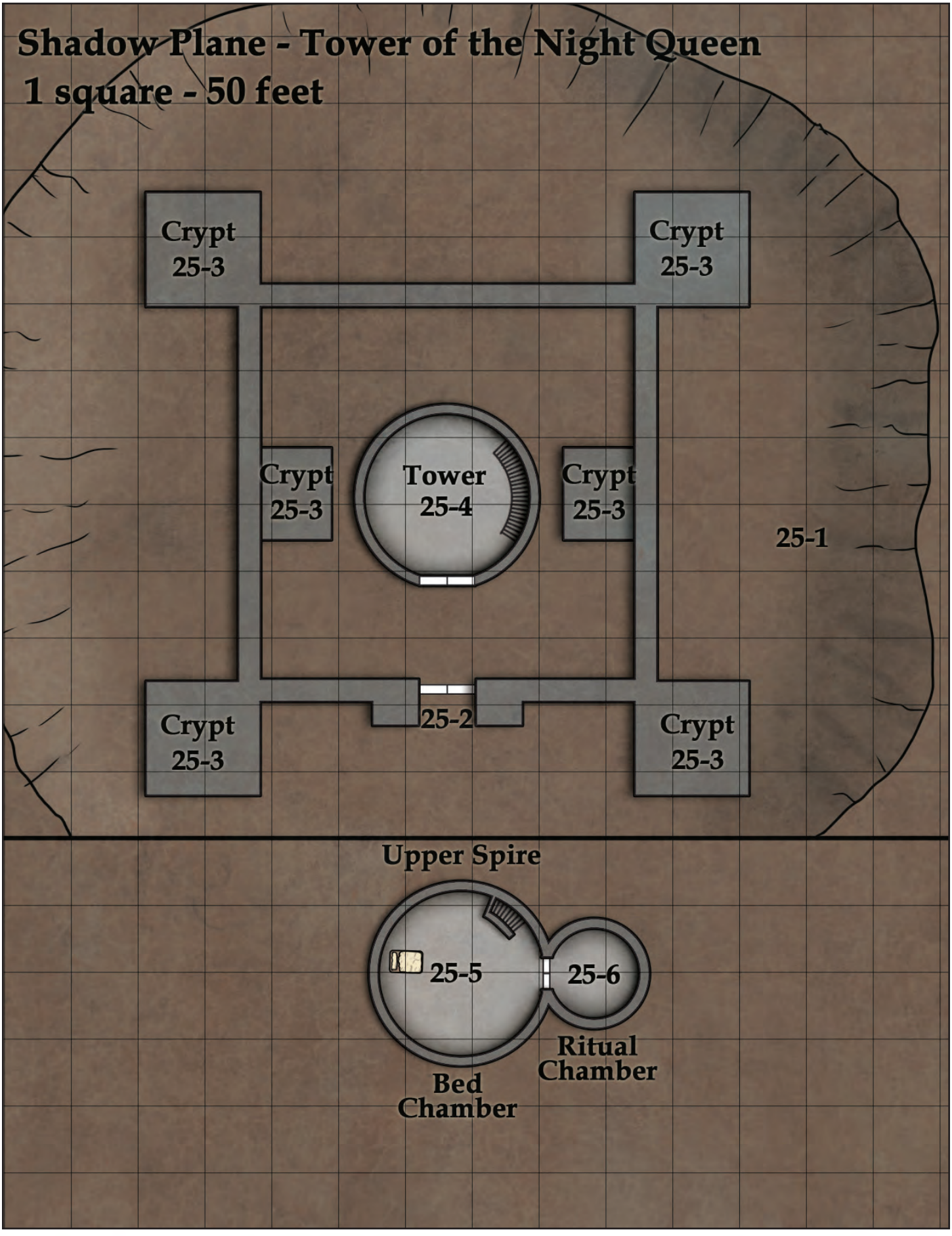
Nightmare (6): **HD** 7; **HP** 53, 52x2, 50, 49, 45; **AC** –4[23]; **Atk** bite (1d8), 2 hooves (2d6); **Move** 18 (fly 35); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special**: breathe smoke (save or–2 penalty to attacks), ride between planes/realities. (***Monstrosities*** 348)

Area 25-4 Tower: The tower is little more than a black spire with an interior staircase that rises from the stone of the crag up into the sky. Atop the tower are the chambers of Queen Nandra Oranna. Nandra is unlikely to face opponents within her chambers and would instead "come to them" should her wraith princes fall or if her giant is challenged.

Nandra's Quarters: Atop the tower are the chambers of the Night Queen. The door to her chambers is locked and trapped with a *lightning bolt*. Beyond the door is a hall with two doors. Anyone attempting to open the door sets off the trap, which does 8d6 points of damage (save for half) to anyone within 30ft of the door.

Area 25-5 Nandra's Bedchamber: This room contains an ornate four-poster bed of ebony wood hung with diaphanous silk. A large mirror adorns one wall. A loom occupies the other side of the room. Upon the loom is an ornate tapestry featuring the portraits of six princesses within a




Shadow Plane - Tower of the Night Queen
1 square - 50 feet
Crypt 25-3
Crypt 25-3
Crypt 25-3
Tower 25-4
Crypt 25-3
25-1
25-2
Crypt 25-3
Crypt 25-3
Upper Spire
25-5
25-6
Ritual Chamber
Bed Chamber

stylized heart formed from thorny vines. The vines entwine and stretch to form the dress of a harsh-looking woman wearing a black crown.

A dresser and nightstand complete the room's furnishings.

The mirror acts as a *crystal ball*.

Area 25-6 Nandra's Ritual Chamber: The ritual chamber is partially open to the sky and is accessible by flying creatures. The chamber features a seven-pointed star with a cauldron (**Appendix**) in the center that serves as the focus for the queen's rituals. Upon six points of the star are the bleeding, jeweled hearts of the six princesses whom **Queen Nandra** consumed in order to grow her powers.

Queen Nandra Oranna, Night Hag: **HD** 12; **HP** 91; **AC** 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** bite (2d6) or *Noose of Knem Koth* (*+3 whip*, strangle in 1d4+2 rounds); **Move** 10; **Save** 3; **AL** C; **CL/XP** 17/3500; **Special:** inflict pain (3/day, 2d8 vs. single opponent) magic resistance (65%), +2 or better magic weapon to hit, spells (4/4/3/2/2), summon demon (1/day, 50%), turn ethereal or incorporeal at will, weaken opponent (3/day, save or half strength). (***Monstrosities*** 347)

Spells: 1st—*charm person*, *magic missile*, *read languages*, *shield*; 2nd—*darkness 15ft radius*, *invisibility*, *phantasmal force* (x2); 3rd—*dispel magic*, *lightning bolt*, *suggestion*; 4th—*confusion, fear*; 5th—*animate dead*, *feeblemind*.

Equipment: *Noose of Knem Koth* **(Appendix).**

Hearts of Innocence: Located at the cardinal points of Queen Nandra's summoning star are the hearts of the six princesses who fell victim to her dark magic over the last centuries. The hearts are encrusted with diamonds, rubies and a lattice of platinum-and-gold barbed wire. The hearts grant the master of the circle great power, offering an additional caster level for every two hearts while casting spells from within the circle. Creating a circle to control the hearts requires a caster of at least 10th level to spend 3 months of steady work at a cost of 100,000gp in rare gems, jewels and sacrifices to the gods of chaos and evil. Constructing the circle is an act of pure evil. If the hearts are given to Nandra's wraith princes, the princes are dispelled as they take the last piece of their true love and depart to their own proper afterlives.

Eventually, Nandra intends to sacrifice the last princess to complete the seventh point in her circle, which will grant her even greater power over the Plane of Shadow and allow her to force her own projections into the mortal realms where the princesses were originally captured.

Further Adventure: This plot line may be used by a Referee to develop quests for high-level play beyond the bounds of the *Sword of Air* campaign.

Area 26: Shadowsea

These limitless seas of pitch are more insubstantial and vaporous than the Darkmire. Sailors lost at sea in the Material Plane are sometimes sucked through whirlpools of night into the Shadowsea. Once here, they typically starve to death for lack of food and water. The soulless shades that remain are cursed to haunt the night simultaneously in the lands of the living and the darkness of the Plane of Shadow.

Area 27: The Shadow Forge

Atop the tallest mountain in the region stands Nightwrack Abbey, home to Dread Duke Hackmore, a death knight who presides over the Shadow Forge.

Area 28: Nightwrack Abbey

This ominous pile of rubble and stone is little more than a hollow shell of a great gothic castle. A narrow, winding road leads to the mountaintop upon which the crumbling abbey sits.

Area 28-1 Drawbridge: A drawbridge extends across a deep chasm that falls more than 1200ft onto the jagged rocks below. At this height, the



Shadowsea Random Encounters

Roll 1d10 every 2 hours characters are upon the Shadowsea.

1	**2d4 gloomsharks**
2	Whirlpool portal
3	**Shade ship**
4	Shadowstorm
5	**Shadowstuff serpent**
6–10	No encounter

Gloomshark: This encounter is with the smaller version of the land-born creatures. They are known to use their razor fin on the hulls of terrestrial ships lost in the Shadowsea.

Gloomshark (aquatic): **HD** 6; **HP** 41; **AC** 4[15]; **Atk** bite (2d8), fin slice (3d6); **Move** 15 (swim); **Save** 11; **AL** N; **CL/XP** 8/800; **Special**: +1 weapon or better to hit, ignore armor, semi-corporeal, vulnerable to light.

Shade Ship: This is an encounter with a terrestrial ship infused with shadowstuff that sails endlessly upon the Shadowsea. The ship is crewed by **2d8 shadows** and is commanded by **shades**. The shade ship pursues any ship sailed by the living across the Shadowsea, attempting to capture and transform the living crew into shadows under their captain's command.

Captain, Shade Fighter (Ftr7): **HP** 49; **AC** 4[15]; **Atk** *+1 longsword* (1d8+3); **Move** 12; **Save** 7 (with earring); **AL** C; **CL/XP** 8/800; **Special**: +1 or better weapon to hit, +2 to hit and damage strength bonus, semi-corporeal, vulnerable to light.

Equipment: leather armor, *+1 longsword, earring of protection +1,* sack containing a gold nugget (150gp), an ivory parrot carving (200gp) and 57gp.

Navigator, Shade Magic-User (MU6): **HP** 22; **AC** 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** *+1 staff* (1d6); **Move** 12; **Save** 10; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, +2 save bonus vs. spells, wands and staffs, spells (4/2/2), semi-corporeal, vulnerable to light.

Spells: 1st—*charm person*, *magic missile*, *shield, sleep*; 2nd—*invisibility*, *phantasmal force* (x2); 3rd—*dispel magic*, *lightning bolt*.

Equipment: robes, *+1 staff*, *wand of magic missiles* (8 charges), 16sp.

Doctor, Shade Cleric (Clr6): **HP** 33; **AC** 3[16]; **Atk** *+1 mace* (1d6+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, +2 save versus paralyzation and poison, semi-corporeal, spells (2/2/1/1), vulnerable to light.

Spells: 1st—*cause light wounds*, *detect good*; 2nd—*hold person, silence 15ft radius*; 3rd—*cause disease*; 4th—*cause serious wounds*.

Equipment: *chainmail*, *shield*, *+1 mace*

First Mate, Shade Thief (Thf5): **HP** 17; **AC** 5[14]; **Atk** *+1 short sword* (1d6+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 5/120; **Special:** +1 or better weapon to hit, +2 save bonus vs. traps and magical devices, backstab (x3), read languages, semi-corporeal, thieving skills, vulnerable to light.

Thieving Skills: Climb 89%, Tasks/Traps 35%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: *+2 leather armor*, *+1 short sword*.

Shadow Crew: HD 2+2; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better weapons to hit, drain 1 point of strength with hit.

Shadowstorm: This is a storm of shadowstuff that is devastating to mortal and shadow creature alike. The storm comes on suddenly and requires a skilled captain to make a save to avoid the storm. A shadowstorm lasts for 1d4 hours. Any characters caught out in the storm must make a save or take 1d10 points of damage per hour and temporarily lose 1d6 points of strength. The storm has a 25% chance of capsizing vessels. Beings trying to move through a shadowstorm are considered "lost," and are thrown off course in a random direction as determined by the Referee.

Shadowstuff Serpent: This is an encounter with a **shadowstuff serpent** that rises from the depths and attacks the characters' ship. The creature coils around the deck of the ship and breathes forth its deadly spray.

Shadowstuff Serpent: HD 15; **HP** 108; **AC** 2[17]; **Atk** bite (3d8 plus swallow), constrict; **Move** 15; **Save** 3; **AL** C; **CL/XP** 19/4100; **Special:** +2 or better weapon to hit, breath weapon (2d6 points of strength damage and 3d6 points of damage), constrict (3d6 points of damage), ignore armor, semi-corporeal, swallow (natural 20 bite attack, 3d6 points of damage each round). (**Appendix**)

Whirlpool Portal: This whirlpool of darkness forms before the characters' ship or means of conveyance. The whirlpool or shadowspout may be avoided with a saving throw by the ship's captain. If the captain fails the check, the ship and all of its crew suffer 6d6 points of damage as they are sucked through the whirlpool and deposited on the seas of a material plane of existence. The Referee must determine if the ship sustains enough damage to destroy it.

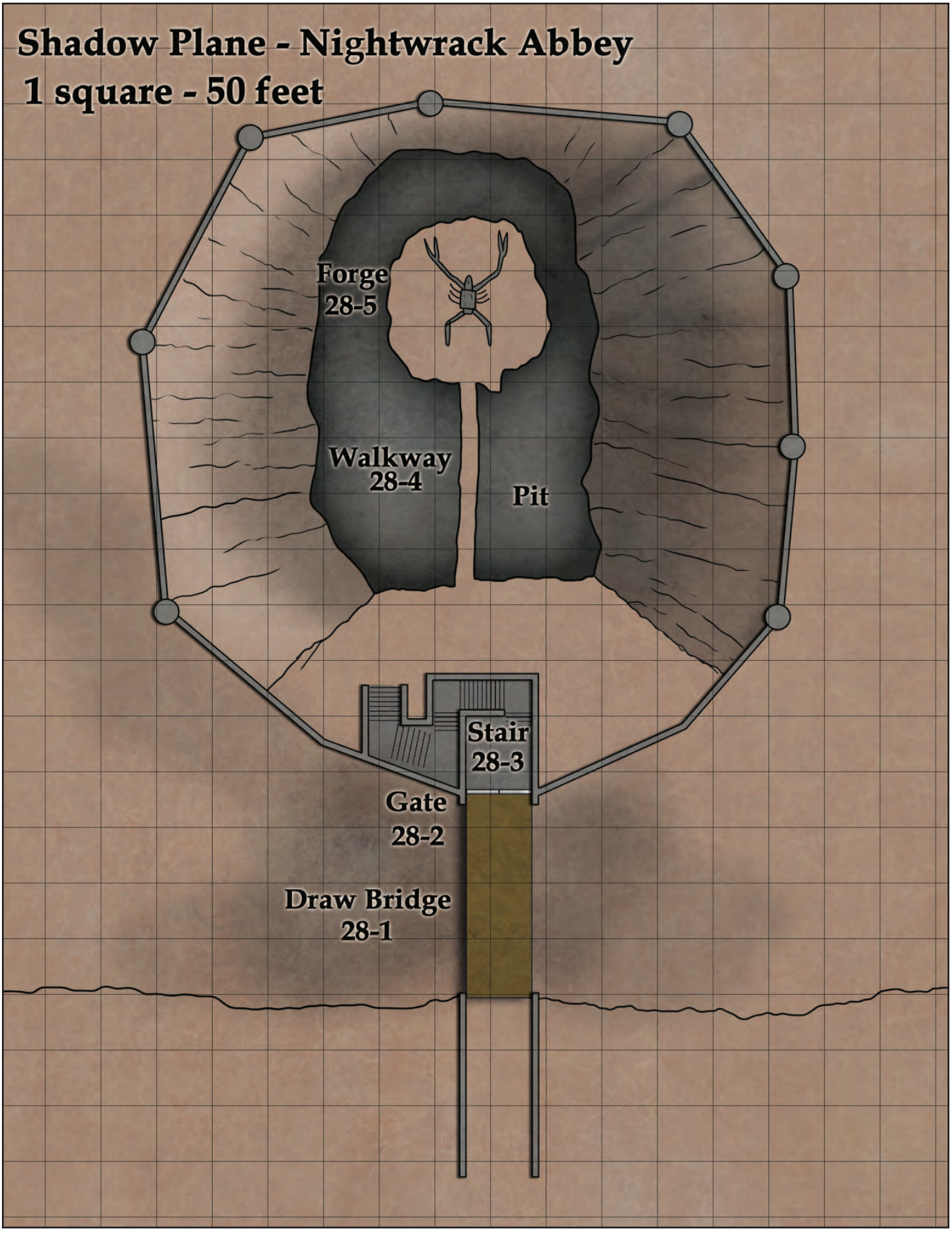
pulsating sky crackles with energy where the demi-elemental and greater elemental planes of air, lightning, dust and ice brush against the Plane of Shadow like bubbles on surf.

The drawbridge is 70ft across and only 10ft wide. If the bridge is down, characters must make a saving throw while crossing or be swept aside by the torrent of wind that batters the bridge. Those who fail their save fall 1200ft. If not protected by magic, they are undoubtedly destroyed upon impact with the broken rocks below. While crossing the bridge, there is a 1 in 6 chance that a bolt of lightning streaks down from the pulsating sky and strikes a random character for 6d6 points of electrical damage (save for half).

Area 28-3 Gate: Beyond the drawbridge is a black gate that weeps and dribbles wet, black blood. The gate is carved in the shape of a demonic face where the iron bars blocking entry into the abbey beyond serve as jagged teeth, with an unequal number of fangs sticking up from slots in the ground and slots in the upper gums. The touch of the stone is also quite fleshlike, though cold, like laying hands upon a slightly chilled slab of raw meat.

A switch in the far end of the corridor beyond the gate appears to operate the entry. The switch may be hit on a successful attack against AC 4[15] with an arrow, crossbow bolt or hurled dart.

Area 28-3 Guillotine Gate Trap: Triggering the gate switch with an


Shadow Plane - Nightwrack Abbey
1 square - 50 feet
Forge
28-5
Walkway
28-4
Pit
Stair
28-3
Gate
28-2
Draw Bridge
28-1

arrow is actually a devious trap. Thieves, elves and dwarves have a 1-in-6 chance of spotting that the iron fang gate opens when the trigger is pulled, but that a second locking latch that is out of view must also be pulled into place. If the locking latch is not pulled into place, the blades slide open on contact but then snap shut like a guillotine as soon as pressure is placed on the threshold of the gatehouse and the interior.

If the guillotine is sprung, the Referee should roll 1d20. Regardless of the roll, the unfortunate who triggers the trap suffers 6d6 points of damage. If the Referee rolls a natural 20, the unfortunate victim is also cut in half and dies. The trap can be avoided by *flying* or *levitating* past the threshold and closing the locking handle.

Beyond the gatehouse is an open bowl that is the shell of the abbey cathedral once dedicated to Knem Koth an age ago. The hollowed-out chamber descends a steep staircase 100ft to the floor. The center of the chamber contains a pit of unknown depth. Swirling tendrils of shadowstuff ripple and coil upward from the pit, occasionally revealing a furtive image of something resembling a large ribcage and the bend of a spine bent over a pitch black stone.

Area 28-4 Walkway: A narrow walkway leads through the shadow vortex. Blocking the walkway is a knight in charred black plate mail armor. A pair of glowing red eyes peers forth from the visor of the archaic helm. The figure leans heavily on a two-handed sword.

"What gift is brought to the master of the Shadow Forge?" the figure asks.

The figure is **Duke Hackmore the Demonic Knight**. He requires the trade of a soul, either a fresh sacrifice upon the Shadow Forge or one collected in a vial kept by a shadow reaper. He also accepts in trade souls collected in a *magic jar*. The soul must be of some worth, however. This could be a soul of extreme innocence or a soul of great power, or a character or NPC of at least 6th level. Other options include goodly dragon eggs, angels, unicorns and similarly recognized "pure" or "innocent" spirits.

If the characters refuse to pay the offer, Hackmore tells the characters to ready themselves and attacks. If the characters offer the sacrifice, he stands aside and the shadows part, affording access to the Shadow Forge.

Duke Hackmore the Demonic Knight: HD 9; **HP** 61; **AC** –1[20]; **Atk** +3 *shadowstuff bastard sword* (1d8+3, ignores armor) or 2 slams (1d6); **Move** 12; **Save** 6; **AL** C; **CL/XP** 14/2600; **Special:** +1 or better weapons to hit, breath of unlife (10ft cone, save or lose 2d4 points of strength), fear (save or flee for 2d4 rounds), magic resistance (30%), spells (2/day—*dispel magic*; 1/day—*fireball*, *symbol of fear*, *wall of ice*), summon demons (1/day, 2d4 shadow demons). (***The Tome of Horrors Complete*** 168)

Equipment: +3 *shadowstuff bastard sword*, *necklace of firebaubles*



Treasure: Hackmore's lair is littered with the equipment of those who were unwilling to make the appropriate sacrifice to the Shadow Forge and paid the ultimate price at his corrupt hands.

Among the items are a *wand of suggestion* (2 charges), a *+2 sickle* (1d4+2 points of damage), a pair of *+3 daggers*, a *scroll of passwall*, a *potion of invulnerability,* a *potion of extra healing,* a *staff of healing*, a *scroll of resurrection* and 3 diamonds worth 3000gp.

Area 28-5: The Shadow Forge The forge is built atop the pillar altar where Knem Koth once sacrificed his enemies. It now serves as tomb to the remainder of his corpse: a large humanoid spine, pelvis and splayed ribcage bent over a stone block. A black anvil is bolted in the center of the ribcage. The head, arms and legs have been wrenched from the cold, metallic bones.

Characters capable of crafting magical items may use the Shadow Forge as a laboratory to craft any item that they can normally create. The sacrifice made to the forge pays the "cash component" often involved in crafting an item. High-quality materials are also required. For example, a high-quality nonmagical sword is still required to craft the item and the proper amount of experience points or other expenditures must be made. If all other requirements are met, the Shadow Forge crafts the item and infuses it with shadowstuff.

The possibilities for shadowstuff infusion include the ability to ignore armor, the ability to increase the ability to hide with armor, or other functions as deemed appropriate by the Referee. For example, a finely crafted longsword could be forged on the Shadow Forge to become a *+2 shadowstuff sword* capable of ignoring armor during combat.

Knem Koth

If the characters manage to gather the noose, hand and heart of Knem Koth and bring them to the Shadow Forge, the items may be reunited with their former owner. This is, of course, the ultimate goal of Knem Koth's corruption.

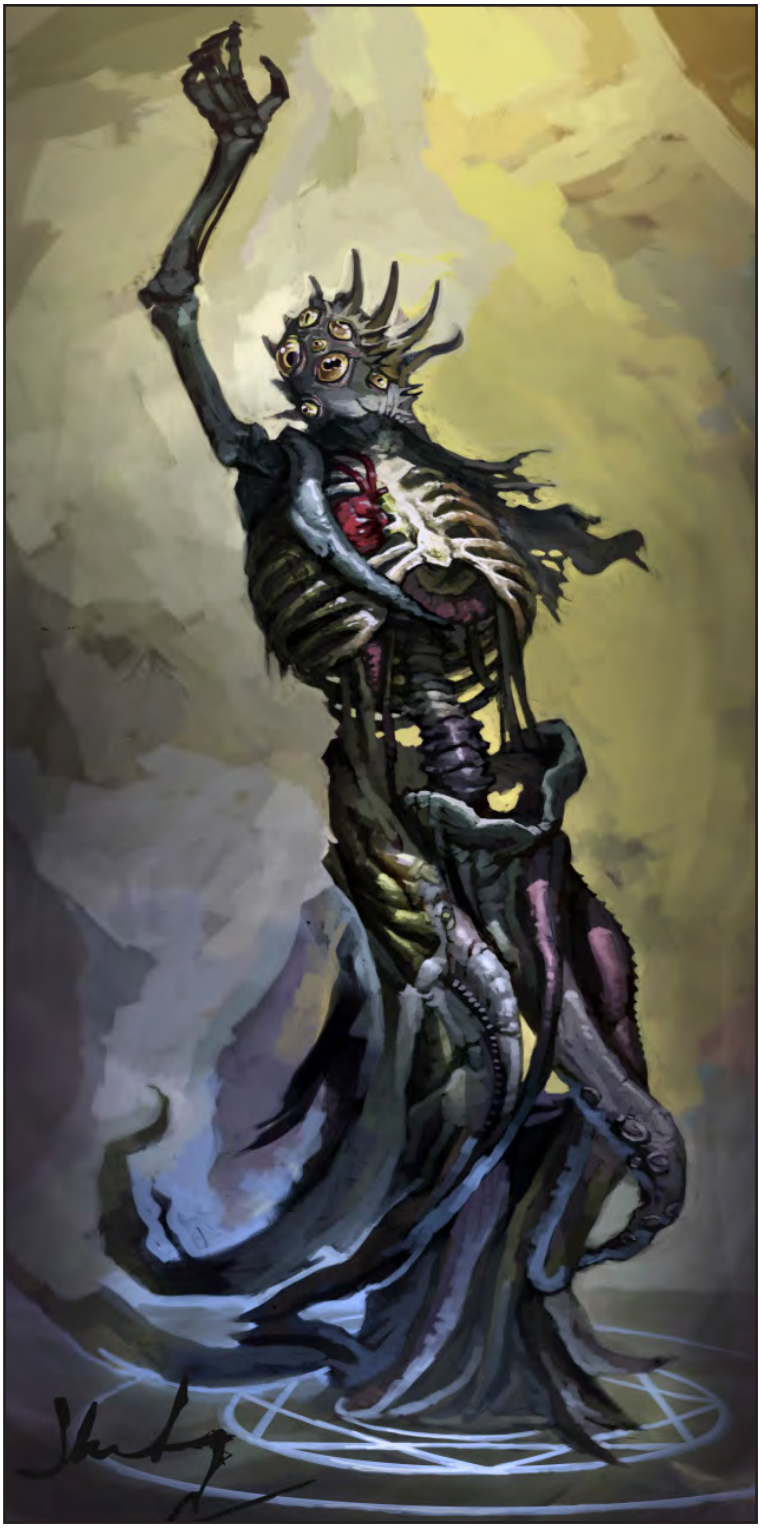
Each reunited item automatically attaches itself to the Shadow Forge. When an item attaches itself, it casts a *geas* upon any being within a 10ft radius of the forge to go forth and retrieve any other pieces of Knem Koth that can be had, giving a clear vision as to the location of the items.

Once at least three pieces are reunited, the Shadow Forge sends forth a call across the multiverse to the shadow giant diaspora. "The Forge is renewed; Knem Koth is near."

Within days, shadow giants will begin to converge on the Shadow Forge bearing their own bits and pieces of the Dark Harbinger that they have gathered over the millennia. Within three months not only will Knem Koth's reconstruction be complete, but there will also be over 20,000 shadow giants gathered in and around the abbey.

They will begin the 5-year ritual to return their king to life, and if uninterrupted will, after that time span, successfully rejuvenate their foul deity if only partially. The Dark Harbinger, The God of the Evernight, Knem Koth will reign again in the Plane of Shadow, his vision of bringing its darkness to cover the entire multiverse, as he attempted so long ago before being treacherously laid low, still alive in his dark heart. His first order of business is to find those who dared handle the dissected pieces of his body (i.e the party) and grant them the honor of transforming them into shades under his control. Then he will use such worthies as to find the rest of his body parts that are still missing in order to transcend once again to full godhood. Sounds like a new quest awaits!

Knem Koth: HD 20; **AC** –5[24]; **Atk** slam (3d6) or tentacle arm (constrict, shade touch); **Move** 9 (fly 24); **Save** 3; **AL** C; **CL/XP** 30/7400; **Special:** command and control shadows, *darkness*, *geas*, magic resistance (60%), semi-corporeal, shade touch (save or lose 1d4 points of strength each round held by tentacle arm), shape shadow (up to 200 square feet of shadow material per day), summon shadow creatures (up to current HD), telepathy 100ft, vulnerable to light, wall of shadow (as *wall of stone*, but made of shadowstuff). (**Appendix**)



Chapter 6: The Hidden Tomb of Aka Bakar

Introduction

The Referee is encouraged to study this chapter before starting this portion of the adventure. This is where the rubber meets the road in terms of the primary storyline in this book. The Referee should ensure that the possible outcomes of what happens next fit well with their game, and that game-changing events that are not desirable are not allowed to occur. Lest ye forget, this part of the quest can garner a powerful artifact (or set of artifacts) for the characters. It can also destroy the world. Make sure you fully understand the implications of what is to come, so if changes need to be made, you can do so before anything gets out of hand.

This dungeon is extremely difficult; in fact, it requires all the brainpower many players have just to locate the actual entrance. The dungeon itself should not be attempted by characters under 9th level in any case, and only then if they have a high level of skill. Like other parts of this work, this dungeon can be used in two forms: either as the endgame of the *Sword of Air* adventure, or as a sandbox "oh, look what we found" dungeon adventure. The Referee should be advised, however, that the traps and monsters placed here are designed to kill characters — not to gently let them move on to the next phase of the adventure. Over the past 35 years, perhaps 20 adventuring parties entered the place, and only 4 emerged with the sword (or so they thought).

What This Dungeon Is

Aka Bakar (see history below) created this place as a hiding spot for the *Sword of Air*. Within the dungeon he set deadly traps and horrendous monsters to guard what many believe is the final resting place of the sword. To hide the entrance, he created a false tomb, along with a very powerful magical replica sword, to trick looters into believing they had recovered the famous blade. Deep within this false tomb, buried beneath a layer of magical sand, he hid the true entrance. Further, the actual sword itself is not here — only the means to retrieve it.

Key points include:

- The false tomb is fairly easy to locate — within is a false sword, a false version of Aka Bakar, and a very well-hidden entrance to the real tomb.
- There are five levels of the real tomb below the false one. Each of these hides a piece of a "sword" that is really a key. This key is used to retrieve the real sword located in **Wilderness Area SM-5**.
- Only through the use of the keys can the black pyramid at **Wilderness Area SM-5** be accessed.
- The sword is an evil, demon-possessed artifact that serves the Frog God, Tsathogga. No good can come from its use, and anyone wielding the sword is eventually corrupted and compelled to use it to destroy one's own party and the *Heart of Arden* located in the lead mines beneath the ruins of Tsen.
- If the sword is carried but not used, its corrupting influence is lessened greatly (think *the One Ring*).
- There are two ways in which the real sword can be destroyed: 1) by using it to destroy the *Heart of Arden* in Tsen; or 2) by feeding it to the Beast of Tannesh located in the Hazed Canyon (**Wilderness Area DH-7**).
- Using the false sword from the false tomb in either manner destroys the sword, but has no effect on the *Heart* or the Beast.
- The Referee should take great care to make the characters ***earn*** this knowledge. Destruction of an artifact is world-changing, and should not be easy to do. This means countless hours spent with sages, careful clue gathering along the way, and using one's noggin in addition to one's sword while playing in this adventure. Clues about the location of this dungeon, the true nature of the sword, the effects and methods of its destruction, and anything else about the main stem of this adventure must be hard won.
- If the Referee chooses to use this adventure as written rather than as a sandbox area, then the magic-users detailed in Chapters 6 and 7 provide starting clues. Remember: If you use this path, it's all about the Cat, and the characters are, in this case, definitely the mice.
- Bits of the history can also be gained from magical and mundane research — but beware you don't give too much away!

Hecate, Goddess of Evil Magic

Alignment: Chaotic
Symbol: A half silver disk representing the setting full moon
Garb: Fashionable togas of the most expensive cut and material, generally in black.
Favored Weapons: None
Form of Worship and Holidays: Clerics and magic-users who venerate Hecate do so beneath the full moon with sacrifices of blood and magical items as the moon sets.
Typical Worshippers: Magic-users, women, Wali Hecate Assassins, evil hags, witches and crones.

Hecate is the goddess of evil magic. In ancient times, some folk of the Sinnar Coast region confused Hecate with the Heldring goddess Hel — a misnomer as Hel was an entirely unrelated deity. She appears as a beautiful woman flanked by numerous hell hounds, her favored creature. The setting moon is her symbol. She requires sacrifices on the full moon. Her clerics are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to control them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in the **Frog God Games** dungeon module ***Rappan Athuk***. Her most famous follower was the archmage Aka Bakar. Hecate resides in a floating castle in the Nine Hells.

The History of the Dungeon

As described above, this place was created by the Lawful archmage Aka Bakar. Aka Bakar was a true follower of the goddess Hecate, she who was also known as Hel in ancient times within certain regions (see **Sidebox**). As an archmage, it seemed only natural that he should worship the goddess of magic, and in the end, that is what saved the world.

All of this happened more than 2000 years ago. As usual, rumor became legend, legend became myth, and the sword and the magic-users were largely forgotten by all but the sages.

Having acquired the magical *Sword of Air* from the Tomb of Hume, Aka Bakar realized the power the sword held, but could not discern its use and purpose. He spent many years puzzling over this, and in the end, was corrupted by the sword. Influenced by the demon cat Steve, Aka Bakar found out the purpose of the sword. Unlike lesser men, he resisted the cat and the urge to destroy the *Heart of Arden*. This resistance took its toll on Aka Bakar, and it drove him to madness. Eventually, in an insane rage, he killed his entire family: his wife, Rekki, and his daughters, Alyx, Alana and Asoka. All of the women were magic-users in their own right, but none could withstand the power of their father and the sword.

Realizing what he had done, Aka Bakar sought refuge through prayer. Hecate answered. She granted him sanity for 1 year, on the condition that he hide the sword from the world. He proceeded to create this complex as well as a black pyramid of unbreakable stone within which to imprison the sword. The pyramid and the tomb were hidden from all scrying magic by great magical wards. Through an alliance with two friends, the brothers Margon and Alycthron, Aka Bakar defeated Steve. After the cat was gone, Aka Bakar was imprisoned within the bottom level of this dungeon for all eternity, taking to his grave the final piece of the sword key. After this was done, his sanity fleeting away, he cast the ritual and drank the black poison, attempting to become a lich and failed.

A note to the Referee — Steve the Cat was only defeated temporarily by the combined force of three archmages! Keep this in mind if anyone is so foolish as to get into combat with him.

Margon then took up the quest to find the means of destroying the sword (absent destroying the *Heart of Arden*). Guided by Hecate, Margon was able to summon forth a terrible creature — the Beast of Tannesh. Margon never was able to discern where Aka Bakar hid the sword before the world called for his aid once again in the dark heart of Libynos. The brothers disappeared from the knowledge of men for more than a thousand years, gone to some unknown fate to which most thought them lost.

Even when they suddenly returned after their absence of centuries, Margon and his brother never completed the quest, for the hordes of the Shadowlands poured forth across the Haunted Steppes came forth, and the magic-users sacrificed themselves in the creation of the *Wizard's Wall* to save the people living in the area. To this day the wall stands and the sword remains hidden. Steve, however, is back after countless years of imprisonment on his home plane in the Abyss. It is the cat that seeks the sword, and through experience gained the last time, has sought the aid of a magic-user to get it.

Important bits of the legend that can be gotten through asking the right questions of the sages in Elise (**Wilderness Area DH-6**) or by casting *legend lore* spells include:

- Aka Bakar went insane and destroyed his entire family.
- Hecate was once called Hel by the folk of the region between the Gulf of Akados and the mountains.
- Aka Bakar hid the sword in a tomb known as "Hel's Temple" — note, Hecate's pseudoonym "Hel" may not be known unless researched.
- The power center of Hecate was an island temple on Toh Kristael upon the Feirgotha Plateau in the depths of the Stoneheart Mountains.
- Aka Bakar, with the brothers Margon and Alycthron, destroyed a great demon before he died.
- Aka Bakar created a strange black pyramid in an old city far from the island before he died. No one has been able to discern why.
- Cryptic references to a cat — nothing specific, just bits of notes about a cat associated with the sword. One reads "*The black cat sits, he thinks great thoughts.*"
- Margon created three structures known as "the eyes of the gods." It is said they were used to control the weather.
- The *God's Heart* is the heart of the Lawful God Arden, the fiercest opponent of the Frog Demon Tsathogga (and it should seem strange that its destruction would harm the Frog Demon).
- The most important fact they can get from this is the method of destruction of the *Sword of Air*. This tidbit comes out as:

"The blade of the djinn must be fed to the beast that dwells in Tannesh. Only by thrice dexterous handling of the red, blue and yellow eyes of the gods may the beast be brought to this world."

It is important to note that each of these bits of information do not just magically appear for the players to know. Each is considered a single research item as detailed in **Wilderness Area DH-6**. Bits of information gained by interaction with Steve the Cat and his pet magic-user could include:

- The *God's Heart* can destroy the *Sword of Air*.
- The *God's Heart* is said to be in the city of Tsen.
- Aka Bakar was an evil magic-user who sought to destroy the world (false).
- Destruction of the sword would banish Tsathogga from the world forever (false, if done by method 1).

These bits of information will be readily available, of course.

Arden, God of the Sun

Alignment: Lawful
Symbol: Sun staff (staff with a bronze sphere containing an ankh)
Garb: Ivory tunics and tabards, emblazoned with sun-shaped embroidered gold
Favored Weapons: Sun staff, short sword
Form of Worship and Holidays: The holiest of celebrations occur during lunar eclipses, followed by high noon on the summer solstice. High noon marks a regular prayer time for most followers.
Typical Worshippers: Of old he was worshipped by humans, though Arden is not currently worshipped on this plane.

Arden is a lesser avatar of the sun god Ra. He is depicted as a hawk-headed, muscular man wearing a short kilt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with a bronze hawk head. This staff is known as a sun staff and is carried by his worshippers. They are treated as quarterstaffs. He also wields a bronze short sword. Arden was long ago destroyed by evil deities, including Tsathogga, the Frog-Demon. His remains were gathered and treasured by his worshippers as relics. However, it has been ages since Arden has been worshipped on this plane by any save beggars and the slightly mad who still speak prophecies of his rebirth.

Information for the Players

This information can be gathered from sages or divination spells.

Aka Bakar: Famous magic-user and ruler of the Kingdom of Arcady. In that kingdom's last great war, his magic and the *Sword of Air* he wielded turned the tide of battle, driving off the hobgoblin hordes and saving the land, but at a terrible price. For orc troops fell upon the capitol city of Deepharbor, sacking it. During the attack, Aka Bakar's wife, Rekki, and their three daughters, Alyx, Alana and Asoka, were slain. His heart broken, Aka Bakar gave up rulership of his kingdom and rumor states perhaps went mad himself and destroyed a great portion of the kingdom with spells and plagues. He is said to have overseen the burial of his family on a sacred island in the bottomless lake and then went into seclusion. Not long after, he, too, was laid to rest in the Bakar crypts, which were then sealed. Whatever guardians and perils he placed to ensure his undisturbed rest

History of Aka Bakar — Referee Reference

1437 IR

Aka Bakar is born in the Hyperborean city of Pharos, Khemit in 1437 IR, the son of Bakar bin Hoj, an administrator of court of Prince Lukos Andromedae, and Setherya, the prince's Nubiar soothsayer-slave.

1446 IR

At the age of 9 he is apprenticed to the archmage Alycthron the Dragon Lord and becomes close with Alycthron and his brother Margon. He is introduced to the worship of Hecate and rapidly rises in magical power.

1460 IR

After the death of his father and mother in an assassination attempt on Prince Lukos, Aka Bakar is raised to the position of Court Advisor at the age of 23. He begins construction of his famed tower in the center of the city.

1467 IR

Aka Bakar slays the gold dragon Auxolyrius and recovers the legendary *Sword of Air* from its hoard in the Tomb of Hume. Shortly thereafter he takes on a mysterious cat familiar — Stefanos (his Hyperborean name for "Steve") — who begins to instruct him on the purpose and powers of the sword.

1479 IR

Aka Bakar uses his powers and the sword to raise elemental forces to assist Prince Athos, son of Prince Lukos, in battle against the western tribes. Aka Bakar is made strategos of the Pharos Legion. The Legion Barracks is constructed around the base of Aka Bakar's fabled tower.

1491 IR

Tsen is destroyed in the Day of Tribulation, and the Great Darkness descends over the Gulf of Akados. As rumors are spawned from the ravaged region and the world hears them in stunned awe, the Tower of Aka Bakar suddenly disappears from Pharos along with the adjacent Legion Barracks. A full third of the Pharos Legion vanishes with it. The Tower and Legion appear on the northern shore of the bottomless lake of Toh Kristael on the Feirgotha Plateau in the Stoneheart Mountains. After a short bloody war, the mountain dwarves of Great Mountain Clan Craenog are driven from their outposts on the desert plateau. Aka Bakar founds the Kingdom of Arcady and names himself Magiarch of Arcady.

1492 IR

The town of Deepharbor is built around the Tower of Aka Bakar on the shore of the "Bottomless Lake" Toh Kristael.

1494 IR

After consolidating his hold on the arid plateau and magically raising many monuments and defensive fortifications, Aka Bakar turns his attention to the pass of dwarf-lord Baen Halfhammer. The Arcadian Legion fights along the length of the pass augmented by Aka Bakar's magic. In the final assault on Baen's Keep, Aka Bakar personally appears and slays the dwarf-lord, reducing his keep to rubble. With Baen's Pass securely in the hands of the Kingdom of Arcady, Aka Bakar opens it up to refugees from the Gulf of Akados region fleeing the Great Darkness. Deepharbor swells to a true city and several oasis towns spring up around the desert plateau of Arcady. Aka Bakar's magic and ingenious irrigation inventions allow the kingdom to flourish in the high desert of the plateau.

1495–1550 IR

The peaceful reign of Magiarch Aka Bakar of Arcady. Aka Bakar becomes more eccentric as the years pass, dabbling ever deeper into darker and darker arts at the behest of his familiar and the apparent will of the *Sword of Air*.

1550 IR

Aka Bakar marries the daughter of Emir Nualli of Ethbosy, the beautiful Rekki. Over the next several years, she bears him three daughters, all of whom train in the arts of magic like their mother and father.

1571 IR

The hobgoblin warlord Oragun unites the hobgoblin tribes of the eastern Stoneheart Mountains at the citadel of Exor and invades Arcady. The Pharos Legion is caught off guard — as if the invaders had sensitive inside information about their tactics and deployments — and is hard-pressed to defend against the invading force. At the same time orc hordes from the Black Forest somehow sneak undetected into Arcady along the Southern Pass.

1572 IR

Though the cost to the Arcadian Legion is great, they are able to defeat the invaders with the help of Aka Bakar and his *Sword of Air*, though the city of Deepharbor is sacked. Unfortunately as the city burns, Aka Bakar discovers evidence that his insanity has grown to the extent that it was he who arranged for the simultaneous invasion of the kingdom by the hobgoblins and orcs. Unable to accept the depth of his madness, Aka Bakar enters an uncontrollable rage and slays his family, closest advisors, and many of his subjects and destroys his tower.

After a week of madness and magical plagues have decimated the populace of Arcady, Aka Bakar comes to his senses and realizes what he has done. Wandering into the desert in penance, Hecate appears to him and promises him 1 year of sanity to undo the damage he has done at the end of which he is to take his own life in atonement. With the help of his old friends Alycthron and Margon, Aka Bakar hunts down his former familiar, whom he has realized is the source behind his madness in trying to force him to wield the *Sword of Air* in service to Tsathogga. The three archmages are able to defeat and banish the demon cat, but Aka Bakar had already hidden the sword per Hecate's instructions, so Margon and Alycthron are unable to discover its location to see to its destruction. Before they can question Aka Bakar more closely, he retreats to his hidden tomb and his apparent suicide.

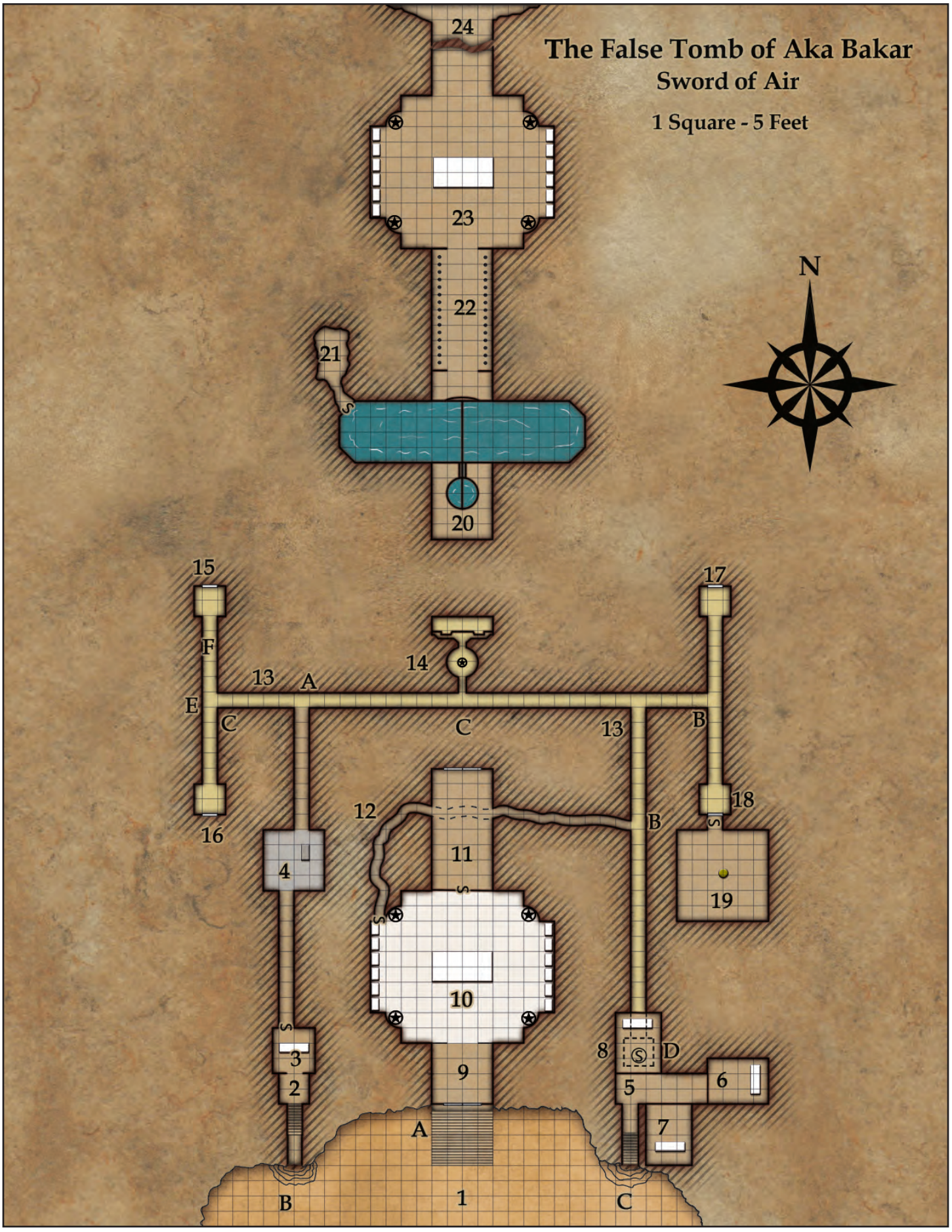
The remnant of Arcady's populace abandons the Feirgotha Plateau, leaving it a desolate, cold, high desert land, shunned by humans and monsters alike.

1575 IR

The dwarves of Clan Craenog construct the citadel Tyr Whin to watch over the plateau and ensure that it remains forevermore unoccupied by treacherous humans.

3517 IR

Current year


The False Tomb of Aka Bakar
Sword of Air
1 Square - 5 Feet
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are unknown, for none has ever entered deep into his tomb and returned to tell the tale..

The *Sword of Air*: Created by the strange and terrible priestesses of Hecate, a goddess of law, death and magic, it granted its wielder great prowess in battle, and in the hands of a capable fighter would turn him into a flashing whirlwind of death. The sword was given into the possession of Aka Bakar to wield and guard, and upon his death was secreted somewhere within his tomb.

Hecate: Goddess of Evil Magic. Her cult always dealt in mystery and silence, though once it was more widely accepted in the kingdom. Worship of the goddess was forbidden years ago due to dark rites of human sacrifice and worse performed in the Stygian depths of their temples. Now the name Hecate conjures only dread in the hearts of the people of Arcady.

Finding the Lost Tomb of Aka Bakar

Once the characters have determined from the Shaghaspondium that the dungeon lies somewhere on the island in Toh Kristael, they can head there and search for it. The island itself is relatively flat on the southern end, with a large rocky hill area at its northern end. The rocky area is filled with caves and hollows, and careful searching (after a few hours), allows the party to locate a large statue of the goddess Hecate at the base of a cliff. Thirty feet up the cliff is the entrance described below.

The island itself contains several main features. First, the pathway to the island (as noted in **Wilderness Area SM-8**) is not completely unguarded. A dozen aquatic ghouls should not prove too dangerous for our swarthy adventurers, though. The magical tree, as well as the tower (**Wilderness Area SM-9**), are also present on this island.

Once the tower is passed (or bypassed), the north side of the island can be explored.

The False Tomb

Located on a cliff side on the northern end of the island in Toh Kristael is the false burial site of Aka Bakar. This tomb was originally intended to be the true burial site for the Bakar dynasty. When Aka Bakar was driven insane, he used the false tomb as a means to hide his true tomb and the sword key that it hides. Further, the *Sword of Air* is not present within either the false or true tomb, but is instead encased inside the black pyramid within the **Lost City** (detailed in the **Wilderness Area SM-5**, but elaborated on here).

The magic-user left behind a number of guardians and traps to discourage casual looters. However, he deliberately made these challenges surmountable so that one day the true heir to the *Sword of Air* spoken of in prophecy could win through and journey beyond to the true Tomb of Aka Bakar.

Features

The tomb is carved entirely out of the native bedrock of the cliffs of the northern coast of the island in Toh Kristael. Passage widths vary, as do ceiling heights, but they are generally 20ft where not otherwise specified.

Unless otherwise noted, the entire tomb is unlit. The walls are made of solid stone and are at least 5ft thick.

For the Referee

Although this tomb was once constructed for Aka Bakar, it only housed the bodies of his wife and children. Now the false tomb serves as a trap to destroy unwary tomb robbers and as a testing ground to challenge those who might one day be fit to wield the *Sword of Air*. Aka Bakar set a number of fearsome guardians, traps and riddles in place that continue to serve his will to this day.

The true tomb entrance is hidden within the false tomb, and wise characters might realize the false tomb hides the true entrance, or at least they should once they fail to retrieve the sword and sword key.

The false sword detailed here may lead them to believe they have truly located the *Sword of Air*. In play over the years, several groups actually took the false sword all the way to Tannesh, fed it to the Beast, and had to run away after it had no effect.

Aka Bakar took great pains to hide the sword behind two false veils, and while a simple *legend lore* or *commune* spell reveals the sword found here is false, only the wary and skilled verify it.

Area Descriptions

The following represents the dungeon key for the False Tomb. Standard features include:

False Tomb of Aka Bakar

Difficulty Level: party level 9+.
Entrances: Cave entrance and doors from outside.
Exits: Sand pit to **Level 1 Area 1-1** of the true tomb in **Area 24**.
Wandering Monsters: None.
Detections: Strong evil emanates from **Area 6**, **Area 8**, and **Area 23**.
Shielding: None.
Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry. A –20% penalty is imposed to Climb Walls checks on this level. All normal doors are doubly hard to open, requiring a roll at half normal chances for success.

Area 1: Exterior

The tomb of Aka Bakar has been carved directly into the cliff face in a small nook near the north end of the island. A set of granite stairs 20ft wide lead up to the main entrance where a great pair of stone doors 20ft tall and 10ft wide stand slightly ajar. The doors are carved in a bas-relief depiction of a man wearing robes and bearing a sword in one hand, looking to the heavens. Carvings of djinn stand on either flank, bowing down to the master of the *Sword of Air*.

Flanking the great doors are two smaller staircases, only partially carved from the native bedrock. The one to the east leads up to a 5ft-square opening entirely filled with a great stone slab depicting three young women dancing. The area near the slab detects as magic, as does the slab itself. To the west, the stone slab that once sealed the entrance is shattered, with loose fragments lying strewn upon the ground before it. The square opening gapes like the gullet of a great serpent, almost daring one to enter.

The main doors (**A**) are 3ft thick and are twice as hard as normal to swing open. They lead to **Area 9**.

The opening to the west (**B**) leads into a 10ft wide and high passage that opens onto a staircase descending to **Area 2** — this is the entrance to the tomb of Rekki, Aka Bakar's wife. Tomb robbers long ago pulled out and destroyed the slab of stone that once sealed it.

The sealed opening to the east (**C**) leads to the tombs of Aka Bakar's daughters, Alyx, Alana and Asoka. Anyone who comes within 5ft of the stone block feels a strange creeping chill and a nameless sense of dread. This aura of doom has discouraged all others from unsealing the tomb.

Removing the slab requires the use of crowbars, picks or similar prying

and mining instruments, and approximately an hour's work if three individuals work together.

Area 2: Antechamber

A steep flight of stairs plunges into the earth, descending 20ft in the space of only 10ft. The air within is chilly but dry, with a faint musty smell.

The stairs open into a small antechamber, 10ft square. Perhaps the chamber once held burial gifts and treasures for the one beyond, but whatever was once here has long been stripped away. All that remains is a shattered porcelain vase lying against one wall. An arch in the far wall opens into a slightly larger chamber that bears a large stone sarcophagus.

Crypt robbers thoroughly looted this area. Nothing of value remains. A search for tracks reveals footprints in the dust and gravel littering the floor, the most recent perhaps two months old. The looping marks of serpents can also be discerned if a ranger evaluates tracks here.

Area 3: Rekki Bakar's Tomb

This chamber is dominated by a white marble sarcophagus that is 3ft wide, 5ft high and 10ft long. The top has been carved to depict a beautiful woman in flowing robes, lying with eyes closed and arms crossed at her breast. Just behind the sarcophagus, a seam in the wall reveals where a secret door has been left open several inches, though it is not open far enough to see what lies beyond.

It requires a combined strength of 24 to move the sarcophagus lid. The interior is completely empty.

The secret door on the far side of the sarcophagus is cunningly concealed, and would be hard to spot (secret door check at half chances) if it had been fully closed. As it is, it is automatically detectable while open.

A person tracking the footsteps and serpent marks from **Area 2** can tell that both roam around the floor of this area and then pass through the secret door. The snake tracks look more recent than the footprints.

If the secret door is opened, a narrow passage 4ft wide and high is found boring deeper into the mountainside, leading to **Area 4**.

Area 4: Low Ceiling and Snakes

The passage comes to an end in what looks like it was once a small chamber perhaps 20ft square. However, at some time in the past a tomb robber must have set off a trap, for a large stone block appears to have descended from the ceiling. Something in the room must be wedged beneath it, for a 2ft gap remains between the bottom of the stone block and the floor.

Indeed, this stone block was part of a deathtrap triggered years ago by plunderers who first raided this tomb. They were spared because at the time they had been transporting a magical steel chest to hold their plunder. The block crushed the chest, ruining its magic, but the steel and its contents were strong enough to prevent the block from reaching the floor.

The chest is still back there, barely keeping the block from completing its journey to the floor. The contents of the chest have never been extracted, for to do so would cause it to fail and the block to crush anyone in the room. Behind the chest, a small nest of **32 asps** has made its home. They resent intruders, slithering out to attack anyone who comes into their lair.

Snake, Asp (32): **HD** 1d6 hp; **HP** 4 each; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (–2 on save). (***Monstrosities*** 438)

Tactics: The snakes slither out from their nest behind the steel box 1d3 rounds after someone first enters this area, attacking until no one is left alive in the area.

Halflings entering the area suffer a +2 [–2] penalty to armor class and –2 to hit rolls due to the low ceiling. Human-sized creatures must enter on their backs or bellies; they are considered prone, and have a +8[–8] penalty to armor class and –8 to hit rolls (due to being prone and due to squeezing), and cannot wield two-handed weapons. Creatures larger than a human are too big to fit into this area.

Treasure: The partially crushed chest is no longer magical. It still holds 4556gp, five 1000gp rubies, some damaged funerary items (golden urns, fancy bone comb, etc.) worth 100gp in its present condition, the splintered remains of a wand, and a spellbook containing 1st to 5th level magic-user spells (exact contents left to Referee's discretion). Removing them should be nearly impossible, however, for any damage to the chest is enough to cause it to fail and allow the block to complete its descent, crushing anyone in the area for 10d10 points of damage each round.

Area 5: Treasure Vault of the Three Daughters

This hall is half filled with funerary treasures that apparently once belonged to Aka Bakar's three daughters. Armoires, elaborately carved tables, and other faded furnishings now lie beneath a thick blanket of dust and cobwebs. Three sections of the area look like they once led into antechambers, but all have been sealed with mortared stone blocks, and their surfaces carved. The exact image carved into each surface is obscured by a thick layer of dust and webbing.

This antechamber is typical of many burial sites: a place where possessions and treasured items from one's life have been placed to accompany one into whatever afterlife one believes in. These items actually did belong to Aka Bakar's daughters. When he relocated the bodies of his daughters to the crystal pyramid on **Level 4** of the true dungeon, he left them here since he did not feel them important enough to bring.

The furnishings are all those typical of a moderately wealthy family 200 years ago; they are bulky and dusty, but could be removed and sold for a reasonable value (perhaps 500gp for 1,000 lbs. of furnishings).

The three walled-off areas each lead to a daughter's tomb. Each wall has an image of that daughter, showing her at the time of her death. The image of Alana (**Area 6**) looks joyful; Asoka (**Area 7**) looks young and solemn; and Alyx (**Area 8**) shows a woman in the full flower of her beauty. Each wall is also labeled at its base in common with their name, followed by the simple phrase, "*In loving memory.*"

The air in this area is filled with a spiritual chill that cannot be driven off by any amount of warming of the air. Anyone making significant noise in here, particularly near the wall to **Area 8**, provokes a scrabbling sound of claws against the stonework, and a bloodcurdling shriek muffled by the stone.

Breaking through to **Area 8** requires significant effort, as the walls are 3ft thick and composed of mortared stone.

Area 6: Alana Bakar's Burial Chamber

Beyond the stone wall lies a crypt, 15ft wide and 20ft deep. The chamber is empty save for dust and a large sarcophagus at the far end. The top of the sarcophagus is carved in the image of a young woman in her mid-teens. Her lips seem to curve with an inner delight.

This chamber was intended for the Bakar's middle daughter, Alana, who was slain at age 15. Though her body is long gone, the chamber is not uninhabited. The spirit of an adventurer named Jass Wrythelu, slain by the banshee in **Area 8**, lurks in this chamber. It feels compelled to stay near its remains, which hang from a chain in **Area 13D**, but is afraid of the banshee.

Jass, now a **wraith**, appears before adventurers who enter the chamber, but seeks first to negotiate if he can, attacking only if provoked (see **Development** section, below). A *speak with dead* spell is required to communicate with him. Otherwise, the wraith spends 3 rounds signing at intruders, and if they do not seem to be "getting it," becomes enraged and attacks.



Jass Wrythelu, Wraith: **HD** 4; **HP** 27; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level with hit, silver or +1 or better weapon to hit.

Tactics: If driven into combat, Jass uses the walls as cover to move around and strike at unexpected angles. If destroyed, Jass' spirit does not reform.

Development: Jass desperately seeks to have his body retrieved from the banshee in **Area 13D** and properly cremated. Being incorporeal, he cannot handle the body himself, and the banshee, which he greatly fears, would prevent him from reaching it in any event. Should the characters agree to aid him in this task, he tells them what he knows of the banshee.

Treasure: This crypt chamber is dusty and empty of any items of value. Laying Jass' spirit to rest nets 1000 XP per player.

Area 7: Asoka Bakar's Burial Chamber

Beyond the stone wall lies a crypt, 15ft wide and 20ft deep. The chamber is empty save for dust and a large sarcophagus at the far end of the room. The top of the sarcophagus is carved in the image of a girl on the cusp of womanhood, lying with a solemn expression. This was the burial chamber of Asoka. Aside from the dust of years, it is empty.

Area 8: Alyx Bakar's Burial Chamber

Beyond the stone wall lies a crypt, 15ft wide and 20ft deep. A large sarcophagus sits at the far end of the chamber. The top of the sarcophagus appears to have once been carved in the image of the young woman depicted on the wall that sealed this area; it has been badly defaced and scarred as if by claws or weapons. The lid is slightly ajar.

This was once the burial chamber of Alyx Bakar, Aka Bakar's eldest daughter. Though long since emptied of its original occupant, Aka Bakar left an unpleasant surprise for any would-be intruders: a **banshee** he encountered and imprisoned here.

Banshee: **HD** 7; **HP** 45; **AC** 0[19]; **Atk** claw (1d8); **Move** 0 (fly 12); **Save** 9; **AL** C; **CL/XP** 11/1700; **Special**: immune to enchantments, magic resistance (49%), shriek of death (1/day, save or die in 1d6 rounds), silver or +1 or better weapon to hit.

Tactics: The banshee starts out using her death shriek the moment she senses victims on the far side of the wall. Thanks to the muffling power of the stone, characters receive a +6 bonus on the save. She then scrabbles at the stone walls, trying to reach the living creatures.

Once she can attack them freely, she strikes at any creature she can reach with her claws, continuing to fight until all her enemies are dead or flee beyond the tomb complex. By day, she does not pursue her prey, but at night she might do so at the Referee's discretion, assuming no barriers block her way.

A secret door in the floor opens into the room to reveal desiccated bodies suspended from rusty chains in **Area 13D**. The banshee hangs her victims here.

Development: Although she understands common and elven, the groaning spirit cannot be reasoned with. Characters may mistake her for one of Aka Bakar's daughters, but her clearly elven heritage should hint to them that she could not possibly be related.

Treasure: The sarcophagus holds the amassed treasure the groaning spirit has collected. This includes a suit of *+2 chainmail*, a *+1 two-handed sword*, a *scroll* (*fly, invisibility, mirror image*), two vials of *elixir of the golden voice* (allows imbiber to speak audibly in areas of great noise or magical silence for one hour), three 1000gp gems, and roughly 5000gp in mixed coin, gems and jewelry.



Area 9: Grand Foyer

Beyond the great double doors is a hall. The walls are decorated with frescoes depicting heroic deeds of armies of humans and orcs clashing. The robed figure from the stone doors is featured prominently, sometimes hurling magic, other times wielding a great blade, slaying clusters of enemies with a single sweep. The vaulted ceiling, supported by pillars half set into the walls, arches up as high as 30ft overhead. Ahead, the passage passes through an elaborate arch of carved stonework into a large chamber beyond.

This area holds no threats or treasure. Examination of the dusty floor reveals tracks of unshod, clawed humanoid feet of average size. If a ranger evaluates these tracks, he notes that there are places where the tracks seem to suddenly begin or end, as if the creatures making them were leaping and bounding great distances.

Area 10: Hall of Accolades

This chamber appears to be some sort of trophy room or memorial to Aka Bakar.

The floor is set with polished white marble. Four statues stand in the corners, each depicting a heroic champion on a noble steed. Between each set of statues on either side of the chamber stand half a dozen upright sarcophagi, each of polished white marble. More frescoes cover the walls, depicting further heroic exploits and valorous battle against evil hordes of orcs, giants and other, stranger monstrosities. The ceiling above is again vaulted, rising up 30ft or more at the apex.

In the center of the room, a marble slab rises 3ft from the floor; perhaps once it held many relics and trophies, but now the only object remaining is what appears to be the bony remnants of someone's hand and forearm. A small object glimmers in the palm of the skeletal hand, shedding a pale blue-white light.

This hall is guarded by **8 leaping wights** — undead creatures permanently imbued with a magical effect that lets them leap great distances. They lurk in the area of the sarcophagi, and come leaping out if anyone approaches within 10ft or if anyone touches the slab in the middle of the room or its contents, or locates the secret door in the back of the room.

The slab is empty except for the aforementioned hand and forearm, which are animated to spasm and close in a tight grip if anyone tries to remove the object resting on its palm — a glowing key seemingly carved entirely of ice.

The secret door in the back of the room is relatively easy to find (normal chances). It is located where a fresco depicts a group of four horsemen charging into the foreground, laughing. Something about the way they are depicted is a little off, as if they are slightly disproportionate, giving them a creepy, almost insane aspect. The secret door is not trapped, and opens into **Area 11**.

In the northwest part of the room, set into the wall 8ft off the floor is a second secret door. This secret door is unlocked and untrapped, and leads to **Area 12**.

Leaping Wight (8): **HD** 3; **HP** 15 each; **AC** 5[14]; **Atk** claw (1 plus level drain); **Move** 9 (leap 20); **Save** 14; **AL** C; **CL/XP** 6/400; **Special**: drain 1 level per hit, silver or +1 or better weapons to hit.

Tactics: The wights delight in using their jumping ability to move about the battlefield quickly. As jumping counts as regular movement this has little real game effect other than being strange, though a wight might use this ability to quickly jump onto the marble slab or other raised areas for a +1 higher ground bonus to melee. The wights fight until turned or destroyed.

Treasure: The key on the marble slab is the *Ice Key*, once located behind the door in **Area 17**. The key was removed by past explorers, and placed here by the lich as bait after he slaughtered the band that made it far enough to engage him.

The *Ice Key* is magical and intensely cold, dealing 2d4 points of damage per round to anyone handling it. It can be safely carried if placed in thick padding or the like.

Area 11: Hall of Dismay

This long hall is decorated with further frescoes, this time depicting columns of solemn and weeping soldiers and citizens bearing bodies of young men and women on biers. The passage extends 40ft, ending at a set of 10ft-tall brass doors depicting a great image of a sun across the two portals.

This chamber is trapped, designed to torment the less-cautious tomb raiders invading the area and weaken those strong enough to survive it.

The doors at the far end of the hall are false. Anyone attempting to open them sets off a **trap** that causes the floor to turn pitch black and **1d4+7 ebon tentacles** to reach out and attack anyone in the hall (as a 10HD creature, 80 hit points divided equally among all tentacles appearing, **AC** 5[14]). The tentacles try to grapple characters in the room. Anyone grabbed by a tentacle takes 1d6 points of damage and must make a save or be cursed and suffer a –6 strength penalty until the curse is removed. Up to 6 tentacles can attack a single target, but they spread out to grab as many targets as possible.

When the doors are opened, they reveal only a blank stone wall behind them.

Note: If the area is subjected to *dispel magic* after the trap activates, roll a check once for the tentacles and once for the curse effect. Treat the tentacles as a 10HD creature. If the first check succeeds, the entire trap is dispelled; if the first fails but the second succeeds, the tentacles remain, but no longer have the curse effect.

Area 12: Hidden Passage

This narrow, rough-hewn tunnel rises sharply. Though there are no true steps, enough ledges and handholds exist that climbing it does not look very difficult. The air within is stuffy, as if it has not been unsealed in a long time.

This seldom-traveled secret passage connects **Areas 10** and **Area 13**. It passes over **Area 11**, and descends equally sharply until it opens out in the wall of **Area 13**, 5ft below the narrow ledges and 35ft above the sandy floor below.

Area 13: Ledges and Quicksand

This long, narrow passage looks as if most of its floor has been stripped away, leaving a 6in ledge on either side of a 3ft-wide chasm that plunges down into darkness. Above, the ceiling rises 20ft before ending in featureless stone. The walls are seamed and marked by natural cracks and fissures along its length. The air is dry and dusty and cold.

This passage is a total of 60ft tall, with the 6in-wide ledges 40ft above the floor below.

The floor appears to be covered with a layer of fine sand. Actually, this is quicksand, 2ft deep in most places. Falling into the quicksand cushions one's fall, reducing falling damage by 10ft. However, other hazards lie within certain parts of the quicksand; see **Area 13B** and **Area 13C** for details. Movement in the 2ft-deep stretches is slowed to one-quarter normal.

Traversing the passage via the ledges is tricky. Creatures must make a save to move at half their speed if using both ledges, or if edging along just one. If they fail by 4 or less they simply do not move; if they fail by 5 or more, they fall. They must also make a save anytime they take damage. Halflings and other small creatures cannot straddle the passage and must edge along one ledge. However, due to their smaller size they gain a +4 bonus to their saves.

Area 13A: Warning Message

It appears a past explorer left a message scribed 40ft up the wall in chalk on the north wall here for later visitors. However, it looks like

someone tried to scrub the message away, and it is now blurred and hard to make out.

Reading the message requires a *read languages* spell or some other means of deciphering the text. It reads, "*Beware the Ceiling Blade!*" with an arrow pointing to the west (in the direction of **Area 13E**).

Area 13B: Hidden Spikes

The quicksand in these areas hides a nasty surprise: a series of hollow metal spikes drilled into the solid rock beneath the sand. Anyone falling into the sand in these areas must make a save or land on 1d4 spikes (1d4+5 points of damage each). If even one spike does damage, that character must also make a second save or contract a disease that is fatal in 1d3 weeks unless cured.

Area 13C: Quicksand

At these points, the quicksand deepens to 10ft deep. This reduces falling damage by 2 points per die, but anyone who falls into it immediately plunges to the bottom and begins to drown unless they pull themselves free. Swimming up to the surface requires a successful save (with a cumulative –2 penalty for each consecutive round below the surface). Characters wearing heavy armor make the save at –4.

A character trapped in quicksand may attempt a save to pull himself free if there is a solid object to grab onto and climb, such as a rope or spear haft. Alternately, a person trapped could simply grab the object and hold on while others attempt to pull him free (save at +4). If any of these saves succeeds, they are able to pull the person stuck 5ft closer to being out of the quicksand.

A fully submerged character can hold his breath up to 1 round per point of constitution. After this time, the character must make a save each round with a –2 cumulative penalty each round. If a save fails, the character dies.

Area 13D: Bodies on Chains

Desiccated bodies of past tomb raiders dangle 40ft up the wall at the end of this passage from rusty iron chains. Dozens of other chains clink together, empty of contents.

These chains bear the victims of the banshee in **Area 8**. Nestled amid the chains is a secret door at the 45ft mark that opens upward into the groaning spirit's lair. The bodies are stripped of all valuables.

Area 13E: Ceiling Blade Trap

The north-south run of the passage here is set with a fiendish trap: a blade runs the length of the hall if either the northern or southern door is opened. This trap must be disabled on both doors for it to be fully disarmed. If the trap is activated, anyone on or above the ledges in the north-south passage must make a saving throw or take 4d10 points of damage from the fast-moving blade. Anyone struck by the blade must make a save or fall into the quicksand below.

Area 13F: Lost Remains

The body of an adventurer lies partially submerged in the sand at this point. Exhumation and examination of the body shows that the person died fairly recently, apparently killed by a large slashing cut from overhead, or possibly from a broken neck from his subsequent fall.

The body still bears the following gear of interest: a *cloak of protection +2,* a dagger, a light crossbow, 20 bolts, 10 silver bolts, a spell component pouch, two flasks of holy water, a belt pouch with 25gp and 13sp, and a backpack carrying a bedroll, two *potions of extra healing*, a golden statuette of a horse (200gp), a gem-encrusted baton (150gp), and three carefully wrapped books. All three, looted from crypts above, are heavily gilded and bejeweled, worth 1000gp each for their craftsmanship and rarity.

The books are:

***Funerary Rites of the Desert Peoples*:** Contains detailed descriptions of mummification, tomb and crypt construction, and general notes on traps and other protections against grave robbers, including a description of the bladed trap at **Area 13E**, which allows a +10% bonus to Delicate Tasks checks to disarm it. The book's pages are made of papyrus and are written in elven.

***Lost Tales of the Ancients*:** Scribed on fine vellum, this book details ancient tales of heroism and adventure. Included is the tale of Kyrion, a great hero whose deeds are detailed in **Area 14**. This section has been marked with a bookmark. The book is written in common.

***The Purple Book*:** This elaborately limned and illuminated book is written in elven as well. It contains a series of shockingly graphic boudoir stories, couched in flowery courtly language.

Area 14: Fountain of Sand

The entrance to this room is 8ft high, with its floor 40ft above the quicksand below. A great monument from ancient times rises 30ft from the floor in this area. The monument has been sculpted to resemble the front of an ancient, crumbling palace of antique design. At its apex, sand gouts from a funnel-shaped opening in a great fan, spilling over the monument and lending the appearance that the palace is eroding away.

At the base of the monument, sand collects in a channel that flows into a basin. At the center of the basin rests a statue of a kneeling man of heroic posture, as if praying or bowing to the crumbling edifice before him. Sand continues to flow like water from the basin and out into the corridor, where it forms the sandy floor of that passage.

On closer examination, the front of the monument shows a great pair of portals opening into the keep, sculpted to be closed. Each portal bears a pair of locks that also are merely sculpted and not real devices. A single word is engraved on the lintel above the portals in ancient common (*read languages* to understand) that states "*Reflect.*"

Upon the rim of the basin where the armored human statue kneels is a short phrase in standard common reading, "*Sacrifice for wisdom.*"

This monument is a reference to an ancient legend of the hero Kyrion Trueblade. A champion of a beleaguered people, he fought with great valor against a cabal of evil magic-users and their demonic servants, finally vanquishing them.

But this was only the beginning of his tale. After defeating them, he became disheartened with the society he had saved, ruled as it was by effete kings and courtiers who dined on delicacies in fabulous palaces while the people of the land suffered hunger and disease. Unwilling to turn on the rulers of the people he had sworn to protect, Kyrion went on a great quest to seek out the great library of the Parnassians. This quest took him on many adventures into strange lands, where he and his soldiers often resorted to violent and even brutal means to persevere. But eventually he acquired the four keys said to summon up the library, now buried and lost in desert sands.

Journeying deep into the desert, in a booming voice he used the keys and summoned up the library. Like a surfacing whale it rose, promising him all the knowledge he sought within its strange walls. Scribed over the lintel was a single word: "*Reflect.*"

Gazing upon the edifice, Kyrion did just that and felt great shame. His quest to reach the library had blinded him to the suffering of those around him, suffering that he had often inflicted himself: His wife had left him, his former rulers disavowed him, and many widows wept upon the passing of his army. He ultimately saw how foolish his quest was, and that the answers to his questions were right before him: For it is in the drive of the individual that great evils are often wrought; but so, too, could great good come of it.

Without bothering to enter, Kyrion threw the keys he had won through such effort into the sands, turned, and led his people back to the lands he had passed through, there to bring succor to the people he had thoughtlessly injured. Behind him, forgotten, the library sank back into the sand, and was seen no more.

Development: If the four *Elemental Keys* (see **Sidebox**) are thrown into the basin, words written in common appear on the sand and read as follows:

"Seek the stone beyond stone
From flame, wind
From earth, water
From wind, whispers

From water, death
When the path runs clear, the doorway shall open"

This translates as follows:

Seek the stone beyond stone: Find the *Elemental Diadem* beyond the *Stone Key* door (**Area 18**).

From flame, wind: The stone converts fire into air.

From earth, water: The stone converts earth (or sand) into water.

From wind, flame: When exposed to a breeze, the stone seems to whisper in a forgotten tongue.

From water, death: If water is applied to the stone, it becomes deadly.

When the path runs clear, the doorway shall open: The path in this case refers to the sand. When the *Elemental Diadem* is placed where the sand fountains up at the top of the monument, the sand becomes water, and the water that soon flows into the pool takes on a mystic glow. Those stepping within it at this point are transported to **Area 20**.

The *Elemental Keys* (Areas 15 through 18)

These four doors are located along the ledge 40ft above the quicksand below, and all share a similar appearance: They are rivet-reinforced iron with large pull handles and locks. Each guards the location of one of the four *Elemental Keys* used to gain a clue at the Fountain of Sand (**Area 14**).

To liven things up, once two of the doors are explored, the group is soon beset by **4 swarms of scarabs** that emerge from cracks in the walls.

Swarm, Scarab Beetle (4): **HD** 3; **HP** 20, 17, 13, 12; **AC** 1[18]; **Atk** swarm (1d6 plus disease and painful bite); **Move** 6 (climb 6); **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: immune to slashing and piercing damage, painful bite (–1 on to hit, damage, and save until cured), surprise on roll of 1–3 on 1d6. (***The Tome of Horrors Complete***, Scarlet Spider Swarm 534)

Area 15: *Flame Key* Door

This is an iron door reinforced with riveted bands of iron. The door has a handle and a lock, with a symbol of fire on it (a flame). The air here is slightly warmer than elsewhere in the complex.

This door is **trapped**. Anyone failing to disarm it triggers the scything blade described in **Area 13E**. The door is also locked; this lock can be opened with the *Ice Key* (**Area 10**, originally from **Area 17**) or thieves can pick it.

If opened, all that is revealed is a small 1ft-square cubbyhole. Suspended from a chain in this hole is an iron key that glows dull red with heat. This is the *Fire Key* under a permanent *heat metal* spell that inflicts 1d4+1 points of fire damage per round to anyone handling it directly.

Area 16: *Wind Key* Door

This is an iron door reinforced with riveted bands of iron with a symbol of air on it (a tornado). The door has a handle and a lock. The air seems somehow warmer and fresher here.

This door is **trapped**. Anyone failing to disarm it triggers the scything blade described in **Area 13E**. The door is also locked; the lock can be opened with the *Earth Key* (**Area 18**) or picked.

If opened, all that is revealed is a small 1ft-square cubbyhole. Hanging on a hook in the back is what looks like the handle of a bone key. A gentle breeze wafts steadily from the cubbyhole.

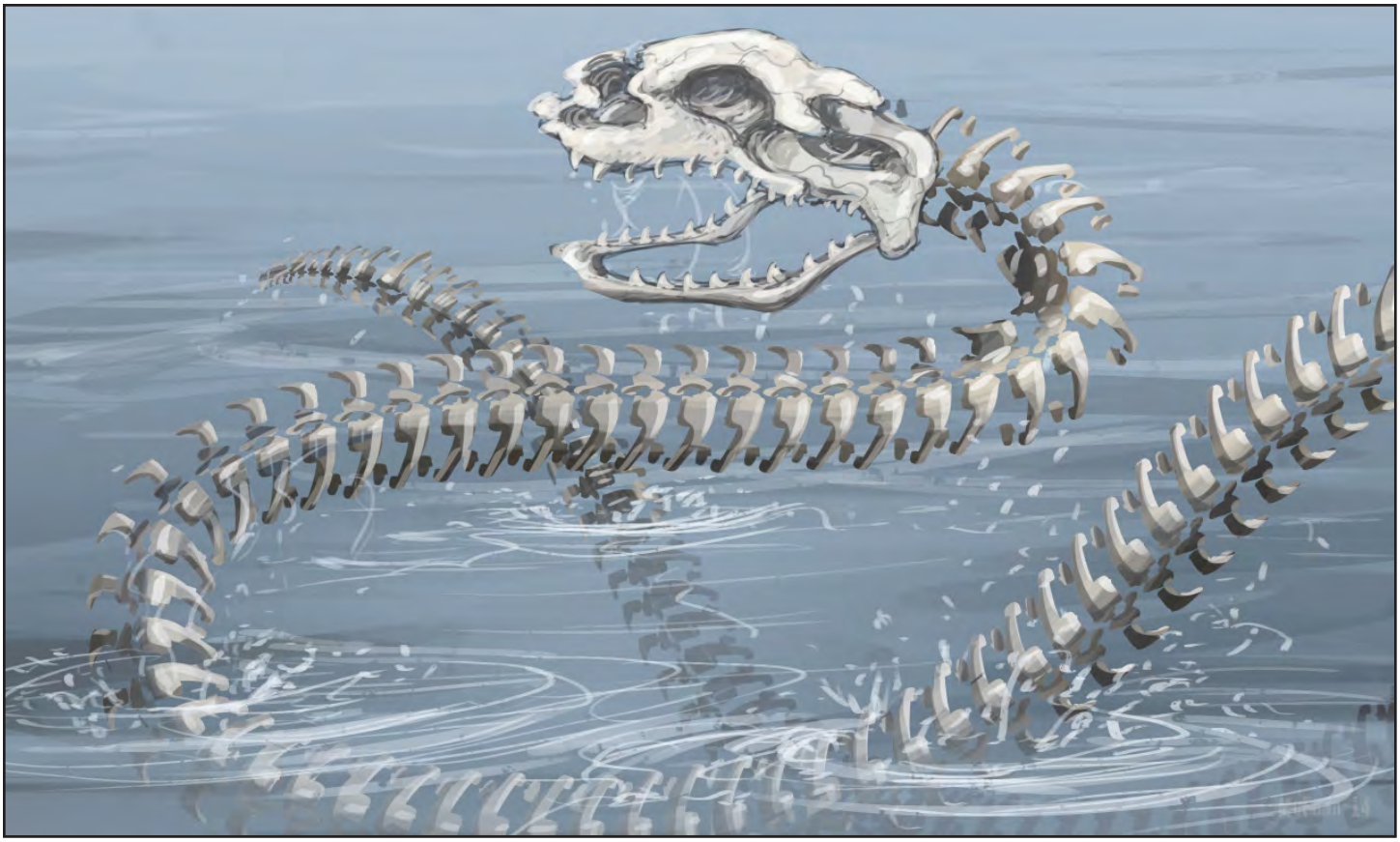
This is the *Wind Key*. The key itself is made of compressed air, and is invisible to the naked eye. Anyone touching the compressed air portion of the key suffers a minor electrical jolt for 2d4 points of damage.

Area 17: *Ice Key* Door

This is an iron door reinforced with riveted bands of iron and marked with a symbol of ice (an iceberg). The door has a handle and a lock.

This door is unlocked, and the trap it once held (which sprayed snow and ice that made the ledges slippery) is permanently disabled. Opening the door reveals a 1ft-square cubbyhole that is completely empty. The key that once rested here was relocated to **Area 10**.





Area 18: *Earth Key* Door

This is an iron door reinforced with riveted bands of iron and marked with a symbol of earth (mountains). The door has a handle and a lock. The air is somehow warmer and fresher here.

The door is locked; this lock can be opened with the *Wind Key* (**Area 16**) or picked.

If opened, all that is revealed is a small 1ft-square cubbyhole. Resting upon a velvet cushion is a key that seems to be made of solid crystal or diamond.

This is the *Earth Key*. It is indeed made of solid diamond, and is worth 10,000gp. The key is under an enchantment that causes it to secrete a mild acid that inflicts 2d4 points of acid damage per round to flesh exposed to it.

The cubbyhole also holds a secret trigger that opens the secret door into **Area 19**.

Area 19: Mummies and Flames

The air in this stone room is surprisingly fresh and clean. In the center of the chamber, a brass tube rises from the floor, curving outward in a funnel shape 6ft from the ground. Resting in the mouth of this funnel is a great, faceted, pale blue stone that glistens in the light pouring down over it like a spotlight from directly overhead.

This area also holds **6 mummies** that shamble forth eagerly to attack.

The gem in the funnel is the *Elemental Diadem*. Currently, it is converting the flames that would normally leap from the funnel into pure air.

If the tube is examined, a message is etched into the southern side in common, not visible from the entrance to the chamber:

"From flame, wind
From earth, water
From wind, whispers
From water, death"

Removing the diadem from the funnel causes the funnel to start spouting fire, inflicting 2d6 points of fire damage every round on anyone in the chamber (save for half).

Mummy (6): **HD** 5+1; **HP** 40, 37x2, 34, 31, 27; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: +1 or better weapon to hit (50% damage), rotting disease (no magical healing, heal one-tenth normal).

Development: If the characters remove the *Elemental Diadem* from the funnel, fire fountains throughout the chamber. Exposure to these flames momentarily befuddle the mummies, causing them to act as if *confused* for 1d4 rounds, as the spell.

Treasure: None, except the diadem.

The *Elemental Diadem* resembles a diamond the size of a halfling's head. It radiates magic if checked.

The diadem converts elemental energies that contact it through its point into a different substance: fire becomes air, and earth becomes water. If exposed to a breeze, the gem seems to whisper in a strange and forgotten tongue, though it does not actually convey any coherent information. If exposed to water, the surface of the gem forms a potent contact poison (save at –4 or die). This poison lasts as long as the diadem is damp. Water generated by its own power does not generate this effect. The diadem can be used to slowly bore through solid earth and stone, opening a 5ft hole in one minute — or faster in loose earth or sand.

Area 20: A Serpent in the Water

The characters find themselves in the magical pool, swallowed into its sapphire glow. The water swirls around them, then pulls away, and they find themselves dripping wet, standing knee deep in a rectangular chamber 20ft wide and 25ft long. Directly ahead, water flows from the pool into a large pool or cistern about 20ft wide. On the far side, an ornate arch opens into a hall.

The entire area is well lit by lanterns hanging at regular intervals from brackets mounted into the walls.

This area is where characters transported from **Area 14** end up. This is a one-way journey; the pool here is spring-fed and nonmagical. This entire section of the tomb is actually located several miles from the first section, on the far side of the rocky cliffs that make up the northern end of the island.

The cistern is 20ft deep. A narrow stone wall divides the pool in half,

running from the southern pool to the northern floor, although it extends only 1in above the waterline. This wall is trapped; anyone putting more than 5 lbs. of pressure on it causes weighted nets to fall from the ceiling on both sides, possibly snaring anyone within or over the water (save to avoid, with –4 penalty if character is in the water).

Anyone swimming in the water attracts the attention of a **giant skeletal constrictor snake** that lairs in a grated culvert at the bottom of the cistern. The grated opening is mounted on hidden hinges, allowing it to swing easily in either direction so the snake can easily enter and exit its hiding place.

A creature caught in a net suffers a –2 penalty on attacks and saves, and a +4[–4] AC penalty. The entangled victim must make a save to be able to cast a spell. It takes 8 full rounds to free oneself from a net. Because each net is heavily weighted, snared creatures are dragged to the bottom of the cistern where they may drown if they do not manage to free themselves (see **Area 13C** for more details on suffocation and drowning).

Located just above the water's surface in the southwest corner is a **well-concealed secret door** (twice as hard as normal to locate) that leads up a short ramp to **Area 21**.

Giant Skeletal Constrictor Snake: **HD** 6; **HP** 36; **AC** 5[14]; **Atk** bite (1d3); **Move** 10 (swim 9); **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** immune to sleep and charm. (***Monstrosities*** 440)

Tactics: The skeletal constrictor is alerted if anyone falls into the water, and emerges from its hiding place in a drainage shaft the next round. It attacks creatures ensnared in nets first, otherwise going for the nearest enemy. It fights until destroyed. Because of its skeletal nature, it loses the ability to grapple and constrict that it once had in life.

Fighting the constrictor is complicated by its aquatic environment. Missile weapons are ineffective underwater, suffering a –2 penalty to hit for every 5ft of water they pass through. Weapons (except spears used as melee weapons) suffer a –2 penalty to attacks, and inflict only half damage.

Area 21: Secret Tomb

This chamber is packed with ancient-looking mummified humanoid bodies. It looks as if it would be impossible to take a single step in here without stepping on corpses. The odor of old bones and spices fills the air.

These bodies are all that remain of the construction crew who built this tomb. Aka Bakar had them slain and interred here when their work was complete to keep the secret of his tomb. All of the bodies are truly corpses. Each has had its mouth sewn shut; if they are cut open, a black pearl (worth 100gp) can be found lodged in each. A total of 40 dead bodies are here.

However, anyone searching through the bodies must make a successful saving throw or contract mummy rot. A new save must be made for each minute someone spends searching. Mummy rot prevents magical healing and causes wounds to heal at one-tenth of their normal rate. A *cure disease* spell increases the healing to one-half normal. A *remove curse* is required to entirely remove the disease.

It takes a total of 20 minutes for one person to check all the bodies and retrieve all the pearls.

Area 22: Hall of Past Glories

This 40ft-long hall is well lit by magical lanterns hanging from slim pillars flanking the passage. The walls are decorated with elaborate frescoes, showing a long line of soldiers marching and celebrating, heading north, toward an ornate arch set at the far end of the hall. Beyond, it looks like the archway opens into a large, well-lit tomb.

No dangers or secrets are hiding in this area.

Area 23: The False Tomb of Aka Bakar

This chamber appears to be the tomb of a great man. The floor has been set with polished white marble. Four statues stand in the corners, each depicting a heroic champion on a noble steed. Between each set of statues on either side of the chamber stand half a dozen upright sarcophagi, each of polished white marble. The ceiling above is vaulted, rising up 30ft or more at the apex.

In the center of the room, a great sarcophagus of white marble rises 3ft from the floor. Its surface is carved to heroic scale with the image of a sleeping magic-user or sage — recognizably the visage of Aka Bakar.

At the far end of the room, flanked by a pair of large, magically flaming torches, a fabulous-looking sword is mounted into the wall. The golden hilt is that of a two-handed sword, bound in leather wrappings; the blade is almost invisible, appearing as a faintly shimmering field in the light stretching 10ft from hilt to tip. This is the **false** *Sword of Air*.

Standing beneath this weapon is a man who looks to be Aka Bakar himself. He regards characters with grave eyes.

This was originally to be the tomb of Aka Bakar. It now houses a **lich** compelled by *geas* to defend the tomb. Unless immediately attacked, the lich addresses the characters, asking their business. He neither confirms nor denies that he is Aka Bakar. If the characters claim they are seeking the sword, he informs them that before they can claim it, they must first defeat him in battle to prove their worth.

The sarcophagi along the east and west walls are all empty, standing there merely for decoration. The sword is actually a powerful magic sword, but it is not the *Sword of Air*. The wall it is mounted in is a massive, shifting stone block. Should the lich be defeated, the block slides down, revealing the hallway beyond.

Lich: **HD** 18; **HP** 96; **AC** 0[19]; **Atk** hand (1d10 plus automatic paralysis); **Move** 6; **Save** 2 (with ring); **AL** C; **CL/XP** 21/4700; **Special:** appearance causes paralytic fear, touch causes automatic paralysis, spells (6/6/6/6/6/5/2/2/1).

Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2), *shield*, *sleep*; 2nd—*darkness 15ft radius*, *detect invisibility*, *invisibility*, *mirror image, strength, web*; 3rd—*dispel magic*, *fireball*, *hold person*, *lightning bolt*, *slow*, *suggestion*; 4th—*confusion*, *dimension door*, *fear*, *polymorph other*, *wall of fire*, *wall of ice*; 5th—*animate dead*, *feeblemind*, *magic jar*, *passwall*, *teleport*, *wall of stone*; 6th—*anti-magic shell*, *death spell*, *disintegrate* (x2), *repulsion*; 7th—*delayed blast fireball*, *power word stun*; 8th—*mass charm*, *power word blind*; 9th—*power word kill*.

Equipment: false *Sword of Air* **(Sidebox)**, special *helm of teleportation* (allows user to *teleport* without error up to 3/day anywhere inside the tomb complex only; it can only transport itself and up to 50 lbs. of gear), *ring of protection +3*.

Tactics: While negotiating with the party, the lich studies the party members, assessing their likely strengths and weaknesses, and uses what it observes in its attacks. It tries to end the fight as expeditiously and painlessly as possible. It usually begins melee by unleashing its spells, teleporting out if engaged in combat.

Development: If the lich is destroyed, the wall descends with the sound of grinding stone to reveal the passage beyond.

Treasure: The lich has no treasure other than the items on its person.

False *Sword of Air*

The false *Sword of Air* is a *+3 two-handed sword* that allows its wielder to summon a djinni 1/day, *fly* 3/day and *control winds* 3/day. The wielder always falls softly from any height, landing without damage for as long as he possesses the sword.



Area 24: If You Find the False You Find the True

Beyond the burial chamber, a 20ft-square passage stretches into the distance. A waft of dry, hot air blows out of the opening, ruffling hair and sending dust dancing in the room. The passage seems to slope gently upward. The far tunnel leads outside from this small cave. The ground itself is sandy, and any digging reveals the sand in the center of the cave is quite deep.

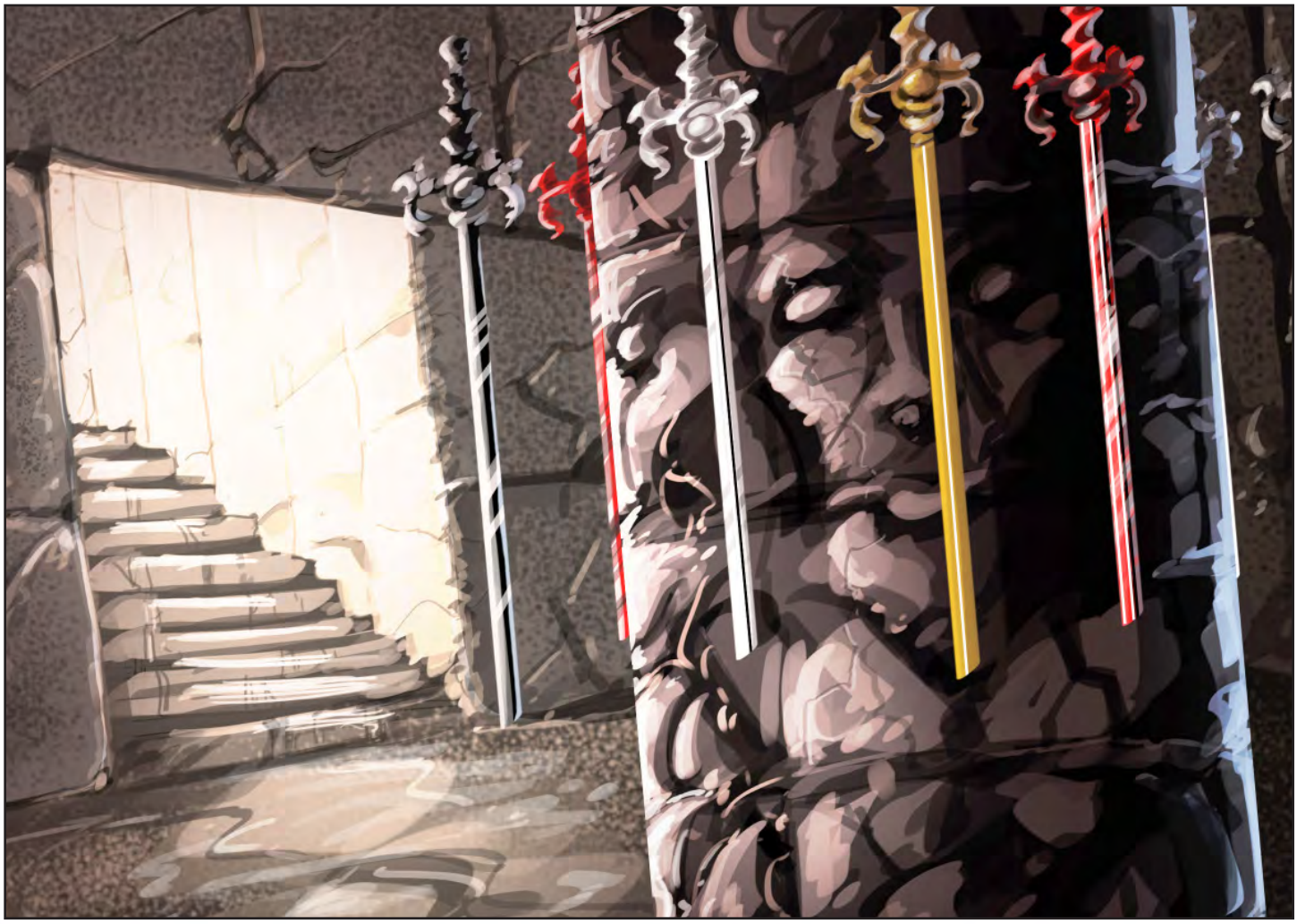
The true entrance to the dungeon consists of a 30ft staircase covered with this sand. In order to access the entrance portal stone, this material must be removed by hand, clearing the staircase. This requires approximately 12 man-hours. Once the sand is cleared, a large, carved stone door can be accessed. It is unlocked, but must be broken down or forced open by pulling it outward. If left intact, it reseals in 30 minutes. Inscribed on this door are various curses written in the ancient language of Khemit. None of these curses has any power to harm anyone, their magic faded long ago. The danger present is not readily observable. The sand is enchanted to return to the stairwell, and careful observation over a period of several minutes reveals that the sand grains themselves actually hop, skip and jump back to the stairwell. The sand refills the stairs in 48 hours, making ingress and regress impossible after the 12-hour mark. There is no way to prevent this from occurring, short of leaving someone behind to continuously excavate the material from the hole, or finding some other way to keep the sand from returning.

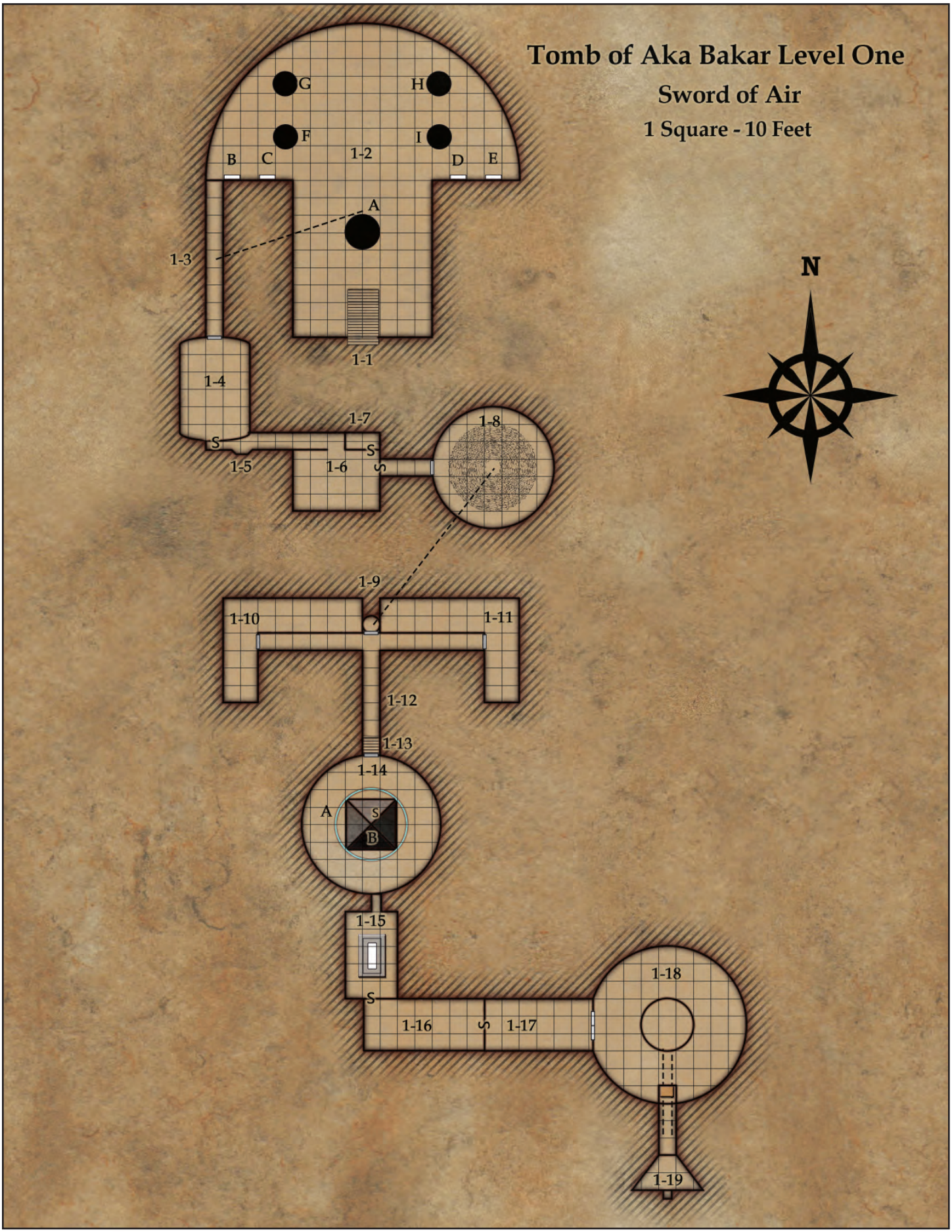
Level One: The Entrance Level

The first level of the tomb of Aka Bakar serves one major purpose: to ensnare intruders. A number of chambers within the level are designed to take time to negotiate, which allows the entrance a chance to reseal.

Level 1

Difficulty Level: Party Level 9+
Entrances: Staircase from surface (resealing).
Exits: Elevator to **Level 2**.
Spell Limitations: Cleric spells above 5th level cannot be regained by anyone on this level (with the exception of **Area 1-11**).
Wandering Monsters: None
Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well, unless noted. The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry. A –20% penalty is imposed to Climb Walls checks on this level. All normal doors are doubly hard to open, requiring a roll at half normal chances for success.




Tomb of Aka Bakar Level One
Sword of Air
1 Square - 10 Feet
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1-17
1-19

Area 1-1: Stairs from Above

See the "**False Tomb Level"** for a description of this area.

Area 1-2: The First Great Hall

The stairs of the entry descend into the first of the tomb's great halls. The ceiling of this chamber is 40ft high, and is supported by five great pillars.

A. This pillar is composed of jet black stone and carved in the image of a goddess gazing in all four directions from the pillar. A cleric or magic-user immediately recognizes her features as those of Hecate, the Goddess of Evil Magic.

Eight bastard swords hang 8ft above the ground from the sides of the pillar. Two of the swords are painted red, two black, two white and two are brass plated. The swords radiate magic if detected, and appear to be quite intact and free of rust. These are useful for slaying the statues present in room. Each sword is used against its opposite (e.g. black sword vs. white statue, brass sword vs. red statue). The swords can be used to strike the golem statues and damage them normally. They are otherwise normal bastard swords. If the swords are touched, the statue associated with its color animates and attacks (the white swords animate the white statue).

B. The portrait of a beautiful young woman is set into the wall here. The portrait depicts **Rekki Bakar**, Aka Bakar's long-dead wife. The portrait is nonmagical.

C. Another portrait hangs here, this one depicting Aka Bakar's three teenaged daughters: **Alyx** (18), **Alana** (15) and **Asoka** (13). If the portrait is touched, the hall fills with the echoing sound of the girls' death screams. Everyone hearing them must make a save or be shaken (–2 on all rolls) for as long as they remain within this chamber.

D. Set into the wall is a jet-black surface, polished to a mirrored sheen. Anyone who touches it is magically transported to **Area 1-4**.

E. Set in the wall here is a shimmering white surface, again polished to a reflective sheen.

F. This white pillar is carved to represent a 10ft-tall human bearing a bastard sword in its hands, point down. If the pillar or statue is damaged in any way, or if the surface at **1-2E** is disturbed, the statue — a **stone golem** — animates and attacks.

Golem, Stone (White): **HD** 15; **HP** 60; **AC** 5[14]; **Atk** bastard sword (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special:** immune to all damage except black swords from **Area 1-2A**, slowed by fire.

G. This pillar is composed of black stone. The first 12ft are forged to represent an armor-clad warrior with a great scimitar in each hand. If checked, the statue radiates powerful magic. If disturbed, the statue — a **stone golem** — animates and attacks.

Golem, Stone (Black): **HD** 15; **HP** 60; **AC** 5[14]; **Atk** scimitar (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: immune to all damage except white swords from **1-2A**, slowed by fire.

H. This pillar is of red granite. Carved into the base is a 6ft-tall statue of a primitive warrior wielding a club. If disturbed, the statue — a **stone golem** — animates and attacks.

Golem, Stone (Red): **HD** 15; **HP** 60; **AC** 5[14]; **Atk** club (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special**: immune to all damage except brass-plated swords from **1-2A**, slowed by fire.

I. The final pillar is composed of cast brass. Its base is shaped in the image of a warrior wielding a heavy mace. The mace is actually a concealed lever. If the mace is twisted in the hand, a beam of energy projects from the statues to the central pillar at **1-2A**, and the pillar turns shadowy and insubstantial. Those stepping into the area of the pillar at **1-2A** are then teleported to **Area 1-3**. This golem only animates if the brass-plated swords are touched. If the golem is slain, the mace can be used to project the light beam by the wielder. The mace is otherwise non-magical.

Golem, Stone (Brass): **HD** 15; **HP** 60; **AC** 5[14]; **Atk** mace (3d8); **Move** 6; **Save** 3; **CL/XP** 16/3200; **Special:** immune to all damage except red swords from **1-2A**, slowed by fire.

Area 1-3: The Warning

Characters who step through the shadowy pillar at **1-2A** are transported to the center of this passage. A door is set into the wall at the far end. Over the door, the following message has been etched deeply into the stone in the common tongue: "*Ye who would seek audience must brave the Watchers in the Dark.*"

Area 1-4: Slithers in the Dark

This room is the first of the tomb's serpent chambers (see **Sidebox**). The walls issue forth **20 pit vipers** — black-scaled, wide-bodied snakes, their scales outlined with the deepest blue coloration, giving them a glossy, metallic appearance in bright light. The vipers cannot be eliminated totally; however, only 20 snakes appear at any given time.

Snake, Viper (20): **HD** 1d6 hp; **HP** 4; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (+2 save).

The Serpent Chambers

Each level of this complex houses at least one chamber such as **Area 1-4**. Unless noted otherwise, all of these chambers have the following properties:

1. The area is shrouded with *darkness*. Even if dispelled, the *darkness* returns 1d4 rounds later. All those within the *darkness* suffer a –2 penalty to hit rolls and are concealed from normal sight and darkvision.
2. Each chamber has two or more alcoves containing snakes that are held in suspended animation until the main chamber is breached by any corporeal creature. It takes the snakes 1d4 rounds to move into the main chamber through 3in-diameter perforations and attack prey there.
3. Each chamber has a secret door exit point. The doors have properties listed in each chamber's entry. Unless the *darkness* is somehow bypassed, they are twice as hard to find as usual, as one must rely solely on touch to locate them.

Area 1-5: Last Fresh Water for Five Levels

In an alcove in the south wall is a spigot plugged with a stopper of smooth black stone. Underneath, the floor of the alcove is filled to a depth of 5ft with gravel. Should the stopper be removed, clean, fresh water issues forth in a steady stream. The water then drains through the gravel into seams in the bedrock beneath. The water is clean and potable.

Area 1-6: The Chamber of Bones

This room contains the bones of past explorers who became trapped in this dungeon, unable to escape. They are piled 3ft deep throughout the room. These adventurers often resorted to cannibalism before the end as the pangs of hunger took their sanity. Many of the bones look gnawed, and bits of leather and wood appear to have been used as a "food of last resort"

by starving adventurers, even after they turned on each other. If skulls are counted, more than 200 individuals can be determined.

There are two secret doors in this room. The one opening to **Area 1-7** is a **difficult secret door** (twice as difficult to detect), and is trapped with a **poison needle** (save or die) if the lock is picked or if the door is opened without the proper key. The door to **Area 1-8** is a **standard secret door**, and bears no trap.

Treasure: If the bones are thoroughly searched (requiring roughly six hours for four able-bodied individuals), the following items can be found: 2 suits of plate mail, a *+2 flaming short sword*, 7 empty potion flasks, 3 large metal shields, and the key to the secret door to **Area 1-7**.

Area 1-7: Mummy Surprise

This small antechamber holds **3 mummies** dressed in red silk wrappings that bear a strong odor of cinnamon. The mummies attack anyone opening the door to their chamber.

The bandages on the mummies are magical and grant them unusual properties. First, they provide complete immunity to fire for the mummies themselves; second, if the mummies are attacked with flames, the bandages ignite, burning for 1 round and doing 1d6 points of damage to attackers.

Mummy (3): **HD** 5+1; **HP** 45, 42, 46; **AC** 3[16]; **Atk** fist (1d12 plus rot); **Move** 6; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: +1 or better weapon to hit (50% damage), immune to fire (due to bandages), rotting disease (no magical healing, heal one-tenth normal).

Treasure: Each mummy wears a silver headband. One is set with an emerald, one with a ruby, and one with a diamond. The circlets radiate magic, and are essential for deciphering the riddle of **Area 1-8** below, for each headband bestows upon its wearer the ability to speak, read and understand six different languages. The emerald headband bestows knowledge of common and five dead, ancient languages; the ruby headband bestows knowledge of elven, dwarven, and four dead languages; and the diamond headband gives its wearer knowledge of draconic, infernal, and four additional dead languages. None of these dead languages is the same between headbands, and each uses its own alphabet — essential for the riddle in **Area 1-8**.



Area 1-8: Riddles at the Gate

This chamber has walls rising 15ft to a gilt, domed ceiling that is 25ft high at its apex. The entire chamber is lit by glowing flames suspended in midair around the circumference of the room.

Nineteen concentric circles of strange runes are inscribed on the floor of the chamber. Each bears a complete alphabet in a different language, including celestial, common (the outermost), draconic, dwarven, elven, infernal and 13 additional obscure dead or lost tongues.

Scribed on the walls, over and over, is the legend "*All Hail the Goddess Hecate, Creator of Magic, and Bless Her Name.*" At the center of the chamber is a band of shimmering white metal that projects an impenetrable magical wall around the center of the room. Until the riddle is solved, this barrier cannot be breached or bypassed by any means.

To drop this barrier, the name "*Hecate*" must be spelled out in each circle of runes, starting with the outermost and working inward. There are two complicating factors: First, if a name is misspelled or an incorrect letter stepped on, the offender is struck by a blast of flame that does 4d6 points of damage (save for half); second, because many of the languages are dead or lost, some means of reading them must be found.

If the characters possess the headbands from **Area 1-7**, they help immeasurably. Each band allows the person wearing it to read six of the languages depicted. Thus, all three headbands allow eighteen of the nineteen languages to be read; the nineteenth (celestial) must be deciphered by some other means (*read languages* is useful here, for example).

Once Hecate's name is spelled out in all 19 circles, the field disappears around the center of the chamber. One round later, the floor and ceiling in the center of the room descend at a rate of 1ft per round. This elevator descends 150ft to **Area 1-9**, where it remains for five rounds before returning. The rune circle barrier reactivates five rounds after the elevator completes its ascent.

Note that there is no means in **Area 1-9** or beyond to call this elevator once it returns! If a party wishes to reach the surface, they must tunnel through 150ft of stone to reach the level above. Otherwise, the only way out is through the deepest depths of the dungeon.

Activation of all 19 circles has one additional effect: It sounds a chime in the library and throne room on **Level 4** (**Areas 4-5** and **4-7**), alerting the **vampire magic-user Nosra** that intruders have entered the tomb complex.

Area 1-9: Intersection

The elevator opens onto a three-way intersection. The hall to the east is lit with a gentle rose-colored glow. The hall to the west is lit with a fine yellow-white glow not unlike dim sunlight. The hall to the south is unlit, and is described in **Area 1-12** below.

Area 1-10: The Storeroom

This chamber is evidently a storeroom of all sorts of unusual equipment. The northwest corner is stacked high with crates filled with stone tiles of various colors, sacks of mortar, and other stonemasonry materials. In the easternmost part of the chamber are three unlocked cabinets. The northern one holds stonemasonry tools, the eastern one holds carpentry tools, and the southern one holds jewelers tools, including 1000gp in thin, hammered gold sheets ready for gilding.

The remainder of the walls are lined with shelves and racks of wooden and metal poles 4ft to 12ft long; standard weapons of all sorts (including exotic ones), with 1d4 of each type present; an assortment of jars, vials and other glassware (all empty); various common household tools such as brooms, dustpans, shovels and the like; and any other piece of equipment the Referee sees fit to provide. The only things not present are perishable

items, anything worth more than 100gp on the equipment list, and liquids except for common grease or hinge oil.

Amid the collection of weapons on the racks are 20 8ft-long steel poles, sharpened to a point at both ends. These poles may be used to bypass **Area 1-12** below, but unless one is looking for a complete inventory or for this type of thing in particular, they are unlikely to stand out in any way.

Area 1-11: Hecate's Temple

This chamber is obviously a dedicated shrine to a deity — in this case, Hecate.

When the door opens, a voice from within the room intones, "*Enter and be welcome. Drink your fill from the fountain and be refreshed.*" The latter part is a *suggestion* spell (save resists).

Gold and silver tiles cover the floor in a pleasant pattern, and paintings depicting the cycle of life, death and undeath hang upon the walls. In the northwest corner of the chamber stands an altar, atop which rests a great gold basin filled with reddish liquid. While full, the basin weighs 2700 pounds; if drained, it weighs 2000 pounds. The basin is worth 5000gp, as it is fashioned of gilded brass.

Above the basin, a spigot with a small wheel has been set into the wall. If it is turned clockwise, clear liquid (not water, but an inert, harmless but non-nourishing substance) drips down into the basin at the rate of one drop per round. Once it hits the basin, it turns reddish-brown like the rest of the liquid.

The liquid within the bowl itself radiates magic. Anyone drinking from it is immediately healed hit points sufficient to bring them to full health. Keep track of the amount healed in this manner, for the hit point gain is only temporary. After one hour, all the wounds reappear, and the victim sustains additional 1d10 points of damage at that time. Note that any wounds subsequently sustained do not come from these temporary hit points first — after one hour the full measure of health gained is lost, which could even drop a character below zero hit points.

The basin holds enough liquid for 30 draughts, and replenishes at the rate of one draught per 5 minutes, assuming the spigot is left open.

If anyone attempts to move the basin, it sets off a **fiery trap** on the altar's surface under the basin that does 6d8 points of damage to anyone within 5ft (save for half).

Any clerics of Hecate in the group may pray here and regain spells normally; this is an exception to the normal limitation on regaining cleric spells within the tomb complex. Clerics of other gods do not gain this benefit unless they raze the shrine and build a new one dedicated to their deity. While doing so allows them access to their deity, it also angers Hecate, who punishes those responsible (–1 to attacks and saves) until the curse is removed.

Area 1-12: The Living Wall

The construction of the center passage takes on a strange, fleshy texture, like a smooth tube with faint concentric ridging running along its length. The passage is a semi-living organism, and it attempts to crush any creature entering it.

Although the **crushing wall** has enormous recuperative powers, it still feels pain, and does not willingly injure itself. Thus, the easiest way to move past it is to brace injurious objects along its length (such as the double-sharpened poles from **Area 1-10**), which keep it from contracting. Alternately, characters may attempt to force their way through with brute strength or try to slay the wall to allow safe passage.

Crushing Wall: **HD** 17; **HP** 121; **AC** 5[14]; **Atk** crush (4d6); **Move** 0; **Save** 3; **AL** N; **CL/XP** -/-; **Special**: immune to cold and fire, magic resistance (75%), regenerate (20 hp/round).

Area 1-13: The Obsidian Portal

Just past the crushing wall, a set of stone steps descends 10ft to a featureless door fashioned from 6in-thick spell-hardened obsidian. A message in the drow tongue written in white chalk above the lintel reads, "*To*



Enter this Door is Death."

On the first step leading down to the door rests a **steel key** that has been permanently rendered *invisible*. Each character traversing the steps has a 10% chance of accidentally kicking or stepping on it; otherwise, only a thorough search of the steps or the use of *detect invisibility* allows one to locate it.

The door does not swing open or closed; instead, it slides upward into the ceiling, locking in place when it fully rises. Sliding it upward requires four successful Open Doors checks. Any missed check causes the door to crash back down with a loud bang.

Area 1-14: The Black Pyramid

The center of the room is dominated by a four-sided pyramid of black stone, similar to the one in the Old City at **Area SM-5**. The pyramid is enclosed by what appears to be a clear crystal dome. Above the dome, the ceiling of the chamber is raised in a peak that matches the shape and size of the pyramid beneath it.

At the point marked **A** on the map, a door is hidden in the dome's surface. Due to blurring enchantments placed on the entire dome, this portal is very difficult to locate (1 in 6 chance) and unlock (–10% on Open Locks).

The crystal dome is easily shattered (1 hit point). If it breaks, the ceiling starts to descend, dropping at a rate of 10ft per round, while the obsidian portal to **Area 1-13** slams down with great force, inflicting 8d10 points of damage to anything beneath it. If any objects have been placed to shore it up, they are shattered and destroyed. Once it drops, the obsidian door can be raised again as described in **Area 1-13**.

Otherwise, the only point of exit from the room is a secret trapdoor on the surface of the pyramid, at the point marked **B**. Finding this requires a successful secret doors check. The trapdoor is locked and can be opened with either the invisible key in **Area 1-13** or by picking it.

Four rounds after the glass dome is broken, the ceiling meets the floor, and anyone in the chamber is crushed to a pulp (dead and gone). The ceiling raises back up to its former position after eight hours.

Assuming the secret trapdoor is found and opened, it reveals an inner chamber with a 5ft-diameter shaft that drops 20ft to a narrow passage with a 3ft high ceiling heading south. There are no rungs or ladder to afford an easy descent; a rope must be rigged or a character might attempt to Climb Walls. Or a character could simply suffer the 20ft drop …

Area 1-15: Rest in Peace, Rekki Bakar

This chamber is lit with a pale white light that seems to emanate from the very air, giving the room a hazy, soft-focus look. An ornately carved, gilded casket rests atop a stone dais in the room's center; otherwise, the chamber is empty. The sarcophagus radiates magic.

Opening the sarcophagus is not too difficult (an Open Doors check). Inside lies a female human body — the same as that depicted in the portrait at **Area 1-2B**. This is the corpse of **Rekki Bakar**, Ali Bakar's murdered wife. Her body is clothed in fine vestments and jewelry (2000gp total value), and is perfectly preserved.

As soon as the sarcophagus is opened, Rekki's body moves to a sitting position. Though alarming, this is not an attack — in fact, the body is not undead, but merely reacting to a programmed magical effect that is part of its enchantment of preservation.

If allowed the chance, it unfastens a necklace from around its neck that resembles an ouroboros (a snake biting its own tail), and offers it to whoever lifted the casket's lid. This necklace is magical and cursed. If a living creature carries this necklace for more than 1 round, it changes into a snake-like creature that tears through cloth, leather and flesh to get to the wearer's heart. It reaches the possessor's heart in 1 round, causing death. A saving throw allows the wearer to tear the snake away before it burrows out of sight. The victim still takes 3d6 points of damage. The necklace can safely be stored in a container of wood, ceramic, bone, ivory or metal. The party needs this necklace to bribe the mithral chest in **Area 1-18** to open.

Once the necklace is claimed, the body lies back down in the casket and withers to dust.

The door to the south of the room is a **standard secret door**.

Area 1-16: More Snakes!

This room is the second of the tomb's serpent chambers (see **Sidebox**, **Area 1-4**). The walls in this chamber issue forth **asps** — blood-red snakes with a jet-black band zigzagging across their backs, and black splotches on their sides.

The floor of this serpent chamber is littered with bones and half-decayed remains. One of the half-mummified hands present has a *ring of poison resistance* still attached to it.

Snake, Asp (20): **HD** 1d6hp; **HP** 4 each; **AC** 5[14]; **Atk** bite (1 plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (–2 save). (***Monstrosities*** 438)



Area 1-17: The Hall of Fire

One foot of pure white marble lines the walls of this chamber. An elaborate silver inlay in ornate patterns covers walls, floor and ceiling. At the far end of the room stands a pair of double doors made of solid brass, inlaid with more silver.

As soon as the chamber is entered by any living being, flames erupt in the easternmost 5ft of the chamber, completely blocking the doorway. This is a powerful illusion (must be ignored to disbelieve). Anyone entering the flames who does not disbelieve is incinerated — even though this damage is not real, it still kills any victim who believes the illusion.

One round after the flames appear, the silver inlay on the north wall starts to flow and reshape, until it forms the following message in the elven tongue: "*Speak the Name and help may be yours.*" A round after that message appears, the silver inlay on the floor moves, spelling out a



single word in abyssal: the demonic name **Ulgathisak,** a minor independent demon lord.

Should the name be spoken aloud, the flame illusion dissipates. Characters may be reluctant to speak the name, fearing it to be a summoning mechanism, trap, or an act that might turn them to evil, but other than dispelling the illusion, speaking the name has no other effects.

The brass doors to **Area 1-18** are not locked, and open easily.

Area 1-18: The Guardian

This circular chamber is 90ft in diameter, with a 40ft high ceiling. At the center of the room is another glass dome, this one 30ft in diameter. Hovering within it is the multi-eyestalked form of a round, ball-like creature from some other plane or world. It looks intact but frozen in place as if in suspended animation. To one side of the dome, halfway between it and the wall, a mithral chest stands closed, with no apparent lock.

The dome: The glass of the dome is easily shattered. The creature's body is just that —lifeless, preserved with magic, and hung suspended through a permanent *levitate* effect.

Directly beneath the body, a secret panel (**standard secret door**) is set into the floor. Opening it reveals a circular depression with six concave indentations. It is inscribed with the words: *"Seeing Reveals."*

The space radiates magic if characters check. To proceed further, an eyeball must be placed in each of the six indentations, so that all six are filled simultaneously. These eyes can be easily harvested from the dead creature — providing the characters have not already destroyed them.

Once all six spaces have eyes placed in them, a handle springs out of the base of the concave space. The entire floor of the space can then be unscrewed to reveal a second, deeper declivity. The indentation at the base of this space is in the shape of a sword hilt. If the piece of the **Sword Key** from **Area 1-19** is placed into the concavity, the center 10ft square area of the chamber descends as an elevator, just as the floor in **Area 1-8** did. It drops a total of 100ft to **Level 2**.

Magic warding the secret panel prevents the mechanisms from being bypassed or damaged in any way. The only way to get past them is through the means outlined above.

The chest: This mithral chest has no lock, but radiates magic. The chest has been invested with a limited intelligence that allows it to admit or deny access to its interior. It is permanently affixed to the floor.

If anyone tries to open the chest, it addresses the party in the common tongue. In exchange for allowing access to its interior, it demands payment in the form of the serpent necklace worn by Rekki Bakar in **Area 1-15**. Only if the necklace is brought to the chest and placed atop it shall it unseal and allow entry.

The chest refuses to state what lies within, though it taunts characters by telling them that they cannot progress deeper into the dungeon without gaining access to it (which is true). It carries on casual conversation with anyone who wishes to speak with it; that being said, the chest has a very snarky attitude.

Should the necklace be procured and placed upon it, the chest absorbs it into its substance and unlatches. The interior is empty, but has no bottom; instead, a shaft leads down 30ft to a 4ft high passage to **Area 1-19**.

Mithral Chest: **HD** 11; **HP** 80; **AC** 3[16]; **Atk** *magic missile*; **Move** 0; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: +3 or better weapon to hit, immune to most spells, *magic missile* (1/round, 7 missiles doing 1d4+1 points of damage each).

Area 1-19: Nest of the First Shard

A niche is cut into the stone at the end of this low-ceilinged passage. Resting within the niche upon a threadbare red velvet cushion is the hilt of a sword. This is the first piece of the **Sword Key**, and is needed to activate the elevator to **Level 2**.

The niche is trapped. Should the cushion or hilt be disturbed, a **hidden blade** shears down at the mouth of the niche, slicing through anything not made of metal extending inside for 2d4 points of damage (save for half, a roll of doubles means the blade severs the limb or item). The blade is coated with poison that does additional 1d6 points of damage unless a second saving throw is made.

To make matters slightly more complicated, the niche is filled with a permanent, stationary *anti-magic shell.*

Level Two: Halls of the Four Horsemen

This level has been dedicated to the four plagues that visited the land once long ago, and again at the time Aka Bakar went wild and butchered his own family. He created this level as a testament to the puissance of the conqueror, war, famine and death. Characters must navigate hazards based on these four notorious horsemen if they wish to claim the second fragment of the **Sword Key** and descend further into the tomb's madness.

Level Two

Difficulty Level: Party Level 10+.
Entrances: Elevator from **Level 1** (one-way).
Exits: Staircase to **Level 3**.
Spell Limitations: Cleric spells above 4th level cannot be regained by anyone on this level.
Wandering Monsters: None.
Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry. All doors are doubly hard to open, requiring a roll at half normal chances for success.

Area 2-1: Elevator Landing

The elevator comes to a stop after descending 100ft. However, the ceiling continues to descend at a rate of 5ft per round. After 8 rounds, it meets the floor, crushing all those remaining within the space for 6d10 points of damage per round. The ceiling lifts and the floor rises back up to **Level 1** after 10 rounds pass.

A **standard secret door** is on the south wall of the elevator.

Area 2-2: The Second Great Hall

The south door opens into the second Great Hall of the tomb, this one dedicated to the four horsemen.

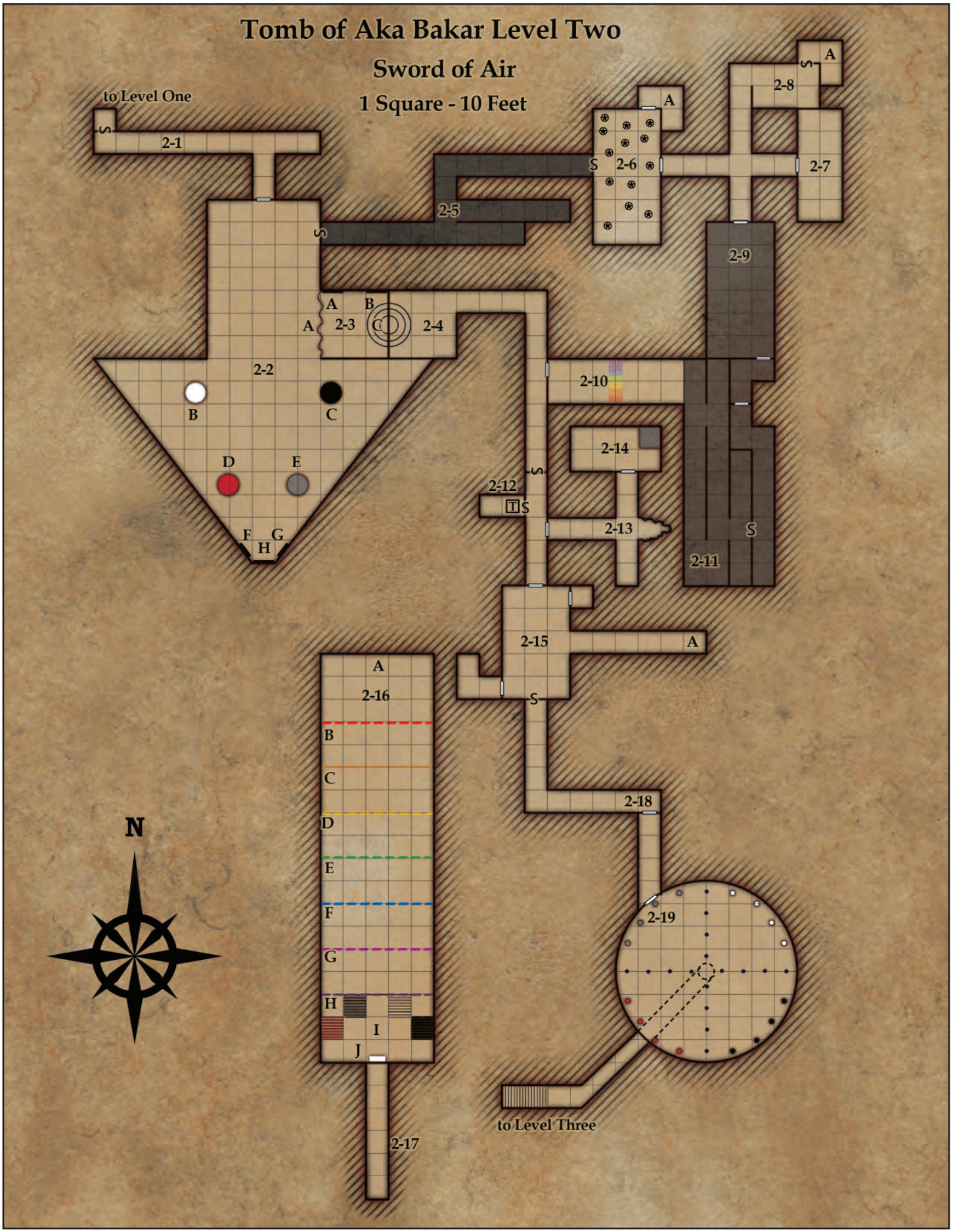
The chamber has gleaming black marble walls polished to nearly a mirror shine and is lit from above by unseen lighting positioned over each statue. The ceiling is 30ft high.

Area 2-2A: At this point along the wall, a black velvet curtain blocks access to **Area 2-3**. The curtain is nonmagical and is not trapped.

Area 2-2B: Here stands a statue of white marble of a kingly figure on a magnificent charger (see **Sidebox**). He bears on his brow a crown. The statue radiates magic. If touched, the person touching it must make a save or be driven insane, with visions of self-grandeur, perceiving other characters as courtiers or assassins in his madness.

Should the insanity be cured or the saving throw made, the person who disturbed the statue gains a boon: a +2 bonus on all saves for 1 week.

Area 2-2C: This statue is formed of jet black stone. The horse is bony and emaciated, as is the figure on its back, which is dressed in tattered robes and clutches a scale in one hand. Upon one side of the scale is a pile of coins, while the other side bears only a single sheaf of wheat. Anyone touching the statue must make a save or be stricken with a nearly


Tomb of Aka Bakar Level Two
Sword of Air
1 Square - 10 Feet
to Level One
2-1
2-2
2-3
2-4
2-5
2-6
2-7
2-8
2-9
2-10
2-11
2-12
2-13
2-14
2-15
2-16
2-17
2-18
2-19
to Level Three
N

Statues of the Horsemen (Areas 2-2B–E)

These statues radiate strong magic if checked. Further, any damage done to a statue repairs itself slowly, even if the statue is disintegrated or smashed. Each statue has a malign effect if touched or disturbed; each also grants a benefit if this effect is avoided or overcome, but only for the first time the statue is activated! Any subsequent activation still causes the malign effect, but no further benefit is gained — including XP for successfully defeating any adversaries a second time.

Keep track of who touches which statue or statues, as this affects what might befall characters when they attempt to traverse the steps in **Area 2-16I**.

insatiable hunger, but not for food. Instead, they must eat at least 5000gp in gold, magic items or other valuables each day before the hunger is appeased. For each hour that the victim does not engage in this repast, he loses 4 points of constitution. Lost constitution returns at the rate of 1 point per day. A new save is allowed once every hour (just long enough to consume a meal).

Should the saving throw be made, the victim gains an unexpected benefit from this ordeal: He need not eat or drink for a week.

Area 2-2D: This is a blood-red iron statue of a warrior in spiked plate armor bearing a hooked bastard sword in one hand and a large shield in the other. He sits astride a heavy warhorse caparisoned in heavy plate barding. Should this statue be touched, it animates and attacks as a **golem**. If the golem is defeated, it vanishes and reappears in its original spot, unharmed — but those who participated in the battle gain a –1[+1] bonus to AC, and +1 to attack and damage rolls for one day.

Iron Golem: **HD** 16; **HP** 80; **AC** 3[16]; **Atk** sword (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special**: +3 or better weapon to hit, healed by fire, immune to most magic, poison gas, slowed by lightning.

Area 2-2E: The final statue depicts a robed and cowled figure wielding a scythe sitting astride a skeletal horse, and is fashioned from some form of soot-gray granite. At its feet hunch two feral looking hounds. Should the statue be touched or disturbed in any way, it animates and attacks as a **lesser incarnation of death**, and the hound statues likewise animate and attack as **2 hell hounds**.

If the incarnation is defeated, it vanishes and returns to its original position. However, the original incarnation's scythe remains and can be wielded as a *+2 scythe* with a special power: one time only when the player rolls a natural 20 against a living foe, the creature must make a saving throw or die immediately. After this ability is used successfully once, the scythe crumbles into dust.

Hell Hound (2): **HD** 6; **HP** 36, 38; **AC** 4[15]; **Atk** bite (1d6), fiery breath; **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special**: breathe fire (1/round, 10ft range, 8 damage, save half).

Incarnation of Death, Lesser: **HD** 6; **HP** 40; **AC** 2[17]; **Atk** +2 *scythe* (2d4+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 10/1400; **Special**: alpha strike (always wins initiative), darkvision 120ft, certain blows (always hits chosen opponent), immune to spells of 3rd level or less, permanent slaying without *raise dead* or *resurrection*, replication, telepathy 120ft. (**Appendix**)

Equipment: +2 *scythe*.

Area 2-2F: Set into the wall is a mirrorlike surface rippling with a play of iridescent light. Anyone peering into the mirror must make a saving throw or be entranced until 1d4+1 rounds after the victim loses sight of the mirror.

A Note on Not Letting the Players Cheese Out on This Mirror

The Referee is encouraged to have the players play their opposites half the time — and tell them you are doing so, but that you are not telling them which ones are which. In other words, if the cleric and the wizard are both affected, roll 1d6: on a 1-3 each is the double, and the Referee is playing the actual character; on a 4-6, the players are playing themselves and the Referee is playing the doubles. In this way, the players can actually be playing the doubles — but not know it. Doubles vanish when the original character is killed. Thus, by creative play (e.g. beating the Referee), the player may actually kill himself. If the players know which is which, the effect of the mirror is greatly lessened.

Area 2-2G: This mirror is enchanted to radiate magic if checked. Like the statues, it repairs itself slowly if damaged or destroyed. Anyone foolish enough to break it is cursed (no save) with a –1 penalty to all attack rolls and saving throws for seven years. This curse can only be removed by a cleric of 12th level or higher.

Area 2-2H: Set into the wall here is a frame for a mirror or portrait; however, the only thing inside the frame is blank, empty wall. The frame and wall are not magical; this is merely the point where *mirror of opposition* doubles appear (see **Area 2-3A**).

Area 2-3: Chamber of the Black Curtain

This square chamber holds a pair of covered mirror or picture frames along one wall and a dais at the far end, atop which stands a lectern holding a book.

Area 2-3A: This mirror is covered with a white cloth. If anyone uncovers it and looks within, they see their reflections suddenly grin in a feral manner and vanish. This is a *mirror of opposition* that creates doubles of the characters with one purpose: to kill their counterpart! However, the doubles do not step out of this mirror; instead, they step out of the wall in **Area 2-2H**. Note that characters without reflections are not doubled in this way.

The mirror is set into the wall and cannot be removed. If shattered, it slowly self-repairs itself.

Area 2-3B: This mirror is covered with a stone-gray piece of canvas. Those reflected within its depths see their reflected images turn to stone, then vanish. All characters affected by this power lose the ability to reflect in mirrors and similar surfaces, but lose 1 point of charisma per hour until their reflections are restored. The only way to restore the reflections is to find them (in **Area 2-6**) and shatter the statues. Alternately, a *restoration* or *wish* restores the reflections.

Area 2-3C: A handsome wooden lectern stands atop a dais of three semicircular stone steps. Resting upon this reading stand is a heavy-looking closed book with the symbol of Hecate emblazoned on the front cover. A red silk ribbon is attached to the spine and marks a page about two-thirds of the way through the volume. Opening the page reveals a prayer to Hecate in her incarnation as Goddess of Mysteries. If the prayer is uttered, the wall between this area and **Area 2-4** rotates on its center axis 180 degrees. The book is otherwise a nonmagical tome of prayers to Hecate.

Area 2-4: Chamber of Screams

Any living being that is not a worshipper of Hecate who traverses this chamber must make a saving throw or contract **screaming plague**. This disease generates hallucinations of gibbering, screaming and wailing



voices in the minds of those afflicted. These voices are very distracting, and so long as the magical disease is in effect, the character has a 50% chance in any given round of not acting (although they are not considered helpless). This plague can be removed with a *remove curse* or a *cure disease.*

Area 2-5: Ebon Passages

These halls are fashioned of magical non-reflective jet-black stone. Because of the nature of this stone, locating secret doors is twice as hard in this area. The stone otherwise has all the standard properties of the tomb walls.

Area 2-6: Statue Storage

This chamber holds 13 statues of adventurers. If any characters had their reflections petrified at **Area 2-3B**, their petrified reflection is present as well. Characters may note that their statue is a mirror image of their own.

If a statue is shattered or un-petrified, the bound reflection is freed. In the case of the reflections of previous adventurers, their reflection vanishes as soon as it is unbound.

Area 2-6A: A door in the corner of the room leads to a small antechamber holding rubble from broken statues.

Area 2-7: Wizard's Lab

This chamber is outfitted as a wizard's lab and research chamber. Aka Bakar worked here back when the dungeon complex was first created.

Along the northern wall is a set of shelves upon which stand six urns. The first urn, fashioned of white marble, contains **green slime**. The second is filled with ashes from a cremated human. The third holds lamp oil (20 flasks worth). The fourth holds a dry, powdery mud or clay with a faint magical aura; this is *dust of appearance* ruined by adventurers long ago who dumped water in the receptacle. The fifth urn is filled with fish bones, and the sixth is half-full of crushed, dried catnip leaves.

A pair of circular tables is in the chamber, both fashioned of oak, their surfaces scarred and pitted with use during laboratory and alchemical experimentation. The northern tabletop is clear of contents, but has 16 bottles on a lower shelf. Five of these are empty; the remaining 11 contain: brackish but drinkable water, seawater, sugar, salt, acid (4 vials' worth), poison (4 doses), vinegar, *potion of delusion* (seems to be *flying*), *potion of fire resistance*, and a *genie bottle*. The *genie bottle* is sealed; if opened, a **djinn** named **Ambradashandar** emerges and agrees to perform any three tasks within her capabilities for the person who opened the bottle. Once the third task is performed, she may simply depart, attack or award the person who freed her, depending on how easy the three tasks were, how long she waited to complete them, and how civilly the characters treated her.

The southern circular table is covered with laboratory equipment suitable for spell research and brewing potions. Unlike the northern table, this one has five shelves beneath the table's surface that are crammed with many skulls and bones. Though most of these are unremarkable, a thorough search turns up a cat skull that, if touched, transforms into a **guardian feline** that immediately attacks anyone in the room unless placated with catnip.

Guardian Feline: HD 1; **HP** 6; **AC** 7[12]; **Atk** 2 claws (1d4), bite (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 16/3100; **Special:** magic resistance (25%), nine lives.(see below).

A guardian feline is a cat, about 18 inches tall that viciously protects any item or area it is placed within. A guardian feline has nine lives. Each time it is slain, the creature is reborn in 1d2 rounds, stronger than its previous incarnation. If slain a ninth time, it remains dead. Hit dice, armor class, damage, movement, saves, and magic resistance increase each time it is reborn:

HD 2; **HP** 12; **AC** 6[13], **Atk** 2 claws (1d4+1), bite (1d6+1), **Move** 15; **Save** 16; **MR** 30%.

HD 3; **HP** 18; **AC** 5[14], **Atk** 2 claws (1d4+2), bite (1d6+2), **Move** 18; **Save** 14, **MR** 35%.

HD 4; **HP** 24; **AC** 4[15], **Atk** 2 claws (1d4+3), bite (1d6+3), **Move** 21; **Save** 13, **MR** 40%.

HD 5; **HP** 30; **AC** 3[16], **Atk** 2 claws (1d4+4), bite (1d6+4), **Move** 24; **Save** 12, **MR** 45%.

HD 6; **HP** 36; **AC** 2[17], **Atk** 2 claws (1d4+5), bite (1d6+5), **Move** 27; **Save** 11, **MR** 50%.

HD 7; **HP** 42; **AC** 1[18], **Atk** 2 claws (1d4+6), bite (1d6+6), **Move** 30; **Save** 9, **MR** 55%.

HD 8; **HP** 48; **AC** 0[19]; **Atk** 2 claws (1d4+7), bite (1d6+7), **Move** 33; **Save** 8, **MR** 60%.

HD 9; **HP** 54; **AC** –1[20], **Atk** 2 claws (1d4+8), bite (1d6+8), **Move** 36; **Save** 6, **MR** 65%.

South of the two tables is a vat of roiling, opaque, azure liquid that gives off an acrid stench. It is indeed acid, inflicting 3d8 points of damage per round to anything immersed within it. The acid eats through just about anything except bone. The vat itself has been especially enchanted to prevent corrosion from this acid. At the bottom of the vat, beneath 3ft of liquid, lies a mound of bones, including a *ring of regeneration* fashioned of bone, lost there long ago. This ring cannot be seen or detected unless the vat is drained of its contents.

Area 2-8: Undead Guardian

This chamber holds 12 skeletons standing at attention, clad in plate mail and armed with longswords. These are not undead. Their equipment is nonmagical. They are held upright by metal rods mounted along their spines and bolted to the floor.



Area 2-8A: Beyond the **standard secret door** in the corner, which can only be reached once the nearest two warrior bodies are moved, is a small crypt containing a stone slab in the southeast corner. Atop the slab lies the body of **Asoka**, the youngest of Aka Bakar's murdered daughters. Her body is perfectly preserved, clad in simple peasant clothes of archaic design. Characters may recognize her from the portrait on the level above in **Area 1-2C**. She is a fair-skinned blonde girl, about 13 years of age.

Unlike the skeletons outside, Asoka has never rested well; as soon as her crypt is breached, she uses her wail attack once the maximum number of victims are within range. She fights until destroyed.

Any characters affected by the screaming plague from **Area 2-4** are particularly susceptible to her wail attack, receiving a –4 penalty on their saves.

Asoka, Groaning Spirit: **HD** 7; **HP** 42; **AC** 2[17]; **Atk** incorporeal touch (1d8 plus chill touch); **Move** 12; **Save** 9; **AL** C; **CL/XP** 12/2000; **Special**: chill touch (drain 1 point of strength, save avoids), fear aura (flee in terror for 1d6+4 rounds, save avoids), immunity to cold and electricity, keening (1/day, at night, 30ft range, 3d6 damage, save or die), magic resistance (50%), vulnerability to *holy word*. (***The Tome of Horrors Complete*** 312)

Area 2-9: Ebon Chamber

This large chamber is composed of the same non-reflective black stone as the corridor of **Area 2-5**, and has the same properties. Despite the ominous stonework, the chamber is empty.

Area 2-10: Cyst of the Prismatic Rods

This chamber is featureless except for a row of seven stone tiles stretching across the center of the room. Each tile represents one color of the rainbow: red, orange, yellow, green, blue, indigo and violet. The



tiles radiate magic if detected. If they are pried up, a space underneath holds a crystal rod of the same color. These rods also radiate magic, and can be used in **Area 2-18**.

The passage leading off to the southeast into the ebon maze is only 2-1/2ft high and made of non-reflective black stone.

Area 2-11: Ebon Maze

This small maze is made up of jet-black non-reflective stone passages with ceilings 2-1/2ft high. The passages feel tight and claustrophobic, but have no ill effect on those passing through them. A **difficult to find secret door** (twice as hard as usual) divides the two maze sections (it's actually of standard construction, but made difficult by the nature of the stone). The doors to the northeast are standard, standing in stark relief to the surrounding black stone.

Area 2-12: Trapped Passage

A **difficult secret door** (twice as hard to detect) accesses this length of corridor. The hallway contains two standard doors and one standard secret door. The **standard secret door** to the west leads to a 20ft-long trapped corridor. Any weight put on the floor more than 5ft into the passage causes openings to appear in the far wall that shoot out a volley of **16 poison-tipped spears** (treat as a 5HD monster) that do 1d6 points of damage each. Anyone struck must make a saving throw or die.

Area 2-13: Unfinished Business

The eastern passage of this intersection differs from other passages in the tomb in that it looks to be rough-hewn from the native stone. A fighter with a heavy pick chiseled this passage long ago (he had become infected by the screaming plague in **Area 2-4** and grown addled). His remains and equipment were long since disposed of by the devils in **Area 2-14**.

Area 2-14: Devils with a Grudge

This chamber holds **2 blood reaver devils** who serve as the dungeon's disposal service. They hate the work they have been bound by Aka Bakar to perform, and take out their anger and their boredom on any intruders with great ferocity.

In the northeast corner stands a 10ft square vault-like stone structure with its thick stone door usually left open. If the door is closed and the wheel spun 360 degrees to lock it in place, anything inside is subject to a *disintegrate* spell every round. The devils use this device to dispose of any debris brought to them, but are certainly delighted to toss any characters they can inside if they have the chance to do so. The disintegration vault is permanently set into the chamber's walls and cannot be removed without destroying it.

Zalyx and Zivrych (Devil, Blood Reaver): HD 9; **HP** 46, 48; **AC** 1[18]; **Atk** 2 claws (2d6+3) or dual-headed barbed flail (1d10+3 plus stun); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** +1 or better weapon to hit, darkvision 60ft, immune to fire and poison, magical abilities, magic resistance (45%), regenerates 3hp/round, resistant to acid and cold (50%), siphoning aura (20ft radius, 1d6 damage/round, save avoids), stun (unable to move or attack for 1 round, save avoids), telepathy 100ft.

Magical Abilities: at will—*invisibility* (self only), *teleport*, *wall of fire*; 1/day—*lightning bolt* (9d6, save half). **(*The Tome of Horrors Complete* 170)**

Tactics: The devils work as a team to take down intruders. If an opponent is knocked unconscious, incapacitated, or they otherwise see an opportunity, the devils grab the unfortunate victim and toss him in the disintegrator.



Area 2-15: Snakes!

This room is another of the tomb's serpent chambers (see **Sidebox**, **Area 1-4**). The walls issue forth **20 cobras** — dead-white snakes with glowing ruby eyes and greasy-slick skin. Upon their hoods are runes in infernal that speak of terrible blasphemies. Only 20 cobras appear at one time.

The corridor to the east of the snake room is filled with the same magical *darkness* effect filling the room. The final 10ft area (**Area 2-15A**) contains a teleportation field that transports all who step within its bounds to **Area 2-16A**.

Snake, Cobra (20): HD 1d6hp; **HP** 4; **AC** 5[14]; **Atk** bite (1hp plus poison); **Move** 18; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** lethal poison. (***Monstrosities*** 438)

Area 2-16: The Prismatic Hall

Characters teleported from **Area 2-15A** appear at the location marked **A**, where they find themselves in an area of shimmering *darkness*. They can leave this *darkness* field without trouble, but anyone stepping back into it is transported back to **Area 2-15A**.

Beyond the *teleport* field, further progress into the hall is blocked by a series of seven prismatic walls. These walls correspond to the effects of a *prismatic sphere* spell, and can be dismissed by the methods noted in each entry below.

Each wall can be dispelled by touching the rod from **Area 2-10** of the corresponding color to it. A successful use of the corresponding spell for each field (as outlined below) also drops a barrier. Alternately, the characters can simply pass through each wall and suffer the consequences.

When a wall is dispelled with a colored rod, the rod teleports back to **Area 2-10**. Dispelled walls return in 1 hour.

Note: Teleport spells and effects do not work in this chamber, except for those specified in the descriptions.

Area 2-16B: The wall of ruby red light inflicts 12 points of damage on anyone passing through. Any cold-based attack dispels it.

Area 2-16C: This wall of bright orange light inflicts 24 points of damage to anything passing through it. It can be dispelled by a *lightning bolt* or other electrical attack.

Area 2-16D: This wall of warm yellow light deals 48 points damage to anything passing through it. It can be dispelled with a *magic missile* or magical arrow.

Area 2-16E: The wall of emerald light kills all who pass through it (save to resist). The wall can be dispelled with a *passwall* spell.

Area 2-16F: This wall of sapphire light turns those passing through it to stone if they fail a save. Petrified individuals are immediately teleported to **Area 2-6**. The wall can be dispelled with a *disintegrate* spell.

Area 2-16G: This wall of deep indigo light causes death and destroys the soul utterly. The wall can be dispelled by casting *dispel magic* upon it.

Area 2-16H: This wall of vibrant violet light teleports those attempting to pass through it to the center of **Area 2-2** (no save). To bypass this barrier, either *dispel magic* or the violet rod must be employed. If *dispel magic* is used, it automatically succeeds.

Area 2-16I: Past the final prismatic barrier, four sets of stone steps descend to the southernmost extent of the chamber. Each set of steps is a different color and has a different malign effect to those stepping on them *except* to those who have touched the corresponding colored statue in **Area 2-2**. Those characters that did so may descend that set of steps without trouble. The stairs may also be bypassed by *flying* or similar means.

The westernmost set is blood red. Those stepping upon them take 4d12 points of damage (no save) and are teleported in front of the statue at **Area 2-2D**.

The inner western set is sooty gray. Those stepping upon them must make a saving throw or die. In any event, they are teleported before the statue at **Area 2-2E**.

The inner eastern set is white. Those treading upon them must make a saving throw or suffer a curse that turns their alignment to Chaotic and then teleports them to the statue at **Area 2-2B**. Characters that become evil in this way immediately have as their primary goal the destruction of their former comrades, unless such comrades are also Chaotic.

The easternmost set of steps is black. Those walking upon them are transported to stand before the statue at **Area 2-2C**, and must make a saving throw. If they fail, they become exhausted (–1 penalty to attack and damage rolls) until they get a full night's rest.

Area 2-16J: At the center of the southern wall rests an altar of pure white stone. Atop the altar, on a plush red velvet cushion, lies a shard of a sword blade. One end fits neatly against the stump of the sword hilt found on **Level 1**. It radiates magic if detected. Despite this magical aura, this metal fragment is a fake piece of the sword.

Underneath the cushion is a secret mechanism (1-in-6 chance to spot if the cushion is searched). When triggered, the entire altar slides northward, revealing an opening to a passage underneath leading south.

Area 2-17: Nest of the Second Shard

At the far southern end of this corridor stands a lonely 3ft-tall pedestal. Atop the pedestal rests another threadbare red velvet cushion with the true fragment of the **Sword Key** needed to get past the door to **Area 2-18**.

Reaching the pedestal is another matter. The passage is 60ft long, north to south. But for every 10ft traveled southward, whether by foot, flying or by any other means, one of the traveler's senses ceases to function: first hearing, then sight, then smell, then taste, and finally touch. This means that in the final 10ft of the passage where the pedestal stands, a person is entirely cut off from his senses.

Characters can avoid this fate in a number of ways. A simple *telekinesis* spell easily retrieves the shard. A person *teleporting* next to the pedestal loses only his sense of touch, and could still grab the shard without a problem. If a character can command the djinn from **Area 2-7**, it could be ordered to retrieve the shard. The characters may come up with additional solutions of their own as well.

Area 2-18: Portal of the Shard

This corridor ends at a door of milky white glass 8in thick. The glass is opaque, obscuring the view of the chamber beyond, and has been magically hardened to render it impregnable to assault.

At the center of the door is a jagged indentation. If the second piece of the **Sword Key** is placed into this recess, the glass of the door disintegrates, allowing access to the hall beyond.

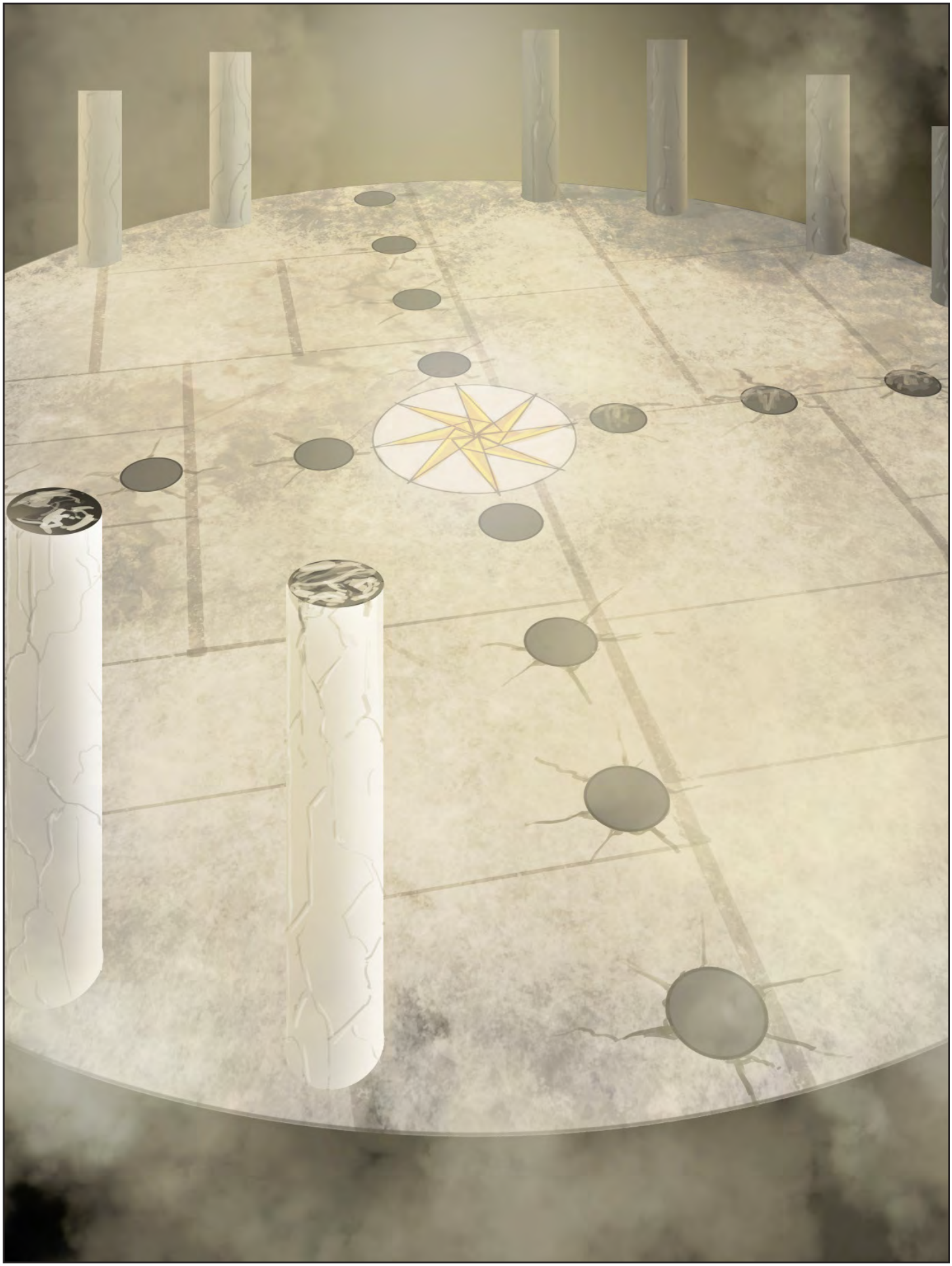
Area 2-19: The Horsemen's Riddle

This large circular chamber has a 40ft-high ceiling and is lit from above with a pale yellow glow. The centermost 10ft of the chamber is occupied by a large design resembling a great seal set into an iron disk, upon which is etched an eight-pointed star like one might see on a compass rose. Something is scribed in gold lettering at the center of this seal. Radiating outward from each of the four main points indicated by the seal are four rows of holes or pits in the floor, running in straight lines from the center of the room to the outer wall. Each of these rows holds four holes roughly 1ft in diameter.

Sixteen pillars line the circular walls of the chamber, four in each quadrant. Each group of four pillars is of a different color: one set is of black marble, one of white marble, one of red marble, and the last of sooty gray granite. Each of the pillars is capped at both ends in gold. The pillars stand about 8ft tall and look to be about 1ft in diameter.

Examination reveals writing etched in gold into the walls, 38ft above the floor. There are four such sets of writing, one at each of the cardinal points indicated by the seal and row of holes.

The pillars are not anchored to the floor, and can be shifted or dragged about. Each weighs 240 pounds, and thus requires a combined strength score of at least 14 to drag or push one. They fit snugly into the holes in the floor, where they sink down 2ft. Once a pillar is placed, getting it out is much more difficult — a total Strength score of at least 28 is needed to lift it out again.



To successfully unseal the opening at the center of the chamber, one pillar of each color must be placed in each row of four holes radiating out from the center. Further, the pillars must be placed so that no two pillars of the same color occupy the same position relative to the center of the chamber in their respective rows.

Investigating the inscription at the center of the chamber reveals the following message etched into the circular iron seal in gold inlay. The message is in the common tongue:

Four ride forth, spreading woe, their sanctum yet sealed
The grim Plagues, dread and fear in their hands
Through hardship and pain must their path be revealed
If the Sword would return to fair lands
To each end of the earth would the four march apace
Each must first seek a home to suffice
As these dooms, you shall see, come to find their true place
None may strike in the same manner twice.
And if you would seek Sword and the home of the lord
In whose Tomb you now foolishly tread
Use the clues if you dare to disrupt horsemen's hold
So that you may then pass in their stead.

Reading the four messages written high on the walls requires either a successful Climb Walls check at half normal probability, or the use of a telescope, or for someone to *fly* or *levitate* up to get a closer look. Like the message at the center of the room, these writings have been carved into the stone and inlaid in gold, and are written in common. The four messages are as follows:

North verse

Death shall come in a shroud of privation and war
While the hero hides his face in shame.

East verse

Dawn's pale glow burns the sky, white light pure in conceit
And when war's horns then sound, who's to blame?

South verse

Terror strikes, black as night, and the people lament,
For the Grim shall soon call out their name.

West verse

At the start join in strife, thirst of blood aching-clear;
So to sate his dark lust, hew and maim!

Should magic be checked for in this chamber, the entire chamber and its contents radiate a strong aura of magic.

Solving the Riddle

The correct solution to the riddle is as follows: Each of the four pillars must be placed in one of the sockets, in the following sequence, where the first pillar is placed in the hole farthest from the center, and the fourth pillar is placed in the socket closest to the center:

	First socket (outermost hole)	Second socket	Third socket	Fourth socket (innermost hole)
North:	black (famine)	gray (death)	red (war)	white (conqueror)
East:	gray	black	white	red
South:	white	red	black	gray
West:	red	white	gray	black

The characters may access spells such as *commune* to help with this riddle, which is fine. However, it is important for you as the Referee to understand how the riddle works so you can explain the solution to your players if you need to. Thus, a brief walkthrough follows:

Main verse: From the main verse the players should learn that the pillars reflect the four horsemen statues referenced throughout this level and that they need to solve this riddle to progress deeper into the complex and retrieve the *Sword of Air*. To solve it, each "must first seek a home to suffice" — e.g., each pillar must be placed into one of the corresponding holes. Further, "none may strike in the same manner twice" — this hints that each colored pillar may only occupy a relative position once in each of the four sequences: the red pillar will be in the first position once, second position once, and so on. This is a key piece of information needed to solve the riddle.

Looking at the cardinal direction clues reveals the following: To the north, we find that death (gray) is "shrouded in war and hunger" (e.g., between the red and black pillars), while the "conquering hero cowers in shame" (white pillar is last). Thus, the gray pillar must be in the second position, and the white one in the fourth position (innermost hole).

To the east, we learn by "when war's horns then sound" that the war pillar (red) must come later in the sequence than the white pillar ("light of dawn … pure in conceit").

To the south, we find the black pillar precedes the gray pillar (death) in sequence.

Finally, to the west, we find that the red pillar (war) is "first" — e.g., the first in the sequence. The line also makes reference to the pillar of famine (black) coming later, but this is hardly news, since all three of the pillars would have to come after the red one.

Piecing the above clues together, the players should know the exact location of three pillars (the first one to the west, the second and fourth to the north). They now must use some reasoning with the remaining clues to determine where the rest of the pillars should go.

Because the red pillar already appears in the first position in the west rank, it must then appear by process of elimination in the third position in the north rank — and thus the northward sequence must be black, gray, red, and finally white.

We know that one of the pillars in the first rank must belong to each color. The black and red pillars have already been assigned, which leaves the white and gray pillars. By the southern clue, we know the gray pillar in that rank comes after the black one, and so it cannot be first. Thus by process of elimination, the east rank's first pillar must be gray, and the south rank's pillar must be white.

By the east clue, we know that the white pillar comes before the red pillar. Since the gray pillar occupies the first position, the white pillar must thus be in the second or third position, and the red pillar in the third or fourth position. As the red pillar is already in the third position to the north, the red pillar must therefore be in the fourth position in the east rank. We now have red pillars in the first, third and fourth positions, so the final red pillar must go in the second position in the south rank.

Looking at the south rank clue, we see that black must come before gray. Since the first two positions are currently occupied, this means that the third pillar is black, and the fourth gray.

At this time, most of the slots should be filled, including three of the four fourth rank slots. The final one, to the west, should be taken by the only color not to appear there yet — the black pillar. We now have black pillars in the first, third and fourth positions, so the second slot of the east rank must hold the final black pillar, and the third slot must thus hold the white pillar. The final two pillars then can be easily assigned to the west rank, with the white pillar in the second slot, and the gray pillar in the third slot.

It should be readily apparent to the characters that the pillars must be moved and placed in the corresponding holes in a certain pattern to pass further into the complex. The correct solution is given in the **"Solving the Riddle" Sidebox**.

The pillars possess an additional property: Anytime a pillar is damaged, the creature that damaged it suffers wounds in equal measure. There is no save against this effect. Thus, if a fighter smashed a pillar with a war-hammer and rolled 8 points of damage, then both he and the pillar take 4 points of damage.

If the pillars are placed incorrectly, but no two occupy the same position relative to one another, and no two pillars of the same color are present in the same row, the chamber fills with a mild electrical charge that inflicts 1d6 points of damage (save for half).

If the pillars are placed incorrectly, with two or three of the same color occupying the same row, or with two or more of the same color in the same position relative to other rows, the room fills with a fiery burst for 2d6 points of damage (save for half).

If all pillars of one color are placed in a single row of holes, monsters are summoned to attack the party, as follows:

White: Zalyx and **Zivrych** from **Area 2-14** appear (gated in from their home plane if they have already been defeated once). They attack the characters to the best of their abilities.

Black: 2 flayer devils appear at the center of the chamber and attack.

Red: A single **ghaddar devil** appears at the center of the room and rips into anyone in the room with tooth and claw.

Soot gray: A **greater incarnation of death** appears and advances to attack, using the pillars and floor as cover for its movements.

Zalyx and Zivrych (Devil, Blood Reaver): **HD** 9; **HP** 46, 48; **AC** 1[18]; **Atk** 2 claws (2d6+3) or dual-headed barbed flail (1d10+3 plus stun); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, darkvision 60ft, immune to fire and poison, magical abilities, magic resistance (45%), regenerates 3hp/round, resistant to acid and cold (50%), siphoning aura (20ft radius, 1d6 damage/round, save avoids), stun (unable to move or attack for 1 round, save avoids), summon another blood reaver (35%), telepathy 100ft. (***The Tome of Horrors Complete*** 170)

Magical Abilities: at will—*invisibility* (self only), *teleport*, *wall of fire*; 1/day—*lightning bolt* (9d6, save half).

Devil, Flayer (2): **HD** 12; **HP** 70, 72; **AC** –1[20]; **Atk** 2 claws (1d4), bite (1d8+3); **Move** 12; **Save** 5; **AL** C; **CL/XP** 18/3800; **Special**: +1 or better weapon to hit, flensing (on natural 20, rips flesh with claw for 2d6 damage), immune to fire and poison, magical abilities, magic resistance (55%), resistance to acid and cold (50%), telepathy 100ft, unholy burst (3/day, 30ft radius, sickens for -1 penalty on hit, damage, and saves, Lawful take 3d6 damage). (***The Tome of Horrors Complete*** 171)

Magical Abilities: at will—*detect good*, *teleport*; 1/day—*wall of fire*.

Devil, Ghaddar: **HD** 16; **HP** 90; **AC** –2[21]; **Atk** 2 claws (2d8), bite (2d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 23/5300; **Special**: +1 or better weapon to hit, feed, immunity to fire and poison, magical abilities, magic resistance (40%), see in darkness, telepathy 100ft, vorpal bite (natural roll of 20 and victim save fail severs head). (***The Tome of Horrors Complete*** 172)

Magical Abilities: 3/day—*fireball*; 1/day—*phantasmal force*, *wall of fire*.

Incarnation of Death, Greater: **HD** 12; **HP** 60; **AC** 0[19]; **Atk** +2 *scythe* (3d8+2); **Move** 12; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special:** alpha strike (always wins initiative), darkvision 120ft, certain blows (always hits chosen opponent), immune to spells of 3rd level or less, permanent slaying without *raise dead* or *resurrection*, replication, telepathy 120ft. (**Appendix**)

Equipment: +2 *scythe*.

Monsters summoned only attack those inside the chamber. However, once summoned they do not leave until slain or dismissed.

Once the pillars are properly positioned, the center 10ft of the chamber sinks 20ft to a passage leading off and down a set of stairs to **Level 3**. Whether or not the pillars have been correctly positioned, one minute after all 16 holes are filled by pillars, the pillars teleport out of the holes and reappear in their original positions around the walls, unless one of the pillars should be removed before this minute elapse.

Level Three: Halls of Eternal Rest

As the last level represented the coming of darkness, disaster and ultimately death to the land, this level represents to some degree a mockery of the afterlife.

The entire level is colder than those above, with air temperature just a few degrees above freezing. Except where otherwise noted, a layer of mist 1ft thick hovers above the floor, not enough to hide it from view, but it does give the level an ethereal feel. Unless otherwise noted, the walls and ceiling are composed of an ashen-gray stone, which bears all the properties of the stonework standard to the tomb.

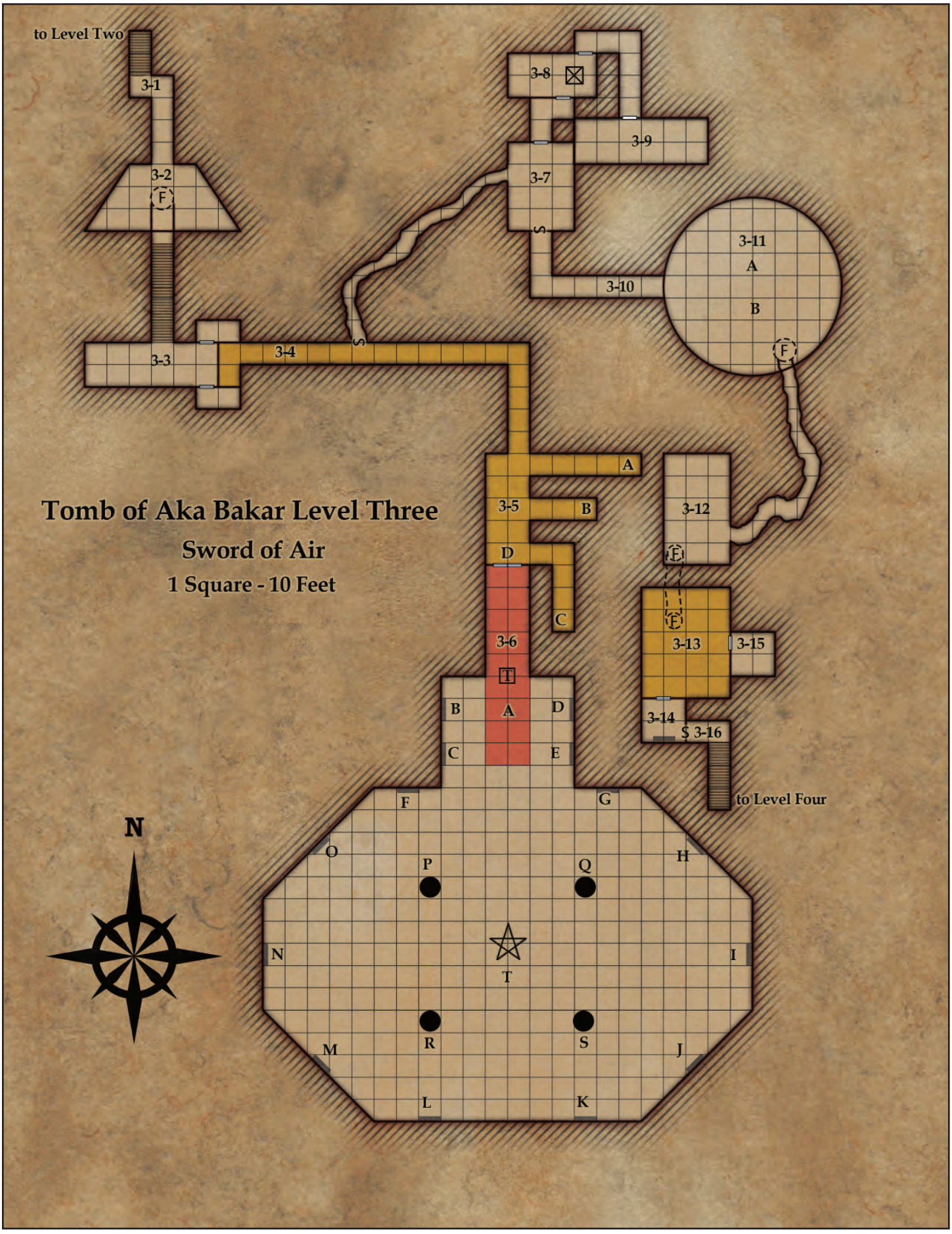
Characters who spend much time in this place find the numbness creeping into their souls. The more time living beings spend in these halls, the more they feel the cold invading their psyche, numbing their senses in a haze of apathy.

Level Three

Difficulty Level: Party Level 10+
Entrances: Staircase from **Level 2** (one-way).
Exits: Staircase to **Level 4**.
Detections: The entire level radiates magic.
Spell Limitations: Cleric spells above 3rd level cannot be regained on this level.
Wandering Monsters: None
Environmental Hazards: The air temperature is 35 degrees Fahrenheit. Characters without warm clothing or other protection against the chill must make a save each hour (–1 cumulative penalty per previous check) or take 1d3 points of subdual damage, except hit points are not regained until the character leaves the cold. When a character reaches zero hit points, he falls unconscious and begins to take 1d3 points of real damage every 15 minutes. This is not a natural environment, and there is no shelter to be found from the cold until characters leave the level.
Spiritual Chill: For every full hour spent here, living creatures sustain 1 point of wisdom damage as their psyche is stolen away. Wisdom returns at a rate of 1 point per day once off this level.
Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry. All doors are doubly hard to open, requiring a roll at half normal chances for success.

Area 3-1: Landing

The stairs from Level 2 descend 200ft before coming out into a 10ft-wide passage that zigs once to the east and then empties into **Area 3-2**. The air on this level is noticeably cooler than on the level above, hovering


to Level Two
3-1
3-2
F
3-3
3-4
3-8
3-9
3-7
3-10
3-11
A
B
F
A
3-5
B
D
C
3-6
T
B
A
D
C
E
3-12
F
F
3-13
3-15
3-14
S 3-16
to Level Four
Tomb of Aka Bakar Level Three
Sword of Air
1 Square - 10 Feet
N
F
G
O
H
P
Q
N
I
T
M
R
S
J
L
K

just a few degrees above freezing, and a low mist hovers about a foot off the floor, giving the passage an ethereal feel.

The white walls of the corridor have been lightly carved into a representation of a funerary procession. Jet black tiles 3in wide and 6in long cover the floor beneath its misty shroud.

Area 3-2: Fun with Spears

The passage opens into a trapezoidal chamber whose walls have been sculpted in a manner similar to the entry corridor. The carvings depict a forest of impaled bodies in all directions, fading into the distance. The floor is covered in rectangular black tile under a layer of mist.

Anyone stepping in the centermost 10ft of the chamber activates a pressure plate in the floor that causes that section of floor to sink 1ft, causing **4 spears** to shoot out (as a 5HD monster, 1d6+1 points of damage) from the corners of the chamber, directed at the room's center.

Investigating the sunken floor reveals four small open holes, one in each corner. The holes are approximately 1in in diameter — large enough to accommodate the haft of a javelin or spear — and 2in deep. A button is at the bottom of each. Pressing one of these buttons causes a blade to slice through anything inside the small hole at a depth of 1in; if this is a finger, the digit is severed.

Should all four buttons be pressed simultaneously, the floor section descends 40ft to a corridor and staircase leading to **Area 3-3**.

Area 3-3: The Serpents Return

This room is another of the tomb's serpent chambers (see ***Sidebox***, **Area 1-4**). The walls issue forth **20 death adders** — dark brown serpents with stocky bodies and a length of approximately 3ft, with eyes that are glowing blue pinpricks of light, and shifting blood-red splotches on their backs. Remember, this room is filled with magical *darkness*.

Snake, Death Adder (20): **HD** 1; **HP** 7; **AC** 5[14]; **Atk** bite (1d4 plus poison); **Move** 18; **Save** 17; **AL** N; **CL/XP** 2/30; **Special**: lethal poison (–1 save). (***Monstrosities*** 438)

A 3ft square section at the center of the eastern wall, 1ft off the floor, is a false façade that can be found by rapping against the walls and listening to the different sounds the blows make. The wall must be smashed through, a task easily accomplished, as the false wall is barely 1in thick.

Area 3-4: The Golden Hall

Golden tiles decorated with delicate patterns of frost cover the floor of this long corridor. The walls are carved to depict billowing clouds, with glimpses of distant, fabulous castles, legendary feast halls, titans disporting, and the like. Halfway down the east-west stretch of this passage, a **secret door** opens northward.

Closer investigation of these tiles reveals them to be plated in gold. Each tile is 3in wide, 6in long, half an inch thick, and weighs one-quarter pound. Each is worth 1gp if prized up from the floor intact. A square foot of floor holds 8 tiles; a 10ft-by-10ft square area holds 800 tiles. Thus, great wealth can be gathered here, provided the party has the means to carry it (one cubic foot can hold 200 tiles and weighs 50 pounds). It takes a single person one hour to harvest the tiles from a single 10ft square section, and they need some sort of thin-bladed prying tool such as a dagger to accomplish the task.

Area 3-5: Three Shrines and Portals to the Third Great Hall

The golden tiling from **Area 3-4** continues throughout this area, all the way to the double-doors to the south. The walls are carved in a fashion similar to the passage leading here, save at the ends of the three side branches. At each of those locations, a small altar and shrine is set up to one of the three major gods of ancient Remenos: Mithras, Dame Torren and Solanus.

Area 3-5A: Shrine to Dame Torren

A marble altar rests at the end of this passage, set directly into the floor. The top of the altar has a hollow, bowl-shaped indentation filled with clear liquid. Carved into the wall behind the altar is a representation of Dame Torren, smiling benignly, and in the background are depictions of maritime trade and life upon the windswept sea.

Closer examination of the wall picture reveals additional unsettling details. Lurking in nooks and crannies are unwholesome images of unnatural acts of sexual congress. Dame Torren's smile, at first benign, starts to seem fixed, even maniacal.

The altar concavity contains 4 vials worth of **unholy water**. Due to the depravity of the imagery, this altar cannot be permanently consecrated to Dame Torren — the entire structure would have to be razed.

Area 3-5B: Shrine to Mithras

A 5ft square block of red marble is set into the floor at the end of this passage, upon which the symbol of Mithras is painted. On the back wall hangs a heavy steel shield, likewise emblazoned with his symbol, flanked on either side by carved depictions of swords.

The shield is magical and can be lifted from the wall, but doing so sets off a **poison gas trap** concealed in the wall behind it (save or die). The shield itself identifies as a *+3 shield*, but it is in fact a cursed *+3 shield of missile attraction*. The shield attracts missiles, even those fired at others nearby, and grants the arrows a +3 bonus to hit.

Like the false shrine to Dame Torren, there is no true connection to Mithras to be found here, and the area cannot be consecrated in his service due to the blasphemous nature of its arrangement.

Area 3-5C: Shrine to Solanus

An altar of clear crystal is set into the floor at the end of this passage, with a golden sunburst design on the back wall. If anyone comes within





10ft of the altar, the entire southern 30ft of passage past the bend is lit with a bright yellow light, as by sunlight. However, the light provides no reprieve from the unnatural chill of the level; in fact, it is just the opposite. Those within the area of light lose 1 point of wisdom every 15 minutes instead of every hour.

The sunburst on the wall is nonmagical. On closer inspection, the rays of the sun seem slightly askew and asymmetrical, resulting in a queasy feeling in all that spend too much time studying it. The crystal block is translucent but slightly opaque. Anyone peering within must make a save. If they fail, they glimpse a hazy vision of people being burned alive by laughing clerics of Solanus. Non-Chaotic characters who view this must make a second save at –2 or be shaken for 10 minutes (and with a –2 penalty on all die rolls while affected).

Area 3-5D: Portals of Passage

These great iron doors appear to have been forged from two great slabs of metal. Carved in the stone lintel above the door, in celestial, is the legend "*Hall of Passage*." The doors themselves are featureless save for large metal handles and three locks. The first looks spare and utilitarian and is set at the center of the door. The second, near the top of the portal, resembles a male angelic figure on the right coupling with a succubus to the left, and the keyhole is located where their bodies intertwine. The third lock is located at the bottom of the door, and resembles a male barbed devil to the left gleefully mating with a female angelic figure to the right who seems to be enjoying the devil's attentions; again, the lock is located where their bodies are joined.

Each lock is magically trapped:

- The top lock electrifies the door if the trap is not disabled, shocking the person attempting to pick the lock and anyone else touching the door for 6d6 points of damage (save for half).
- The center lock petrifies anyone attempting to open the lock without the correct key (save to resist).
- The lower lock causes insanity in those close to the portal if it is triggered (save to resist).

Area 3-6: The Hall of Passage

Aka Bakar created this great hall to allow access to other planes of existence to allow him to conduct further research on obscure arcane lore. It serves an effective second purpose as a **trap** for incautious explorers and tomb-plunderers.

The chamber has a 40ft high ceiling and walls made of pure white stone. The mist, present along the ground throughout the rest of the level, is thinner here, though it can still be seen moving in sluggish swirls and wisps. The chamber is lit from above by a pale white radiance of no specific origin that bathes the room in a cold, lifeless light similar to the glare of poor-quality fluorescent lighting. Except where noted, the floor is composed of the same white stone as the walls and ceiling.

Area 3-6A: Entry

The gold tiles from **Area 3-4** and **Area 3-5** give way here to tiles that are a deep crimson color that extend in a 20ft-wide path through the center of the northern extension of this hall. At the point marked on the map is a pressure plate that, if triggered, causes **poisoned darts** (attack as a 5HD creature, 1d6 darts per target in 20ft square area, 1d4 plus lethal poison) to shoot from recesses in the two northern statues (**Area 3-6P** and **Area 3-6Q**).

The Mirror-Portals of Aka Bakar (Area 3-6B through Area 3-6O)

A series of mirrors and mirror-like surfaces hang at the indicated points on the walls of this great hall. Most of these mirrors have magical effects if gazed into or touched. All the mirrors radiate magic if checked.

Aka Bakar used to transform these mirrors into portals leading to various other planar locations. He did this by entering the summoning circle (**Area 3-6T**) and calling on one of the four archdevils at **Areas 3-6P, Q, R** or **S**. Once he gained control of the devil's minion, he would command it to open one or more portals and depart. Such opened portals lead to the outer plane indicated in the descriptions.

Several of the mirrors lead to different locales. The Mirror of Mortality (**Area 3-6B**) leads to a place of utter darkness and destruction where no living creature may survive. The Mirror of the Hag (**Area 3-6G**) leads to the entrance to the false tomb of Aka Bakar; this is a one-way transport. The blank white canvas at **Area 3-6K** leads nowhere. The Misty Mirror (**Area 3-6L**) leads deep into the Ethereal Plane, and the Silvery Mirror (**Area 3-6M**) leads to the Astral Plane. All portals produce a two-way gateway to the specified location that lasts for one hour.

Although it is unlikely the characters would activate these portals in the manner intended, it is possible that they could devise their own means of activating them — use of a *wish*, for example, or a *contact other plane* spell, which might open the planar portals so the magic-user could step through if the Referee allows it.

Area 3-6B: Mirror of Mortality

This is a dull silver-gray mirror in a pitted frame of aged steel. Anyone peering into it sees their reflection, and then an apparition of death appears behind them, over their shoulder, both in the mirror and in the chamber! This is a **lesser incarnation of death**, and it immediately attacks the person who looked in the mirror, fighting until either it or its victim is annihilated. Anyone assisting the one attacked by the death summons another death!

Incarnation of Death (Lesser): **HD** 6; **HP** 40; **AC** 2[17]; **Atk** +2 *scythe* (2d4+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 10/1400;



Special: alpha strike (always wins initiative) darkvision 120ft, certain blows (always hits opponent), immune to spells of 3rd level or less, permanent slaying without *raise dead* or *resurrection*, replication, telepathy 120ft. (**Appendix**)

Equipment: +2 *scythe*.

Area 3-6C: Mirror of Hidden Knowledge

This mirror bears a light golden tint, and is set in a plain gold frame. In the ground before the mirror, two indentations are set into the floor where a person could put his feet. Anyone standing in these foot holes and gazing into the mirror sees their image cloud over, then the image of an angel appears. The being states mentally to the viewer that it can answer any yes or no question, but each use will cost the viewer a small portion of its vitality — e.g., a single stat point of the character's choice. Further, the character has only this one opportunity to ask. The image is as good as its word: It answers questions as per the *commune* spell, and for each question answered, the petitioner loses 1 point from an attribute of his choice. Once the character is done asking questions and steps out of the foot holes, the image vanishes and never returns again for that character.

Area 3-6D: Mirror of Deviant Evolution

This mirror causes those who peer into it for more than a round to evolve into another life form if they fail a save at –2 penalty. Those who fail are transformed as shown on the table below. Transformations are instantaneous and can only be reversed through *remove curse*, *wish*, or by further transforming oneself by looking in the mirror again. All equipment carried alters size to match the new form, if appropriate.

Current Race	New Race
Dwarf	Kobold
Elf	Orc
Human	Grimlock
Halfling	Human
Gnome	Goblin
Other race	No effect or Referee's choice

Area 3-6E: Mirror of Green Desire

This mirror is 6ft long and 8ft wide, set into a frame of delicately carved greenstone. Those looking within for more than a round see visions of themselves wielding great weapons and powers, possessing things they would covet. The exact nature of what they see depends on the particular desires and lusts of that individual. Other than possibly inspiring envy in the viewer, the mirror has no further effect.

Area 3-6F: Mirror of the Dragon

This large mirror is set in an ornate, baroque brass frame. Anyone who studies themselves in it for more than a round receives a vision of **Area 3-12** that lasts only one round before they regain awareness of their surroundings. Characters who lost gear to the mirror at **Area 3-6H** glimpse it lying on the floor in this chamber.

Area 3-6G: Mirror of the Hag

This circular mirror is 5ft in diameter and set in a frame of polished blue stone. If any female character looks into the mirror for more than a round or touches the mirror, she sees her face grow wrinkled and her teeth fall out. She must then make a save or have this happen to her true face, which lowers her charisma by 3 points.

Area 3-6H: The Serpent Mirror

This mirror seems to be fashioned from obsidian polished to a mirror-like shine. The dark iron frame is cast in the shape of a ring of intertwined serpents, their eyes set off with tiny flecks of blood-red stones. Anyone regarding themselves for more than a round in this mirror vanishes — teleported to **Area 3-3**, completely naked! Their equipment teleports to **Area 3-12**, where it remains until the characters can reclaim it.

Area 3-6I: Mirror of Joyous Reprieve

Those who gaze into this mirror for more than 1 round feel themselves filled with a sense of optimism and good cheer. They are allowed a save at –2 to resist the effects should they choose to do so. Those who fail their saves come under the effects of a *potion of heroism*, gaining +2 bonuses on attacks and damage. However, they find this mood of cheer difficult to suppress; they must roll a save to enter combat until they have been wounded or targeted by a hostile spell or action. This effect is permanent until *dispelled*.

Area 3-6J: Hell's Gate Mirror

Those looking into this mirror see themselves standing not in the hall where they actually are, but in a hellish landscape of barren rock and distant flame bursts. This is specifically a recreation of the landscape they find themselves in if they make their way successfully to **Area 3-11B**. Other than the ominous view, there is no malign effect from gazing into or touching this mirror.

Area 3-6K: The Blank Slate

Set into a plain brass frame is a 5ft wide, 8ft tall expanse of clear white canvas rather than a mirror. Anyone attempting to sketch on or otherwise deface the canvas finds his work undone 1 round after being made.

A successful secret door check of the stone wall in the 1ft section between canvas and floor reveals a **secret compartment**. Inside is a paintbrush with three sealed clay pots. These are magical paints that create an item painted. They allow the painter to create 3 dimensional, real objects by painting them in two dimensions. One pot can be used to create an object of up to 500 cubic feet. Doors, pits, or any other inanimate object can be created. Living objects painted are simply dead/inanimate when painted. Magic items cannot be painted, although something like a "glowing sword" would appear as a non-magical sword that glows. Items that have a special magical effect, such as sword key parts (of the Sword of Air) have no effect when used. Non-magical keys may of course be fashioned. Valuable items can be painted, but the artist finds that they are cheap copies (e.g. gems are glass, gold is pyrite etc.). Each holds a single application of paint that detects as magic.

Should a hole, door or other opening be painted onto the canvas with these pigments, the space they open into contains a small piece of folded vellum which reads "5 x 10+1" if unfolded. This is a clue to the correct peg to remove at **Area 3-10**.

Should the image of a key be drawn with the pigments, a key of solid adamantine designed to fit the door at **Area 3-15** materializes.

Area 3-6L: Misty Mirror (Ethereal)

This oval mirror is framed by pale gray mist; anything reflected within has a hazy, translucent appearance. Should the mirror surface be touched, it ejects a cloud of gray mist in a 30ft burst that acts as a *cloudkill* spell to all within it. The mist dissipates in 10 minutes.

Area 3-6M: Silvery Mirror (Astral)

Those looking into this mirror feel a curious sense of vertigo, as if peering from above into a bottomless well of swirling silver light. The mirror is 6ft square and set with shimmering opals around the edge that cannot be removed from the frame.

When the mirror is first gazed into, and for every minute thereafter that someone continues to peer into it, there is a 1-in-6 chance that a creature native to the astral plane comes into view in the silver abyss. If this happens, it vanishes and appears in the chamber and immediately attacks all present. Should the reflected creature be slain, or after five minutes pass, the creature disappears from the chamber, returning to

the astral plane.

Roll 1d6 to determine what appears:

1	1 **bedlam**
2	1 **astral spider**
3	1 **spirit naga**
4	1 **night hag**
5	1 **nightmare**
6	4 **carrion claws**

Astral Spider: **HD** 11; **HP** 58; **AC** –1[20]; **Atk** 4 legs (1d6), bite (1d8 plus 2d6 poison) or web (entangle); **Move** 15 (climb 15); **Save** 4; **AL** N; **CL/XP** 13/2300; **Special**: poison, web. (***The Tome of Horrors 4*** 11)

Bedlam: **HD** 8; **HP** 42; **AC** 4[15]; **Atk** 2 slams (2d4); **Move** (fly 30); **Save** 8; **AL** C; **CL/XP** 10/1400; **Special:** chaos burst (20ft radius, 4d8 damage, save half), immune to polymorph, spell failure (caster must save to cast). (***The Tome of Horrors Complete*** 50)

Carrion Claws (4): **HD** 6; **HP** 30, 32, 36, 34; **AC** 7[12]; **Atk** 6 claws (1d6 plus grab), bite (1d4 plus paralysis); **Move** 15; **Save** 11; **AL** N; **CL/XP** 8/800; **Special**: darkvision 60ft, grab (if two claws hit, held for automatic damage), paralysis (save avoids), vulnerable to magical light. (***Tome of Horrors 4*** 30)

Nightmare: **HD** 7; **HP** 38; **AC** –4[23]; **Atk** bite (1d8), 2 hoofs (2d6); **Move** 18 (fly 35); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special**: breathe smoke (-2 to hit penalty, save avoids), ride between planes/realities. (**Monstrosities** 348)

Night Hag: **HD** 8; **HP** 48; **AC** 8[11]; **Atk** bite (2d6); **Move** 10; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special**: +2 or better magic weapon to hit, magical abilities, magic resistance (65%). (***Monstrosities*** 347)

Magical Abilities: at will—*become ethereal*; 3/day—special *magic missile* (2d8 damage), *weakness* (drain to half strength, save avoids), 1/day—*summon a demon* (d4, I-IV).

Spirit Naga: **HD** 9; **HP** 46; **AC** 5[14]; **Atk** bite (1d3 plus poison); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special**: *charm* gaze, lethal poison, spells Clr (2/1), spells MU (4/2/1);

Spells (Clr): 1st—*cure light wounds* (x2); 2nd—*silence 15ft radius*.

Spells (MU): 1st—*magic missile* (x2), *protection from good*, *shield*; 2nd—*mirror image*, *web*; 3rd—*haste*.

Area 3-6N: The Mirror of Air

The sound of moaning wind can be faintly heard by anyone within 10ft of this 8ft square mirror. Those gazing within the mirror receive a vision of a jet-black pyramid of immense size and hear the sound of roaring wind that seems to emanate from within. This mirror vision shows the current location of the *Sword of Air*.

Area 3-6O: Mirror of Neutrality

This appears to be a simple mirror in a copper frame, 4ft wide and 6ft high, with its corners clipped to give it an octagonal shape. There are no special effects or hazards to touching or peering into this mirror.

Fiendish Statues (Area 3-6P through Area 3-6S)

The four statues at **Areas 3-6P, Q, R** and **S** stand roughly 18-20ft tall and depict four of the archfiends of hell. Inscribed in infernal on the base of each statue is its name: Baaphel, Geryon, Gorson, and Moloch. If any of the names is read aloud, roll d% to determine what appears:

01-65	1 **blood reaver devil**
66-92	1 **flayer devil**
93-97	1 **ghaddar devil**
98-00	**Archdevil** comes in person

Unique devils and their minions appear anywhere in the chamber, except within the pentacle at **Area 3-6T**.

Minion devils fight anyone in the chamber. If they are reduced to one-quarter their total hit points, they surrender and agree to open portals at the victor's command. Once this is done they may renew their fight, return to their home plane, or try to trick or negotiate with the characters, cutting some sort of deal beneficial to them.

Should the named archdevil of duke of Hell appear in person, it more than likely kills or enslaves anyone unfortunate to still be in the chamber when it arrives. Statistics for each of the four unique devils can be found in ***The Tome of Horrors Complete*** by **Frog Gog Games**. As the minimum Challenge Level is 27, it is probably unnecessary to run combat with them.

Devils that appear cannot use their summoning ability to gate in allies, and they cannot leave the chamber except to return whence they came.

Devil, Blood Reaver: **HD** 9; **HP** 48; **AC** 1[18]; **Atk** 2 claws (2d6+3) or dual-headed barbed flail (1d10+3 plus stun); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special**: +1 or better weapon to hit, darkvision 60ft, immune to fire and poison, magical abilities, magic resistance (45%), regenerates 3hp/round, resistant to acid and cold (50%), siphoning aura (20ft radius, 1d6 damage/round, save avoids), stun (unable to move or attack for 1 round, save avoids), summon another blood reaver (35%), telepathy 100ft. (***The Tome of Horrors Complete*** 170)

Magical Abilities: at will—*invisibility* (self only), *teleport*, *wall of fire*; 1/day—*lightning bolt* (9d6, save half).

Devil, Flayer: HD 12; **HP** 72; **AC** –1[20]; **Atk** 2 claws (1d4), bite (1d8+3); **Move** 12; **Save** 5; **AL** C; **CL/XP** 18/3800; **Special:** +1 or better weapon to hit, flensing (on natural 20, rips flesh with claw for 2d6 damage), immune to fire and poison, magical abilities, magic resistance (55%), resistance to acid and cold (50%), telepathy 100ft, unholy burst (3/day, 30ft radius, sickens for -1 penalty on hit, damage, and saves, Lawful take 3d6 damage). (***The Tome of Horrors Complete*** 171)

Magical Abilities: at will—*detect good*, *teleport*; 1/day—*wall of fire*.

Devil, Ghaddar: **HD** 16; **HP** 90; **AC** –2[21]; **Atk** 2 claws (2d8), bite (2d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 23/5300; **Special**: +1 or better weapon to hit, feed, immunity to fire and poison, magical abilities, magic resistance (40%), see in darkness, telepathy 100ft, vorpal bite (natural roll of 20 and victim save fail severs head). (***The Tome of Horrors Complete*** 172)

Magical Abilities: 3/day—*fireball*; 1/day—*phantasmal force*, *wall of fire*.

Area 3-6P: Statue of Baaphel

This statue depicts a furred humanoid figure with a doglike head, dragon-like wings, and a pair of horns. His legs are goat-like, and he has a forked tail. In one hand he clutches a scythe, and his chest and upper thighs are protected by chainmail armor.

Area 3-6Q: Statue of Geryon

This figure has a long, serpentine body crested by a human's upper body. Sprouting from the back is a pair of batlike wings. The head is bald, with small horns set in an otherwise handsome visage. The hands are unusually large and clawed, and the tail is tipped with a stinger. The statue bears no armor, weapons or other equipment.

Area 3-6R: Statue of Gorson

This devil appears as a centaur-like figure with a leonine lower body and a humanoid upper body. His head is covered in a thick, shaggy manelike growth of hair, and two great horns sprout from his head.

Area 3-6S: Statue of Moloch

Moloch appears as a tall, barrel-chested humanoid with a large, sharklike mouth and backward-curving horns. His hands are large and clawed, and horns and projections jut from shoulders, elbows and forearms. He clutches a whip ending in six barbed tails in one hand.

Area 3-6T: The Circle of Summons

A 20ft diameter pentacle has been inlaid into the floor at the center of the Hall of Passage. If a *protection from evil* spell is cast upon it, it grants the benefits of that spell for anyone standing inside the center of the pentacle, so long as those within do not breach the pattern.

Naxreth's Prison (Areas 3-7 to 3-9)

This portion of the tomb was designed by Aka Bakar to imprison the **horned devil Naxreth** that was once a barely trusted ally. Before the horned devil could betray Aka Bakar, he tricked and imprisoned it in this suite of rooms, then sealed up its chamber and placed this statue as a warning.

No teleportation, summoning, or planar travel spells or effects function in this area. This prevented Naxreth from escaping long before, as well as from *gating* in reinforcements.

Area 3-7: Chamber of Green Light

A narrow, rocky passage from the **secret door** in **Area 3-4** winds its way to this 30ft-by-40ft room. The air in this chamber is dank and musty, and the walls glow with an eerie phosphorescence that lends the chamber the ambiance of a faerie cavern.

An iron statue at the center of the room stands facing the entry. The statue depicts a great demonic being standing 9ft tall, with large batlike wings, scale-covered skin, and a head and neck covered with hornlike projections. The eyes of the statue glow with an unsettling green light. Other than this green glow, the statue has no magical properties.

The door to the north is of the standard type. To the south, a **difficult secret door** (half normal chance to find) concealed beneath the phosphorescent mold coating the walls opens into a passage leading to **Area 3-10**.

Area 3-8: Hell Draws Nigh

The air in this chamber is notably warmer than the rest of the level. However, the soul-numbing, wisdom-draining effect of the level still exists despite the warmth.

Midway between the chamber's two doors, a **pit trap** is concealed in the floor beneath the layer of mist. Anyone falling into the 50ft deep pit (5d6 points of damage) must save or land on 1d4 poisoned spikes (1d6 points of damage each, save or die).

Once the trap is bypassed and the door opened, characters find themselves in an L-shaped passage that grows noticeably hot as one travels along it. This takes away the chill of the level and resting within 50ft of the door stops cold damage from accruing. It does not prevent wisdom drain, however.

The far door, opening into **Area 3-9**, is fashioned of solid steel, with its edges sealed in silver and lead. The sound of crackling flames can be dimly heard from beyond its bulk. The door is not locked, but must be forced open. The door radiates magic if checked, and is immune to all magic. The door also radiates heat; those touching it take 1d4 points of damage per round from the heated metal.

Area 3-9: The Fiend's Oubliette

The walls of this room are swathed in crackling flames that constantly swirl about in a play of heat and lurid red light. Standing at the center of the chamber is **Naxreth**, the **horned devil** represented by the statue in **Area 3-7**.

Naxreth has been confined in this room for close to 2000 years now and is most eager to escape and exact revenge on Aka Bakar — after he "thanks" his rescuers. He is nearly insane with battle-lust after being confined so long, and immediately attacks with his cruelly barbed chain as soon as the chamber is opened.

Note: This encounter is exceedingly deadly! It is likely that any characters foolish enough to breach Naxreth's prison are slaughtered. In all due fairness, however, the statue and sealed door should have been warning enough …

Naxreth, Horned Devil: HD 15; **HP** 95; **AC** –1[20]; **Atk** 2 claws (2d4) or *+1 spiked chain* (2d6+1), bite (2d8), tail (2d6 plus infernal wound); **Move** 12 (fly 15); **Save** 3; **AL** C; **CL/XP** 21/4700; **Special:** +1 or better weapon to hit, immune to fire and poison, infernal wound (1hp/round bleed until bound or *cured*), magical abilities, magic resistance (55%), regenerate (3hp/round), stun (1d4 rounds, save avoids). (**Appendix**)

Magical Abilities: at will—*dispel good*, *protection from good 10ft radius*, *teleport;* 3/day—*fireball*, *lightning bolt*), summon devils (1/day, 3 flayer devils, 35%).
Equipment: *+1 spiked chain*.

Area 3-10: The Pegboard

The passage ends at a blank stone wall. A steel pegboard 3ft square nestles in a depression in the wall at the end of the passage. Set into the plaque are 100 steel pegs that jut out 1in, arranged in a 10-by-10 grid.

Should any peg be withdrawn from the board, the board, pegs and wall all vanish to reveal an opening into **Area 3-11**. If the far right peg on the sixth row from the top is withdrawn (number 51), the characters find themselves looking into **Area 3-11B**; otherwise, they open the portal to **Area 3-11A**.

The wall and pegboard return 5 rounds after **Area 3-10** and **Area 3-11** are vacated of any living creature. At that time, another attempt may be made.

Area 3-11: Heaven and Hell

This circular chamber is enchanted by a powerful, quasi-real illusion effect whose appearance varies depending on which peg was removed from the board at **Area 3-10**.

Should characters find a way into **Area 3-11** without using the pegboard — either returning from **Area 3-12**, via teleportation from deeper in the complex, or digging around the doorway — the chamber is simply a featureless stone room filled with only the mist and chill present throughout the rest of the complex. Note that the **secret trapdoor** in the southeast corner cannot be accessed while the room is in this state.

Area 3-11A: Heaven

If the wrong peg is chosen, the chamber looks like a depiction of some heavenly, celestial realm. The floor appears as fluffy clouds, the walls and ceiling like achingly blue sky, clear as the purest sapphire. Gentle clouds float near and far, and angelic beings can be seen fluttering about. The sounds of gentle breezes and the tinkling of sweet chimes and harp strings can be heard. The air smells clear and fresh and bracing.

Characters may enter the chamber and move about at their leisure. Note, however, that the physical and spiritual cold of the level remains in place, so resting here is not advised. The secret trapdoor in the floor ***cannot*** be found or accessed by any means while the "Heaven" effect is in place.

Area 3-11B: Hell (a.k.a. Area 51)

If the correct peg is withdrawn, the chamber instead looks like a representation of Hell. Jagged rocks thrust up from the ground, surrounding the periphery of the room, and distant gouts of flame can be seen erupting beyond these ragged stones, flaring into threatening darkness overhead. Great, winged fiends can be seen flying about on thermals from these flame gouts. Distant wails and screams echo through the vast illusion, and the air smells foul, tainted with brimstone and sulfur. The floor itself is pitted and rocky, and the rock is hot to touch.

Despite its ominous appearance, the hellish version of **Area 3-11** is *not* dangerous, but is actually the only chamber free of the chill effects of this level, and thus a safe place to rest.

In the southeastern portion of the room, at the bottom of one of the pits in the floor, the **secret trapdoor** to **Area 3-12** can be found.

Area 3-12: The Dragon's Due

This chamber is accessed through a narrow stone tunnel from **Area 3-11B**. The chamber's walls are covered with murals depicting the life cycle of a brass dragon, from the time it hatches from an egg to a depiction of it resting on its hoard as an ancient wyrm. This is the chamber seen via the Mirror of the Dragon at **Area 3-6F**, and anyone who lost his gear via the Serpent Mirror at **Area 3-6H** finds it in a pile at the center of this room.

An examination of the walls finds two things of interest. First, the entire southern wall is movable. Second, the shifting mechanism is located in the mouth of the ancient wyrm depiction on the southern wall. However, this mechanism is **trapped**; if it is triggered, it releases a cloud of **invisible sleep gas** throughout the room. Anyone in the gas must make a saving throw or fall into a comatose slumber for 3d4 rounds.

Thereafter, every round there is a 1-in-6 chance that the southern wall moves northward, crushing anything in the chamber against the north wall. The wall moves at a rate of 5ft per round. Five rounds after it meets the north wall (inflicting 10d10 points of crushing damage per round to anyone unfortunate enough to be caught by the trap), it returns at the same rate to its former resting position, and the trap resets.

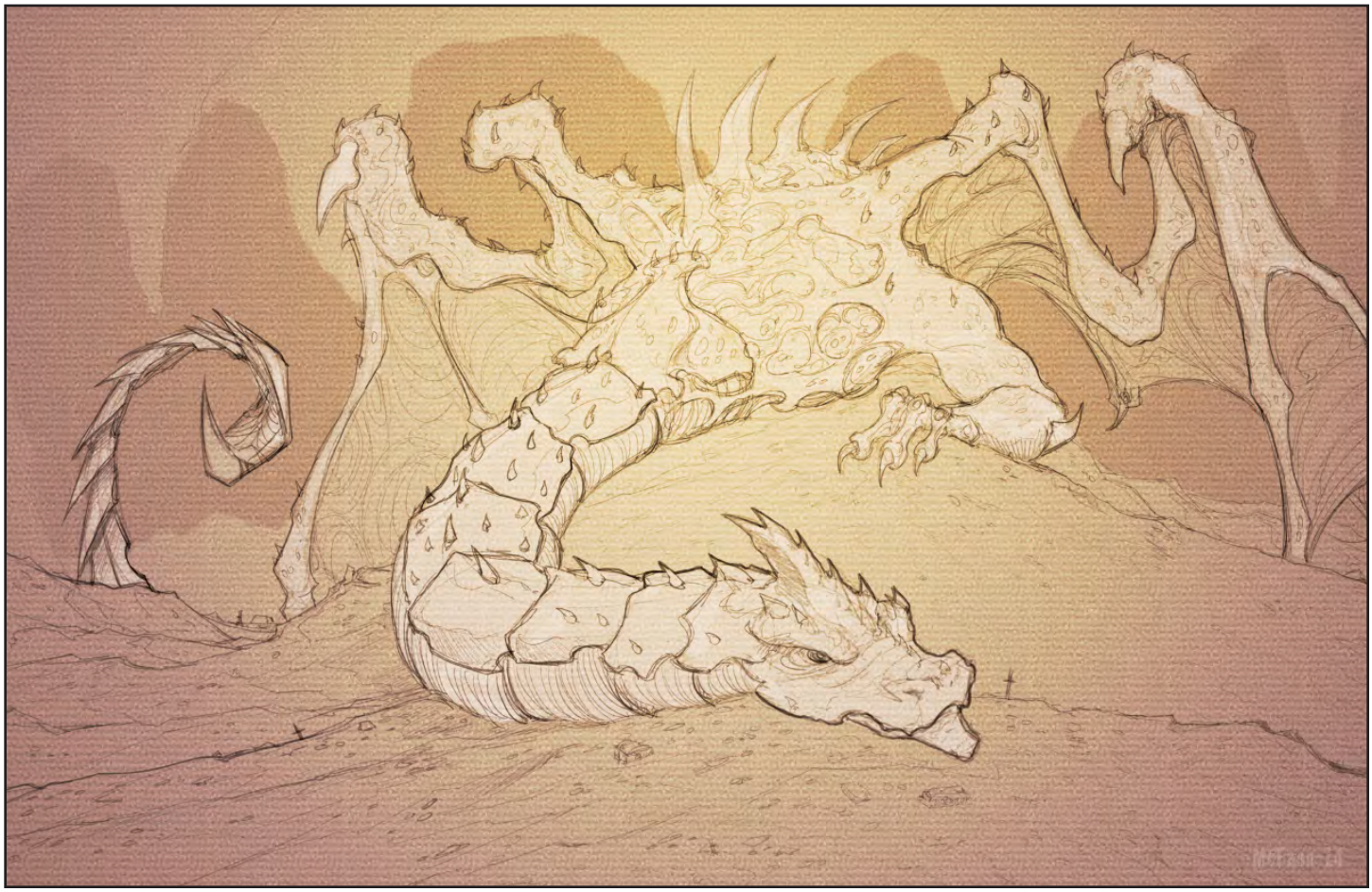
A hole lies in the floor underneath the southern wall's resting place. To access it, the mechanism must be triggered, and the hole entered once the wall moves northward — unless magic or hard work is used to manually access the opening.

Area 3-13: A Golden Throne

The narrow passage from **Area 3-12** opens up through an **unlocked stone trapdoor** into this splendid chamber. The floor is covered with more of the same gold tiles that were seen in **Area 3-4**, and the walls are sculpted in bas-reliefs of pillars. In the southeast corner, upon a low dais, stands an ornate golden throne. The chair is studded with emeralds — 12 in all, each worth 5000gp — and radiates a strong magical aura if checked. This aura is a fake; the chair has no magical properties, and the gems can be safely looted.

Concealed beneath the throne in a **secret compartment** is a lead-lined box. The box contains the third piece of the Sword Key in the form of another portion of the blade resting on a blue velvet cushion.

The southern door is of the standard type; however, the door in the eastern wall is made of solid adamantine, is immune to spells such as *knock*,





and has a lock that can only be opened if a key is drawn with pigments at **Area 3-6K**, else a djinni could conjure one.

Area 3-14: The Final Mirror

A large mirror 10ft in diameter hangs on the wall opposite the entry to this chamber. This is a *mirror of life trapping*; any living being within 30ft reflected in it must make a save or be drawn into the mirror, leaving their gear behind in a pile on the floor. It can hold up to 12 creatures, and right now 9 spaces are occupied.

Should the mirror be shattered, all creatures contained within are freed. Should its capacity be exceeded, a random creature is ejected (roll 1d12 to determine which).

The mirror's current contents are listed below. Note that if the characters suffered heavy casualties to reach this point, you may wish to substitute one of the existing occupants with new characters to be brought into the game.

1. **Albion**, an **empyreal angel**. This angelic being was summoned through the use of a spell, only to be trapped within this mirror. With the people who summoned it long dead, Albion feels no need to remain; however, he would certainly stay long enough to help Lawful adventurers deal with any other hostile creatures in the immediate vicinity, and tend their wounds, before returning whence he came. In particular, Albion's first target would be the tormentor devil, Morax.

Albion, Empyreal Angel: **HD** 12; **HP** 62; **AC** –1[20]; **Atk** sword (2d6); **Move** 15 (fly 25); **Save** 3; **AL** L; **CL/XP** 15/2900; **Special**: immune to acid, cold and petrification, magical abilities, radiant blast (1/day, 60ft range, 8d6 damage, blind for 3d6 minutes, save half, avoid blindness), resists electricity and fire. (***The Tome of Horrors Complete*** 23)

Magical Abilities: at will—*continual light*, *detect evil*, *dispel magic*, *invisibility* (self only), *remove curse*; 2/day—*blade barrier*, *cure disease*, *cure serious wounds*; 1/day—*resurrection*, *raise dead*.

2. **Shandruk**, an evil magic-user who attempted to plunder the tomb long ago with his undead minions. Though his undead allies won him this far into the complex, they could not help him once he was imprisoned and were later destroyed by Nosra. Shandruk comes out of the mirror with a hostile attitude, though a strong party may convince him to stay his hand. Nonetheless, he is not to be trusted, and uses the characters as meat shields to keep him alive until he escapes the tomb. His equipment was taken by his servitors and is long gone.

Shandruk, Elf (MU13): **HP** 39; **AC** 9[10]; **Atk** fist (1); **Move** 12; **Save** 5; **AL** C; **CL/XP** 16/3200; **Special:** +2 on saves vs. spells, spells (5/5/5/4/4/2).

Spells: 1st—*charm person, detect magic, magic missile, read languages, shield*; 2nd—*invisibility, mirror image, strength, web, wizard lock;* 3rd—*dispel magic, fireball, haste, hold person, suggestion;* 4th—*confusion, dimension door, fear, polymorph self;* 5th—*animate dead, magic jar, teleport, wall of stone;* 6th—*anti-magic shell, death spell*.

3. A **chuul-ttaen**. This creature was deliberately placed here by Aka Bakar long ago; it attacks indiscriminately once it emerges.

Chuul-ttaen: **HD** 14; **HP** 84; **AC** 1[18]; **Atk** 2 claws (2d6 plus grab); **Move** 12 (swim 9); **Save** 3; **AL** C; **CL/XP** 18/3800; **Special**: constrict, darkvision camouflage, darkvision 60ft, larvae spray, paralytic tentacles (6 rounds, save avoids), vulnerable to light. (***The Tome of Horrors 4*** 35)

4. **Rekti**, a female **kobold**. This poor fellow was a henchman of a party of evil adventurers, one of a gang of 30 kobolds they brought in with them. After seeing most of its companions die to the various traps and

murderous beasts of the dungeon, it was finally Rekti's turn to take point — only to get sucked into this mirror. Rekti is terrified of the tomb, and eagerly and slavishly serves anyone who looks strong enough to escape. She has known nothing but ill treatment all her life, so treating her with kindness and compassion wins one a servant for life.

Kobold: **HD** 1d4hp; **AC** 7 [12]; **Atk** dagger (1d4); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none.

5. A **grizzly bear**, also placed here long ago to punish those who would break the mirror. The bear was riled up before being entrapped, so it emerges in a foul mood indeed.

Bear, Grizzly: **HD** 6; **AC** 6[13]; **Atk** 2 claws (1d6), bite (1d10); **Move** 9; **Save** 11; **AL** N; **CL/XP** 6/400; **Special**: hug (if both claws hit, 2d6 additional damage). (***Monstrosities*** 37)

6. A **rust monster**. It emerges quite hungry and eagerly seeks some metal to snack on.

Rust Monster: **HD** 5; **HP** 35; **AC** 2[17]; **Atk** 2 antennae (rust); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: cause rusting.

7. **Hasan**, follower of the Blue Lotus Monastery. Hasan was part of an adventuring band, and was unlucky enough to find himself sucked into this mirror. Hasan has taken a vow of silence, so he may not communicate directly with his allies; however, he has a vested interest in escaping the dungeon complex, and so happily joins with any other characters to aid in their efforts.

Hasan (Mnk6): HP 19; **AC** 4[15]; **Atk** 2 fists (1d12); **Move** 17; **Save** 10; **AL** L; **CL/XP** 6/400; **Special**: +2 save bonus vs. paralysis and poison, +3 weapon damage bonus, alertness, deadly strike, Mastery of Mind, Mastery of Silence, multiple attacks, slow falling 20ft, speak with animals, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

8. **Morax**, a tormentor devil, also placed here to punish anyone playing around with the mirror.

Morax, Tormentor Devil: **HD** 8; **HP** 62; **AC** –1[20]; **Atk** 2 claws (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 15/2900; **Special**: +1 or better weapon to hit, immunity to fire and poison, magical abilities, magic resistance (45%), resistance to acid and cold (50%), telepathy 100ft (***The Tome of Horrors Complete*** 176)

Magical Abilities: constant—*ESP*; at will—*scorching ray* (30ft long line, ranged attack, 8d6 damage, save half).

9. **Armand Gascoyne**, an adventurer and thief. Armand was part of an adventuring group that was largely slaughtered by incautiously speaking of devil names in **Area 3-6**; nonetheless, he persevered, and made it as far as this chamber before being snared.

Armand Gascoyne (Thf10): **HP** 34; **AC** 9[10]; **Atk** fist (1hp); **Move** 12; **Save** 6; **AL** N; **CL/XP** 10/1400; **Special:** backstab (x4), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 94%, Tasks/Traps 70%, Hear 5 in 6, Hide 75%, Silent 80%, Locks 75%.

10. Empty.
11. Empty
12. Empty.

In the southeast corner of the room, a **secret door** accesses **Area 3-16**.

Area 3-15: Pillar of Annihilation

This chamber can only be accessed using the key retrieved by painting it on the canvas at **Area 3-6K**.

The interior of the chamber is featureless, save for a pillar of jet black energy 6ft in diameter at the center of the room. The pillar destroys (per *disintegrate* spell) living tissue that comes in contact with it — it has no effect on nonliving objects.

On the ground inside the pillar's area is a quiver holding 20 magical arrows; these can be easily retrieved by fishing them out or pushing them out using a pole or other instrument. Fourteen are *+3 arrows*; the remaining six are *arrows of slaying: giant, magic-user, vampire, devil, dragon and elemental.*

Area 3-16: Stairs to Level Four

A set of stone steps descends steeply from a small landing to **Level Four**. The mist and chill present throughout the rest of the level end once one descends 20ft down the stairs. The length of the stairs is 200ft.

Fifty feet from the bottom of the staircase, a false step tilts forward when 10 pounds is placed on it. Triggering the trap causes thick grease to spray from nozzles in the wall to coat the final steps with a slippery layer. Anyone standing within 20 steps of the false step must make a save or tumble down the steep staircase (5d6 points of damage). They must make another save or end up sliding into the dark chamber at the base of the stairs (**Area 4-1**).

Level Four: Lair of the Vampire Lord

Aka Bakar once used this level as his living quarters and research center, back when he still cared about such things. With the aid of his lieutenant, the wizard Nosra, he created a fighting arena to entertain other-planar guests he had dealings with in his quest for power. He also maintained a vast library and throne room on this level.

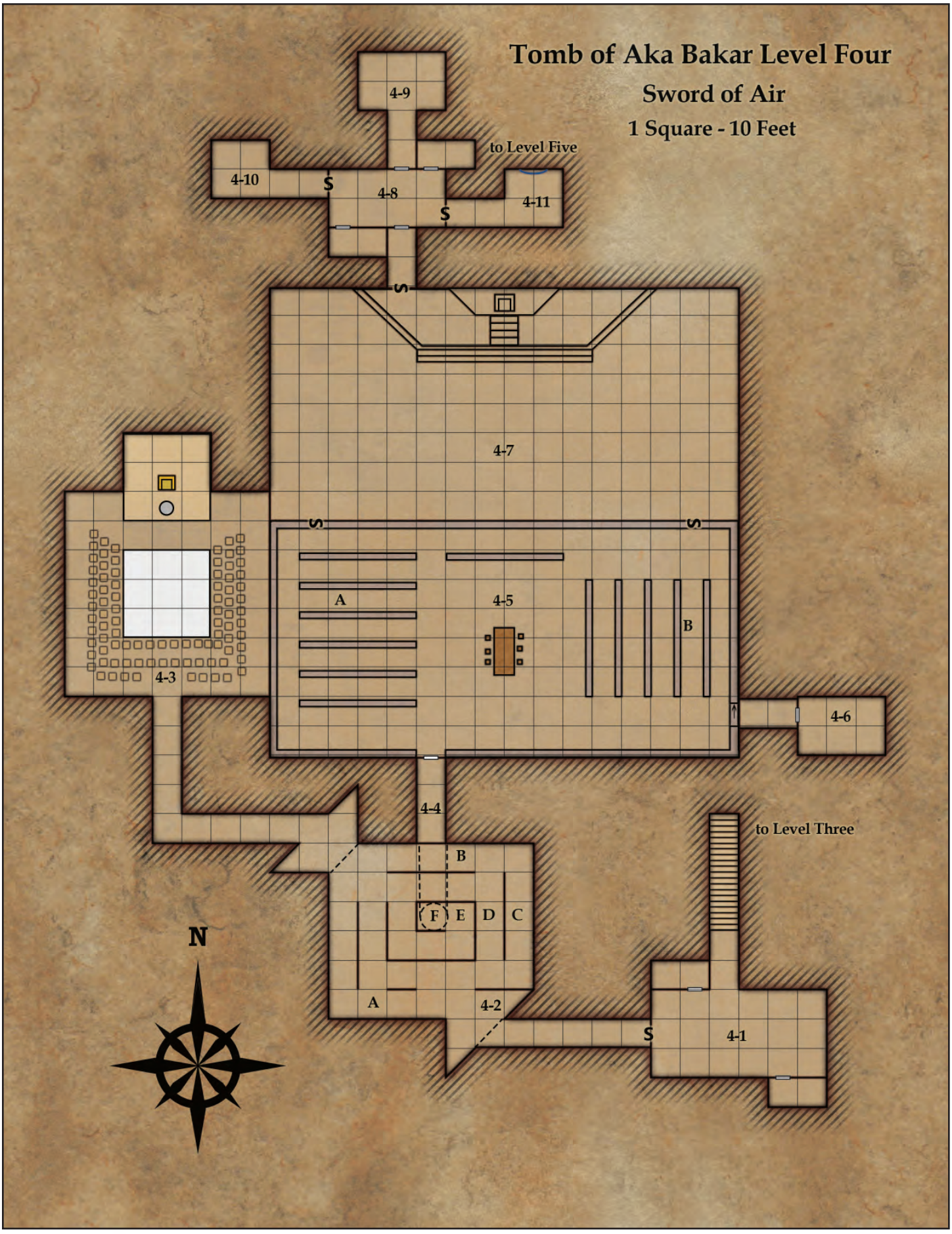
Although Aka Bakar has moved beyond such material pursuits, the level is still maintained by his chief aide, Nosra, who is now a vampire of considerable power. Nosra is the one responsible for maintaining the tomb's first four levels. Thus far, no one has managed to win past him to the final level of the tomb, where Aka Bakar's remains lie with the final piece of the Sword Key.

Level Four

Difficulty Level: Party Level 12+
Entrances: Staircase from **Level 3**.
Exits: Archway to **Level 5**.
Spell Limitations: Cleric spells above 2nd level cannot be regained by anyone on this level.
Wandering Monsters: None
Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well. The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry. The library (**Area 4-5**) is an anti-magic zone. No magic of any kind works within (except the lights there).

Area 4-1: More Snakes in Darkness

Characters may enter this level rather abruptly should they fall victim to the grease trap on the stairs above. They find themselves plunged into the ebon darkness of another of the tomb's snake chambers (see **Area 1-4, *Sidebox***).


Tomb of Aka Bakar Level Four
Sword of Air
1 Square - 10 Feet
4-9
to Level Five
4-10
4-8
4-11
4-7
A
4-5
B
4-3
4-6
4-4
to Level Three
B
F
E
D
C
N
A
4-2
4-1



The walls here issue forth **20 black mambas** — long, jet black serpents with limber bodies roughly 8ft in length. Their mouths seem filled with inky darkness; even their fangs are ebon black, though the venom they secrete is blood-red.

Snake, Black Mambas (20): **HD** 2; **AC** 5[14]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: lethal poison (–2 save). (***Monstrosities*** 438)

At the center of the western wall is a **difficult secret door** (twice as hard to detect) that allows access to the rest of the level. Note that due to the magical *darkness*, there is a –1 penalty to detection checks unless the *darkness* effect is somehow overcome.

Area 4-2: Teleport Labyrinth

This small maze is made all the more confusing by two pairs of teleporters around its periphery, along with a magical fog that obscures all vision beyond 10ft, and causes a –1 penalty on attack rolls within 10ft. The fog can be burned away through fire or the like, but returns 1d4 rounds later.

Anyone entering **Area A** on the map is teleported to **Area B**, and vice versa. There is no save against this effect, and no sensory cues to determine when it functions. Similarly, anyone entering **Area C** is transported to **Area D**, and vice versa. In both cases, the person is also turned 180 degrees to face in the opposite direction.

At **Area E** on the map is a tiny keyhole hidden in the floor that can only be detected by close examination (1-in-6 chance). This lock can be picked (Open Locks check at –40%) or opened with the key from **Area 4-3**. The door is not really a door (it's a mechanism), so it cannot be *knocked*. Once the lock is turned, the key returns to **Area 4-3** and a *phase door* appears at **Area F** leading to **Area 4-4**. The *phase door* remains for 1 day before vanishing.

Area 4-3: The Fighting Pit

A large square fighting pit lies at the center of the chamber, its floor covered with white sand. It is ringed by a series of ornately carved stone seats rising in tiers around the pit where spectators can sit and cheer. At the far end of the chamber, opposite the entrance, stands a raised platform upon which is set a golden throne. A low table set with a wheel 6ft in diameter rests, set in stone, in front of the chair. The chamber is lit by *continual light* torches in sconces along the walls, as well as by baroque brass lanterns hanging by fine chains from the ceiling, 50ft overhead.

Aka Bakar originally crafted this place to entertain other-planar guests, primarily agents of certain archdevils and other planar powers, with gladiatorial combat. Since rising to lich status, the chamber has gone unused.

The throne to the north end of the arena detects as strongly magical. Anyone taking a seat upon it becomes eligible to participate in a battle in the arena against a random opponent for a possible reward. The person who sits upon the throne telepathically knows this information. To gain the key to the lock at **Area 4-2E**, someone must sit in the throne and complete three battles in the arena.

Area 4-4: Hall of Memory

A short passage leads to a standard door. The walls of this corridor are decorated in an elaborate mosaic depicting scenes from the life of Aka Bakar. Characters who study the mosaics find out more of the truth about him, though the cause of his madness later in life (e.g., the *Sword of Air*) is not made clear. The depictions end with his arrival at the now-ruined village outside the tomb and depict a black pyramid into which Aka Bakar places a sword.

Area 4-5: The Library of Aka Bakar

This immense chamber is a library of great size and value. Shelves crammed with books and scrolls line the walls and stand in rows through the center of the room. The mundane books are worth more than 100,000gp to the right buyer, but weigh more than 3 tons total. The floors are carpeted with finely woven rugs, now a bit moth-eaten and faded with age, which help offset the dank chill of the dungeon. Lanterns hang from holders set into the bookshelves lining the walls and at the end of each of the shelves in the center of the room; the flame within these lanterns is from *continual*



The Fighting Pit of Aka Bakar

To play, a person must sit on the throne and spin the wheel. Whichever creature is indicated closest to the person on the throne is the one he must face. The selected creature glows in a blood-red light. Assuming the fight is successful, the contestant is returned to the throne and that entry darkens. He then may spin the wheel again or rise and claim his winnings.

Assuming he stays, the position of the creature he defeated darkens on the wheel, and cannot be faced again. If the same result is rolled twice, go down the list until an unchallenged creature is indicated.

The Rules (Do You Feel Lucky? Well, Do You, Punk?)

The moment a contestant sits in the chair, he becomes aware of the following rules:

1. Each contestant gets only one shot at this — once the contestant leaves the chair, his chance is over, and he may never try again. The contestant knows this. Note that they can be healed or have spells cast on them as long as they do not stand up.

2. To play, the contestant spins the wheel before him. Once the wheel halts, he is transported into the arena where he must fight and defeat the indicated adversary. He may not leave until the battle is won or lost.

3. Two may enter, but only one leaves — all fights are to the death or to permanent incapacitation (such as from being petrified).

4. The contestant may rest between rounds as long as he wishes, so long as he does not leave the chair.

5. There are prizes for achieving certain levels of victory.

In addition, a number of unspoken rules and effects are in place that he or his allies might stumble upon, as follows:

1. The chair prevents the person within it from sleeping or going into a trance, so no spells may be regained, and if the contestant stalls long enough, he may fall victim to fatigue or exhaustion.

2. Creatures may be summoned or gated into the arena by contestants in the course of the fight; otherwise, the energy field surrounding the arena prevents all forms of entry or exit, including via teleportation and planar travel.

3. Those inside the arena cannot see or hear outside its walls.

4. Allies are allowed to cast healing spells, give items to a contestant, buff him up, etc., between rounds.

5. At the end of each fight, when the contestant is returned to the throne, he is subjected to a *dispel magic* spell.

6. There is nothing preventing a group of adventurers from summoning a monster, having it sit in the chair as a contestant and attempt to win the key safely through this agency. Summoned creatures would be under the usual constraints (spell duration, unable to summon creatures of their own), but on the off chance it lasted long enough to defeat three opponents, they could win the key.

7. Only living creatures may participate — undead and constructs cannot.

The Challengers

Roll 1d12 (or select a challenger):

d12	Challenger
1	Hungry Zombie
2	Korog
3	Minotaur
4	Burning Ghat
5	Inphidian Night Adder
6	Greater Medusa
7	Skeleton Warrior
8	Ghirru
9	Sword Spider
10	Flayed Angel
11	Death Naga
12	Tatarux Demon

Burning Ghat: **HD** 4; **HP** 22; **AC** 3[16]; **Atk** 2 claws (1d4 plus 1d4 fire); **Move** 12; **Save** 13; **AL** C; **CL/ XP** 8/800; **Special**: +1 or better weapon to hit, burning blood (take slashing or piercing damage, 5ft range, 1d6 fire, save avoids), double damage from cold, flame burst (1/day, 20ft radius, 2d6 fire, save half), immune to fire. (***The Tome of Horrors 4*** 29)

Demon, Tatarux: **HD** 13; **HP** 68; **AC** –4[23]; **Atk** 2 claws (2d6 plus bleed), bite (2d8); **Move** 15; **Save** 3; **AL** C; **CL/XP** 21/4700; **Special**: +1 or better weapon to hit, bleed (1d6 damage/round until bound or *cure*), immune to electricity and poison, magic resistance (55%), magical abilities, resists acid, cold and fire. (***The Tome of Horrors 4*** 53)

Magical Abilities: at will—*detect good*, *dispel magic*, *teleport*; 3/day—*unholy word*, *strength*; 1/day—*fire storm*, *gate* (1 tatarux demon, 25%), *haste*.

Flayed Angel: **HD** 12; **HP** 64; **AC** –1[20]; **Atk** 2 claws (2d6 plus 1d6 acid); **Move** 15; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special**: +1 or better weapon to hit, gout of blood (if hit, 5ft, 1d6 acid, save avoids, immune to acid, rend (if both claws hit, 5d6 damage plus 2d6 acid). (***Tome of Horrors 4*** 88)

Ghirru: **HD** 10; **HP** 53; **AC** –2[21]; **Atk** 2 claws (1d8 plus 1d8 fire), bite (2d8 plus 1d8 fire); **Move** 12; **Save** 5; **AL** C; **CL/ XP** 14/2600; **Special**: +1 or better weapon to hit, change shape (flaming worg, 8HD, bite extra 1d6 fire damage), immune to fire, vulnerable to cold. (***The Tome of Horrors 4*** 97)

Inphidian, Night Adder: **HD** 6; **HP** 34; **AC** 4[15]; **Atk** 2 snake hand bites (1d6 plus poison); **Move** 9; **Save** 11; **AL** C; **CL/ XP** 8/800; **Special**: lethal poison. (***The Tome of Horrors Complete*** 334)

Korog: **HD** 4; **HP** 24; **AC** 3[16]; **Atk** strike (1d4) or wand (*hold person*); **Move** 12; **Save** 8; **AL** C; **CL/XP** 4/120; **Special**: none. (***The Tome of Horrors 4*** 130)

Equipment: leather apron, gloves, *korog wand*.

Medusa, Greater: **HD** 8; **HP** 48; **AC** 3[16]; **Atk** shortbow x2 (1d6 plus poison) or dagger (1d4), snakes (1d4 plus poison); **Move** 12; **Save** 8; **AL** C; **CL/XP** 10/1400; **Special**: petrifying gaze, poisonous blood. (***The Tome of Horrors Complete*** 375)

Minotaur: **HD** 6+4; **HP** 34; **AC** 6[13]; **Atk** head butt (2d4), bite (1d3) and battle axe (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special**: never get lost in labyrinths. (***Monstrosities*** 33)

The Fighting Pit of Aka Bakar, Continued

Naga, Death: **HD** 12; **HP** 65; **AC** 2[17]; **Atk** bite (1d8), sting (2d4 plus poison), tail slap (2d4 plus constrict); **Move** 15; **Save** 3; **AL** C; **CL/XP** 18/3800; **Special:** atrophic breath (1 per 1d4 rounds, 60ft cone of negative energy, 8d6 damage, save half), constrict (tail hit constrict for 2d4 damage per round, save avoids), immune to cold, charm and sleep, magic resistance (25%), lethal poison, spells MU9 (4/3/3/2/1), vulnerable to fire. (***The Tome of Horrors 4*** 153)

Spells: 1st—*charm person* (x2), *magic missile* (x2); 2nd—*ESP, mirror image* (x2); 3rd—*hold person* (x2), *lightning bolt*; 4th—*charm monster, polymorph other*; 5th—*hold monster*.

Skeleton Warrior: **HD** 12; **HP** 62; **AC** –1[20]; **Atk** +1 *longsword* (1d8+1); **Move** 12; **Save** 3; **AL** C; **CL/XP** 12/2000; **Special:** +1 or better weapons to hit, *fear* aura (30ft radius, less than 5HD), find target, immune to clerical turning, magic resistance (60%). (***The Tome of Horrors Complete*** 495)

Sword Spider: **HD** 13; **HP** 68; **AC** 3[16]; **Atk** 4 sword legs (1d8), bite (1d6 plus poison); **Move** 9; **Save** 5; **AL** N; **CL/XP** 16/3200; **Special:** +2 or better weapon to hit, healed by fire (1hp for every 3 damage), immune to magic, lethal poison, slowed by lightning (1d6 rounds). (***The Tome of Horrors 4*** 216)

Zombie, Hungry: **HD** 2; **HP** 12; **AC** 8[11]; **Atk** strike (1d6 plus grab and bite); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** grab and bite (1d4 damage), immune to sleep and charm. (***The Tome of Horrors 4*** 243)

The monsters are just as surprised as the characters upon arrival. Tactics employed by each are dependent on the monster. The monsters fight to the best of their ability. Obviously the demon is bad news for anyone unlucky enough to roll a 12 — but conversely, the korog, zombie and minotaur should not pose too great a threat to anyone. This can be easy or almost impossible — it's all up to Tykee, the Lady Luck.

Prizes

1. At the first victory, the contestant gains a gold wreath (worth 100gp) set with one 1000gp gem for each victory attained.

2. At the third victory, the contestant gains a tiny magical key formed of mithral. Once per week, if the key is touched to the keyhole in **Area 4-2**, it opens the *phase door*.

3. At the sixth victory, the contestant gains the services of a **djinni** for one month. After the one-month period elapses, the djinni vanishes.

Djinni: **HD** 7+3; **AC** 5[14]; **Atk** fist or weapon (2d8); **Move** 9 (fly 24); **Save** 9; **AL** any; **CL/XP** 9/1100; **Special:** magical powers, whirlwind. (***Monstrosities*** 126)

4. After the ninth victory, the contestant gains a glowing blue crystal of obviously great magic. This jewel is a *tear of the heavens*. When crushed or swallowed, the person doing so is granted a special protection — the next time they die (slain, disintegrated, etc.), a *resurrection* spell immediately takes effect, restoring them to full vitality. This benefit is only granted once, and then the magic is exhausted. Should the recipient die of natural causes, the tear reforms in the air above him and can be taken and used by another creature.

5. If all 12 creatures are defeated, the gem values in the victory wreath increase to 5000gp each and the wreath becomes enchanted as follows: the wearer gains a +2 bonus to all attributes and a +2 bonus to all saves. The wearer can also call upon the gods to answer a number of questions equal to the number of intact gems on the wreath (as a *commune* spell). Each time the *commune* ability is used, one of the gems shatters; if all 12 gems are so used, the wreath becomes nonmagical. All powers of the wreath function only for the person who won it.

light. In the center of the room stand a reading table and six chairs. Six candles (also enchanted with *continual light*) provide light for any reader.

Anyone staying here for more than 24 hours encounters the vampire from **Area 4-6** (randomly determine the hour he arrives). He usually enters the room in gaseous form initially. Nosra walks this place once a day out of sheer boredom. Any loud noise or destruction of things also brings him to this room.

The entire room contains an *anti-magic shell* that prevents any spells from being cast successfully. It also temporarily nullifies any magic items present in the room. The spells cast on the room by Aka Bakar remain unaffected. The entire place is also covered by an enchantment that prevents fire of any kind from burning here.

At the northern end of the room, two standard **secret doors** open into **Area 4-7**. In the southeast corner, a shifting wall (accessed by pulling out a tome labeled "*Executions of Marbus Pei IV*") allows access to Nosra's crypt (**Area 4-6**).

The books on the shelves have been roughly subdivided by category, as indicated on the map.

At the point marked **A**, a cache of magical tomes and scrolls is tucked away. These items are indistinguishable from those around them. Only a thorough search of the library turns them up. The following scrolls and books are to be found here:

- *Protection from demons*
- *Protection from were-creatures*
- *Protection from undead*
- Three magic-user spell *scrolls* (1—Level 6 x3, 2—Level 8 x2, 3—Level 9 x2)
- *Manual of Iron Golem Construction*
- *Cursed scroll of gate*, summons a **balor** that attacks immediately.

The spellbooks of Nosra the vampire lord are located at point **B**. Their spines are marked with the title, "*Property of Marbus Pei IV,*" and contain all spells of Levels 1–4, all the spells Nosra has memorized, plus 2d4 of each Level 5-7.

Demon, Baalroch (Balor) (Category VI): **HD** 10; **HP** 60; **AC** 2[17]; **Atk** sword (1d12+2) and whip (entangle and pull); **Move** 6 (fly 15); **Save** 5; **AL** C; **CL/XP** 17/3500; **Special:** +1 or better weapon to hit, *gate* (1/day, 70% success, 80% III or 20% IV), magic resistance (75%), surrounded by flame (5ft, 3d6 damage), unaffected by spells from casters lower than 6th level.

Area 4-6: Crypt of Nosra the Vampire Lord

This is the crypt of **Nosra**, the lieutenant and caretaker for Aka Bakar's dungeon complex. The **vampire** is one of the last lines of defense placed here to prevent entry into the final resting place of the great wizard. Nosra is tasked (through *geas*) to guard this level, and in particular the library, from any that might intrude. Nosra frequents the library but will not enter **Area 4-7**; he is otherwise free to roam the dungeon. If encountered, he pursues and attempts to destroy any he encounters, all the way to the entrance of **Level 1** if necessary. The *anti-magic shell* does not cover this room.

Nosra, Vampire: **HD** 11; **HP** 68; **AC** 0[19]; **Atk** bite (1d10 plus



level drain); **Move** 12 (fly 18); **Save** 6; **AL** C; **CL/XP** 16/3200; **Special**: +1 or better weapon to hit, *charm* gaze, drain 2 levels with bite, gaseous form, only killed in coffin, shapeshift into giant bat, summon giant rats, regenerate (3hp/round), spells MU14 (5/5/5/4/4/3/1).

Spells: 1st—*magic missile* (x3), *protection from good*, *shield*; 2nd—*darkness 15ft radius*, *detect good*, *ESP*, *invisibility*, *mirror image*; 3rd—*dispel magic*, *fireball*, *haste*, *lightning bolt*, *slow*; 4th—*confusion*, *fear*, *wall of ice*, *wizard eye*; 5th—*animate dead*, *cloudkill*, *transmute rock to mud*, *wall of stone*; 6th—*death spell*, *disintegrate*, *project image*; 7th—*power word stun*.
Equipment: *ring of protection* +2, *wand of cold*.

Tactics: Nosra is nearly invincible in the library area, as the *anti-magic shell* nullifies magic weapons. Being chaotic, however, as well as extremely hungry, he is willing to pursue foes out of the "safe" zone, and hence becomes vulnerable.

Nosra typically realizes intruders are present while in gaseous form. As this is a shape-changing ability, it is unaffected by the *anti-magic shell* (as would be a druid's ability to change form).

Once he is aware of foes within the library, he attacks immediately knowing he is invincible. If the party retreats to **Area 4-4** where their weapons can hurt him, Nosra assumes gaseous form and moves past the party at the end of the corridor then changes and casts defensive spells including *protection from good, ESP, mirror image* and *haste*. He casts *confusion* first, followed by *power word stun* and *disintegrate*, then rejoins combat. He is so incredibly hungry at this point that he spends the rest of the combat attempting to slay and drink the blood of anyone left.

Treasure: Nosra wears a *ring of protection +2* and carries a *wand of cold*. In his crypt are a *beaker of potions* and a *chime of hunger* (**Appendix**), as well as his coffin, some dirt, and a small rag doll.

Area 4-7: The Grand Throne Room

This grand hall is obviously a throne room, with a massive carved black basalt seat resting upon a dais of blood-red marble at the center of the northern end of the rectangular chamber. A golden crown and scepter set with a ruby the size of a human fist in one end lie upon the seat of the throne. To the south, a large mound of rock debris lies heaped against the wall between the two doors allowing entrance to the room. Close inspection of this rubble reveals it to be the pulverized fragments of dozens of humanoid statues.

A column of magical flame with no apparent source burns from floor to ceiling in the northeast corner of the room. The **difficult secret door** (twice as hard to locate) in the north wall is not part of this mechanism.

At the center of the chamber is a massive statue cast in bronze standing 16ft tall. It resembles a warrior in antique plate armor, with a sword in one hand. This is, of course, a **golem**, and it moves to attack the nearest creature one round after the room is entered. It doesn't stop until all intruders are slain or flee the room.

Golem, Bronze (Iron Golem Variant): **HD** 16; **HP** 80; **AC** 3[16]; **Atk** sword (4d10); **Move** 6; **Save** 3; **AL** N; **CL/XP** 18/3800; **Special**: +3 or better weapon to hit, immune to most magic, petrification gaze (1/3 rounds, –2 save), healed by fire.

Tactics: The golem always goes after the creature closest to it; canny characters can use this fact to their advantage. It always heads toward the closest opponent — so the characters can play cat and mouse with it indefinitely if they are smart (essentially playing tag). If several creatures are at equal distance to it, it pursues one randomly. The golem always attacks first with its gaze attack, then uses its sword on that victim if it fails its save, utterly destroying them.

Once all enemies are dispatched or leave the room, the golem moves to the column of flame and stands within it until all damage is repaired. It then moves any petrified character statues to the rubble pile and shatters them with its sword.

Development: Anyone who sits on the throne, dons the crown and holds the scepter may command the golem. It continues its attacks until so commanded, though it does not attack anyone seated on the throne and wearing the crown. No matter what commands are given, the golem cannot leave this chamber.

Treasure: The scepter and crown are nonmagical, but have been enchanted with a magical aura if checked. The crown is worth 15,000gp, and the scepter 50,000gp. They also control the golem while in this room.

Area 4-8: Yet Another Snake Room

This chamber is indeed another *darkness*-choked snake chamber (see **Level 1, Area 1-4, *Sidebox*** for details).

The walls here issue forth **20 ghoulish black mambas**. These appear much like the serpents in **Area 4-1**, but their bodies are dead with rotting holes and pits in the sides. Rather than injecting traditional venom, their bite is paralytic and acidic.

Ghoulish Black Mamba (20): **HD** 2; **HP** 12 each; **AC** 5[14]; **Atk** bite (1d8 plus paralysis); **Move** 12; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: acidic bite (ongoing 1hp damage per round after bite until wiped clean), paralysis for 3d6 turns (save avoids). (***Monstrosities*** 438)

The secret door in the west wall is a **standard secret door**; the one in the east wall is a **difficult secret door** (twice as hard to locate). Search checks to locate these suffer an additional –1 penalty unless the *darkness* is somehow dealt with.



Area 4-9: False Key Room

At the center of this chamber stands a pedestal atop a low dais. Resting upon the pedestal, on a white cushion, is a fragment of sword that looks exactly like the fourth part of the Sword Key, a piece of the blade that fits exactly with the previous three.

However, this fragment is a fake. If it should be removed from the room, it explodes in a violent burst that inflicts 12d6 points of damage to all within a 30ft radius (save for half). The false fragment reappears on its cushion 1 minute after exploding.

Area 4-10: True Key Room

This chamber looks exactly like **Area 4-9**. However, the sword fragment on the cushion here is the true fourth part of the Sword Key and can be removed without difficulty.

Area 4-11: Portal to the Final Vault

In the center of the northern wall rests an archway of faintly glowing blue metal. The archway is filled with a thin, hazy blue radiance. The chamber is otherwise empty. There is a small keyhole adjacent to the archway on the wall. It requires the fourth part of the key sword to be placed within it to activate the portal.

Once it is activated, those stepping through the archway find themselves in **Area 5-1** of **Level 5**. Once the four pieces of the Sword Key pass through, the portal on that side deactivates in 1 round, allowing no return.

Level Five: The Final Vault

This is the final level of the Hidden Tomb, as well as the final resting place of Aka Bakar. It is as deadly as it is deep, and is actually 5000ft below the earth. Aka Bakar created this place as a final insurance policy

Level Five

Difficulty Level: 15+
Entrances: Teleport from **Level 4**.
Exits: Teleport to surface (to **Area SM-5** in the **Wilderness section**).
Wandering Monsters: None.
Detections: The entire dungeon is lined with lead. Detection spells and *commune* do not function on this level.
Shielding: The entire level is shielded, and no means of magical transport such as *teleport* or *dimension door* functions. No magic allows the characters to pass through walls; however, these spells can be used normally as long as no walls/doors, etc., are breached.
Continuous Effects: No cleric spells above 2nd level can be recovered on this level.
Standard Features: Unless otherwise noted, all doors on this level are made of locked stone. All secret doors are made of locked stone. All doors are twice as hard to open and detect.



against anyone gaining the last piece of the *Sword of Air*, and this should not be taken lightly. Even in his insane stupor, the magic-user knew that to stop the frog demon, Tsathogga, from taking over the world and destroying mankind, he could not allow the sword to be found. To facilitate this goal, he imprisoned himself here along with several servitors and summoned creatures. The only way to leave is with all five parts of the Sword Key, and since four of them are elsewhere in the dungeon, the wizard intentionally trapped himself forever.

Area 5-1: Entrance and *Phase Door* to Level 4

This room contains a *phase door* to **Level 4**. The difficult secret door to the north is twice as hard to detect, and is *wizard locked*.

Area 5-2: Stars and Moons . . . and a Sword

This chamber is lavishly decorated with a great depiction of the *Sword of Air* emblazoned on the floor. Images of the cosmos are painted on the walls and ceiling. Nothing here is harmful. Anyone possessing the *False Sword of Air* from the False Tomb of Aka Bakar (**Area 23**) notices (if they ask) that the sword depicted in the images looks very different from the one in their possession.

Carefully feeling along the walls reveals that one of the stars is actually a loose piece of metal. If pried loose (easy to do), this **five-pointed star** is one of the keys that opens the *phase door* in **Area 5-5**.

Area 5-3: The Final Trap

The two doors to this chamber may only be opened one at a time. In other words, to open one, the other must be closed. The mechanism for this is two stone posts, 6in in diameter, that descend to block the doors when the opposite one is opened. These posts can be seen from outside this room (they are on the east and north sides of the doors in **Area 5-2** and **Area 5-4**).

The room itself is only 20ft square, and hundreds of small, quarter-inch diameter holes dot all four walls. Careful inspection reveals a 2ft-wide cross-shaped gap in the exact center of the room. Each hole smells a bit like bitumen and sulfur. This 2ft space runs east-west as well as north-south, crossing in the exact center of the room. Within this zone, no holes are present.

At some point in the process, both doors will have to be closed. When this occurs, 400 *magic missiles* shoot out of the holes, completely obliterating anything not standing in the cross-shaped gap in the center. The Referee can roll dice is he wishes, but any creature not in the gap takes 50+5d10 hits for 1d4+1 points of damage each. A *shield* spell, gentle reader, only protects the front of someone thus protected (reduce damage by one-quarter). An *anti-magic* shell, of course, would prevent the damage.

There is no way the trap can be disarmed, nor truly "detected," as it consists of only holes in the wall. The Referee is encouraged to not give away the gap pattern unless the walls are closely examined. Once the trap goes off, it does not reset for 36 hours.

Area 5-4: The Intimidating Black Hallway

The walls, floor and ceiling of this 60ft corridor are all jet black and extremely smooth. All have an extremely hard, glassy surface of obsidian. The door at the north end of the corridor is encrusted with numerous symbols and runes. A silver-and-wax lining around the door's edges seals it from the south.

None of this really matters, and the corridor and door are not trapped and safe.

Area 5-5: Circle Games

A red brick circle on the ground contains 4 small indentations. It is otherwise nondescript. The **secret door** to the west is simple to detect (triple normal chances).

The indentations in the circle are spaced about 6in in from the center. Each looks as though a small object might fit into it. This is another *phase door* to the final resting place and crypt of Aka Bakar. Since it allows access to another plane, it cannot be picked, *knocked* or otherwise opened unless four objects are placed therein. The indentations are shaped as follows:

- A **five-pointed star**, 2in across
- A **crescent moon**, 4in long and 1in wide
- A **sun disk**, 4in in diameter
- A **skull**, human shaped, but about the size of a mouse's skull

Should the four objects be placed in the appropriate indentations, the red bricks become misty and turn into a *phase door* that leads to **Area 5-7**. These objects could be made by the magic paints from **Level 3**, the djinni could manufacture them (required 4 djinni wishes) or found on this level.

Area 5-6: I Feel Dumber

The **secret door** into this hall way is easy to locate, as is the one at the end of the corridor. The problem is that the corridor leads nowhere, and the door at the end is *cursed*. The false door cannot be opened by any means (it is not even really a door). For every minute spent in this hall, a character loses 1 point of Intelligence. Lost Intelligence is restored at a rate of 1 point per week. Anyone reaching 2 or less starts drooling, at 1 he loses the ability to speak at all, and at 0 he passes out in a coma. This is a problem if the characters all remain in the hall — they simply never wake up, and eventually die of thirst.

The **false door** itself is an elaborate device. It has two dozen small buttons, a dial with the numbers 1–24 on it, and several inscriptions. The inscriptions read:

- *"Moon"*
- *"Star"*
- *"Sun"*
- *"Sky"*

This last should be a clue that this is not the correct door. It is, after all, not a skull. All of the buttons and dials move easily — they just don't do anything.

Area 5-7: The Sword in the Stone

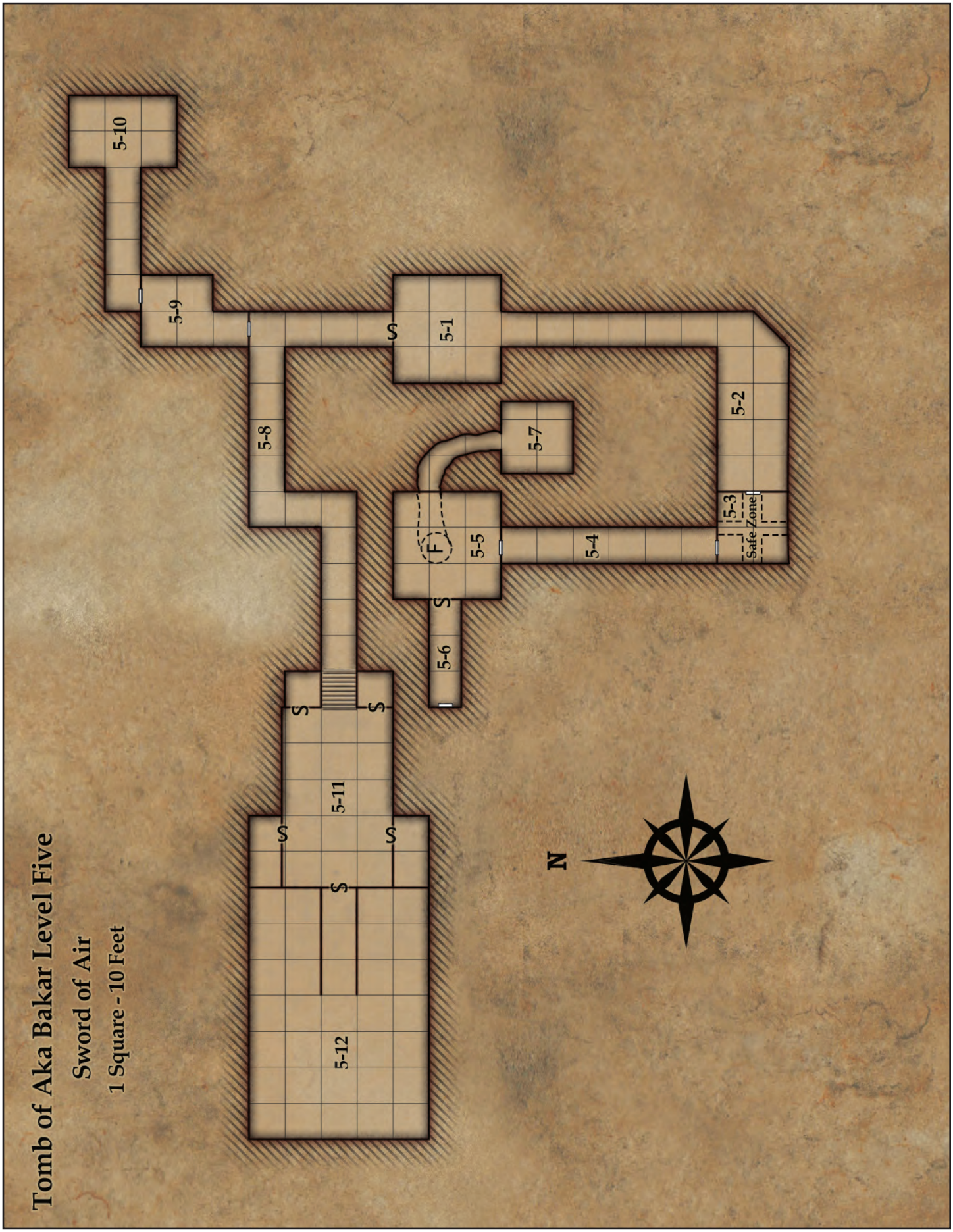
If the four objects (star, moon, sun and skull) are placed in the red circle, mists and haze form, and a *phase door* appears that leads to this room. This room itself is not inside the dungeon at all. It is in fact located outside in the wilderness within the **Black Pyramid** (at **Area SM-5**).

The room itself is a 20ft-square box, with no apparent entrances or exits (once the *phase door* fades in 20 minutes). Any trapped within are doomed unless they exit through the *phase door* or solve the final puzzle.

In the center of the room is a stone table with several interesting objects on it:

- A *staff of power*
- A *ring of spell storing, magic-user* (currently empty)
- An *iron flask* (**Appendix**) that appears as an ivory, lidded bottle heavily engraved with flowers and plants. If opened, a **marilith demon (Category V)** appears and attacks.
- Four canopic jars containing in the liver, heart, lungs and brain of Aka Bakar. The jars are worth 5000gp each and are carved of pure jade.
- A grinning skull encrusted with 9 large diamond teeth (5000gp each), two huge ruby eyes (12,000gp each), and a huge sapphire (20,000gp) in the nose socket. This looks an awful lot like a demi lich — but is in fact just a dead skull. Tucked into the mouth of the skull is the final piece of the *Sword Key*.
- A *deck of many things*

Demon, Marilith (Category V): HD 7; **HP** 47; **AC** 7[12]; **Atk**


Tomb of Aka Bakar Level Five
Sword of Air
1 Square - 10 Feet
5-10
5-9
5-1
5-8
5-7
5-2
5-3
Safe Zone
F
5-5
5-4
5-6
5-11
5-12
N

6 weapons (1d8), tail (1d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 13/2,300; **Special**: +1 or better weapon to hit, immune to fire, magic resistance (80%), magical abilities.

Magical Abilities: at will—*charm person*, *levitate*, *polymorph self*; 1/day—*gate* 50% (roll 1d12; [1–3] I, [4–6] II, [7–8] III, [9–10] IV, [11] VI, [12] demon lord or prince).

If the demon is summoned, it attacks to the best of its ability within the chamber — finding out immediately that *teleport* does not function in this room due to the lead lining and magic of the pyramid. Should the party brazenly take the final *Sword Key* part, nothing happens — but remember, no divination spells work here.

Careful inspection of the stone table reveals that the top is removable. Beneath the tabletop is a sword-shaped trough in the stone block below. The *Sword Key* (all 5 parts) fit perfectly into the trough. Should the pieces be placed inside, a brilliant flash of light occurs (save or be blinded permanently), and the stone block shatters, revealing the true *Sword of Air*. At the same time, a giant stone block slides aside from the pyramid, allowing the party to exit to **Area SM-5** in the wilderness.

Sword of Air

The *Sword of Air* is a *+6 two-handed sword* that acts as a *censer of controlling air elementals*. The wielder is immune to any type of gas. The sword communicates with its wielder via *telepathy*.

Minor abilities: 1/day—*fly*, *telekinesis* (100 lbs.), *wind walk*.
Primary powers: 2/day—summon 16HD air elemental, *prismatic sphere*.

Using a primary power automatically causes a whirlwind (as a djinni) and destroys holy water and potions within 10ft. Using a primary power also causes the wielder's alignment to move one step closer to Chaotic (no save) and he becomes extremely egotistical. In fact, he begins to believe he is a god, and anyone failing to placate this belief forces the wielder to make a save or attack the blasphemer.

The *Sword of Air* is an evil corrupting weapon forged from the bog iron of Tartarus by Tsathogga himself thousands of years ago. The weapon was specifically made to slay the god Arden and is heavily enchanted (x6 damage) against him (or his body parts) and his followers. The sword itself is a two-handed affair with a long and strangely thin blade of light blue metal. The blade itself seems impossibly thin — almost two-dimensional and nearly invisible when viewed from the side.

The sword is an unholy power and seeks to control anyone who wields it.

Upon first grasping the sword, the bearer must make a saving throw, with a –2 penalty for Neutral characters and a –4 penalty for Chaotic characters. The sword possesses anyone who fails the save. Only a *wish* or the equivalent can reverse this process. The risk of possession can be avoided if a Lawful cleric or paladin wraps and carries the sword without attempting to use it (except in the Hazed Canyons, see below).

Anyone possessed is controlled by the sword forever and seeks to fulfill its purpose. The sword can be treated (essentially) as the "one ring" of Tolkien fame for purposes of this effect.

Of course, this sword has only one purpose: ***to destroy the Heart of Arden in the lead mine beneath the ruined City of Tsen.*** If this is done, the minions of Tsathogga, including the tarrasque, are released upon the world (see **Chapter 8**).

Taking the sword into the Hazed Canyon causes it to jump into overdrive in terms of self-preservation. It gets one attempt per person carrying it (wrapped or wielded) to control the individual and cause him to grasp and use the sword against his companions (or to simply run away and head for the desert). This save is the same as if the individual was wielding the sword. Once the save is made, the sword cannot further affect the individual unless he uses the sword as a weapon or activates its powers.

The sword may be destroyed by (1) destroying the *Heart of Arden* beneath the **Ruined City of Tsen** or (2) by feeding it to the Beast of Tannesh in the **Hazed Canyon**.

Referee Note: *The only remaining trick is to figure out how to get the Beast of Tannesh to eat the sword. One group stuck it in a dead sheep and tossed the animal at the beast while running away!*

Area 5-8: The Long History

This long corridor is decorated with images depicting the true life story of Aka Bakar, including slaying his family, going into exile, creating this dungeon complex, and imprisoning the *Sword of Air* in the black pyramid. Only give details if specifically asked. The players would be served well by examining these images closely. Each 5ft section (both sides) shows a scene in his life. It has the following scenes:

- Learning to be a wizard, as an apprentice to Alycthron the Dragon Lord. Worshipping the goddess Hecate and gaining great magical powers.
- Aka Bakar's rise to power, including his marriage, the birth of each of his daughters, and the construction of his tower. Great detail is spent on his days teaching his daughters magic.
- The story of him finding the *Sword of Air* deep in the lair of a gold dragon (including the battle where he slew the beast).
- Wielding the sword, and the power it brought him as he summoned huge elemental forces and destroyed rivals. (After this panel, the mural takes a turn for the dark.)
- Slaying his family in a dark rage. After this it shows him destroying his tower and falling into despair.
- Going into the desert to repent (so he believed … he was really under the control of the sword).
- Triumphing over the sword, wrapping it in a case of some sort (lead), and leaving the desert. The goddess Hecate is seen as his adviser/rescuer at this point.
- Shattering the sword into parts and placing those parts into some sort of stone coffin/case.
- Building this underground dungeon and having air-elemental slaves and djinn carrying the stone coffin holding the sword. The end of these panels shows Aka Bakar slaying all the servitors.
- Building a black, stone pyramid outside the tomb.
- Drinking a potion and becoming a lich. Scattering the pieces of the sword and walking through a green, misty door into another plane (this is false — he *FAILED* to become a lich).

Area 5-9: Ghostbusters

This room smells of strange fungus and mold. Upon inspection, it appears to be coated floor to ceiling with bizarre purple-and-green mold and fungus.

Now the characters should be asking: How does mold and fungus grow so far below the earth with nothing to grow on and eat? It does not, of course. This illusion was set up to protect the tomb in **Area 5-10**. Nothing in the room is harmful, although the large wall of greenish slime on the north wall is quite unnerving.

Area 5-10: Hell Hath No Fury

This room houses the combined spirits of Aka Bakar's wife, Rekki, and two of his daughters, Alyx and Alana. So foul was their murder that they rose as one terrible spirit of hate and terror. The creature they became is known as a **Queen Banshee**. This creature is a mixed-up, schizophrenic version of his wife and the girls. Its hatred of all life and all light knows no bounds. The creature appears as a three-faced woman with each head breaking into screams once per round in succession (it screams once every round).

Tactics: The three-headed monster uses its scream every round for the



first 9 rounds of combat. It uses its incorporeal abilities to avoid combat and to hide within the walls and the tables, poking its heads out of random places to scream. At the end of 9 rounds, the creature becomes enraged and attacks physically.

The room itself is 20ft by 30ft, and beautiful carvings and runes adorn the walls. Three small stone tables house three skeletons of female forms (sacrifice victims — Aka Bakar sought to raise his family by some obscene ritual and failed, only bringing their tortured spirits here).

All the finery is old and rotten, and the tables are stained with long-dried blood. On the center body is a small, metal amulet of a **crescent moon**. This is one of the keys to the *phase door* in **Area 5-5**.

The creature's visage indicates it is most decidedly in pain, and has a piteous, sad look. That pity is short lived, for the combined soul beast has no intention other than slaughter.

Queen Banshee, 3-headed: **HD** 14; **HP** 91; **AC** 0[19]; **Atk** claw (1d8 plus level drain); **Move** (fly 12); **Save** 3; **AL** C; **CL/XP** 22/5000; **Special**: +1 or better weapon to hit, crate spawn, immune to enchantments, magic resistance (65%), death wail (1/round, –4 penalty to save). (***The Tomb of Horrors 4*** 16)

Area 5-11: Snakes of Iron

Characters descending the staircase to this area find themselves plunged into the ebon *darkness* of another of the tomb's snake chambers (see ***Sidebar***, **Level 1, Area 1-4**).

In this case, however, there are no mundane snakes. Instead, **36 iron cobras** lurk in the *darkness*. These constructs attack all who enter here, but are programmed to stay in the *darkness* area, and do not pursue characters out of it.

Mechanism, Iron Cobra (36): **HD** 3; **HP** 20 each; **AC** 1[18]; **Atk** bite (1d4 plus poison); **Move** 9; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: lethal poison (3 doses). (***Monstrosities*** 323)

The four extra secret doors in this room are merely time-wasters. Each is trapped with a *symbol of fear* on the inside wall. The **secret door** to **Area 5-12** is *wizard locked*.

One of the snakes has an extremely tiny, human-shaped skull head. This is the **skull key** for the *phase door* in **Area 5-5**.

Area 5-12: Fire and Brimstone

Beyond the locked secret door is a 30ft corridor leading to a large room. The room smells of fire and brimstone, and houses the toughest guardian Aka Bakar could summon and bind. The room itself appears to be empty except for two large braziers of coals in the far western side of the room. The braziers are 5ft in diameter and look to be filled with red-hot coals.

Above the braziers float two wisps of smoke that swirl in tandem in an eerily rhythmic manner. This is all a distraction.

Two rounds after the secret door entrance is opened, a **balor demon** and his **2 chaaor** servitors attack. All are *invisible* until they attack.

Tactics: The balor, realizing his summoning ability will not work here, uses his whip to entangle and drag characters to him. Both chaaor roar in the first round of combat, then drop *darkness* spells on the corridor to **Area 5-11** and charge in to attack. The balor likewise seeks to immolate all in range and attack with sword.

The demons have no treasure; however, the balor wears a small stone token in the shape of a sun on a steel chain around his neck. This **sun token** is the final piece required to open the *phase door* in **Area 5-5**.

Demon, Baalroch (Balor) (Category VI): **HD** 10; **HP** 60; **AC** 2[17]; **Atk** sword (1d12+2) and whip (entangle and pull); **Move** 6 (fly 15); **Save** 5; **AL** C; **CL/XP** 17/3500; **Special**: +1 or better weapon to hit, magic resistance (75%), surrounded by flame (5ft, 3d6 damage), unaffected by spells from casters lower than 6th level.

Demon, Chaaor (Beast Demon) (2): **HD** 11; **HP** 79, 81; **AC** 1[19]; **Atk** 2 claws (1d8+3) and bite (2d6+3); **Move** 12; **Save** 4; **AL** C; **CL/XP** 15/2900; **Special:** +1 or better weapon to hit, immune to electricity and poison, magical abilities, rend (if both claws, rips flesh for 2d8 damage), resists cold, fire and acid, roar (3/day, 60ft range, 3d6 damage, save half). (***The Tome of Horrors Complete*** 137)

Magical Abilities: at will—*darkness 15ft radius*, *teleport*.

Chapter 7: The Wasteland of Tsen

The ruins of Tsen and its surroundings are a forsaken place. What once was a lush, green land full of forests, farmlands and inhabitants is now a dead zone of sand, strange plants and lots of things with tentacles. Once a city of 500,000 souls, the ruined city now consists of rubble and glass. The stones themselves appear melted by some god-like fire.

The city of Tsen was founded early in the days of the Hyperborean Empire among the peaks of the Piedmont Highlands. It was seen as a crown jewel on the long road between Boros and the heart of the empire at Curgantium. Like Castorhage, it was envisioned as a center of learning; like Tircople and St. Harul's hold, it was envisioned as a center of faith. Its strategic placement where the road to the East met the road to the South near the regional capital Apothasalos ensured that it grew quickly — in fact, quickly outgrowing the nearby city. And as it grew so too did its reputation for advancements in learning in the fields of science, scholarship, and religious philosophy. So massive did it grow, and so great was its reputation that it became known as the City of Wonders and in some circles, the new Curgantium. Talk was even heard of moving the Imperial Capital to the City of Wonders nestled among the Piedmont hills.

For 800 years Tsen stood as a shining jewel in the crown of Hyperborea. Then came the Day of Tribulation some 2000 years ago, when a terrible force destroyed the city. It is said that the gods became displeased with the inhabitants, that they had become blasphemous and rebellious, false in their beliefs or that the sages and mystics of the city had extended themselves too far in their research into science and magic. Whatever the true cause, like Sodom, fire falling from the skies in a single night obliterated the city. Some few surviving witnesses described a "white-feathered serpent flying up from the sea" before the devastation, but whether this was a true phenomenon or merely exaggeration and the garbled retelling of rumor is unknown. Regardless, the fire left the city a dead hulk of itself, completely uninhabitable — as if cursed forever. Even the land and water in the basin region around the city were left poisoned and barren.



Strange creatures began to thrive there, and the civilization was lost. While the whole is primarily a desert, there are vestiges of trees, plants, and other non-desert areas isolated within it. The remaining non-desert areas stand out because the bulk of the wasteland consists mainly of sand and stone.

So dangerous is the region that no one, not even the bravest of adventurers, ever goes to Tsen.

The area surrounding the city (call the city ground zero) is known as the Burning Wastes, and is divided into five concentric circles (unmarked, for the Referee's use only). These circles are set at a series of distances away from the dead city. Why you ask? Well, as the ground, the water and even the air are poisonous, it is imperative that the Referee track how long the characters spend in each zone. The farther away from ground zero, the safer the zone.

This area is treated as a hostile atmosphere, and each circle zone has the following effects:

• **Zone 1**: Plants and animals are normal, but sickly and sparse. Trees are withered, but still grow. Lifespans within this zone are halved, but life does exist. No game effect is present, and food and water resources are potable.

• **Zone 2**: Few plants and animals, and only of the hardiest breeds live here. All creatures have a 25% chance of some beneficial mutation (see **Mutations** below). Anything from outside the zone (including characters, mounts and pets) takes 1d4 points of damage (save allowed) per week in this zone.

• **Zone 3**: Only mutated plants and animals live in this zone. Anything "normal" appears different (e.g. six legs instead of four, hairless, etc., unless it is an insect). All creatures living here have a 75% chance of some beneficial mutation (see **Mutations** below). Anything from outside the zone (including characters, mounts and pets) takes 1d6 points of damage (save at –1) per day in this zone. On a damage roll of 6, a further save with +2 bonus must be made to avoid a random mutation effect.

•**Zone 4**: Only strange, heavily mutated creatures exist. Even insects have mutations here. All creatures living here have 1d4 beneficial mutations (see **Mutations** below). Anything from outside the zone (including characters, mounts and pets) takes 1d8 points of damage (save at –2) per hour in this zone. On a damage roll of 6-8, a further save must be made to avoid a random mutation effect.

• **Zone 5 (Ground Zero)**: Nothing living can exist here for long. Simply staying here for one day causes a random mutation (good or bad) to affect living creatures (few things can live here for a day). Anything from outside the zone (including characters, mounts and pets) takes 1d10 points of damage (save at –3) per 10 minutes spent in this zone. The exception to this is the **Lead Mine (Chapter 8)**, which shields all creatures from the poisonous surroundings. On a damage roll of 6-10, a further save at –2 must be made to avoid a random mutation effect.

Mutations

The very air that one breathes in this wasteland can create horrible and permanent effects on any creatures. Zones 4 and 5 can cause mutations to any living creature exposed for too long. The Referee is encouraged to add or subtract to this list as appropriate. Most mutations (90%) are **bad things**; however, the remaining 10% could create a beneficial result (**good things**). Indigenous creatures and plants always have good mutations. Tables are presented below for each. The Referee, however, should improvise these based on his or her desires. Note that monsters encountered usually have "good mutations," else they would have already perished.

These mutations can be visible or not — some just affect the cellular structure of a creature, while others actually change its appearance. In undefined cases (e.g. lose charisma), the Referee is encouraged to improvise. For example, charisma loss could involve the loss of one's hair, the growth of a third ear, or a change in skin color. Losses of strength could likewise involve shriveling of muscles, while the loss of dexterity could fuse bone or cartilage.

Other mutations are defined. For example, if a character's mouth grows tentacles, the effect is pre-determined. Frankly, any character subject to a mutation probably dies from hit-point loss anyway, and any player foolish enough to stay in Zones 4 or 5 for extended periods of time deserves whatever happens to their character. Old school Referees could consult the tables from a copy of ***Gamma World*** if they desire.

How the Referee implements mutations is up to him (yes Jillian, or her). Several ideas are presented below. The Referee is free to use the in-game effects table presented, or devise new mutations as desired. The main goal here is to emphasize two things:

• Most mutations are bad (90% of the time).

• The characters should not unduly benefit from becoming mutated "chaos things." Sure, they might get lucky, but striving to grow that extra wing could and should be fatal.

Table 1: Examples of Standard Mutations

Roll d100	Standard Mutation
1	Arm turns into ooze
2	Arm grows 1d10+3 inches
3	Arms grow 1d3ft
4	Arms shrink (50% half size, 50% you're a T-rex)
5	Blood changes to acid
6	Body becomes spongy
7	Body odor changes and increases (flower, wolf, burning leaves, etc.)
8	Ears like a bat
9	Ears like a donkey
10	Exhalations are black air, like smoke
11	Extra ant legs from side of torso
12	Extra eyes
13	Extra finger (1–2: hands; 3–4: face; 5–6 feet)
14	Extra head
15	Extra nose (1–2: back of head; 3–4: front of head; 5: chest; 6: back)
16	Extra pair of thumbs (1–2: hands; 3–4: face; 5–6: feet)
17	Eye color changes to black
18	Eye color changes to red
19	Eyes grow in back of head
20	Eyeballs bulge prominently
21	Eyes covered by transparent membranes
22	Eyes triple in size
23	Eyes turn faceted like an insect's
24	Face forms into a snout
25	Facial hair grows as little tentacles
26	Facial hair grows
27	Feathers grow
28	Feet become webbed
29	Feet grow
30	Feet turn into hooves
31	Feet or hands produce sticky sap/pus/glue
32	Fingernails grow rapidly and regenerate
33	Fish scales grow on body
34	Flatulence occurs in direct sunlight

Table 1: Examples of Standard Mutations, Continued

Roll d100	Standard Mutation
35	Floppy ears like a dog
36	Fungi grow on skin in many lovely colors and shapes
37	Grows 1d10 small, blue tentacles in a line down back
38	Grows 1d100 small spines on back
39	Grows 1d3 bat wings
40	Grows 1d3 big tentacles at the shoulder (5% chance that they have smaller tentacles on them)
41	Grows 1d3 bird wings
42	Grows 1d3 bug wings
43	Grows 1d3 small, purple tentacles in ruffle around neck
44	Grows 1d3 1ft-long spines on back
45	Grows a beetle shell
46	Grows a mane like a horse
47	Grows a tail like a horse
48	Grows antennae
49	Grows bird tail (10% chance for 2)
50	Grows chitin skin
51	Grows claws on end of fingers
52	Grows claws on end of toes
53	Grows dog tail (10% chance for 2)
54	Grows flared, colorful, pulsing gills at sides of neck
55	Grows fur (1: black; 2: brown; 3: red; 4: striped; 5: spotted; 6: paisley)
56	Grows gills (subtle)
57	Grows horns
58	Grows new face on back of head
59	Grows new face in stomach
60	Grows a horn in center of forehead
61	Grows a rat tail (10% chance for 2)
62	Grows a rattle like rattlesnake
63	Grows stinger on hand, forehead or foot
64	Hair grows
65	Hair turns into dreadlocks
66	Hands grow
67	Hands turn into pincers
68	Head doubles in size
69	Head turns discernibly conical
70	Legs grow 1d10+2 inches
71	Legs shrink
72	New arm grows
73	New elbow in arm
74	New extra knee in leg
75	New eyes (1d6, roll location for each): 1–2: back of head; 3–4: front of head; 5: chest; 6: back
76	New eyestalk
77	New fleshy trumpetlike defecation apparatus (1–2: back of head; 3–4: front of head; 5: chest; 6: back)
78	New fleshy trumpetlike speaking apparatus (1–2: back of head; 3–4: front of head; 5: chest; 6: back)
79	New orifice for expelling squid ink
80	Nose length changes
81	Prone to becoming fat from drinking potions (gains 10 lbs. per potion)
82	Reproductive system changes to egg-laying (or to mammalian if already egg-laying)
83	Second mouth in back of head
84	Skin becomes like bark
85	Skin becomes chameleonic
86	Skins becomes wrinkled
87	Skin changes color and stays that way
88	Skin changes color 1 time per day
89	Skin gains a diamond pattern
90	Sneeze when stressed
91	Teeth grow like a hippo
92	Teeth grow like a wolf
93	Thorny skin
94	Toes grow 1d10 inches
95	Tongue becomes forked
96	Tongue grows 1d6+1 inches
97	Trumpetlike secondary breathing apparatuses grow from sides of head
98	Warts on arms (10% chance they spread to face)
99	You photosynthesize
00	Sunlight hurts you

Bad Things (Mutations)

Roll d100	Bad Mutation Game Effect
01–05	Permanent loss of 1d3 strength
06–10	Permanent loss of 1d3 dexterity
11–15	Permanent loss of 1d3 charisma
16–20	Permanent loss of 1d6 strength
21–25	Permanent loss of 1d6 dexterity
26–30	Permanent loss of 1d6 charisma
31–35	Dizziness/vertigo
36–40	Fatigue
41–45	Cold sensitivity
46–50	Heat sensitivity
51–55	Depressed metabolism
56–60	Increased metabolism
61–65	Debilitating disease
66–70	Daylight sensitivity
71–75	Hemophilia
76–95	Fatal disease
96–98	Roll 2 times on this table
99	Insanity
00	Roll 3 times on this table

Game effects associated with "Bad Things" are described below:

• **Loss of Ability Scores**: These could be associated with permanent scarring, hair loss, muscle damage or a crippling injury. This could include the addition of a new (but non-functional) appendage (arm, ear, eye, etc.). Losses caused by mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Dizziness/Vertigo**: Creates a game effect of causing a permanent –4 to hit. A period of stress or using one's ability to balance (or even standing up quickly) requires a save to avoid collapsing to the ground for 1d3 rounds (and becoming helpless). This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Fatigue**: Just what it implies. Anyone suffering from this mutation requires 1.5 times as much sleep, and tires rapidly during any strenuous activity. Movement rates are half normal, and while in combat or similar activity, the characters must save each round (at a cumulative –1 penalty) or receive a cumulative –1 penalty on all rolls until rested for two rounds per –1 penalty incurred. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Cold Sensitivity**: This could result from a loss of body fat or something as simple as a change in skin texture, color or thickness. Anyone affected by this mutation suffers a –4 penalty on all saves vs. cold and cold-related effects, and takes double damage from all of these effects. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Heat Sensitivity**: This could be caused by gained body fat or something as simple as a change in skin texture, color or thickness. Anyone affected by this mutation suffers a –4 penalty on all saves vs. heat and fire-related effects, and takes double damage from all of these effects. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Depressed Metabolism**: Causes the character to move at half speed, heal (naturally) at half rate and adds a –2 penalty to all initiative checks. It has the benefit of decreasing the required amount of food (not water)





intake by half. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Increased Metabolism**: Causes the character to sleep half as frequently, heal (naturally) at a double rate and adds a +2 bonus to all initiative checks. It doubles the required daily amount of food (not water), and causes bleeding at twice the normal rate (if at –1 or fewer hit points). This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Debilitating Disease**: This chronic, permanent disease decreases the creature's lifespan and causes temporary bouts of sickness that recur over and over. Each week, the character must save or be affected for 3d6 days. While affected, the character moves at half speed and takes a –4 penalty on all rolls. Each bout of sickness has a 5% chance of killing the character. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Daylight Sensitivity**: The affected individual behaves like a goblin in sunlight (–1 on all rolls) and sunburns easily.

• **Hemophilia**: Characters with this mutation suffer extreme bleeding and never stabilize if reduced to negative hit points. They take extra 1d3 points of damage from all wounds. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Fatal Diseases**: Treat as *mummy rot*, with a gestation time of days instead of hours. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

• **Insanity**: The character becomes helpless unless the Referee wishes to use some other in-game effect at his discretion. This mutation can only be reversed by a *restoration*, *limited wish*, or a *wish* spell.

Good Things (Mutations)

Roll d100	Good Mutation Game Effect
01–05	Permanently gain 1 strength
06–10	Permanently gain 1 dexterity
11–15	Permanently gain 1 constitution
16–20	Permanently gain 1d3 strength
21–25	Permanently gain 1d3 dexterity
26–30	Permanently gain 1d3 charisma
31–35	Hardened skin
36–40	Resistance to area effects
41–45	See in the dark
46–50	Extra arm (functional)
51–55	Extra leg (functional)
56–60	Extra eye/ear
61–65	Tentacles
66–70	Immunity to area effects
71–75	Cold Resistance
76–95	Heat Resistance
96–98	Roll 2 times on this table
99	"I feel good"
00	Roll 3 times on this table


The Zones of Tsen
1 square = 10 miles
N
Tsen
Zone 1
Zone 2
Zone 3
Zone 4
Zone 5
Barrier Hills
Barrier Hills Pass
Burning Wastes
BW 1
BW 2
BW 3
BW 4
BW 5
BW 6
BW 7
BW 8
BW 9
BW 10
BW 11
BW 12
BW 13
BW 14
BW 15
BW 16
BW 17
BW 18
BW 19
BW 20
BW 21
BW 22
BW 23 - 36
BW 37
BW 38
BW 39
BW 40
BW 41
BW 42

Game effects associated with "Good Things" are described below:

• **Gain of Characteristics**: These are associated with positive health effects — e.g. increased musculature, speed or other factors. The Referee could have the character "hulk out" or gain some "Spidey sense."

• **Hardened Skin**: Grants a –1[+1] AC bonus and has a 10% chance of granting a –2[+2] bonus.

• **Resistance to Area Effects**: Grants a +4 bonus on all saves to resist the effects of the Burning Wastes. All zones are treated as one lower zone for purposes of effects on the character.

• **Cold Resistance**: Grants the character a +4 save bonus to all cold and cold-based effects, and all damage from this source type is halved.

• **Heat Resistance**: Grants the character a +4 save bonus to all heat and fire-based effects, and all damage from this source type is halved.

• **See in the Dark**: The character can see in the dark. The downside is that the individual's eyes glow a strange greenish color that can be seen by others.

• **Extra Arm (functional)**: The character sprouts a new arm that grows to normal size over a period of 1d12 months. Once grown, this arm allows the character to wield a third item in combat (grants an extra attack or other benefit) but causes a –2 penalty to charisma.

• **Extra Leg (functional)**: The character sprouts a new leg that grows to normal size over a period of 1d12 months. Once grown, this leg allows the character to move one-quarter faster, and improves balance but causes a –2 penalty to charisma.

• **Extra Eye/Ear**: The character gains a +1 to all surprise rolls, but suffers a –2 penalty to charisma.

• **Tentacles**: This can have many different effects. Why tentacles? Because I like them. In any case, the Referee should apply a –4 charisma penalty to this, but the tentacles in this case are functional. They can be treated as an extra arm or have some other game effect as desired.

• **Immunity to Area Effects**: Grants the character a +8 bonus to all saves to resist the effects of the Burning Wastes. All zones are treated as two zones lower for purposes of effects on the player character.

• **I Feel Good!**: Can have just about any effect on the character that the Referee wishes. Examples include psionic mutations, across the board trait gains, development of special powers (eye rays, elastic body, etc.), or other things. The Referee should be careful not to allow the character to become a superhero, at least without major consequences.

The Burning Wastes Encounters

The wilderness encounters for this area are not set, per se, with a few exceptions. The Referee can roll them randomly, or place them as desired. The only fixed encounters are associated with major geographical features such as the **Dead Lake** (**Area BW-41**) or the **Lead Mine** (**Chapter 8**). Likewise, when a result of "Something Icky from the Burning Wastes" is rolled on an encounter from the **Chapter 2** encounter tables, the Referee can select one at random from here. While the Desolation of Tsar does not have identical effects to the Burning Wastes, they have their own chaos-inducing effects, so an encounter selection from this table is not inappropriate. It is suggested that transient creatures appearing elsewhere by chance be from Zones 1 through 3. Few wandering monsters are found in this area; those that exist, however, are quite nasty. Each area is detailed below by zone, with special sections for the **Dead Lake** (**Area BW-41**) and the **Lead Mine** (**Chapter 8**).

Zone 1: The Outskirts of the Burning Wastes

This zone contains relatively normal, if stunted trees and shrubs. Hardy animals, such as rodents and insects are normal. Less "tough" critters such as deer, sheep and goats tend to be more affected by the taint from the wasteland. Foraging for food is at half normal chances, and while somewhat poisoned, it remains edible (and water is potable).

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

d100	Encounter
01–50	**1d6 common animals**, non-aggressive (25% mutated)
51–70	**1d6 common animals**, aggressive (25% mutated)
71–75	**2d10+6 humanoids** (25% mutated)
76–80	Use **Zone 2** encounters
81–85	**1d6 giant common animal**, non-aggressive (25% mutated)
86–90	**1d6 giant or dire species of a common, aggressive animal** (25% mutated)
91–96	**Giant insects** (25% mutated)
97–98	Use **Zone 3** encounters
99	Monster (Referee's choice, although **aberrations** are common here)
00	Use **Zone 4** encounters

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. Mutations can vary widely, but are always beneficial. (See the set piece encounters below for examples.)

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. (See the set piece encounters below for examples.)

Humanoid: This encounter is with a group of humanoids (10% **goblins**, 20% **hobgoblins**, 40% **orcs**, 30% **gnolls**). This is a warband, numbering 2d10+6 individuals. Mutations can vary widely, but are always beneficial. (See the set piece encounters below for examples.)

Zone 2 Encounter: See **Zone 2** for these.

Giant Animals (both): This is the same as for regular animals, except with giant-sized versions of them.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range.

Zone 3 Encounter: See **Zone 3** for these.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

Zone 4 Encounter: See **Zone 4** for these. Something wicked this way comes.

Ant, Giant Worker: **HD** 2; **AC** 3[16]; **Atk** bite (1d6); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Ant, Giant Warrior: **HD** 3; **AC** 3[16]; **Atk** bite (1d6 plus poison); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: poison 2d6 (save for 1d4 only).

Badger: **HD** 1d4 hp; **AC** 9[10]; **Atk** 2 claws (1), bite (1d2); **Move** 6; **Save** 18; **AL** N; **CL/XP** A/5; **Special**: none.

Bear, Black: **HD** 4+1; **AC** 7[12]; **Atk** 2 claws (1d3), bite (1d6); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: hug (if both claws hit, additional 1d8 damage).

Badger, Giant: **HD** 3; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d6); **Move** 6; **Save** 14; **AL** N; **CL/XP** 3/60; **Special**: none.

Beetle, Giant Blister: **HD** 2; AC 8[11]; **Atk** bite (1d6); **Move** 15; **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: blister spray, immune to poison. (***The Tome of Horrors Complete*** 51)

Beetle, Giant Death Watch: **HD** 9; **AC** 2[17]; **Atk** bite (1d8); **Move** 12; **Save** 6; **AL** N; **CL/XP** 11/1700; **Special**: death rattle, immune to death spells, surprise on a 1-4 on 1d6. (***The Tome of Horrors Complete*** 52)

Dragonfly, Giant: **HD** 7; **AC** 2[17]; **Atk** bite (1d8); **Move** 9 (fly 30); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: none. (***The Tome of Horrors Complete*** 209)

Hornet, Giant: **HD** 7; **AC** 4[15]; **Atk** bite (1d3) or sting (1d4 plus poison); **Move** 1 (fly 24); **Save** 9; **AL** N; **CL/XP** 8/800; **Special**: poison, pheromone. (***The Tome of Horrors Complete*** 326)

Horsefly, Giant: **HD** 4; **AC** 7[12]; **Atk** bite (1d6 plus blood drain); **Move** 3 (fly 15); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: blood drain (bite causes 1d4 damage per round until dislodged).

Gnoll: **HD** 2; **AC** 5[14]; **Atk** bite (2d4) or polearm (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special**: none.

Goblin: **HD** 1d6 hp; **AC** 6[13]; **Atk** short sword (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special**: –1 to hit in sunlight.

Hobgoblin: **HD** 1+1; **AC** 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Mosquito, Giant: **HD** 1d4hp; **AC** 6[13]; **Atk** bite (1 plus blood drain); **Move** 6 (fly 15); **Save** 13; **AL** N; **CL/XP** B/10; **Special**: blood drain (automatic 1d4 damage for 1d6 rounds). (***The Tome of Horrors Complete*** 389)

Orc: **HD** 1; **AC** 6[13]; **Atk** spear (1d6) or scimitar (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: none.

Wolf: **HD** 2+2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: none.

Area BW-1: Prairie Dog Town

Note: This incident should be used as the group is traveling to set sort of a baseline of normalcy against which later incidents can be compared.

The characters come across a prairie dog town. (To be a little more mysterious, the animals could be described as ground-dwelling rodents, a lot like gophers, though a bit longer and not as plump.) The animals are yellowish-brown, and when one is still it is very difficult to see it among the dry grasses that surround their burrows. Most should be moving around at once, bringing back grass seeds and other bits of food. A few sit upright at the entrances to their burrows, keeping watch for predators. Travelling through the colony risks injuring any horses with all those holes to step into, so taking a short detour around it would probably be better. That way the characters could also avoid alarming the creatures. It should be a surprise to them, then, when some of the animals on guard yip loudly, and all of the prairie dogs dive into their holes, frightened by a diving hawk. The hawk grabs a slow animal and makes off with it into the sky. The prairie dog squeals shrilly until the hawk's screech drowns it out. The incident should be slightly disturbing for the players. If the adventurers travel through several days of open terrain, they could encounter more than one of these colonies in the first days of travel, but none closer to the mountains.

Area BW-2: Trail with Guard Tower

One mountain trail passing east through the Barrier Hills is rumored to be the best way to cross into the valley. This seems to be confirmed by an ancient guard tower whose remains still stand near the top of the pass. Although no evidence remains of the paved road that ran through the pass in the days of the city, the ruined tower suggests the pass was probably the primary route into the city from that direction. After traveling through the pass, a group comes out at a high point overlooking the valley. The first view of the ruined city spread out in the distance is breathtaking. It has a core of hard stone and straight lines miles across, set into a tangle of forest and clear patches that is itself several miles wide. No one can pick out details with unaided vision, but the sheer size makes an impression; it was obviously several times the size of any modern city. Then, as dusk falls, the unnatural green glow that's been appearing behind the mountains is right there in the center of the valley. The garish green is brightest in the city center, but the entire city has some glow, as do parts of the valley. The weird light does not provide as much visibility as even pale moonlight, and it is possible to shut it out or hide from it in dark enough places. But in general, the glow can be seen from dusk to dawn throughout the valley.

Before the characters can get a great view, they must deal with the guards in the tower. Guarding the mountain pass are **10 extremely brave hobgoblins**, led by an **ogre mage**. One of the hobgoblins has a mutation: He has a single eyestalk protruding from the back of his neck that can shoot a *fear ray* once per 5 rounds (save or affected by a *fear* spell). On top of the tower is a ballista that the hobgoblins use to shoot at anyone traveling through the pass. The ballista can be fired once every 6 rounds and does 6d6 points of damage. Once a ballista shot is fired (whether or not it kills anyone), the group demands 500gp to allow the party to pass in peace. Failure to pay nets a hail of missile fire. The hobgoblins have piled 20 large rocks to drop on anyone scaling the tower walls or attempting to break down the front door (rocks do 2d6 points of damage and are considered grenade-like missiles, and ignore armor).

If the tower is invaded by fliers, climbers or by bashing down the door, it is found to be a three-story building, 60ft in diameter, with a wooden staircase connecting the levels. The hobgoblins live on the ground floor in spartan, but functional bedding. The ogre mage lives on the second floor, and the ballista is on the final (top) floor. Each floor is separated by a wooden trapdoor at the top of each staircase.

The front door is a stout, wood-and-iron, barred-and-banded castle door with a murder hole above it entrance. The hobgoblins can dump oil through this opening for 6d6 points of damage. Arrow slits dot each compass point of the tower on each floor, facilitating missile fire in all directions.

Hobgoblin (9): **HD** 1+1; **HP** 9x2, 8, 7x3, 6x3; **AC** 5[14]; **Atk** longsword (1d8+1), rock (2d6) or shortbow (1d6+1); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special**: +1 to hit and damage strength bonus, +1 to hit missile bonus.

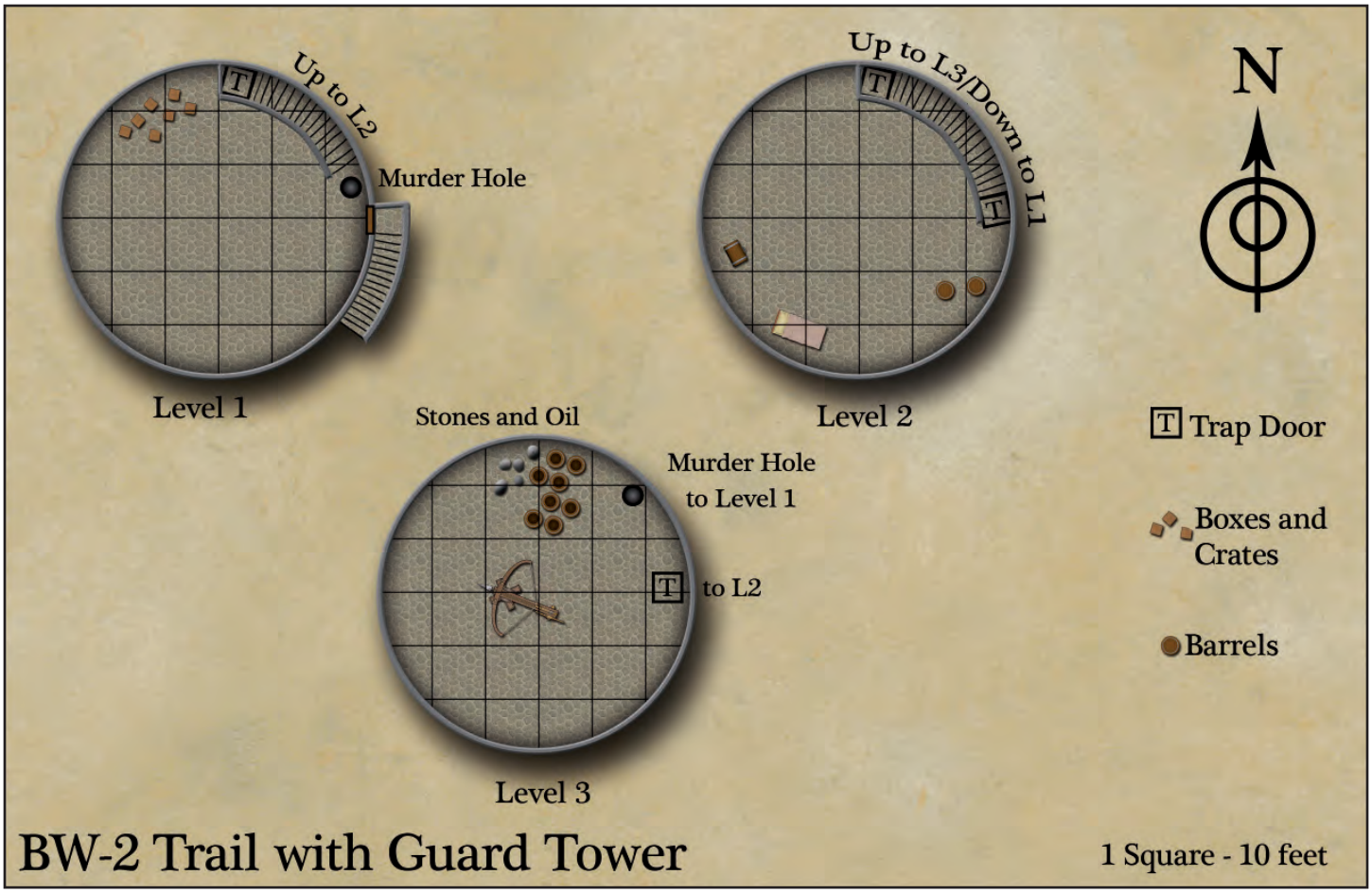
Equipment: chainmail, longsword, shortbow, 20 arrows, 1d3gp, 1d6sp.

Hobgoblin, Mutated: **HD** 1+1; **HP** 8; **AC** 5[14]; **Atk** longsword (1d8+1), rock (2d6) or shortbow (1d6+1); **Move** 9; **Save** 17; **AL** C; **CL/XP** 2/30; **Special**: fear ray eyestalk (1/5 rounds, as *fear* spell), +1 to hit and damage strength bonus, +1 to hit missile bonus.

Equipment: chainmail, longsword, shortbow, 20 arrows, 2gp, 4sp.

Ogre Mage: **HD** 5+4; **HP** 36; **AC** 2[17]; **Atk** polearm (1d12); **Move** 12 (fly 18); **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: magical abilities, regenerate (1hp/round).

Magical Abilities: at will—*darkness* (10ft radius), *fly*,



invisible, polymorph (humanoid only); 1/day—*charm person*, *cone of cold* (60ft range with 30ft base, 8d6 damage, save half), *sleep*.
Equipment: silk robes, polearm, ruby ring (750gp), 2 gold rings (30gp, 20gp), 16gp.

Tactics: Simply running by elicits crossbow and ballista fire; however, the tower inhabitants do not pursue anyone who simply flees (granting the hobgoblins 5 rounds of missile fire and 2 ballista shots). The ogre mage remains hidden (or poses as a hobgoblin) should this be the case. If the tower is invaded, all within retreat to the second level and make a stand. The hobgoblins are armed with crossbows, hand weapons and long pole arms. The ogre mage uses his cone of frost ability immediately, then his other magical powers, only resorting to hand-to-hand combat if necessary. He turns invisible to flee if wounded for more than half his hit points.

Treasure: Inside the tower's second level is a large chest of coins (1500gp). It is neither locked nor trapped. The ogre mage wears three rings of gold, one bearing a large ruby (worth 750gp, 30gp and 20gp). Various goods, including ropes, lumber and hand tools worth 50gp are present on the ground floor. Three casks of ale, and two of water, as well as 120 man-days of edible rations are stored next to the lumber and tools. A flea-bitten, mangy mule is tied to the wall in a makeshift stall. At the top of the tower, there are 10 barrels of flammable oil (a total of 100 flasks worth).

Referee Note: At some point in their travels, the adventurers will be close enough to the mountains to see them backlit by the greenish glow that comes from the ruined city. If they are coming from the east, the glow may at first seem to be part of the sunset. The mountains ahead of them will become black silhouettes against the sky, at first backed with golden light, then fiery red as the sun drops farther. Finally, as the last light leaves the sky, the mountains are lit by an odd greenish glow. It should be some time later that the travelers realize the green glow is still visible and remains until daylight. Of course the weird light in the sky eventually is visible from any direction; the higher the mountains, the closer the group has to be to see it.

Area BW-3: Insects of Unusual Size

As travelers get closer to the base of the mountains, insects become more numerous and larger than they were before. Flies as large as a man's thumb buzz around any animals with the group. Long-legged mosquitos appear at dusk and seem to be trying to suck extra-large quantities of blood from their victims. The moths that come out each evening are especially large; simple brown moths are 4in across and some of the larger ones have wings a foot wide. Anyone camping here and cooking food is subjected to an insect plague (as per the *insect plague* spell) for 2d6 rounds.

Why the insects are so large and numerous in the mountains is unclear at first. Certainly the mountains appear to be well-watered, with frequent streams coursing down from the heights, but that in itself would not necessarily account for the size increase in insects. Someone would have to pay rather close attention to notice the relatively small number of birds in the area, and associate that with the larger insects. There is no obvious reason for a lack of birds, but once someone brings it up it is apparent that the approach to the mountains, and the mountains themselves, may have a number of raptors but they have comparatively few smaller birds of any type.

Area BW-4: Dangerous Mountain Sheep

The high mountains are home to a number of **mutated giant mountain sheep**, but they are generally shy and stay far away from any travelers. They likely only are spotted from one high slope to another, though even at that distance observers can see that they aren't quite like regular sheep: These animals have long tails, and the sheep lash them around rather than just wagging them. Coming across the carcass of a large ram shows just



how different these sheep are. The sheeps' horns are not just large and curved, but the outer surfaces are studded with spikes at least 4 inches long. In addition, that long tail is tipped in barbed spikes, sort of like porcupine quills. Also of concern may be the concept that something larger than the ram used long claws to cut its throat and then gut it, eating the choicest parts and leaving the rest for scavengers.

The ram is a victim of infighting for territorial dominance. There are **6 carnivorous mutated giant ewes** and **1 buck** still here and watching the group. The surviving ram is quite territorial, and attacks if the characters spend more than 5 rounds examining the dead one. The 6 ewes attack once the ram spends 2 rounds in combat, and flee if he is slain (their previously herbivorous nature overcomes their desire for meat due to their mutation). The male fights until slain. Their flesh is inedible.

Ram, Carnivorous Mutated Giant: **HD** 7; **HP** 51; **AC** 3[16]; **Atk** bite (1d6), tail swipe (1d6), head butt (1d8+1); **Move** 15; **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: ferocity. (***The Tome of Horrors Complete*** 198)

Ewe, Carnivorous Mutated Giant (6): **HD** 3; **HP** 22, 19x3, 16, 14; **AC** 6[13]; **Atk** bite (1d6), tail swipe (1d6), head butt (1d6+1); **Move** 18; **Save** 14; **AL** N; **CL/XP** 4/120; **Special**: trample. (***The Tome of Horrors Complete*** 196)

Area BW-5: Big Nasty Teeth!

As the adventurers travel down from the mountains, the way becomes rockier. The peaks are high rocky outcroppings tipped with dirty white. They look like sharp, jagged teeth, with one gap where the peak appears to be worn down to just a nubbin. The path to that lower peak is strewn with odd hillocks. Some are only about the size of a horse, while others are as large as a sizable city building. All are fairly steep; a person could clamber up using hands and feet but horses would be hard put to climb any but the smallest. On the far side of one very large hillock is a long, clear lake, its surface reflecting the sheer rock wall that is the back side of the hill. The light glints off shiny bits embedded in the stone, making the rock face glitter to any observer.

These were once boulders and huge hunks of rock, fallen here when the top of the nearby mountain was blasted to pieces and then eventually covered by dirt and debris over the centuries. One particularly large chunk of ancient mountaintop dug into the ground when it landed, far enough to expose a natural spring. The shiny bits could be quartz or mica, some other type of stone, or even fool's gold (worthless, but perhaps distracting).

The spring leads down to the base of the hillside and ends in a large pond at the edge of a pine forest.

Some of the trees in the area appear to hundreds of years old based on their height and girth. Occasionally, one of these giants falls, leaving a space in the canopy for some light to get through. In those areas, many younger trees and smaller plants now grow. One such clearing has a lake in it where a huge tree fell and mostly blocked a fast-moving stream — or so it first appears. A closer look reveals that the tree has the characteristic markings of being gnawed by beavers. It was felled specifically to block the creek, and portions of its upper branches were gnawed and then packed in around the great trunk to make a very effective dam. No ordinary beaver would have been able to manipulate such large pieces; the beavers that accomplished this must be extremely large and have very sharp teeth indeed, in addition to possibly being smarter than the average beaver. The dam seems to be in good repair, and the beavers are still living in it. Any intrusion into the pond or anyone approaching the beaver lodge elicits an attack by the **3 mutated giant beavers** living there.

Beaver, Mutated Giant (hairless): **HD** 3; **HP** 20; **AC** 7[12]; **Atk** 2 claws (1d4), tail smack (1d8), bite (1d8); **Move** 6 (swim 18); **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: none.

Beaver, Mutated Giant (tentacles): **HD** 3; **HP** 20; **AC** 7[12]; **Atk** 2 claws (1d4), tail smack (1d8), bite (1d8), 4 tentacles (1d4);

Move 6 (swim 18); **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none.

Beaver, Mutated Giant (two heads): **HD** 3; **HP** 20; **AC** 7[12]; **Atk** 2 claws (1d4), tail smack (1d8), 2 bites (1d8); **Move** 6 (swim 18); **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: none.

Area BW-6: Exploding Pine Cones

Parts of the wooded areas between the mountains and the city are stands of pine trees. The thick layers of pine needles and other debris cushioning the ground mean the pine groves are some of the quietest places in the forest. A very observant person might notice that there are no pine cones lying about on the ground as there are in most other pine woods, and that there are small scorched areas in the needles lining the ground. Cones drop out of trees randomly, with several perhaps falling if branches are shaken by anyone passing incautiously underneath.

In one grove (**Area 1**), the trees are as much as 80ft tall but the cones are just over 2in long, and light. As travelers pass through the trees, one of the little cones drops near the first person in line and instead of landing with a quiet "*plop!*" it hits the ground and bursts into a flame about 6in tall. It does not make a loud noise — just a small "*whoosh!*" — nor does it explode and throw flaming bits everywhere. Instead, it flares up and falls to pieces and any little flames are quickly smothered as the compact, slightly damp pine needles where it hit refuse to feed the flame. (In fact, all the pine needles in this area are flame retardant, some more than others.) These little gouts of flame likely startle horses (and their riders) but should have little other effect.

Farther in (**Area 2**), the trees are a slightly different type and much taller than those in the first stand, up to 120ft tall. The cones are also larger and wider, about 4 to 6in long. They don't detach from the trees quite as easily, but when they do fall they produce flames almost 2ft high. Again, the compacted pine needles on the ground don't catch fire, and the flames from the crumbled cones are subdued without growing any larger. If one falls and hits a person or animal, the flare-up could do some damage (1d6 points of damage, save for half).

A third area (**Area 3**) has pine trees that are not more than 80ft tall, but the needles are almost a foot long, longer than any of the previous pine trees seen. Also, any close look reveals that the cones are much larger than any previously seen, about a foot and a half long. (The cones also weigh about 10 lbs.; falling cones are dangerous in their own right in addition to any explosive properties.) One of these cones falling just when someone is passing through the grove is rare, but potentially memorable. The weight of the cones contributes to their explosive energy; one of these flares up with a "*whump!*" as opposed to the quieter sounds of smaller cones. The gout of fire that springs up is 6ft high and a foot wide. Anyone in contact with such a flare-up is severely burned (3d6 points of damage, save for half), though in a relatively small area. In this case, small flaming bits of pine cone are spread around and some are hot enough to catch fire in the material on the forest floor. These little fires burn themselves out fairly quickly, though there are burn marks on many of these trees that suggest sometimes the forest really does catch on fire. Flaming pieces may also land on travelers, requiring some fast work to put them out before equipment or lives are endangered.

All the pine cones in these forests are extremely volatile. It is not practical to transport them any distance in any type of container or even carried gingerly in the hand (think nitroglycerine). Even trying to pluck one from a tree could give enough of a jolt to cause one to burst into flames, which could be inconvenient for the person doing the plucking. Magical telekinesis or an extra-dimensional space are about the only ways to transport one of these pine cones without having it burst into flames. Taking a pinecone off the tree requires a Delicate Tasks check to successfully take by hand.

Area BW-7: Spiny Puffer Bushes

Sightings of deer or other large animals are rare between the mountains and the city, so spotting one in an open, bushy area is sure to catch people's attention. It is a tall, heavy stag with an impressive set of horns, except that they resemble tangled branches rather than the offensive prongs male deer usually sport. The stag, mostly hidden in the underbrush, was browsing on the leaves of a young tree and moves on to try the dark leaves and green stems in a nearby stand of bushes. As soon as the stag brushes the first bush, it starts to move. Its spreading outer branches lift up to form more of a spherical shape, protecting its vulnerable core of new shoots. The spiny undersides of the leaves are now visible, with spikes up to an inch long. The deer continues to try to eat the leaves, but one spiny nibble is more than enough to discourage it. It moves away through the bushes but only makes things worse for itself as other bushes along its path puff themselves up and expose only the sharp sides of their leaves as well. (While the deer's tough hide protects it well, if people were to try to pass this mass of puffer bushes they would discover that the spines on the leaves can cause irritating welts.) Eventually the deer moves on, turning and bounding away on its six legs.

Area BW-8: Glow-berry Bushes

An unusual number of birds seem to be coming and going in one clearing, and it is no wonder, because the area is full of berry bushes in fruit. Strangely, some of the birds seem a bit "off." A few have extra feet, and one or two are seen to have teeth.

These are like no berry bushes anyone has ever seen before, however, because all the bushes have thick dark leaves but the fruits come in multiple colors, all very bright. Some berries are the bright orange, green and yellow of citrus fruit rather than common berry colors, while the red ones look like pieces of candy and the blue berries look like painted beads rather than some foodstuff. These are glow-berry bushes, and one odd thing about them is that they produce all these colors of berries at the same time, probably to get attention from birds who are attracted to different colors. (Even the blossoms in the spring are in different colors, the better to attract pollinating insects, no doubt.) Another odd thing about glow-berry bushes is that the berries actually glow brightly in the dark. It is likely that this is to attract certain night-feeders such as bats or nocturnal insects. At night, a patch of glow-berry bushes at night looks like hundreds of tiny glowing jewels suspended in midair.

If eaten, the berries are fine and not poisonous, except the orange ones. These cause anyone eating them to save or be subjected to a mutation (see **Bad Things** and **Good Things** above).

Area BW-9: Squirrelthulhu

An oak grove is alive with the chattering of large gray squirrels, all of them hurrying here and there to gather acorns from the ground or set up the perfect nest. They are even more daring than squirrels in other places, heading out onto very slim branches and making long jumps from tree to tree. When observers look closely, they can see the squirrels have improved balance due to having two long, fuzzy tails instead of just one. The creatures also have "wing" membranes similar to flying squirrels so they can glide from place to place as well as just jump. One scolding animal on a high branch seems about to launch when it is unexpectedly struck by a beam of red light and falls straight down, apparently stunned. A diving hawk, much faster than any previously seen, swoops down like a streak and catches the poor squirrel in midair. It quickly flies away with its prize but anyone watching can see the squirrel still struggling in the distance – up to the point where the hawk suddenly drops like a rock and falls from the sky.

Later someone may accidentally or intentionally come across the body of a hawk. It appears to have fallen from a height, as both wings are broken. What is oddest about the body, though, is that the skull is actually broken open and the brains are gone. There is no sign of any squirrel in the area.

It is possible that someone observing the squirrels for a time may get to see a squirrel attack a bird or other smaller animal. The squirrel slowly approaches to about 4ft from the other creature, trying to avoid startling it. At that point, the squirrel opens its mouth extraordinarily wide and disgorges four black tentacles. Two grab the bird or animal and two others wrap around the skull and squeeze, cracking the bone and exposing the brain. Once the skull is open, the tentacles proceed to scoop out the organ and retract. All four tentacles withdraw and the squirrel consumes the small brain.

Anyone camping near the oak grove is attacked at night by these



creatures. They attack as **3 swarms**, with a roll of 20 (or automatically on a sleeping or incapacitated opponent) indicating that one has attached itself to the head of its victim. They do not attack by day, unless harassed.

Swarm, Mutated Squirrel: **HD** 4; **HP** 20, 18, 22; **AC** 7[12]; **Atk** swarm (2d6); **Move** 6 (glide 12); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** glide silently, mindfeed on natural 20. (**Appendix**)

Area BW-10: Mountain Goats

The side of the mountains facing the city has only scraggly plants and a few small twisted trees. The path down from the most likely pass is a steep, narrow one that twists back and forth between huge, dark gray boulders and sometimes requires crawling over medium-sized rocks that have fallen on the trail. It does show occasional hoof prints, and travelers might spot a few tough mountain goats clambering around, although the creatures' gray or tan hides enable them to blend in well with their surroundings. (In fact, the goats blend in very well, having almost chameleon-like qualities of being able to hide in plain sight as long as they are still.) The animals have no reason to be shy of people and so may come close out of curiosity or hunger. The mountain goats can live on just about any organic material other than fresh meat, and could become a nuisance to travelers by trying to eat their equipment (clothing, leather items, etc.) and foodstuffs.

Goat, Giant Mutated Mountain: HD 3; **AC** 7[12]; **Atk** gore (2d6); **Move** 18; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** camouflage (90% chance concealment while standing still), +4 damage on charge, surprise on 1–4 on 1d6. (***Monstrosities*** 210)

Zone 2: The First Circle

This zone is where the mutated animals and plants start to get, well, weird. Plants become much more sporadic, and the large forest areas of **Zone 1** are reduced to small (and usually very dangerous) groves. Some marsh areas exist, usually where water springs up well above ground.

This zone also contains some of the outermost portions of the old civilization that once was here. Large farms and manor houses still stand in a few locations, although their inhabitants (the original ones at least) are long dead. Remember, this is where the ground, water and air first start to become poisonous. Effects of that poison must be strictly enforced.

Hardy animals such as rodents and insects are even affected here. Less "tough" critters such as deer, sheep and goats tend to be greatly mutated. Intelligent creatures from outside the area avoid this zone. Foraging for food is at one-quarter normal chances, and while somewhat poisoned, it remains edible (and water is potable), if a save is made, otherwise damage and mutation occurs per **Zone 3**.

Encounters have a 1-in-6 chance of occurring each day during daylight and at night.

d100	Encounter
01–35	**1d6 common animals**, non-aggressive (75% mutated)
36–50	**1d6 common animals**, aggressive (75% mutated)
51–65	Dangerous plant
66–70	Use **Zone 1** encounters
71–75	**1d6 giant common animal**, non-aggressive (75% mutated)
76–80	**1d6 giant common animal**, aggressive (75% mutated)
81–90	**Giant insects** (75% mutated)
91–95	Use **Zone 3** encounters
96–97	Monster (Referee's choice, although **aberrations** and **v** are common here)
98–00	Use **Zone 4** encounters

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples and add mutations.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples. See **Zone 1** for these.

Dangerous Plant: These can include **witherweeds** (10%), **yellow musk creepers** (10%), **blood bushes** (10%), **cobra flowers** (10%), **phlogistons** (5%), **tri-flower fronds** (10%), **witch grass** (10%), **blood orchids** (10%), **bloodsoaker vines** (10%), **emberleaf** (10%), or **sirene flowers** (5%).

Zone 1 Encounter: The player characters got lucky. See **Zone 1** for these and add mutations.

Giant Animal (both): This is the same as for regular animals, except with giant-sized versions of them.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range. See **Zone 1** for these.

Zone 3 Encounter: See **Zone 3** for these.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

Zone 4 Encounter: See **Zone 4** for these. Something wicked this way comes.

Blood Bush: **HD** 4; **AC** 7[12]; **Atk** 4 tendrils (1d4), 6 flower darts (1d2 plus paralysis); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: paralysis for 1d6+1 rounds (save avoids). (***The Tome of Horrors Complete*** 60)

Blood Orchid: **HD** 5; **AC** 3[16]; **Atk** 8 tentacles (1d3 plus grab and poison); **Move** 3 (fly 12); **Save** 12; **AL** C; **CL/XP** 8/800; **Special**: blood drain (if held by tentacle, mouth drains 1d4 damage/round), poison (comatose for 1d6 minutes, save avoids), grab (held if hit by tentacle, save avoids), resistant to electricity and fire (50%), telepathy. (***Tome of Horrors 4*** 22)

Bloodsoaker Vine: **HD** 11; **AC** 1[18]; **Atk** 6 tendrils (1d8 plus bleed); **Move** 6 (climb 6); **Save** 4; **AL** N; **CL/XP** 15/2900; **Special**: bleed (1d3 damage/round until bound or *cure*), rend (if two tendrils hit, additional 1d8 damage, save avoids), resistant to bludgeoning and piercing weapons (50%), surprise on 1-3 on 1d6. (***Tome of Horrors 4*** 23)

Cobra Flower: **HD** 6; **AC** 5[14]; **Atk** bite (1d8 plus 1d6 acid); **Move** 3; **Save** 11; **AL** N; **CL/XP** 7/600; **Special**: squeeze (with successful bite, automatic 1d8 damage, +2 to hit on bite). (***The Tome of Horrors Complete*** 103)

Emberleaf: **HD** 5; **AC** 8[11]; **Atk** 2 tendrils (1d6 plus 1d6 fire); **Move** 6; **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: fire healing (heal 1hp for every 3 damage), immune to fire, ring of fire (30ft radius, 20ft tall, per *wall of fire*, lose extra fire damage for 1 hour), vulnerable to cold. (***Tome of Horrors 4*** 82)

Phlogiston: **HD** 4; **AC** 7[12]; **Atk** 4 tendrils (1d6); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: death throes (at 0hp, explodes for 4d6 damage, 10ft radius, save half), fire

bolt (1/1d4 rounds, 40ft line, 2d4 damage, save half), grab (if two tendrils hit, hold and automatic 1d6 damage/round), resist fire. (***The Tome of Horrors Complete*** 428)

Sirine Flower: **HD** 6; **AC** 7 [12]; **Atk** 4 tendrils (1d4 plus grab); **Move** 3; **Save** 11; **AL** N; **CL/XP** 9/1100; **Special**: charming song (in trance, move toward flower, save avoids), essence drain (if held, drain 1d2 points of intelligence until escape), grab (held for automatic 1d4 damage, save avoids), immune to sleep and charm, resist fire. (***Tome of Horrors 4*** 195)

Tri-Flower Frond: **HD** 2; **AC** 6[13]; **Atk** 4 tendrils (1d3 plus sleep); **Move** 0 (immobile); **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: acid (1d6 damage on sleeping victim), fluid drain (sleeping victim drained 1d4 points of constitution each round), sleep (save avoids), surprise on a roll of 1–3 on 1d6. (***The Tome of Horrors Complete*** 566)

Witch Grass: **HD** 2; **AC** 9[10]; **Atk** none; **Move** 0 (immobile); **Save** 16; **AL** N; **CL/XP** 2/30; **Special**: seed spray (10ft range), spell failure (20ft range). (***The Tome of Horrors Complete*** 600)

Witherweed: **HD** 5; **HP** 25 each; **AC** 6[13]; **Atk** 5 fronds (1d4 plus dexterity drain); **Move** 0 (immobile); **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: camouflage (surprises most on 1-5 with 1-3 against elves, druids, and rangers on a d6), dexterity drain of 1 point/hit, death smoke (fire damage causes 20ft radius smoke cloud causing 2d6 damage, save avoids, if first save fails then after 1 minute, second save to avoid 3d6 damage). (***The Tome of Horrors Complete*** 603)

Yellow Musk Creeper: **HD** 3; **AC** 4[15]; **Atk** 2 tendrils (1d8) or pollen spray (charm); **Move** 3; **Save** 14; **AL** N; **CL/XP** 5/240; **Special**: create yellow musk zombie, hypnotic charm (entranced for 1d4 minutes moving toward creeper, save avoids), intelligence damage (entranced victim takes 1d4 points of intelligence drain per round from cranial root insertion). (***The Tome of Horrors Complete*** 611)

Area BW-11: Vicious Prairie Dogs

Use this piece after a group encounters normal prairie dogs, but at some point much closer to the city.

After the group passes some milestone (crossing a particular stream, a certain ridge, or some other point) the sky begins to be less bright; it will be hazy rather than sunny and move to mostly cloudy by the time the adventurers pass the mountains. Also past that point, the grasses look different; they are well-grown but coarse and more of a sickly gray-green color than the previous healthy green.

The characters come across another prairie dog town, but these creatures are dark-colored, almost black, and don't blend in to the background at all. They are also taller and heavier than the ones previous encountered. As the group passes by, the prairie dogs start yipping their familiar warning and most of them disappear underground, but groups of three stand on their hind legs near half a dozen holes. They appear to be guarding against something, though many holes remain unwatched; only the gleam of many sets of red eyes, glowing from the darkness, indicates the other creatures are nearby. Suddenly a hawk dives, and the characters (and the players) will no doubt anticipate a bad ending for some innocent prairie dog. Instead the intended victim dodges out of the way, while its partners leap on the hawk. Then the erstwhile victim turns like lightning and rips out the hawk's throat with a vicious bite. Dark rodents pour out of the other burrow to push and pull the body of the hawk underground.

If the prairie dog town is approached, **8 swarms of mutated prairie dogs** come out and attack. They have no treasure.

Swarm, Mutated Prairie Dog (8): **HD** 4; **HP** 31, 28x2, 27, 25, 24x2, 21; **AC** 6[13]; **Atk** swarm (2d6); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: bite ignores armor. (**Appendix**)

Area BW-12: Sliming Frogs

Two of the streams that run out of the mountains meet in a relatively flat area and spread out to form a marsh. Everywhere insects skim over the surface of the water, most of them much larger than similar types found in other places. Dragonflies in bright blue, emerald green and other gem-like colors dart back and forth over the water, or rest on a stem or branch. A small brown bird swoops in, trying to surprise one of the sitting dragonflies. As the bird grabs the insect, the dragonfly bursts out with a little gout of flame. It doesn't save the sapphire creature, but the bird's head is burned and it will be much more cautious in the future.

The dragonflies are also prey for large frogs in the marsh. These frogs are nearly a foot tall when sitting and covered with lines of warts. Those and their muddy brown tones make them amazingly ugly. They are very accurate, though; the frogs target moving dragonflies with their incredibly long tongues at a distance of 8ft. When one of the brown birds snatches the dragonfly a frog is eyeing, the amphibian lets loose with a great glob of slime. It spits it with precision onto the bird, fouling the creature's wings and forcing it to crash into the water. The bird flutters its wings briefly and then is suddenly sucked under the water but some unseen thing.

Some frogs are larger than others. In fact, some are *much* larger. Anyone approaching the stream area is attacked by **3d6 giant sliming frogs**. They have no treasure.

Frog, Giant Sliming: **HD** 1+1; **AC** 7[12]; **Atk** bite (1d6); **Move** 6 (leap 15); **Save** 17; **AL** N; **CL/XP** 2/30; **Special**: spit slime (one-quarter movement, –2 penalty to hit, immobilized with 4 blobs.) (**Appendix**)

Area BW-13: Shocking Flowers

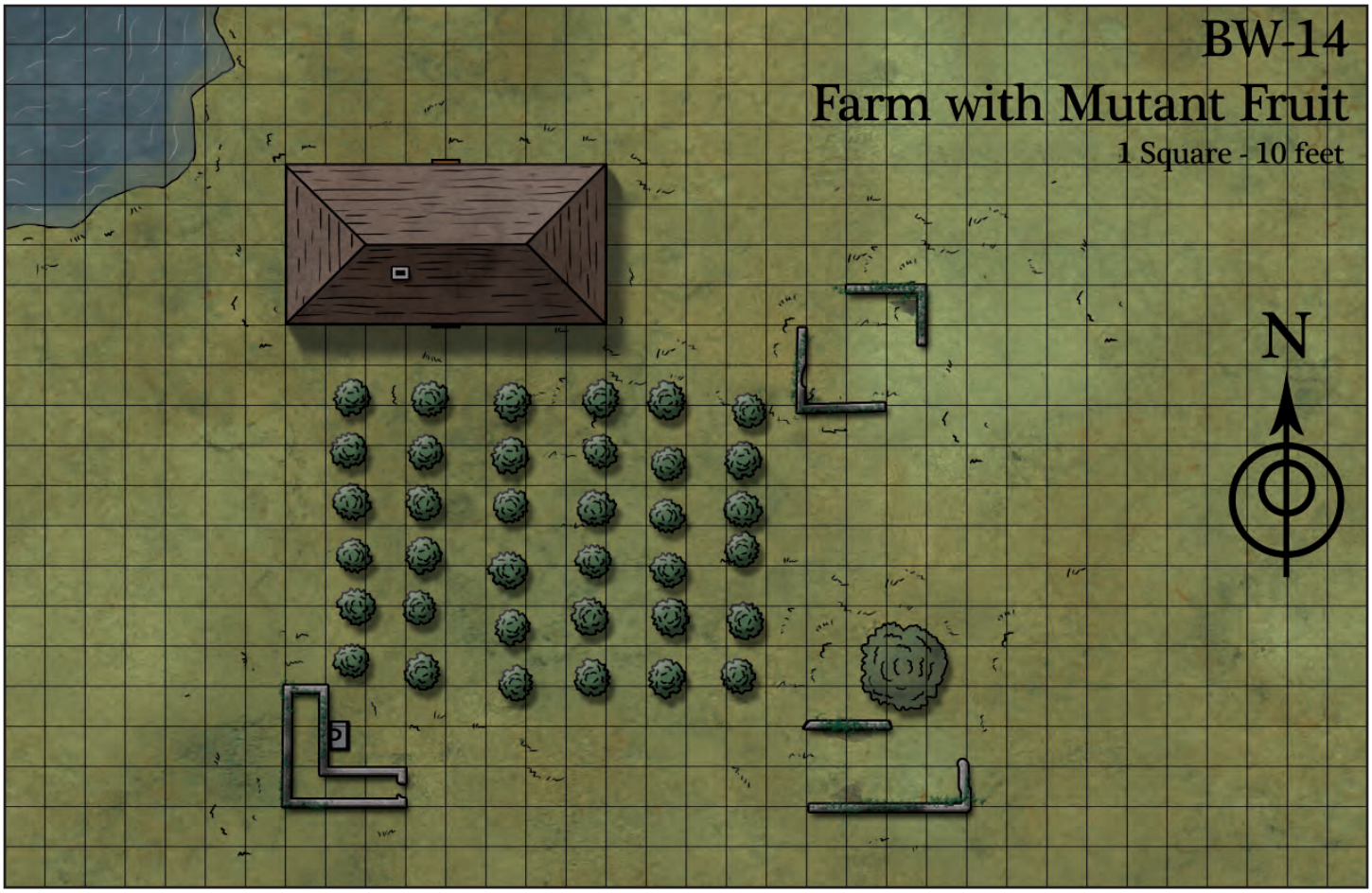
The marsh is full of the hum of insects and the twitter of birds, but the musical sounds are frequently interrupted by a harsh buzz or snap. Travelers hear the sounds as they move along; they are not limited to a particular area. Careful observers notice that the sounds come when an insect flies near or tries to land on a particular type of blue flower. The flowers have a tall drooping petal over a lower deep cup, all standing on a long stem rising above shorter striped leaves. The blue flowers range in size from barely larger than a thimble to the size of a drinking mug. When an insect lands on the flower's lip and starts to crawl inside, the plant zaps the creature with a jolt of electricity then closes around its next meal. The plants sometimes shock an insect before it is actually inside the cup; the shock is usually still enough to kill the insect, but one large brown moth is able to flutter awkwardly away. These plants would also shock any traveler or riding animal brushing against one by mistake. However, only a jolt from a large flower would really be noticeable to something the size of a human or larger. Anyone touching a large flower takes 1d2 points of damage (save for half). If anyone just trudges through the flowers without watching for effects first, they are hit by 1d3 large flowers.

Area BW-14: Farm with Mutant Fruit

The area outside the city once included many prosperous farms that supplied fresh food for the markets and eating establishments. A few of these were built with stone buildings, many of which still survive to one degree or another.

At the edge of a forested area, a stone wall about 3ft high unexpectedly interrupts travel. Tree roots have undermined the wall in spots, tumbling the stones and making it easier for people on foot to clamber over. Riders on horseback almost certainly have to convince their mounts to jump the wall, or clear up the fallen stones in some area to allow passage.

Past the wall, travelers find themselves among closely spaced fruit trees, descendants of trees once cultivated here, but that are now are growing wild. The trees are also somewhat changed, with twisted branches and leaves of sickly yellow-green or greenish-gray. None of the farm's once-



proud buildings still stand; however, foundation stones and floors are apparent.

What appear to be apples ripen from a shocking shade of green to a brilliant blue. These apples, if consumed, grant a +4 save bonus against the poison effects of the area for 1d6 hours. They are mildly poisonous, however, causing stomach cramps and digestive distress. For each apple eaten, a character suffers a –1 penalty on all die rolls for 1 day (except saves against the environmental conditions). Forty apples are available.

Huge, red, pendulous pears burst at a touch, spraying out sticky juice and a multitude of seeds that stick to the skin (or clothing, equipment, fur, etc.) of the one unfortunate enough to disturb the fruit. The pears create permanent stains on any porous material they touch. Twenty pears are on the trees.

Bright purple fruit, probably plums, grow on trees with brown, scorched-looking soil underneath. When one falls and pops, its juice burns the ground and sends up noxious-smelling smoke. Anyone who discovers the acidic properties of the juice by biting into the fruit is severely injured (4d6 points of damage, save for half). These could also be used as grenade-like missiles by a clever character, inflicting 1d6 damage on a direct hit. However, if a 1 is rolled when a plum is thrown, the player takes the damage instead of his target. A total of 10 plums are on the trees.

Area BW-15: Farm with Sounds of Cows

A half-collapsed barn near a burnt-down farmhouse overlooks withered gray weeds where there used to be fields. A dark, twisted tree grows where the kitchen was and outside the back door, a circle of stones in the ground shows the location of the kitchen well. Despite centuries of neglect, it may be possible to get water from it if a container can be lowered far enough, though its quality would not be good.

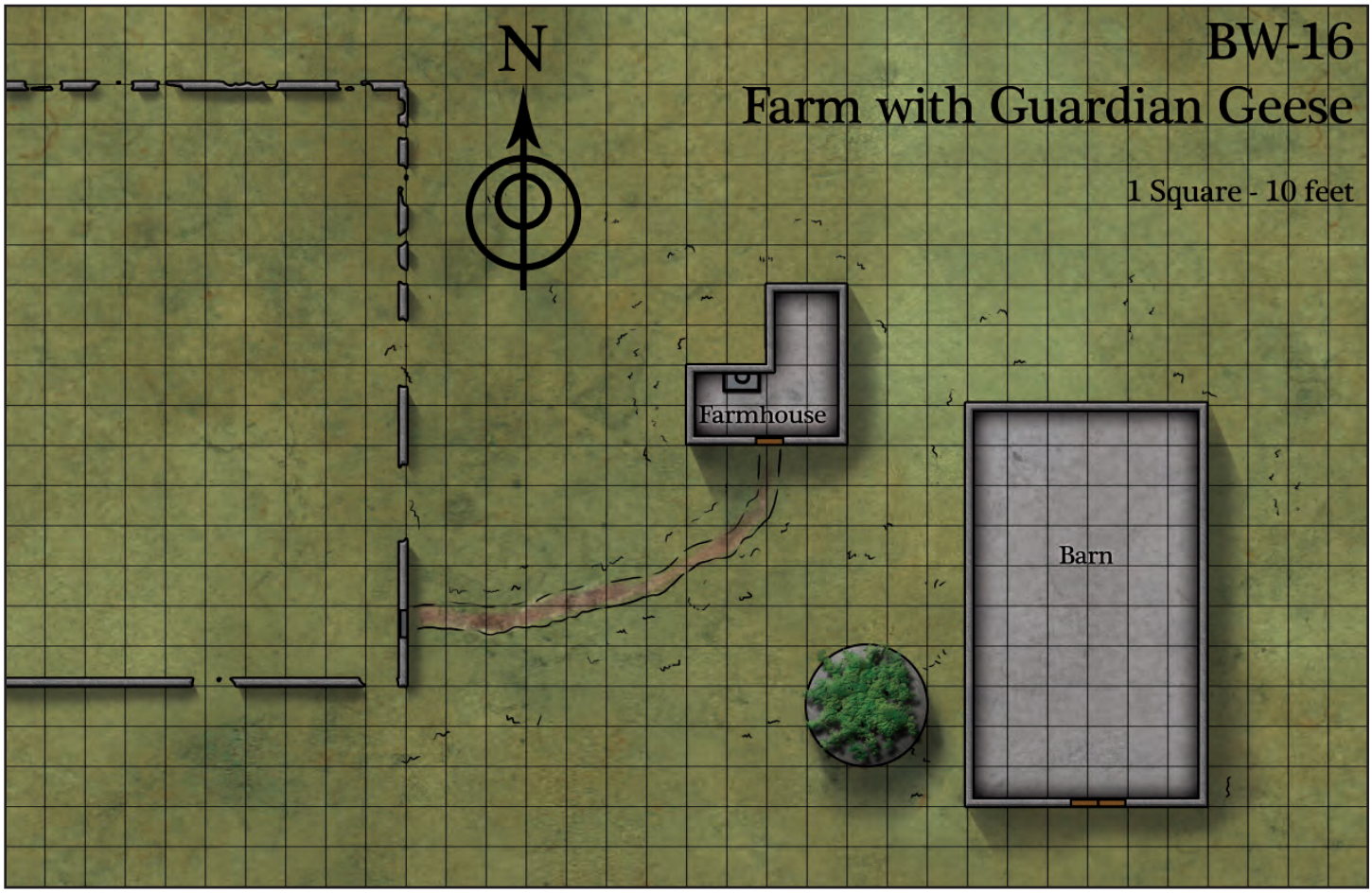
Another roofless outbuilding still stands next to the barn, a single open room probably used for storage. The barn is much larger and has stone pillars down the center that once supported a loft. But the entire back wall is gone, and one long wall lies scattered on the ground. If the barn is entered at night, an observer hears and smells cows, though there is no other sign of them.

At dawn, the non-existent cows move out to the withered field. The occasional moo or ring of a cowbell is clearly heard. Anyone in that part of the field recognizes the smells of cows and freshly cut grass. The non-cows move across their former pasture as a herd. When night falls, they move back to the ruined barn. Furthermore, the herd does not always "graze" in the same spot every day, but instead is found at different places on different days and otherwise acts like a group of real, living cows. There is no illusion on the area, nor are these some odd type of undead creature. There are no invisible and intangible cows. Instead this is a bizarre, lingering effect of some strange, ancient magic.

Area BW-16: Farm with Guardian Geese

A group of stone buildings stand in an open area, surrounded by brownish grass and bushy weeds. Trying to approach the building sets off a frightful clamor as **12 giant mutated geese** suddenly appear from everywhere, honking and hissing. These geese stand about 6ft tall at the head, with wingspans over 8ft. The birds oppose anyone coming into their area. If any intruders retreat at this point, the geese remain in the yard, riled up and hissing, but they do not attack. They are prepared to defend their territory if necessary, though. The geese are aggressive and have steel-hard beaks that do significant damage and poisonous spurs on the backs of their feet that cause excruciating pain in any limb they hit (their fighting tactics take this into consideration).

Geese, Giant Mutated (12): HD 4; HP 30, 26, 25x3, 24, 22x2, 20, 18, 16x2; **AC** 5[14]; **Atk** beak (1d6), foot spur (1d3 plus poison); **Move** 9 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** debilitating poison (extreme pain, –4 penalty to all rolls, save avoids).


N
BW-16
Farm with Guardian Geese
1 Square - 10 feet
Farmhouse
Barn


N
Cave
BW-17
Burned Estate with Lake
1 Square - 20 feet

The geese also have a weakness, however. They are overly fearful if the tables are turned on them and they are approached aggressively. The geese back off a little if given a taste of their own medicine. If people continue to act aggressively toward the geese, and especially if they make loud, sudden noises, the geese flee. The flock has a safe location in the nearby stone barn and they head there immediately if frightened. Once there, however, they retreat no farther and powerfully defend their space.

With the geese out of the way, the party has an opportunity to look around. At first glance, it seems as if someone should be walking out of the vine-covered house to greet travelers. Another quick look, though, shows the lack of a roof, and that the vines are growing in and out of the windows and door. Inside is nothing but rubble, though the large fireplace and chimney in the back wall are relatively intact. A secret compartment under a loose brick in the fireplace holds a treasure.

Treasure: Wrapped in a rotten old blue cloth is a purse containing 200sp, 32gp and a small ivory statuette of a horse. The word "gallop" is inscribed on the horse's belly. This statuette acts as a *figurine of wondrous power (stone horse)* (**Appendix**).

One barn still stands strong, evidently built with care. (This is the building in which the geese take refuge.) There are entrances in the center of each long wall. Inside are several stalls or boxes with 4ft-high stone walls, as well as two separate rooms at each end. The condition of the other two outbuildings is not as good. One is round, about 10ft in diameter, probably built for the storage of grain. One side of the wall is still more than 10ft tall, but the rest is broken down to only about 5ft. A tree whose trunk is about 3ft thick grows up from the center of the round building. Another large square building looks fairly intact, but its 10ft-tall stone walls are loose and any pressure starts an avalanche of rocks. Past the buildings is a large pond, no doubt part of the attraction for the geese. Oddly, the grasses overhanging its surface are a bright red, as are the water plants scattered about the pond.

Area BW-17: Burned Estate with Lake

The area outside the city once included several noble estates. Some of these were no doubt destroyed during the apocalypse, but portions may have survived, and others may have been left more-or-less intact.

One huge house is a burned-out shell, the stones still blackened after all the years. Some plants grow inside the building, but nothing lives on the burned blocks themselves — no vines, nothing growing out of a crack. Behind the house, remnants can be seen of stone walkways and elaborate fountains. A large gazebo that once stood at the far end of the garden is now only a set of crumbling round pillars with stone benches in between.

Ten rounds after the estate area is entered, a tribe of **16 vegepygmies** (**14 normal**, **1 bodyguard** and **1 chief**) and their **6 thorny** pets come out of the bushes and attack.

Vegepygmy (14): **HD** 1; **HP** 8x3, 7x2, 6x5, 5x4; **AC** 3[16]; **Atk** strike (1d4) or weapon (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** immune to electricity, resistance to piercing weapons (50%). (***The Tome of Horrors Complete*** 584)

Vegepygmy Bodyguard: **HD** 4; **HP** 27; **AC** 3[16]; **Atk** strike (1d4) or weapon (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** immune to electricity, resistance to piercing weapons (50%). (***The Tome of Horrors Complete*** 584)

Vegepygmy Chief: **HD** 6; **HP** 42; **AC** 3[16]; **Atk** strike (1d4) or weapon (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 7/600; **Special:** immune to electricity, resistance to piercing weapons (50%). (***The Tome of Horrors Complete*** 584)

Thorny (6): HD 4; **HP** 29, 26, 25, 24x2, 20; **AC** 3[16]; **Atk** bite (1d6); **Move** 18; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** surprise on 1–2 on 1d6, thorns. (***The Tome of Horrors Complete*** 555)

Tactics: The normal pygmies and the thornys just attack. The guard stands by the chief, who uses his spore cloud ability, intent on recruiting more to his tribe. The fleshwarp attacks using his tears and claws (and spores on those claws!)

They have no treasure.

A few flagstones show where a path went farther. Following the traces leads to a long, curved lake with a stream flowing into it. Ancient willow trees drag their leaves in the water. The water's surface below them is covered by something that might be algae, but it is a bright orange color. Across the narrow portion of the lake stands an unnatural-looking outcropping of rock that was set there by magic at one time.

The orange "algae" is in reality **russet mold**.

Russet Mold

Russet mold grows in dark and wet areas. From 30ft, it is likely to be mistaken for ordinary rust. Russet mold tends to grow in patches of 5 to 7ft in diameter. Any time a creature comes within 5ft of a patch of the mold, it releases a cloud of spores in a 5ft radius. Anyone in the area must make a saving throw or lose 2d6 points of constitution. Another save must be made 1 minute later (even by those who made the first save) or lose another 2d6 points of constitution. Any creature killed by russet mold rises as a vegepygmy in 24 hours unless *anti-plant shell* is cast on the victim. Russet mold is immune to cold and fire. Acid, alcohol (at least one gallon per foot diameter of mold), magical fire, or cure disease instantly destroys russet mold.

Below the outcropping is a protected grotto with a small pool, reached by descending a set of steps cut into the rock. The walls of the little cave were at one time painted to show an underwater scene. Near the opening, the paint has weathered away, but inside the colors are still bright. The back wall of the small pool is cracked and now connects to some other underground stream. Three or four eyeless fish have found their way into the grotto.

Area BW-18: Damaged Estate with Water

The huge country house of some long-deceased noble family still looks fairly intact from the outside. The inside tells a different story, though. The entire roof collapsed, and its fall damaged interior walls and broke the floors of many upper rooms. Some rooms on the lower floor are intact, but since the windows and doors are also gone, centuries of exposure to the elements ruined whatever decorations or furnishings the rooms once had. One or two rooms with no exterior openings and intact ceilings may exist, with decorations still painted on the walls. The below-ground floor is relatively undamaged, but rooms there have low ceilings and no wall decorations. Whatever furnishings they once had have crumbled to dust.

One room is identifiable as a kitchen only because of its huge fireplace. Within the kitchen resides a terrible monster. A **ghonhatine fleshwarp** made this estate its home. This horrid creature attacks any who enter the kitchen, pursuing foes tirelessly in its quest for food. It has no treasure.

Ghonhatine Fleshwarp: HD 10; **HP** 75; **AC** 2[17]; **Atk** 2 claws (1d6+1), bite (2d6), tail slap (1d8); **Move** 15; **Save** 5; **AL** C; **CL/XP** 13/2300; **Special:** disease, feed, regurgitate, stench. (**Appendix**)

Tactics: Its tactics are simple: Puke (regurgitate) and charge!

Through an arched opening once secured by a locked door, stairs go down from the kitchen into what was a wine cellar — now just a room with arched compartments taller than a man — and a cold room where a tiny stream still runs. Ten bottles of wine remain on the racks. All are drinkable, and three are quite valuable (worth 2gp each, with 3 rare vintages worth 100gp each). The stream is probably the freshest source of water near the ruined city and is not contaminated. No outbuildings remain around this house, only piles of stone on rectangular foundations.

Area BW-19: Estate with Crypt and Cottage

One former estate is so overgrown with trees that anyone must be quite close to the ruins of the house to see it. The walls are only a few feet tall at the most, interior and exterior. In many places, the floors are damaged and fallen in, and the ones that remain are shaky and unsafe.

At the far side of the house is one section where the walls stand high enough to see from across the ruined building. It was once the family chapel, as indicated by the carved marble altar that still stands near the end of the room and the partial curved frame that remains of what was a decorative window. The floor in the area seems secure, although deep pits and crevices in the altar testify to the ill weather to which the room has been exposed. Behind the altar, one large slab of paving has a cracked corner that shows a hollow space underneath. Moving the slab allows access to the family crypt containing 6 relatively intact stone sarcophagi.

Contents of the sarcophagi are as follows:

1. **Yellow mold** and not much else. It explodes if the coffin is opened, filling the entire crypt.

Yellow mold: HD n/a; **AC** n/a; **Atk** 1d6 damage plus spore cloud; **Move** 0 (immobile); **Save** n/a; **AL** N; **CL/XP** 3/60; **Special:** killed by fire, poisonous spore cloud. (***Monstrosities*** 336)

2. The skeletal remains of an old soldier, his armor and weapons long since rotted and rusted away.

3. The skeletal remains of a man. The rotten clothes and jewelry (gold ring worth 60gp, silver broach clasp set with a garnet worth 200gp) make it clear that he was wealthy. In an ivory scroll tube is a deed of ownership detailing his share in a mine near the city. Scribed in ancient ink across the deed is a curse describing how stupid he was to invest in the gold mine — when only lead was found. The location of the mine is described as being "near the temple of the dome" within the city of Tsen (**Area BW-71**).

4. The skeletal remains of a woman. Her silk burial dress is long since decayed, however her jewelry (gold ring worth 120gp, silver necklace set with a diamond pendant worth 1200gp, and gold strands woven into her hair worth 40gp) are intact.

5. The skeletal remains of a small child. A now-decaying teddy bear was buried with the child.

6. This one is empty.

Some distance from the house is the crumbling remains of a stone wall. Huge squared posts mark where the gate once was, and nearby — almost invisible among the undergrowth — stands a stone cottage that was the home of the keeper of the gate. Trails of slime are present in several areas around the cottage. The slime is extremely slick (its tumor-causing abilities have worn off). Only the exterior of the cottage was stone, so any interior configuration is lost except for a large fireplace identifying the kitchen. The walls are tall enough for the building to have been two full stories tall, which suggests the inhabitant was in great favor with the noble whose estate he guarded.

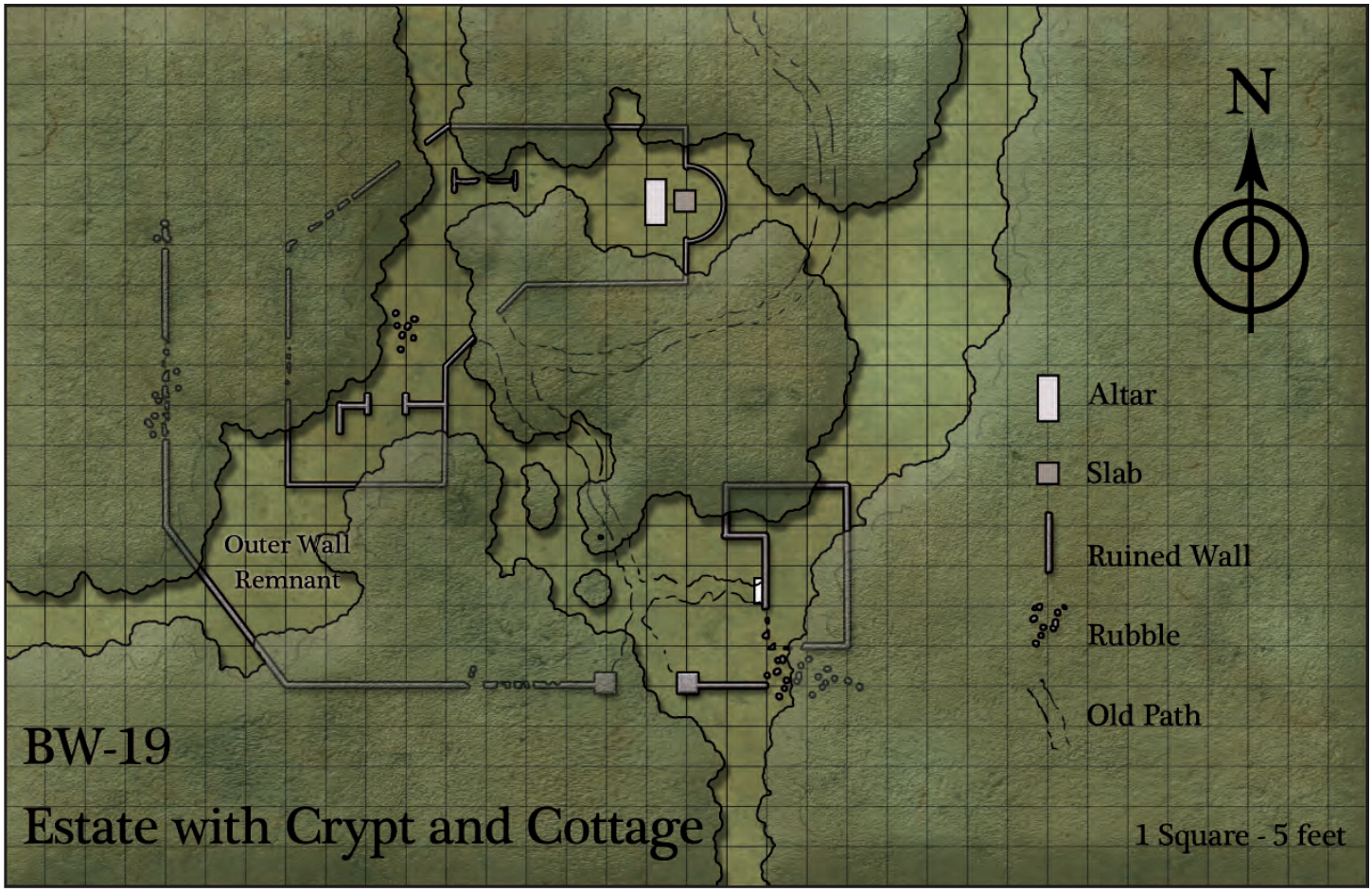
This guard still guards, in the form of a **hungry flesh**. This blob was once a man, but was so horribly mutated by the warping effects of the area that he eventually devolved into an insane blob of meat. He has been here for centuries and has grown large after devouring many victims.

Hungry Flesh: HD 10; **HP** 73; **AC** 8[11]; **Atk** slam (2d6 plus disease); **Move** 15; **Save** 12; **AL** C; **CL/XP** 12/2000; **Special:** amorphous, growth, regenerate (5hp/round), slime trail. (**Appendix**)

Area BW-20: The Flour Mills

Along a deep, dry riverbed that was once a rushing stream sit the remains of three flour mills that supplied many bakeries in the city. The





one farthest upstream is a tumbled hulk, almost impossible to discern as it is nearly completely covered with vines and algae. Its walls have fallen to no more than 10ft high, and its millstones are broken and weathered.

The next is 200 yards away, and, if anything, slightly worse for wear. Twisted trees are growing up through its base, and so many broken stones are in the ground around it that just walking up to it is difficult.

The third mill, about half a mile farther on down the streambed, still stands several stories tall. Vines complete with beautiful red rosebuds grow on it but do not obscure it, and several horribly disfigured trees stand nearby rather than inside its walls. The great millwheel, of course, is gone, but markings can still be seen where the beams went from it to turn the millstone, which is still in place inside.

The danger here is the vines. The poison of the area made them strangely sentient and also made them hunger for blood. These are **8 vampire roses**.

Vampire Rose (8): **HD** 4; **HP** 30, 26x3, 23, 21x2; 17; **AC** 4[15]; **Atk** stalk (1d4 plus grab); **Move** 3; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** grab with stalk attack (1d6 blood drain until hold is broken with open doors check), surprise on 1-3 on 1d6. (***The Tome of Horrors Complete*** 581)

Area BW-21: The Brewery

Traces of a paved road can still be seen in what is now a dead forest and scrub. It goes past a short section of curved archway where the letters "WERY" are carved deeply enough to still be visible, but the other portions of the arch are buried somewhere in the gray-green grass.

Once past the gate, travelers see a portion of a blackened wall about 25ft tall. It supports some horizontal stones that show the building had at least two floors above the ground. The ruins stand along a small stream (the water is poisonous and causes mutations if consumed), but its deep bed indicates it may have been larger in the past.

This was a brewery that suffered a huge explosion that blew the building apart and strew chunks of it all over the landscape. Many pieces lie mostly buried in the ground. Some are completely covered by dirt to create dangerous bumps in the grassy surface. Overall, the many hunks of stone make it difficult to navigate through this area — either mounted or on foot — to get closer to the ruins. From up close, it can be seen that the floor of the building is gone. Instead, a crater shows rubble fallen into the room below.

The lower level is still passable, though there are no stairs to get down to it. The area was used for storage and has a wide ramp leading up from one end. This is entirely obstructed by vines, so it is impossible to search it without going down to the lower level.

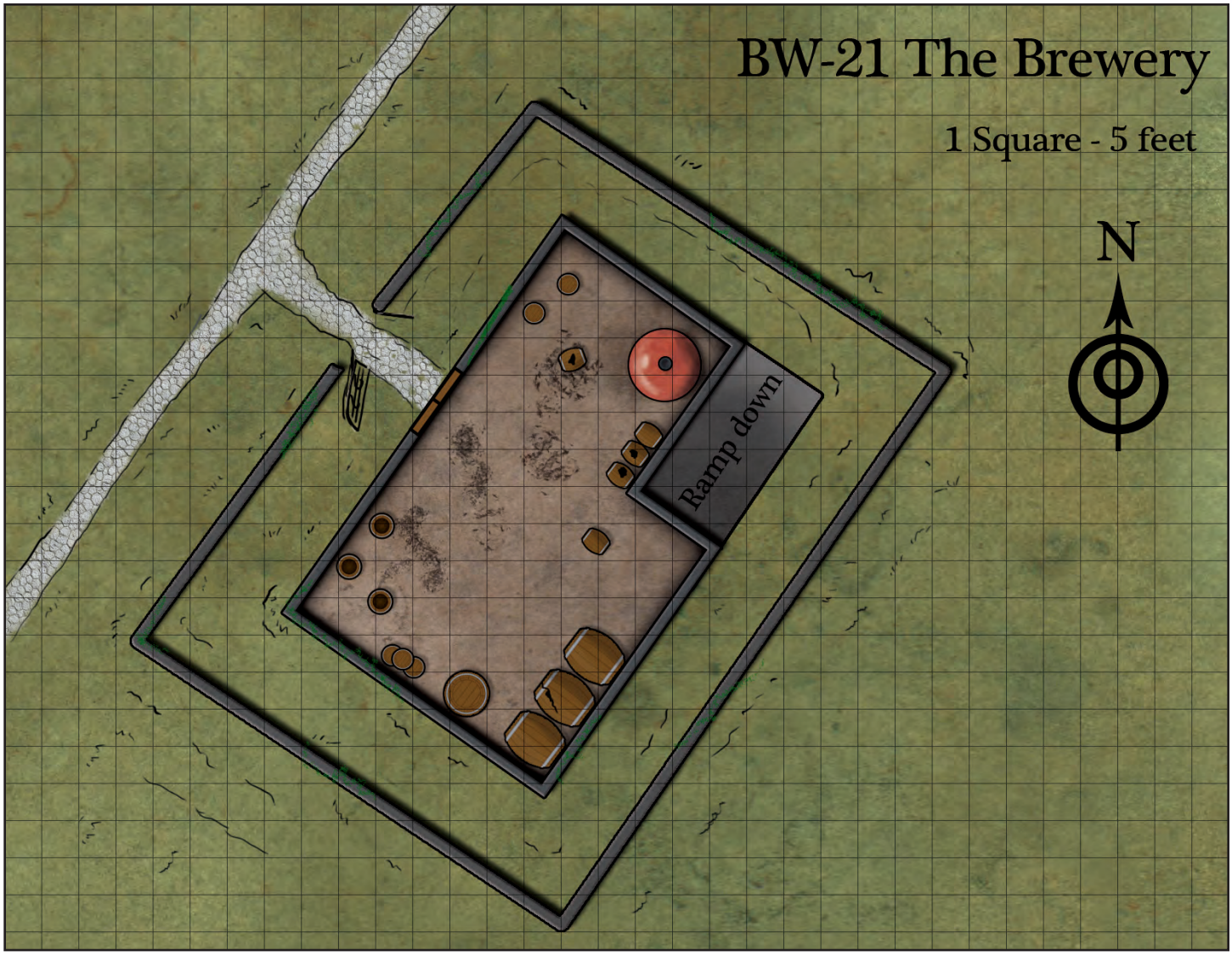
The vines are (strangely) harmless and can be cleared easily with any slashing weapon. The downstairs area consists of three rooms, all used for storing beer and beer-making materials in the past.

The first room is 20ft square and composed of mortared brick. It contains the remains of rotten grain and sacks — hardly anything is left due to the ravages of time. This room leads to a second 30ft-square room containing 30 or so empty barrels (fragile and useless), with a door on the far wall. The door's hinges are rusty and it collapses if touched, revealing the third and final room.

The third room is where the kegs and casks of finished beer were stored. It is 50ft square and has no other exits. Large, collapsed wooden racks and broken barrels lie strewn about the room. Four sets of skeletal remains lie in the center of the floor, all their clothing rotted and gone, with the exception of a small brass key. Two barrels remain intact. One contains the only thing that lives here: a **demonic mist**.

Demonic Mist: **HD** 5; **HP** 35; **AC** 3 [16]; **Atk** touch (3d6); **Move** 0 (fly 18); **Save** 12; **AL** C; **CL/XP** 10/1400; **Special:** +1 or better weapon to hit, gaseous (creatures take 1d6 damage, mist heals, save avoids), immune to acid and cold, magic resistance (30%), magical abilities, psychic crush (3/day, 40ft range, 2d6 damage, -1 penalty to hit, damage, and saves, save avoids), resist fire, vulnerable to wind. (***Tome of Horrors 4*** 54)

Magical Abilities: at will—*detect magic*; 1/day—*fear*, *confusion*.



Tactics: The mist begins combat with its *confusion* spell, followed immediately by its *fear* spell. It then emerges from the barrel and attacks, engulfing one opponent while using its psychic crush abilities on anyone who remains in the room. It fights until slain.

Treasure: The barrel containing the mist houses the treasure hidden by the brewer when he sought refuge from the apocalyptic explosion that leveled Tsen. A strong, iron box (lock is opened by the brass key) contains 280gp and 660sp. A rotted leather satchel still contains several papers (most are meaningless debt slips and IOUs).

Area BW-22: Carnivorous Trees

This grove of trees contains specimens that are quite tall and wide. They seem to be very old and even healthy looking for the area. Their thick leafy branches, intertwined by years of growth, make the area quite dim. Each of the trees has at least one hollow opening into its core. It seems to be another symptom of their age; they look like they have all lost large branches and started to have some hollowing of their core wood.

Then one bright, two-headed, green bird flies low and lands on the edge of a hollow in a tree, perhaps looking for a safe place to nest. As soon as the bird moves into the hollow, the opening snaps closed, even catching a few tail feathers still on the outside. The tree makes no further movement, though the feathers quiver for a moment. If the travelers who see this stay to watch, in about five minutes they see the hollow open again and three green feathers waft to the ground. There is no other sign of the bird. These trees clamp down on any flesh inserted into one of the hollows, whether by a careless creature or by an unsuspecting passer-by. A passer-by could very easily lose a limb this way, unless someone else is on hand to attempt to pry open the hollow.

The trees cannot move (and thus are harmless unless touched).

Areas BW-23 to BW-35: The Doom Cavern

A solitary hill rises 2000ft above the plain below. **The entire cave complex (except Area BW-23 and BW-24) prevents the poison effects of the zone from affecting characters within.**

Area BW-23: Cavern Entrance — Rocky Opening

A rock fall at some time in the past exposed an entry into a cave complex underneath the hill. A dark opening about 3ft tall can be seen above a grassy slope lined with rocks the size of a small pony. Reaching it requires climbing the slope, which is not too strenuous, and then clambering over 10ft of smaller rocks that are not firmly seated. Putting weight on the wrong rock could send several bumping down the hillside, to the danger of anyone below. Once at the opening, a person ready to enter can see a drop of about 8ft to the cave floor.

The caverns in general have a sense of moisture in them and many have



fresh, clean, water actively dripping, the poison of the area removed by passing through the sand and rock of the hill. Inside, the floor is lined with small rocks and gravel crumbled from the walls and ceiling. Cracks in the ceiling make it appear none too stable.

The back of the cave slopes down and is not too steep, but the slope is covered in more loose rock that makes the footing uncertain. Anyone walking down it without taking extra precautions has a good chance of slipping. The slope is shallow enough that the result would probably be a slide rather than a fall, but anyone hitting the bottom in an uncontrolled manner has a good chance of running into one of the 6ft-tall boulders that dot the floor below. This leads to **Area BW-26**.

BW-24: Cavern Entrance — In Stream

A poisonous stream (that causes mutations if drank) burbles up from underground and runs back and forth down the side of the mountain. Where it comes out of the hillside, a number of strange, mutated, small birds dart back and forth, catching some of the insects hovering over the water in the sun. Suddenly, a shadow passes over, that of one of the hawks so frequent in the area. Like lightning, the little birds all disappear, darting into the grasses and brush hanging over the head of the stream.

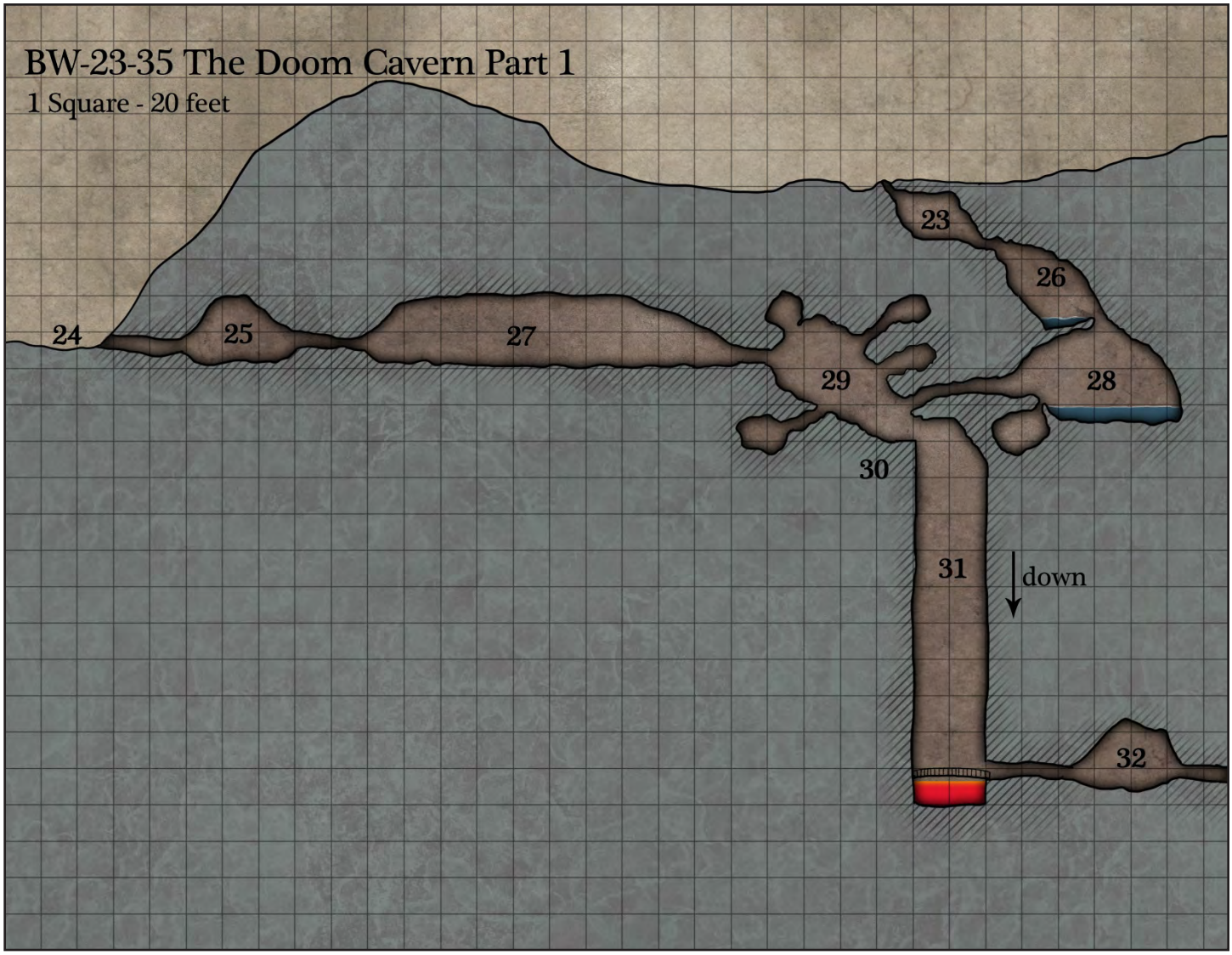
This is somewhat unexpected; birds would usually go into hiding in a tree or bush rather than in a grassy bank. A little investigation shows that the grasses are growing in such a way that a solid mat of them hangs down and obscures an opening at the head of the stream.

Normal humans would have to duck to get into it since the opening is only about 4ft high, and there's no way to enter without walking in the stream. Once inside, enough daylight filters in through the grasses to make out a sizable cavern with many odd stone outcroppings on which the little birds have built nests. The stream flows across the cavern from behind a large stone, whose shadow hides a narrow triangular crack. The opening is only about 3ft tall but the streambed is deeper so a person would have about 4½ft total height to pass through the opening. This crack leads to **Area BW-25**.

Area BW-25: Glowworm Cavern

The entrance into this chamber is where a stream flows out. The cavern is very dark at first, but if travelers give their eyes a minute to adjust, they'll be able to see the many blue-green glowing spots up near the ceiling. These are **8 giant glowworms** using their bioluminescence to catch prey. (The ones who are hungry glow more brightly, while the ones that have recently fed are paler.) They hang from the ceiling and drop down sticky feeding threads that catch things.

Two types of worms live here. The first type of glowworms are each about 6in long and look like tiny strings of beads hanging from the ceiling, which is 10 or 11ft high around the edges of the cave. Their feeding threads are about 3ft long and sturdy enough to catch the larger-size night insects that spend the hours of daylight in this cave. When a creature is snared, the worm pulls up the feeding cord and eats the prey alive. The ceiling is high enough that the threads rarely hang down where people are walking. Walking into one of the smaller threads is slightly uncomfortable



(like walking into a spider web), but certainly not a threat.

In the center of the cavern, the ceiling is about 40ft high so that really large worms look small from the floor. These glowworms are about 6ft long and 4in thick. Their feeding threads are cords as much as 36ft long, extremely sticky, and strong enough to catch a human (treat as a *web* spell). These attack if anyone moves more than 10ft from any cavern wall.

The river goes underground on the far side of the cave. An exit leading to **Area BW-27** is to the left in the form of a 6ft-diameter tunnel.

Glowworm, Giant: **HD** 4; **HP** 25; **AC** 5[14]; **Atk** bite (1d8); **Move** 3; **Save** 13; **AL** N; **CL/XP** 4/13; **Special**: filament. (**Appendix**)

Area BW-26: Crawling Cavefish

This cavern has a stone floor that slopes down slightly from the entrance to the opposite side, and the sound of water dripping can be heard. At the far side is a large pool that starts out very shallow but becomes much deeper near the cave wall. Frequent ripples on the surface indicate the presence of fish. The water is clean and nonpoisonous. A 4ft-diameter exit tunnel 6ft above the cavern floor leads to **Area BW-28**.

In the water are **5 electric crawling cavefish swarms**. Their skins are so pale as to be almost translucent and they are blind — in fact, they have no eyes at all. What they do have is electroreceptors that allow the fish to detect minute electrical impulses with the surface of their skin, similar to the real-world platypus.

They can detect these tiny impulses (which are produced just by the muscle movements of living things) in water and also through air. This means the fish can detect the presence of any living creature in their cavern. Living creatures here are incredibly rare, so the curious fish are drawn to the strangers. They have the capability of living out of the water for 20 to 30 minutes, and have fins positioned so that they are able to "walk" on land. When someone is near the pool — even as far away as 8 or 10ft away — for only half a minute or so, scores of ghostly white, eyeless fish start slithering out of the pool and crawling toward anyone nearby. They happen to be carnivorous and come by the hundreds. A total of 5 swarms exist here; 1d4+1 swarms come out of the pool and attack each time the cave is entered until all are slain.

Swarm, Electric Crawling Cavefish: **HD** 4; **AC** 7[12]; **Atk** electric shock (3d6); **Move** 6 (swim 15); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** amphibious, blind, sense life, vulnerable to fire. (**Appendix**)

Area BW-27: Colorful Fungi

A narrow passageway leads to the next cave, and light can be seen ahead. (Any light source, such as a torch or magical light would overwhelm the fainter light ahead and make it not visible.) The next cavern is smaller, with the ceiling barely 7ft high, and it is full of light. Nearly all the surfaces are covered with luminescent fungi, but these do not have tiny glows that are barely visible. Instead, this fungus is growing on the walls and ceiling, and on the boulders on the floor, in great clumps that give off various bright, lurid colors: ruby red, brilliant blue, eye-popping yellow, violent purple and nauseating green.

Some of the fungi look like mosses, while others are actually more like



mushrooms. One thing they have in common is that they can detect heat, and they have just a little bit of mobility. (The distance at which they can detect the heat depends on how warm the source is.) If a heat source, such as a living creature, comes within about 5ft of the wall, the fungi react to its presence. The mushroom-like pieces turn toward the heat and follow the movement of the nearest heat source. The clumps of moss-like fungi each ooze into thick mounds (rather than covering more surface area, as they had been) and then start reaching out with stubby tendrils, searching for the source of the heat. All the fungi could be harmless to the touch, though some may be acidic, or poisonous, or have other undesirable properties if eaten. None really are edible.

A tunnel on the far side of the cave leads to **Area BW-29**.

Area BW-28: Hidden Storage Cavern

The entrance to this cavern is only about 6ft high, but the ceiling rises quickly once inside until it is more than 20ft high. Another passage goes out of the cavern to the right, leading to **Area BW-30**, and has a sulfurous smell and a warm breeze coming from it.

Opposite the entrance, the entire wall is covered with what appears to be ivory satin draperies. It may take observers a second or third look to realize this is a formation of stone, formed over millennia by the flow of slow drops of water. Only a very careful look shows a few broken spots are at the left edge of the formation.

An opening is behind the left edge of the flowstone formation, completely hidden from almost every angle. The passageway leads to a smaller sandy-floored chamber where a number of flat-bottomed ceramic jars, in various sizes, are set neatly in groups. A dozen or more stand empty. The lids of the remaining jars are all sealed with lead. The two largest jars (which have two handles) contain very dry grain. Other sizes of jars hold old oil and wine that has turned to vinegar. None of the foodstuffs are usable. This was a hidden storage area used by some refugees who lived in the caves after the destruction of the city. The bones of one "survivor" lay scattered amid the jars.

Buried in the sand and gravel are the remains of three humans. Two sets of remains contain nothing extraordinary (bits of rotted clothes and bones). The third wears a *ring of water walking* on her left index finger. The covering of sand (3ft) prevents spell detection of the magic ring.

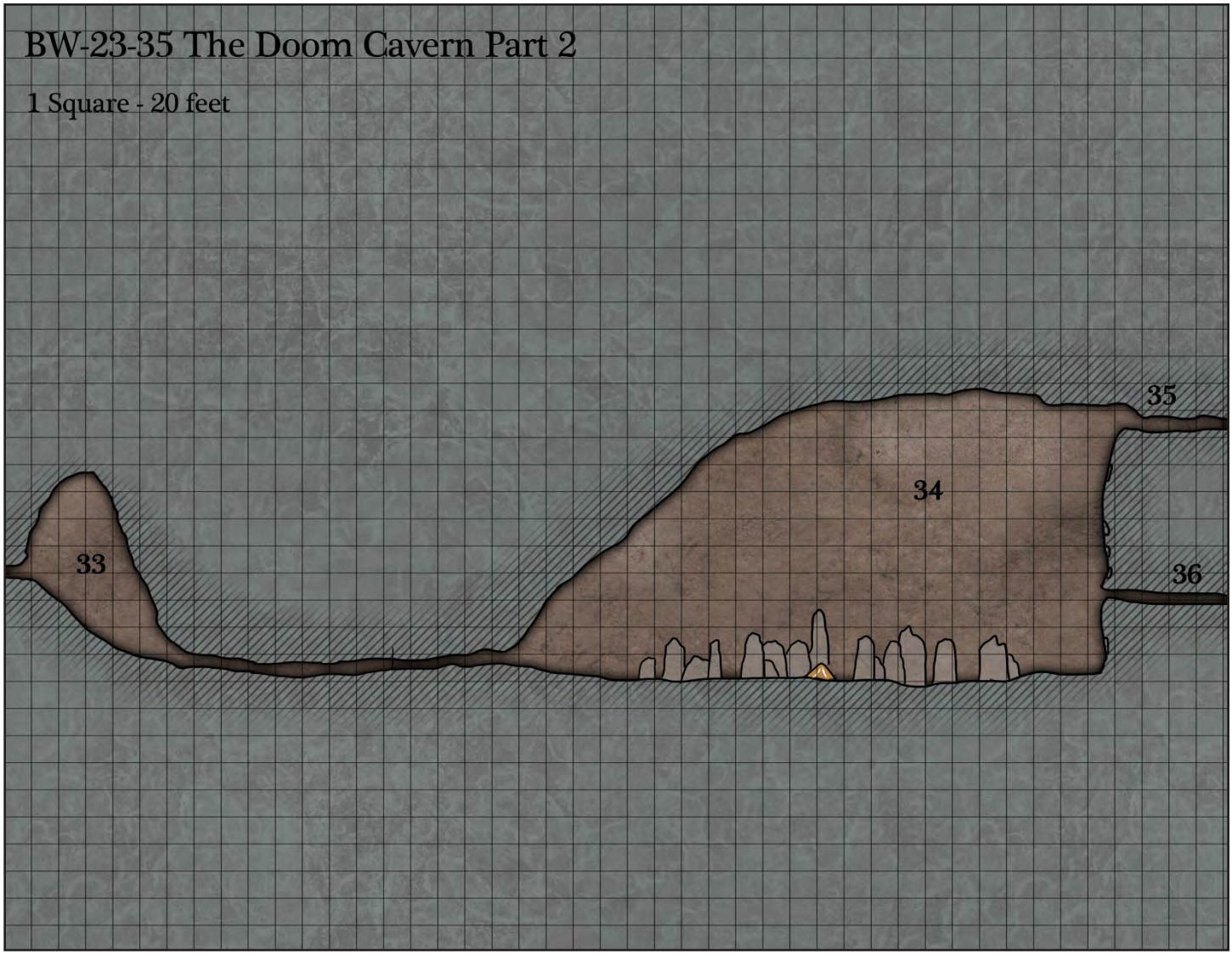
Area BW-29: Ossuary Caverns

These four small caverns are quite different from the others seen previously: All the walls here are covered by bones. They are stacked in layers, with arm bones lying above leg bones and rows of vertebrae above that. Small bones are wedged in to fill gaps.

A row of grinning skulls sits about 6ft up, with another one at the top of the wall. The bones are packed in tightly and are not held by any sort of adhesive or fastening. If someone removes a bone, everything might hold where it is, or everything might come crashing down (20% chance, no damage, but creepy).

An opening leads to another cavern that is similarly decorated. A third connecting cavern contains only row upon row of skulls, with just a few other bones here and there to keep the rows even and hold things together.

A 4ft-high opening leads to yet another cavern, one with an irregular crack in the floor that is about 10ft long and 4ft at the widest point. A dozen or so skulls sit in a single partial row around the edge of the room, and two complete skeletons lie close together against one wall. Anyone shining a light down the crack sees bones lying on odd little ledges and caught on outcroppings of stone. Using a light that shines down at least 50ft shows a huge pile of bones at the bottom of the crack, jumbled together randomly as if they were just dropped in. Some of the refugees put the bones of their dead in an ossuary cavern, since they had no way to bury them. Eventually, the number of deaths became too great for the survivors to keep making the elaborate patterns of the two ossuary rooms,



so they kept only the skulls of the deceased and threw the rest of the bodies into this crack.

Area BW-30: Crevasse with Lava

A warm draft can be felt in this particular passage, coming from an opening ahead. The air has a strong smell of rotten eggs (sulfur). At the opening is a sheer drop-off that goes a long, long way down (200ft), making up one side of a huge crevasse inside the hill. At the bottom, light comes from a stream of lava glowing red and yellow as it flows out from one wall, down the crevasse for a little way, and then under the other wall. Anyone falling in is dead and burned in the lava.

The lava provides enough light to see that although the upper parts of the walls (where the opening is) are rough, the lower parts are obviously worked and smoothed. The floor of the crevasse contains a 10ft-wide, worked smooth pathway, with a pair of metal rails running along it, adjacent to the lava flow. The tracks appear from under the jumbled rocks of a cave-in, only to vanish at the edge of the lava. A small tunnel entrance is behind the rubble (requiring 3 man-days to clear) at the bottom of the chasm floor. Getting to it requires descending 200ft. The opening (once cleared) leads to **Area BW-31**.

Area BW-31: The Narrow Passage

Once the rubble is cleared from the blocked passage at the crevasse bottom, a passageway wide enough for two people to walk side by side is present. The passage narrows after 20ft and then turns a corner. The narrow gap is barely wide enough for one person to slip through sideways; a husky, armored fighter cannot make it.

Around the corner, the squeeze continues for about 10ft with rough stones and small outcroppings ready to scrape the skin of anyone who tries to move too quickly. As adventurers try to ease through the tight space, they find flecks of gold (500gp in a vein) and small bits of crystal (quartz) embedded in the wall right in front of their noses. The confined quarters and heat make it almost impossible to mine the small gems or tiny bits of gold in any normal way, however.

The narrow passage goes around one final tight bend at the other end of the squeeze before it widens again to where people can at least walk ahead normally, though single file, leading to **Area BW-32**.

Area BW-32: Broken Stalactites

This chamber has a ceiling about 18ft high, and odd cylindrical rocks litter the floor between thick stalagmites 4ft to 6ft tall. Above, slender stalactites about 3ft long occasionally drip tiny beads of water onto the formations below. Rubble in the cave is everywhere, and all movement is at half normal speed.

A careful look at the rocks lying around shows that they are in graduated sizes, and a little thought suggests that these were large stalactites (8ft to 9ft in length) that were all broken off at about the same time. (A strong earthquake dislodged the stalactites, breaking them when they fell, and then rolled the pieces around a bit, jumbling them up.) The continued dripping since then has started to form new stalactites. A tunnel exit on the far wall leads to **Area BW-33**.

Area BW-33: Fallen Cavers

This spacious cavern looks rather odd as the floor seems to disappear before it reaches the opposite wall. Looking more closely shows that it drops off into a very steep downward slope, too steep to actually walk down. It is wet and slimy, and Climb Walls checks made without a rope incur a –30% penalty. At the top are a couple of rusty pitons, each with rotted ropes still tied to them.

The ropes are somewhat decayed, and when pulled up each turns out to be only about 12ft long. The lower ends are frayed, but they are too old to give a good clue as to what happened to them. The bottom of the slope is too far away to make out with the light of a torch or lantern. A very bright light shone down might reveal something near the bottom of the slope (about 220ft down).

Further investigation reveals three skeletons and the useless remains of some equipment. One skeleton has a badly broken skull; another has a broken leg and hip. Both of those are laid out neatly on the ground. The third sits with its back to the wall, arms wrapped around its bent legs and its skull balanced against its knees. A charcoal sketch of what appears to be a cigar-shaped creature with tentacles is drawn above the only exit. The exit is a 200ft-long, 3ft-diameter tunnel that leads to **Area BW-34**. Fresh, breezy air can be felt coming from it.

Area BW-34: Shattered Dome

In this large, roundish 400ft-diameter chamber, the walls slope up as if they were going to rise into a dome, but instead they break off about 60ft up and continue straight upward in rough walls with many outcroppings. Light shone high enough reveals at least seven entrances in those upper walls, one 200ft up (**Area BW-35**) and one 60ft up (**Area BW-36**), along with 5 dead end tunnels at 30, 70, 90, 110 and 150ft up. Hundreds of bats and rats crawl and flit around the cavern, their weird mutations making some of them indistinguishable as a separate species (e.g. winged rats are common). These are harmless.

On the floor of the chamber are large stones, 4 to 6ft high, supporting spear-like formations sticking out horizontally as much as 8ft or 10ft. Some are broken and are nothing but jagged stumps, with their remains lying underneath the formations. Others have had the tips broken off, and many are still intact. The stones support as many as three spears each, scattered around the center of the chamber. These were once stalactites fastened firmly to the dome of the ceiling. The dome was thin, however, and an earthquake shattered it, throwing the pieces sideways to the ground. Careful inspection (or tracing the vein from the entrance tunnel) reveals a large vein of quartz, mica and gold about 20ft up the cave's sidewall.

Living within this cavern is an ancient evil in the form of a **giant tentacled horror**. This beast feeds on the mutated bats and rats, and is highly motivated to eat some larger prey.

Giant Tentacled Horror: **HD** 24; **HP** 167; **AC** 1[18]; **Atk** 4 tentacles (1d12), bite (3d10); **Move** 6; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special:** aura of insanity (creatures up to 10HD affected by *fear*, save at –2), constrict (if 2 tentacles hit, foe is held for automatic 2d8 damage and pulled to mouth for 3d6 damage), regenerate (7hp/round). (***The Tome of Horrors Complete*** 547)

Tactics: The horror really just wants to eat and is convinced it is the meanest mofo in the valley. It relies on its fear aura and its tentacles to grab and eat one opponent at a time — therefore focusing all attacks at one creature until it devours him.

Treasure: The horror was thought of as a god by the refugees who sought respite in this mine complex. They placated it with many treasures that it placed in the center of the collapsed dome. These include:

- A solid gold statue of a frog, fully 2ft in diameter and weighing 80 lbs. (1280gp as gold, 4000gp as art).
- A decaying wooden box filled with 10 crystal wine goblets (and 14 shattered ones). The goblets are carved from solid crystal and etched with gold and silver. They are quite fragile, but worth 100gp each nonetheless.
- A mahogany chest containing old (and worthless) tanned furs (ermine, beaver). The chest itself is well-oiled and has stood the test of time. It is cedar-lined, but the top was torn off by the horror. If repaired, it is worth 600gp.
- 5 pieces of jewelry: a silver necklace set with many semiprecious stones worth 80gp, a platinum tiara set with a single diamond (quite large) worth 2200gp, a shawl woven from fine silver thread with golden embroidery of butterflies worth 300gp, a gold-and-emerald armband worth 500gp, and a codpiece carved from a single large piece of obsidian worth 200gp.
- Piles of wet, rotten cloth, silk and other fabrics. Now worthless.
- Two books with metal covers in cherry wood, velvet-lined boxes. The book covers are artfully engraved with images of a cat and a hydra (one engraving on each book). These books radiate evil if detected. Both are prayer books to the evil frog demon Tsathogga. This could provide a clue to the nature of **Steve the Cat** and could be instrumental in helping the characters make the right decision regarding use of the *Sword of Air*. Use of these books by a sage (in Elise, for example), would also add 10% to research chances on related material.
- A *scroll of 6 spells* (*charm plants, phase door, reverse gravity, move earth, repulsion* and *legend lore*).
- An *iron horn of Valhalla.*

Oh yeah, the gold vein in the cavern (if mined) contains 200,000gp in gold (it weighs 2 million gp weight [62.5 tons], and takes 400 man-days to extract).

Area BW-35: Cavern Exit — High

Moving air, and some smells not usually encountered in a cave, indicate the presence of an exit in the vicinity. After rounding a couple of corners and passing some side tunnels, faint light becomes visible. The floor of the passageway slopes upward slightly, but not enough to be a hindrance. At the end is an irregular crack, about 7ft tall, but narrow. It is wide enough for a single person to stand squarely or for two people to stand sideways so both can look out.

While this is an exit, outside the opening is not really any place to go. This entire side of the hill was completely wiped away and nothing is left but a 6ft sheer face of black glassy stone, smooth and slick. Looking at it at the right angle, it is possible to see slight undulations in the face, and there are a few minute cracks, but it appears impossible to climb up or down without special gear or magic. The view of the valley from here, however, is spectacular. The area between the mountains and the city is several miles, covered with desert interspersed with untidy patches of strange trees and brush. Past that is the hard stone core that is the ancient city. No one can pick out details with unaided vision, but the sheer size makes an impression: It was obviously several times the size of any modern city.

Area BW-36: Cavern Exit — Low

Moving air suggests an exit from the caverns, but it is not easy to find. The chamber that seems to have the opening has a high ceiling, but it and the walls are rough, with chunks of stone hanging down, or vertical slabs sticking out from the walls in random directions.

Eventually someone will be able to spot sunlight coming in through a crack about 20ft up on one wall, which from the floor appears narrow and short. When someone gets right up to it, the opening turns out to be wide enough for a brawny man in the bottom 3ft, though it narrows as it goes up. The difficulty is getting up to the opening, which is at the top of a slope of loose gravel and shale. Climbing up to is tricky; most characters definitely need to use both hands and feet (Climb Walls check at +20%). If someone falls on the slope, it starts a small avalanche of stone and raises a cloud of dust. The sight and breathing problems from the dust are temporary, but every time an avalanche occurs, the remaining slope is steeper and steeper though the footing is not any more secure.

At the top of the slope, a climber has to pull himself up and out of the angled hole to be able to stand, or else crawl over the lip and end up belly-down on the side of the mountain. The exterior slope here is not too steep, and most should be able to descend safely without any special precautions

other than just watching their step. This exit comes out fairly far down on the hillside, right at the edge of the desert, so there is not really a good view of the valley, as one might expect to see from a higher point.

Zone 3: The Center Circle

Where **Zone 2** had some mutated animals and plants, anything able to live in this zone is quite hardy and likely immune to the poisonous effects of the land. Anything here is also completely mutated. Plants become rare, and any trees or large plants encountered likely want to eat you. Most of the land is desert and rock, with little moisture and even less life. The one area of exception is the **Dead Lake (Encounter Area BW-41**).

This zone also contains more of the old civilization that once was here. Many buildings still stand, and many are intact. Remember, the ground, water and air here are quite poisonous. Effects of that poison must be strictly enforced.

Foraging for food is at one-quarter normal chances, and everything is poisoned. If water or food is ingested, it causes a mutation within 1d3 days or kills the imbiber (save at –4 twice, failure on the first results in death, failure on the second means a mutation is incurred).

Encounters have a 1-in-4 chance of occurring each day during daylight hours and at night.

d100	Encounter
01-35	**1d6 common animals**, non-aggressive (always mutated)
36-50	**1d6 common animals**, aggressive (always mutated)
51-65	**Dangerous plant**
66-70	Use **Zone 2** encounters
71-75	**Giant common animal**, non-aggressive (always mutated)
76-80	**Giant common animal**, aggressive (always mutated)
81-90	**Giant insects** (always mutated)
91-94	**Guardians of the Heart** (2d6 acolytes, 1d6 priest, and 1 high priest)
95-97	Monster (Referee's choice)
98-00	Use **Zone 4** encounters

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples and add mutations

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples. See **Zone 1** for these.

Dangerous Plant: These can include **witherweeds** (10%), **yellow musk creepers** (10%), **blood bushes** (10%), **cobra flowers** (10%), **phlogistons** (5%), **tri-flower fronds** (10%), **witch grass** (10%), **blood orchids** (10%), **bloodsoaker vines** (10%), **emberleaf** (10%), or **sirene flowers** (5%). See **Zone 2** for these.

Zone 2 Encounter: The characters got lucky. See **Zone 2** for these.

Giant animal (both): This is the same as for **regular animals**, except with giant-sized versions. See **Zone 1** for these.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range. See **Zone 1** for these.

Guardians of the Heart: Priests from the **Lead Mine** (**Chapter 8**) are out wandering. Encounters are with **1d6 acolytes**, **1d3 priests** and **1 high priest**.

Monster: The Referee gets to have fun and pick some random large beastie to terrorize his players with!

Zone 4 Encounter: See **Zone 4** for these. Something wicked this way comes.

Acolyte, Guardians of the Heart (Clr2) (8): **HP** 8; **AC** 4[13]; **Atk** warhammer (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** +2 save versus paralyzation and poison, spells Clr4 (2/1).
Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*hold person*.
Equipment: ring mail, warhammer.

Priest, Guardians of the Heart (Clr4) (6): **HP** 20; **AC** 5[14]; **Atk** flail (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: constant *ESP* (+2 on initiative), +2 save versus paralyzation and poison, spells Clr6 (2/2/1/1).
Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless*, *hold person*; 3rd—*prayer*; 4th—*sticks to snakes*.
Equipment: chain mail, flail.

High Priest, Guardians of the Heart (Clr9): **HP** 42; **AC** 3[16]; **Atk** *+1 flail* (1d6+1); **Move** 12; **Save** 7; **AL** N; **CL/XP** 11/1700; **Special**: +2 save versus paralyzation and poison, constant *ESP* (+2 on initiative), gaze attack (1/round, one of the following: *charm person*, *confusion*, *fear*, *symbol of discord* with save), spells Clr11 (4/4/4/3/3), telepathy.
Spells: 1st—*cure light wounds* (x2), *detect evil*, *detect magic*; 2nd—*hold person* (x2), *snake charm*, *silence 15ft radius*; 3rd—*continual light*, *cure disease*, *prayer*, *remove curse*; 4th—*cure serious wounds*, *neutralize poison*. *sticks to snakes*; 5th—*dispel evil*, *insect plague*, *finger of death*.
Equipment: plate mail, *+1 flail* (or other item of the Referee's choice.).

BW-37: Viewing the Desert

Looking from the hills on this side over the valley toward the city is almost painful on the eyes. The land is desolate and appears devoid of life when seen from a distance. The mineral deposits on the desert surface are extremely white and go on for miles; even the hazy sunlight the area receives is enough to produce a blinding glare. That likely prevents travelers from getting a good look at the desert and at the city from this side. In addition, winds stir up the surface dust, blowing almost constantly. The dust storms raised by winds also obscure visibility, not just from a distance but for anyone actually out on the desert. Strange wind forms seem to dance along the dry, barren ground. These forms are a few hundred yards away when first noticed. They can be easily avoided, however. If approached, these are in fact **6 dust devils**, the tortured souls of some who died here long ago. They attack without hesitation.

Dust Devil (6): **HD** 8; **HP** 57; **AC** 2[17]; **Atk** strike (2d8); **Move** 0 (fly 36); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: +1 or better weapon to hit, blind, engulf, whirlwind. (**Appendix**)

Area BW-38: Alkali Desert

Once here, travelers have very little view of anything except the mountains because most of the valley floor is an ancient lakebed,

generally smooth but also lower than the surrounding area. The entire surface is encrusted with tiny particles of minerals left over the centuries as the occasional rain evaporated into nothing. The little crystals are white, very white, and gleam even without the full sun shining on them. Traveling through the area is hard on characters' eyes, likely causing them to water and see after-images unless they do something to cut some of the desert glare. Mirages are also frequent; visions of water, or distant hills, or even the towers of a city, may appear to people. Different people may see different mirages at the same time. People are usually inclined to believe the visions at first, since travelers are expecting (or hoping) to spot something to show they are making progress.

Another danger of the dry lakebed is the ground itself. The accumulated minerals are very strongly alkaline, which can be almost as damaging as acid. Anyone going barefoot starts noticing burns on their feet after a short time. Feet protected by sandals fare a little better, but the dust quickly gets into any open shoes and damages the skin just as surely, causing itching (–1 on all rolls until washed off). The wind on the desert whips up the surface dust and blows it into gaps in clothing or chinks in armor, or into characters' faces. That is another way the dust causes skin irritation, in addition to endangering eyesight. (The best way to counteract damage to skin is to wash it — preferably while the damage is still mild — with a solution of vinegar in water and then protect the skin against further exposure.)

Area BW-39: Plants of the Desert

The hard desert area between the mountains and the barren dry lake does have some plant life as well as animal inhabitants. Straggling bushes with small, triangular, silvery leaves stand about 3ft tall near the bottom of a game trail and spread out across the edge of the desert. Only the slightest trace of green can be seen in the leaves of the bushy plants; the rest is silver and brown. Small round-bodied birds nest among the bushes and feed on the seeds. They look like quail, except they have the silver-with-brown coloring of the plants. If startled from their hiding places, a group of them swarm up and fly away to hide in some farther bushes. They are very fast and their wings literally sound like a loud clap of thunder. The noise is loud enough to frighten the animal that startled them in the first place, or surprise people if they were responsible.

Another type of plant has clumps of spiky grass about 1ft tall, silver with barely a hint of green. This grass has spiny tips and sharp edges and could cut an incautious traveler whose legs are not protected by sturdy leather or armor. One area, perhaps 60ft in diameter, is barren of these plants. The area is strangely round, almost a perfect circle. In the center of the circle, buried a few feet under the sand, is a **sand kraken**. This creature hides and waits until several creatures are within its area (the middle 15ft of the circle). It can attack up to 5 opponents at once. It has no treasure.

Sand Kraken: **HD** 8; **HP** 61; **AC** 6[13]; **Atk** 10 tentacles (1d6) and bite (2d6); **Move** 0 (immobile); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** camouflage, constrict (if two tentacles hit, automatic 1d6 damage and drag to mouth for 2d6 damage). (***The Tome of Horrors Complete*** 469)

Under many of the clumps one can find the burrow of a springing rat. These rodents have large back feet and strong tails that allow them to leap 10ft to 15ft in a single jump, or even farther if they feel threatened. Moreover, their feet and tails are extremely tough and not affected by the alkaline surface of the ancient lake. The rats are harmless.

These rats come out at night and feed primarily on plant seeds. They are the same silvery gray color as the grass in which they hide, so they are very hard to spot. One creature that has no difficulty spotting them, however, is the desert fox that hunts them for food. The foxes are small with four big ears, and tan and gray coats that blend in well in the harsh environment and are tough enough to serve as protection. Their eyes are adapted to the glare and dust of the day and to hunting at night, and their large pointed ears give them exceptional hearing. They are the primary



creatures in the area who actually prey on other animals. Acting alone, a fox may catch one of the small round birds, or a couple of springing rats. However, they may also hunt in a pack and catch themselves a mountain goat or two. The foxes are extremely clever and could no doubt organize themselves to hunt something larger should the opportunity present itself.

All these creatures, but especially the birds and rats that live completely on the desert plants, would be inedible to any person or animal from outside this environment (and cause a mutation unless a save at –4 is made).

Their bodies are highly alkaline; the meat would taste incredibly bitter to a human (for example) and would make a person extremely ill.

BW-40: Glitter Snakes

The springing rats have a natural enemy in the foxes of the desert, but the foxes seldom follow them out onto the harsh surface of the lakebed as it is too hard on their feet. The rats just take several swift jumps out onto the packed alkaline surface and can usually be safe from the foxes for some time. Out on the brilliant white of the ancient lake, the rats' main enemies are the glitter snakes. These snakes are white, with the same crystalline glitter as the ground and nearly perfectly camouflage. Only a shadow might give them away, and those are weak and infrequent under the hazy sky. A glitter snake rests in a slightly curved position until a rat or other prey animal comes near, and then it snaps itself straight and almost flies to the attack like an arrow. The snake's main attack is its poisonous bite, which is very deadly to the creatures of the alkali flats.

This encounter occurs when the party runs across a nest of these creatures. Nearly invisible on the alkali flats, these snakes have a 1-in-5 chance (on 1d6) of surprising foes. If surprise is indicated, the party suddenly realizes they are in the midst of **12 large glitter snakes** (and perhaps have stepped on one!).

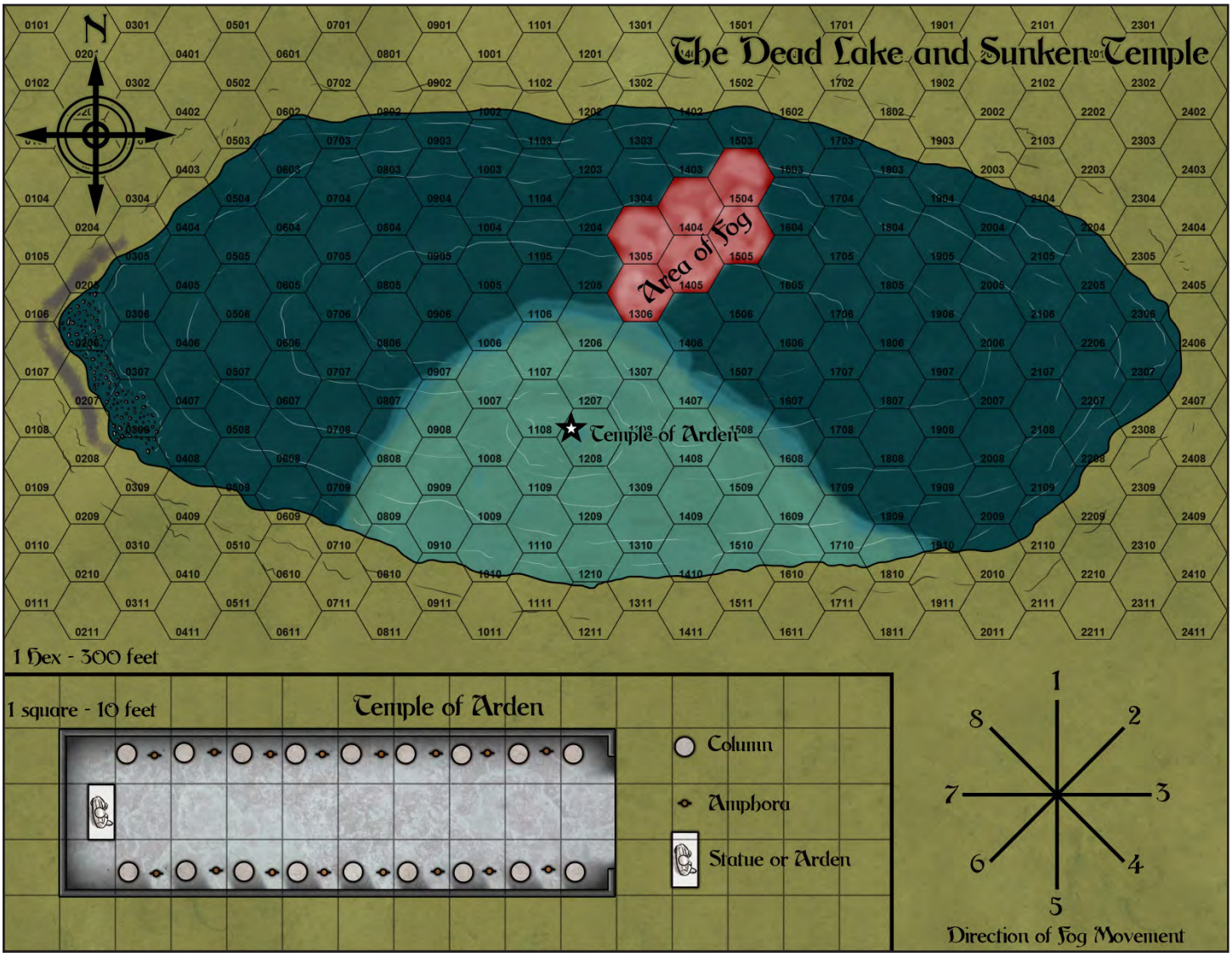
Glitter Snakes (12): **HD** 2; **HP** 15, 14, 13x4, 12x2, 11, 10x3; **AC** 6[13]; **Atk** bite (1hp plus poison); **Move** 9; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** poison (save at –2 or die), surprise on 1–5 on 1d6. (**Appendix**)

The snakes are merely defending their nest and do not pursue anything that runs away. They have no particular interest in killing anything too large to eat (and characters just won't fit in "the hole.") The snakes have no treasure.

One section of the desert near the glitter snake nest is pockmarked with shallow depressions. Grasses have grown over them so it is difficult to see exactly what they once were. They look like some were as much as 10ft across but none was more than about 5ft deep. (These were locations where lead was close enough to the surface that it could just be dug up.)

Among some indentations are openings that lead underground. They may have been as much as 6ft high at one point, but all are in various stages of collapse and none can be entered without crawling on hands and knees. A careful look locates a dozen horizontal openings in all, four of which have completely closed and can only be discovered by looking for irregularities in the landscape.

These tunnels are more stable inside away from the openings. They are mostly nondescript, all going down at about the same angle, then narrowing and ending 20 to 40ft inside. Only very small amounts of lead remain in these tunnels. One tunnel leads to the **Lead Mine** (**Chapter 8**) after a crawl of 400ft.



Area BW-41: Desert to Lake

Coming up out of the white alkaline lakebed, the desert with its sharp grasses and scrubby bushes begins to rise toward the city. A row of low hills marks the edge of the desert; they are made of soil that is more than half sand and covered with the silver-leaved bushes. Once past those, though, the land is even deader than the desert itself. The dirt is packed hard, and becomes rocky leading to a large lake. The beach, such as it is, is rounded dark pebbles. There is no sign of any weeds among the rocks, or any water plants, nor do any insects skim the surface. The area of the lake seems to be completely dead.

For those coming from the Dead Lake, going in the direction of the desert and the dry mountains: Traveling away from the lake, one sees the dry, brown mountains in the distance but nothing of the land in between, which is obscured by a few low hills. The area around the lake goes from rocky soil to hard-packed dirt, and then begins to soften just a bit. The hills prove to be sandy, with less and less dirt. Once over the top of the little ridge, though, there are a few plants, mostly bushes with small silvery leaves. Also from that point, travelers can see the hard desert that lies between them and the mountains, including the painfully white alkali flats, where even the dust is dangerous.

The Dead Lake

Outside the city in one direction is a large lake, older even than the city itself. Large stones surround one end of it but the rest of its surroundings are flat, sandy beach. No grass grows around the lake, no trees, nothing at all.

There is nothing to indicate that anything lives in the lake, not even any algae growing in a stagnant corner. This is untrue, for large creatures both malevolent and benign inhabit its depths. Large fish swim at night deep within its waters, and a horrible predator lurks within. Actual contact with the lake water is not harmful or dangerous in any way unless the water is consumed (save or take 1d8 points of damage and be affected by a random mutation).

The only daytime movement sometimes comes from the sour breeze on the water. When there is no wind (which is most mornings and evenings as well as some entire days — assume 30% of the lake is covered at all times), fog rises on the lake. The fog over the lake always has a slight greenish cast to it. In shaded spots (such as under some of the rocks that overhang the lake) it can be seen to glow, and it always glows in the dark. It hangs just over the surface of the water, but the fog also roils and moves even when no hint of a breeze can be felt. (The fog is very light and so it responds to minute air currents not felt except by extremely sensitive creatures.)

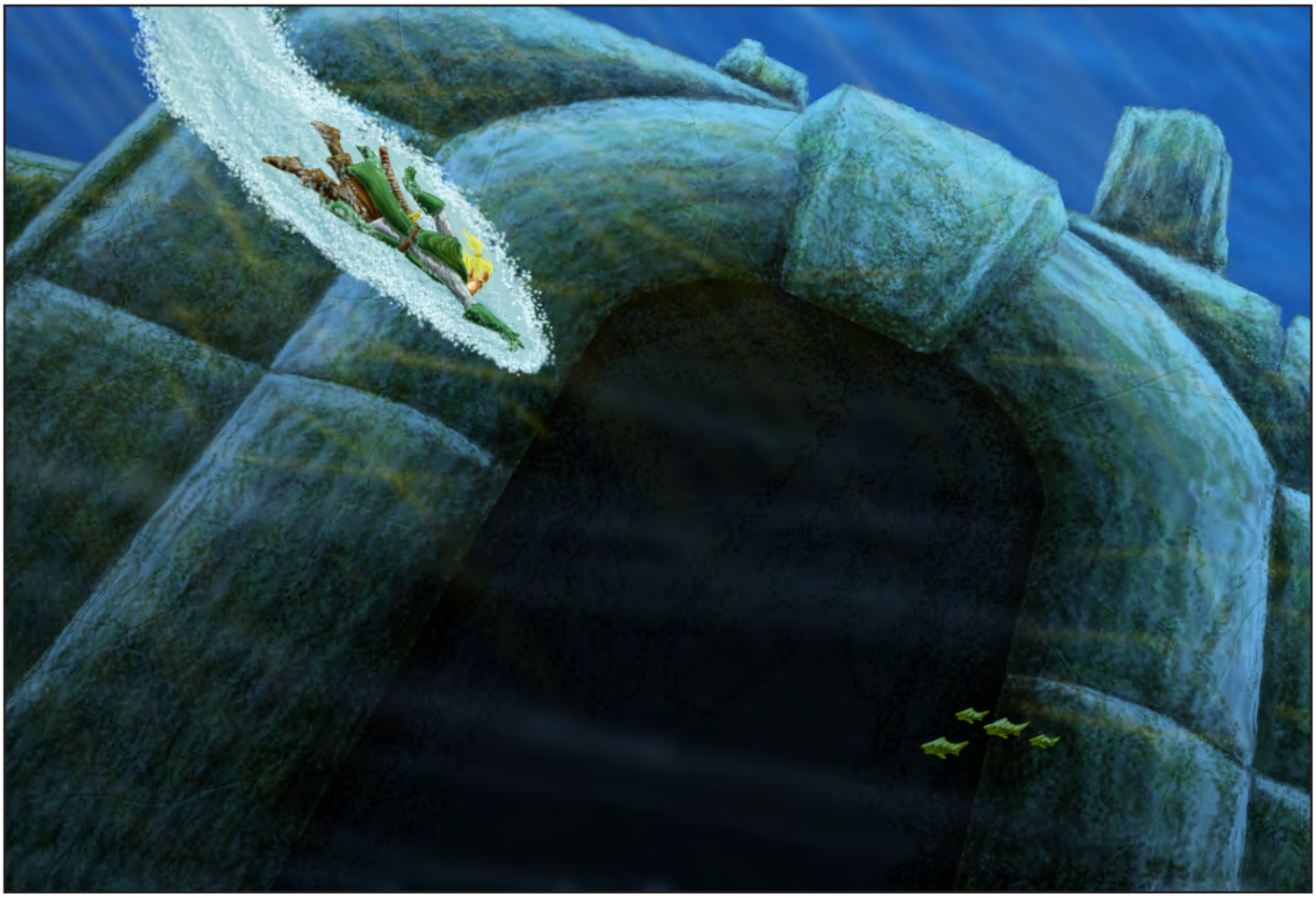
The Referee should roughly map the fog on the lake and have it move about randomly with the wind. The fog is represented by a 6-hexagon area on the lake, it starts at the location indicated and moves randomly once per minute in a direction indicated by a 1d8 die roll. Hence, if divers or boats are placed in a "safe spot," the spot may not remain safe. How this is done is up to the Referee, but this writer uses the fog as a weapon of terror rather than a death trap. I like to have the fog chase the players around, but only affect characters stupid enough to enter it. I also like to provide a warning.

A strange, mutated bird lands briefly on a stone outcropping overlooking the lake, and its occasional chirps only emphasize the silence of the rest of the landscape. The fog is coming up over the lake, and some quirk of the breeze rolls an eddy over the rock upon which the bird sits. Suddenly the chirps are silenced with a horrible croak, and the bird's body falls sideways off the stone, out of the greenish mist, and lies unmoving on the ground.

The fog itself is highly toxic. Anything coming into contact with the poisonous fog takes 2d6 points of damage and must save or die during each round of contact. Anything surviving 5 or more rounds within the fog gains 1d3 mutations as described above. (save at –2).

Beneath the Water

Most of the time the wind ruffles the surface of the water, which makes it difficult to see the bottom. If the breeze drops, the fog usually comes up, obscuring even the surface. However, in the moments when the wind stills, and the fog is not yet on the lake, the water is extremely



clear. The hazy light passes through without causing reflections and the bottom stands out in sharp detail. There are buildings in the lake, some of them tumbled and ruined, but others still standing. They seem so close, as if a person could put a hand just below the surface of the water and touch them. (That would be an extraordinarily bad idea; the lake is extremely deep and the nearness of the buildings is an optical illusion.)

The structures are covered with carvings and sculptures, but they are hard to examine and impossible to reproduce. Despite the clear water, the eye just seems to turn away and refuse to take in the details. The group of buildings is too small to have been a city; perhaps it was a village, or a religious community. There is no way to know if its drowning goes back to the destruction of the city, or whether the incident is even further in the past.

Living within these buildings is a **deep hunter sea serpent**. Any boats or swimmers entering the lake within a mile of the ruins have a 5% chance per minute (cumulative) of attracting the monster. It is the apex predator here and comes all the way to the beach to get fresh meat. It knows to avoid the fog.

Sea Serpent, Deep Hunter: **HD** 18; **HP** 105; **AC** 2[17]; **Atk** bite (4d10 plus poison); **Move** 0 (swim 24); **Save** 3; **AL** N; **CL/XP** 20/4400; **Special**: constrict for 4d10 damage after bite, lethal poison, swallow whole on 4 higher than target or natural 20. (***The Tome of Horrors Complete*** 479)

Diving down to the ruined buildings is difficult, but not impossible, and is worth it to anyone who dares. Most of the structures are just rubble and empty; however, one large, intact structure 20ft below the surface of the water serves as the lair of the serpent, and also contains great treasure, as well as information useful to the party.

The building itself is constructed of white marble and obviously was a temple of some sort. Careful inspection (assuming the serpent was dealt with) reveals that this building once served as a temple to the god Arden, the arch-nemesis of the demon frog Tsathogga.

Legends and myths are inscribed on the temple walls, and a large, seated statue of the god himself is present. Just discovering this temple, possibly the last temple dedicated to the dead god, is worth 1000 XP. Reading the myths and stories requires a *read languages* spell or thief's ability to read languages.

Important information to be gained includes:

- Arden gave his heart to block the path of Tsathogga's army from reaching the world. As long as his heart beats, the minions of the frog demon cannot plague the world. *This refers to the God's Heart — an artifact found in the Lead Mine, which can only be destroyed by the Sword of Air.*
- Tsathogga bred an awesome creature — a creature of the apocalypse. If unleashed, the world ends. *This refers to the tarrasque. This creature is trapped with the rest of Tsathogga's army beneath the God's Heart — and is released if the artifact is destroyed.*

The treasure here is impressive as well. Large amphora line the chamber. Three are broken, and the remaining 7 remain intact. Each weighs 100 lbs. absent its contents, and stands 4ft high (36in in diameter). Each intact jar is worth 500gp. Their contents are as follows:

- Broken and spilling out ancient gold coins. More than 12,000gp are in this jar.
- Broken and empty. This jar contains a false bottom (a hollow spot in the clay) containing a *scroll of restoration*. The scroll is destroyed if the compartment is opened underwater.
- Broken and empty.
- Sealed. This jar contains rare, fragrant oil. The oil weighs 60 lbs. If retrieved intact, the oil is worth 5000gp. If opened underwater, the oil is lost.
- Sealed. This jar contains 14,000sp.
- Sealed. This jar contains hundreds of small semiprecious stones. A total of 3600 gems worth 1d10gp each are present. The gems weigh 1 ounce each.
- Sealed. This jar contains extremely fine wine weighing an additional 90 lbs. The wine is worth 2000gp. If opened underwater, the wine is lost.
- Sealed. This jar contains incense worth 2000gp. Mixed in with the normal incense are 12 sticks of *incense of meditation* (**Appendix**). These radiate magic. Incense is unaffected by the water.
- Sealed. This jar contains priestly robes (worth 500gp total to a museum or sage) and a *book of exalted deeds* (**Appendix**). All are ruined if exposed to the water.
- Sealed. This jar contains scrolls of holy writings and manuscripts of the priests of Arden. These are rituals lost to time. Any lawful priest studying them gains 5000 XP. They are worth more than 20,000gp to the sages of Elise. Consider these to be like the Dead Sea Scrolls — they contain knowledge otherwise lost to the world. They are destroyed if exposed to water.

Arden, God of the Sun

Alignment: Lawful
Domains: Air, Good, Sun, War
Symbol: Sun staff (staff with a bronze sphere containing an ankh)
Garb: Ivory tunics and tabards, emblazoned with sun-shaped embroidered gold
Favored Weapons: Sun staff, short sword
Form of Worship and Holidays: The holiest of celebrations occur during lunar eclipses, followed by high noon on the summer solstice. High noon marks a regular prayer time for most followers.
Typical Worshippers: Of old, he was worshipped by humans; however, Arden is not currently worshipped on this plane.

Arden is a lesser avatar of the sun god Ra. He is depicted as a hawk-headed, muscular man wearing a short kilt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with a bronze hawk head. This staff is known as a sun staff and is carried by his worshippers. They are treated as quarterstaves. He also wields a bronze short sword. Arden was long ago destroyed by evil deities, including Tsathogga the frog-demon. His remains were gathered and treasured by his worshippers as relics.

However, it has been ages since Arden has been worshipped on this plane by any save beggars and the slightly mad who still speak prophecies of his rebirth.

Zone 4: Edge of the City

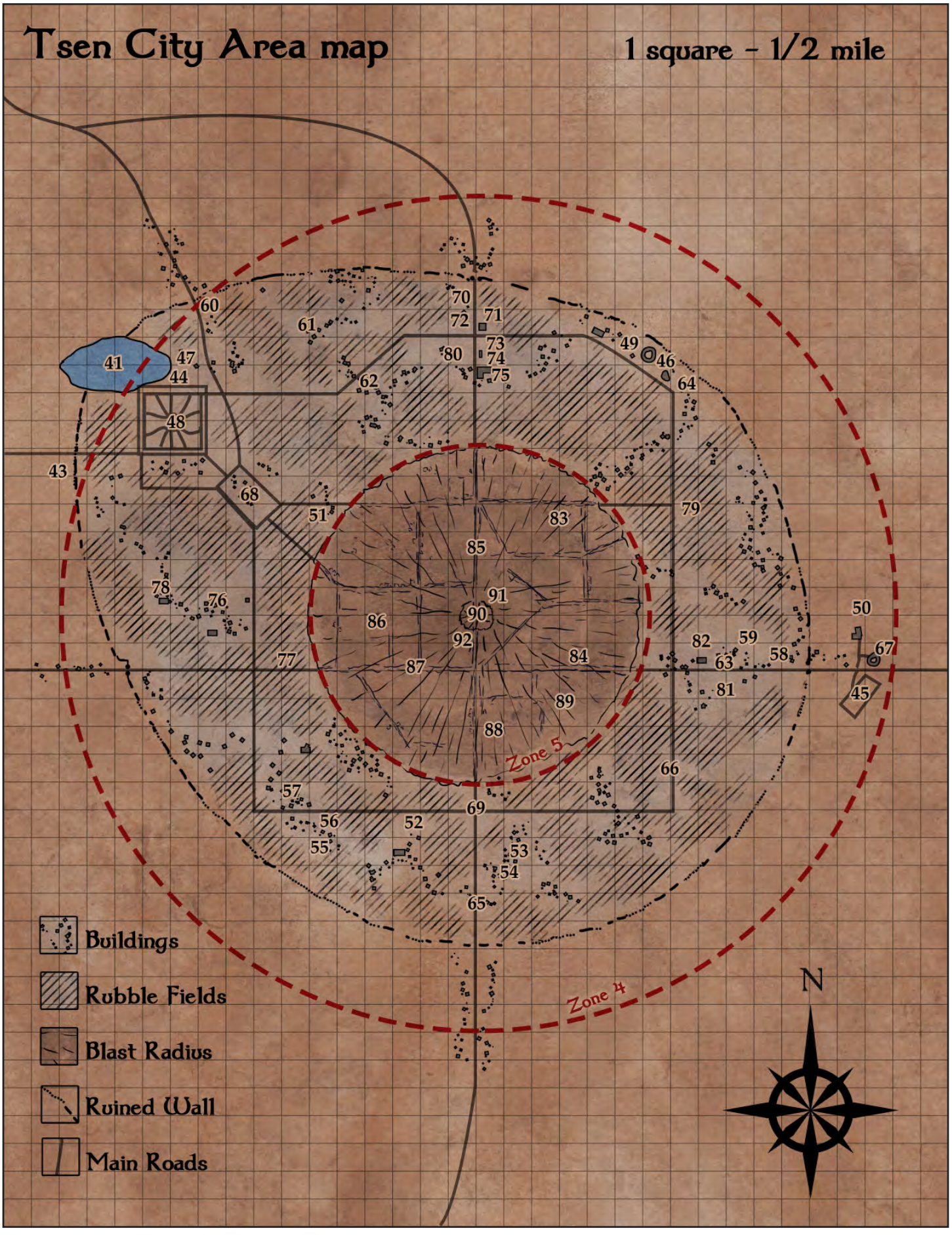
Where **Zone 2** had some mutated animals and plants, anything able to live in this zone is extremely hardy and likely immune to the poisonous effects of the land. Anything here is also completely mutated. Plants become nonexistent except in the **Botanical Gardens**. Most of the land is melted sand and rock with little moisture and no life. The theme to set for the players is:

The sun is coming up over the city and you hear a few birds singing, but mostly it is quiet. Occasionally a small stone falls but the lack of human, or even animal, noises is eerie.

This zone also contains more of the old civilization that once was here. Many buildings still stand, and many are intact. Remember, the ground, water and air here are quite poisonous. Effects of that poison must be strictly enforced.

Foraging for food is impossible. If water is ingested, it causes a mutation within 1d3 days, or kills the imbiber (save at –6 twice, failure on the first results in death, failure on the second means a mutation is incurred).

Encounters have a 1-in-6 chance of occurring each day during daylight and at night. Roll as well every time a building is entered (automatic encounter).


Tsen City Area map
1 square - 1/2 mile
Zone 5
Zone 4
N
Buildings
Rubble Fields
Blast Radius
Ruined Wall
Main Roads

d100	Encounter
01-15	**1d6 common animals**, non-aggressive (always mutated)
16-30	**1d6 common animals,** aggressive (always mutated)
31-45	**Dangerous plant**
46-50	Use **Zone 3** encounters
51-55	**Giant common animal**, non-aggressive (always mutated)
56-60	**Giant common, aggressive animal**, aggressive (always mutated)
61-70	**Giant insects** (always mutated)
71-84	**Guardians of the Heart** (2d6 acolytes, 1d6 priests, and 1 high priest)
85-95	Monster (see below)
96-00	**1d3 Type 2 hezrou demons**

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. These rations are poisonous. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples. See **Zone 1** for these.

Dangerous Plant: These can include **witherweeds** (10%), **yellow musk creepers** (10%), **blood bushes** (10%), **cobra flowers** (10%), **phlogistons** (5%), **tri-flower fronds** (10%), **witch grass** (10%), **blood orchids** (10%), **bloodsoaker vines** (10%), **emberleaf** (10%), or **sirene flowers** (5%). See **Zone 2** for these.

Zone 3 Encounter: The characters got lucky. See **Zone 3** for these.

Giant Animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Zone 1** for these.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range. See **Zone 1** for these.

Guardians of the Heart: Priests from the **Lead Mine** (**Chapter 8**) are out wandering. Encounters are with **1d6 acolytes**, **1d3 priests** and **1 high priest**. See **Zone 3** for these.

Monster: Monsters common to **Zone 4** include: **1d2 gibbering abominations** (10%), **1d4 gloom crawlers** (10%), **1d4 vorin** (10%), **1d2 chaos beasts** (10%), **1 crysolax** (10%), **1 crimson death** (10%), 1 **black rot living disease** (10%), **1d6 ommoth** (10%), **1 black pudding** (10%), or **1d3 will-o'-the-wisps** (10%).

Hezrou (Category II) Demons: Drawn to the area by their master, these creatures love the din and despair of these dead lands.

Beast of Chaos: **HD** 5; **AC** 0[19]; **Atk** 2 claws (1d4) and bite (1d8); **Move** 15; **Save** 12; **AL** C; **CL/XP** 8/800; **Special**: frightful presence, immunities, magic resistance (25%), rage. (***The Tome of Horrors Complete*** 49)

Black Pudding: **HD** 10; **AC** 6[13]; **Atk** 1 attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special**: acidic surface, divides when hit with lightning, immune to cold.

Black Rot Living Disease: **HD** 18; **AC** 4 [15]; **Atk** swarm (save vs. disease); **Move** 0 (fly 6); **Save** 3; **AL** N; **CL/XP** 22/5000; **Special**: immune to mind effects and weapon damage, regenerate 1d8 hit points per round while alive, vulnerable to *cure disease*. (***Tome of Horrors 4*** 137)

Crimson Death: **HD** 13; **AC** 0 [19]; **Atk** 2 tentacles (1d6); **Move** 24 (12 after feeding); **Save** 3; **AL** C; **CL/XP** 15/2900; **Special**: +1 or silver weapons to hit, engulf, magic resistance (15%). (***Tome of Horrors 4*** 42)

Demon, Hezrou (Category II): **HD** 9; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special**: immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 15ft radius*, *detect invisibility*, *fear*; 1/day—*gate* 20% (1 hezrou).

Crysolax: **HD** 15; **AC** 1[18]; **Atk** 2 claws (1d8 plus grab), bite (2d6); **Move** 18; **Save** 3; **AL** C; **CL/XP** 20/4400; **Special**: darkvision 60ft, immune to blindness and light-based effects, magic resistance (20%), petrifying bite, resists cold, electricity and fire, scintillating aura, vulnerable to sonic-based attacks. (***Tome of Horrors 4*** 43)

Gibbering Abomination: **HD** 13; **AC** –1 [20]; **Atk** 6 bites (1d8); **Move** 6 (climb 6); **Save** 3; **AL** C; **CL/XP** 25/5900; **Special**: amorphous, blood drain, cannot be surprised, disruptive cacophony, immune to nausea, pain and sickness, magical abilities, regenerate 1d6 hp/round, resists electricity. (***Tome of Horrors 4*** 103)

Gloom Crawler: **HD** 10; **AC** 3[16]; **Atk** 10 tentacles (1d6 plus constrict), bite (2d8); **Move** 9; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special**: all-around senses, constrict, vulnerable to sunlight. (***The Tome of Horrors Complete*** 283)

Ommoth: **HD** 7; **AC** 5 [14]; **Atk** 4 claws (1d6 plus grab), 2 stings (1d6 plus poison); **Move** 15; **Save** 9; **AL** N; **CL/XP** 10/1400; **Special**: constrict, darkvision 60ft, poison. (***Tome of Horrors 4*** 161)

Vorin: **HD** 8; **AC** 3[16]; **Atk** sting (2d6 plus poison) and bite (2d6 plus poison); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special**: breathes water, immune to acid, paralytic poison, resists fire. (***The Tome of Horrors Complete*** 587)

Will-o'-the-Wisp: **HD** 9; **AC** –8[27]; **Atk** shock (2d6); **Move** 18; **Save** 6; **AL** C; **CL/XP** 10/1400; **Special**: lights.

Area BW-42: Buried Lancers

After passing through the desert, a series of ever-decreasing hills and ridges lead travelers toward the city. One steep little ridge is barely higher than the head of a person on horseback, but the top is covered with loose rocks. One wrong step could injure a horse or person on foot, so it would be wiser to ride along it a way, looking for an easier place to cross. The trunk of a dead tree hides some obstacles until the travelers are upon them: a patch of dirt-encrusted metal spikes sticking up from the ground. The metal pieces are irregularly spaced, 4 to 6ft apart in 3 rough lines. They still look fairly sharp despite their weathering, extending up from the ground about 3ft and flaring out just a bit from tip to base. There's room to get past the spikes with very little trouble, and another hundred feet or so later is an easy place to cross the ridge.

These metal spikes are lance tips. During the great war, a troop of nearly 100 knights waited between two hills for the order to gallop up over

the hill and take the enemy by surprise. Before the order came, however, a huge explosion of dirt and hot ash nearly filled the little valley in which the knights waited. It covered everything at least 15ft deep for a couple of hundred yards up and down the valley. The knights and horses were trapped by the great weight of all the dirt, suffocated by the fumes and lack of air, and died with lances still at the ready. All their gear is rusted and worn beyond repair.

This is inspired by the Trench of Bayonets, found on the World War I battlefield of Verdun, France. http://www.atlasobscura.com/places/trench-bayonets

Area BW-43: City Wall

The massive city wall was once very impressive, and traces of its grandeur remain. Although huge portions of it were destroyed, large sections and towers still stand, in some places only 30ft high and in other places closer to 45ft. The wall does not seem to have fallen to only one cause. One portion of it may have been broken down by a siege engine because its stones have piled up on the city side of the wall, in a heap pointing toward the city.

Another section seems to have been blasted apart by an explosion from inside the city and chunks of the wall are scattered for some distance outside the perimeter. Yet another part looks like it simply melted; the rounded edges of the wide opening show where liquid stone ran down to the bottom of the arch and pooled on the ground. Once there, it eventually hardened into a lump that is high enough to allow a person to just step over the waist-high opening.

Guard towers stood at regular intervals around the wall but few remain. They fared worse over time than the wall itself. The top of one tower appears to have been blasted off and now lies 40ft outside the wall. Another looks as if it was pulled right out of the ground and smashed down where it previously stood. A third seems to be in danger of crumbling any moment as most of the mortar between the stones is gone and the whole tower looks unstable. It is only from inside the tower that someone would be able to detect the magic holding it together.

One tower appears to be in pristine condition; someone with the ability to *detect magic* can tell that it has a very powerful spell upon it. This spell repels things (a permanent *repulsion* spell) so it kept away catapult stones and siege engines, and enemies who tried to attack the tower.

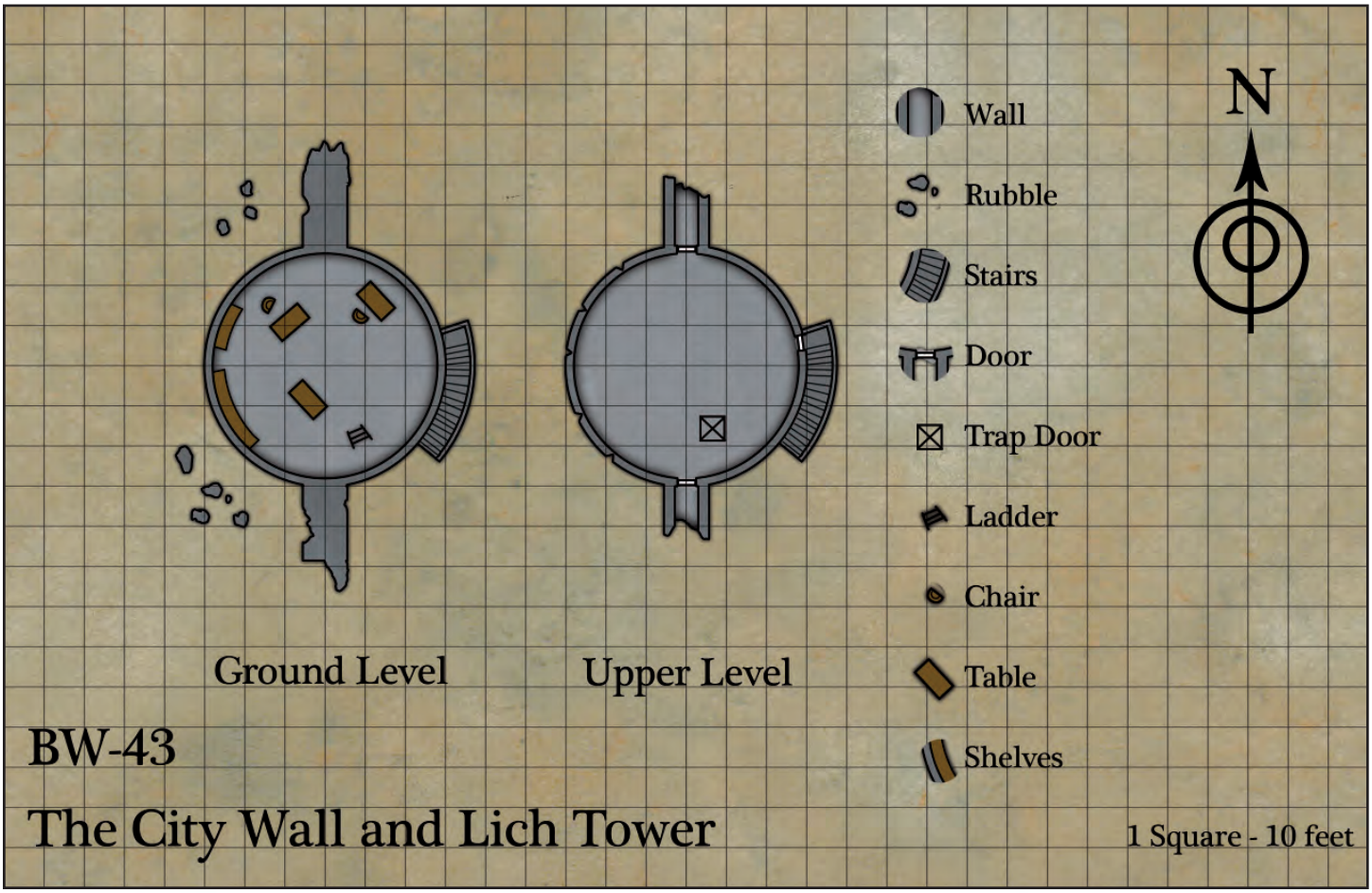
Unfortunately, it also kept away defenders who wanted to enter the tower and fight off the aforementioned enemies so this section of wall fell, even though the tower was intact. Over the centuries, the magic also repelled things such as rain and wind-blown dirt, so that no erosion has damaged the tower either. The spell is still active, so adventurers who want to investigate the tower must contend with it before they can enter. The spell can be nullified for 2d6 rounds using a *dispel magic* spell.

Investigation of the tower may not be such a good idea. The tower itself is a two-level affair, its 60ft-round rooms connected by a stone staircase. Using this as a home base is a terrible **lich**. The lich selected these ruins as a resting place due to its relative peace and quiet. It does not like being disturbed. The lich leaves the other denizens of the area alone, frequently flying about or becoming *invisible* to deflect attention away from itself. This creature has no interest in any quests or other activities that characters may be doing — it simply wants to be left alone.

If disturbed, the lich uses all of its abilities to destroy anyone bothering it.

Lich: **HD** 18; **AC** 0[19]; **Atk** hand (1d10 plus automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 21/4700; **Special**: appearance causes paralytic fear, spells (6/6/6/6/6/5/2/2/1), touch causes automatic paralysis.

Spells: 1st—*charm person*, *magic missile* (x2), *read magic*, *shield*, *sleep*; 2nd—*darkness 15ft radius*, *detect good*, *detect invisibility*, *mirror image*, *web*; 3rd—*dispel magic*, *fireball*, *fly*, *haste*, *lightning bolt*, *suggestion*; 4th—*confusion*, *dimension door*, *fear*, *ice storm*, *monster summoning II*, *wall of fire*; 5th—*animate dead*, *cloudkill*, *feeblemind*, *monster summoning III*, *transmute rock to mud*; 6th—*anti-magic shell*, *death*



spell, disintegrate (x2), *monster summoning IV*; 7th—*power word stun* (x2); 8th—*mind blank, power word blind*; 9th—*prismatic sphere*.
Equipment: *black robe of wizardry, staff of absorption* (22 charges), *brooch of shielding, ring of spell turning*.

Tactics: The lich immediately casts *prismatic sphere* upon noticing intruders. It typically follows up with a *power word stun*, a *death spell*, and then summons monsters for 2 to 3 rounds, using its highest-level spells first. Following this, the lich uses *magic missile* and *lightning bolt* spells, then whatever it has left or seems appropriate.

Treasure: The lich wears *black robe of wizardry*, a *ring of spell turning* and a *brooch of shielding*. It wields a *staff of absorption* with 22 charges.

Its lair contains the following:

- Spellbooks containing all spells of levels 1–4, all spells the lich has memorized, and 1d4 spells of levels 5–9. The spellbook is trapped with a *symbol of death*.
- Various books on arcane lore and strange wizardly things. There are 22 books total, each worth 500gp to the library in Elise.
- A *manual of stone golems.*
- A 10,000gp diamond the size of an apple. This gem is also the *lich's phylactery*. He returns to this gem if killed, rematerializing after 30 days wherever them gem resides.
- A manuscript detailing the procedure for creating a homunculus.
- Various alchemical items and spell components worth 6000gp.
- A solid silver chair and desk set worth 2000gp.

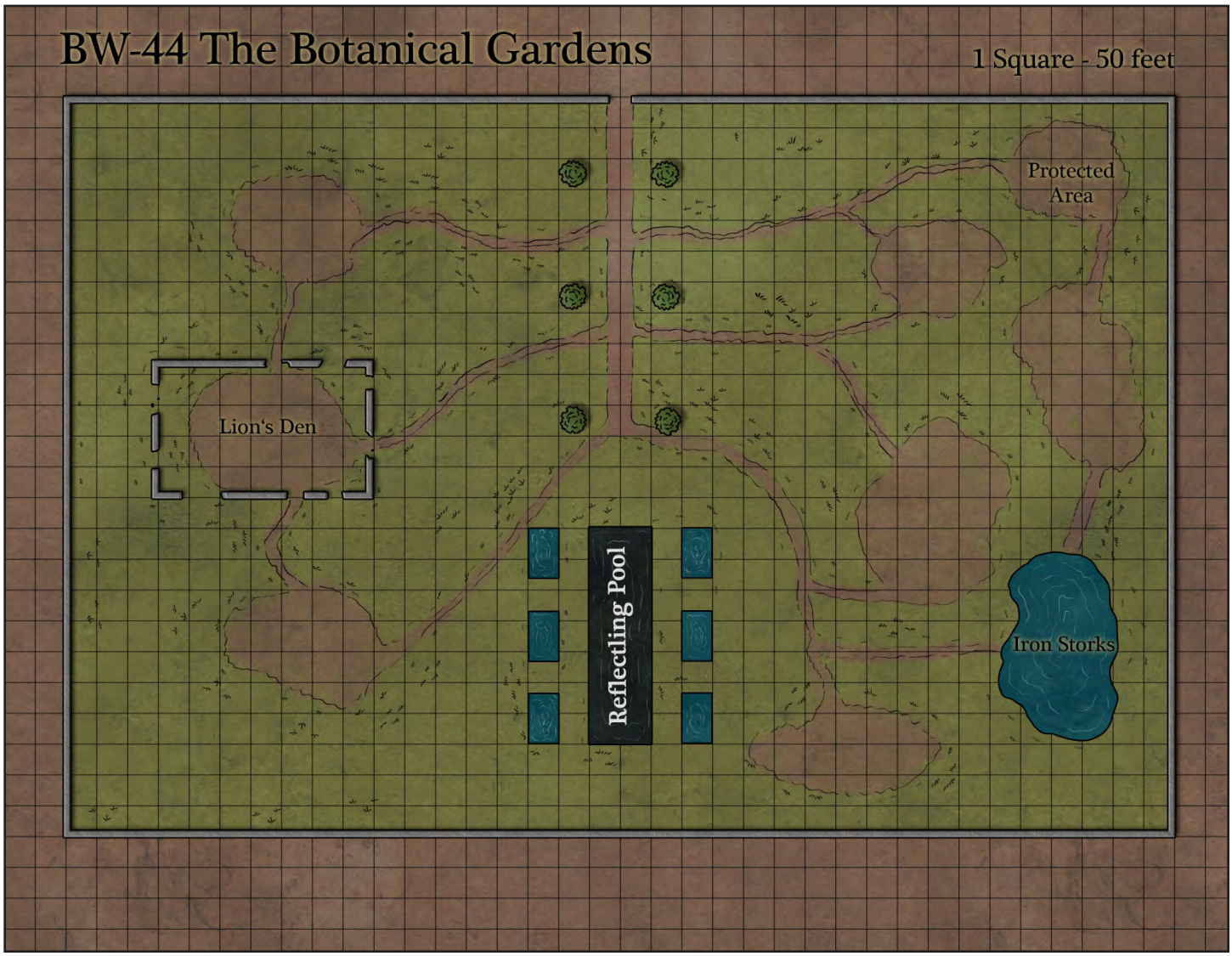
Area BW-44: The Botanical Gardens

On the outskirts of the city where more space was available once stood very beautiful botanical gardens. They were some distance from most of the trouble, surrounded by a stone wall, and protected magically as well, and so they suffered very little — at first. **It is important to note that this area is treated as if it was in Zone 2 for purposes of the atmospheric effects.** The poison of the area changed and twisted the gardens much more than it did the more ruined parts of the city. At one time, the gardens were full of exotic foreign plants as well as beautiful local specimens, and were the home of many peaceful animals. Now they are a place of weird plants and strange animals, where almost everything is dangerous in one way or another.

Most of these creatures remain harmless. While the eight-winged butterflies and ten-legged crickets may be strange, they are harmless. A few larger predators exist, though.

The Big Trees

The first thing anyone notices on approaching is the huge trees. Most survived the cataclysm, and those that did still stand, having grown in amazing ways in the past centuries. A couple of giants tower over the landscape, perhaps 300ft tall. Others are not so high, but their branches are intertwined at various levels, meaning a person could climb one tree and then cross to several others without having to return to the ground. One



tree is tall enough — perhaps 90ft — but it is huge. A dozen people could link hands around it and barely encompass it.

Black Pool

One section has reflecting pools lined with small, round trees that bear beautiful white flowers in the spring. These trees are now dozens of feet tall; their twisting roots broke up the reflecting pools centuries ago. They flower all year around, and the flowers have a strong sweet scent that can be smelled for a long distance. Several large lily pads grow in the ponds, with large, black flowers on their tops. Few animals are in the area, perhaps because the trees use their roots or flexible branches to attack them (harmless unless one actually sleeps next to one) or perhaps because the sweet scent of the black flowers is poisonous at close range. These flowers are **11 black lotus flowers**.

Black Lotus Flower (11): **HD** 2; **HP** 15, 14x2, 13x3, 12, 11x4; **AC** 6[13]; **Atk** pollen; **Move** 0 (immobile); **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: deadly pollen (save or die; successful save paralyzed for 1d4 hours). (**Appendix**)

The Lion's Den

The wall of the garden is still mostly standing, though it has several breaks and places where it has crumbled. The archway over the entrance is broken and fallen, although chunks with letters carved in them might be found buried in the soil. Inside, the curving stone paths are almost gone with only an occasional patch to show where they once were. Most of the space is filled with huge overgrown areas of plant life including bushes now the size of small trees and herbs that look like bushes taller than a man. Movement through this undergrowth is at one-quarter normal speed. It also is the lair for a den of **6 plant-imbued lions** (a male, 3 adult females and 2 cubs).

Lion, Plant-Imbued (6): **HD** 5+2; **HP** 37, 32, 27, 21, 9, 6; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 7/600; **Special**: +1 or better weapon to hit, magic resistance (10%), regenerate (3hp/round), vulnerable to fire and acid. (***Monstrosities*** [lion] 297, ***The Tome of Horrors Complete*** [plant-imbued] 432)

Tactics: The lions typically attack by having one adult female approach from the front, while the other adults attack from the sides and rear. Assume they have a 50% chance of surprise coming out of the heavy bushes and undergrowth (to which they are immune).

The Protected Area

Some of the strange plants found now in this protected area include: vining plants with long thorns that can uproot their shallow roots and creep along the ground looking for nourishment or a well-fertilized location, such as under the carcass of a dead animal, and then replant themselves; bushes with beautiful flowers that can form a hard outer cocoon of surprisingly strong leaves to protect the delicate blossoms against wind or frost — or possibly against someone who might try to pick one; something that looks a lot like dill except that the lacy heads are razor sharp and the stems as tough as leather; and plants with wide, sharp-edged leaves so dark as to be almost black, whose flowers spend the daylight hours closed up tight in dark buds only to bloom at night with gleaming white flowers the size of dinner plates whose petals literally glow in the darkness. These flowers are **22 white lotus blossoms**. Three mutated raccoons lie next to the plants, seemingly dead (in a cataleptic state). If awakened (anything that cures poison, or if removed from the area for 4 hours), these creatures bring forth 1d3 treasures from their lair as a thank you.

White Lotus Flower (22): **HD** 2; **HP** 16x3, 15x2, 14x4, 13, 12x4, 11x4, 10x4; **AC** 6[13]; **Atk** pollen; **Move** 0 (immobile); **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: comatose slumber (save or fall asleep, cumulative –1 penalty to save each day to awaken). (**Appendix**)

Small animals live in this area as well, though very changed from common creatures. Squirrels have two or three fluffy tails, or one flattish tail used for guidance when soaring on winglike membranes attached to their limbs. Raccoons have almost hawklike vision for spotting food, and are extremely fast and nimble in getting it away from competitors; some carry pouches made from leaves to gather up edible or shiny things and carry them away.

Finding a raccoon lair (must be intentional) can be performed by a druid or anyone who can track (else it has only a 5% chance of success). There are a total of 6 lairs in the area. Each has a 25% chance of having each of the following:

- 1d6 small gems worth d100gp each.
- 3d6gp and 4d4sp.
- 1 piece of jewelry worth 1d6+1x100gp.
- A magic *ring of lightning resistance* (one only) (similar to a *ring of fire resistance*).
- A strange token (usable in the library) made of copper and depicting an open book on one side (one only).
- An ancient spyglass made of gold and ivory worth 2200gp (amplifies vision 4x; one only).

A large pond and stream run through this area as well. Strange three-eyed fish and large stork-like creatures swim and wade through the pond.

What were once exotic wading birds have become some of the most feared pack predators in the gardens. Their long beaks are steel-hard and sharp as knives and the tall birds are fast to strike, impaling prey on their spear-like beaks and then running away to devour them at their leisure. The **22 iron storks** are highly aggressive, and attack any that approach within 10ft of the water's edge.

Iron Stork (22): **HD** 4; **HP** 32x3, 31, 30, 29x5, 26x4, 24x2, 21x6; **AC** 2[17]; **Atk** beak (2d6); **Move** 24; **Save** 13; **AL** N; **CL/XP** 4/120; **Special**: steel bones. (**Appendix**)

Area BW-45: Cemetery

Once at some distance from the city, this cemetery is now close to the edge of town. It was evidently a graveyard of the wealthy as there is very few graves in the ground. Most burials were in mausoleums. Some of the small buildings have partially sunken into the ground over the years and rest at bizarre angles. Carvings have cracked and pieces of edging are missing. A few mausoleums are completely crushed by rocks big enough to have been thrown from catapults. There are even some that stand where they were built, though the carvings are almost smooth and any inscriptions are completely gone. The bushes and trees here seem even more twisted than most places, and the color black features prominently in the grass that grows between the buildings. Nothing of value remains in the cemetery, although most characters likely think it does. Calmly allow them to search for hours if they wish — but remember the effects of the poisonous atmosphere while they do.

Area BW-46: The Stadium

Out near one edge of the city, a stone stadium stands almost alone. (It once stood in a neighborhood of wooden buildings, all of which are long gone.) The stadium itself is still sturdy, though all the stone seats show erosion from long years of exposure to the elements. The structure is in the shape of a long, broad oval with entrances at several locations. It was once a track for racing chariots, or horses, or more exotic beasts. That being the case, the seats for spectators are raised several feet above ground level with a strong wall around the track area. One long side has a section that is raised even above the rest of the seats, evidently for important visitors. One end of the long oval is open, its wooden gates having deteriorated long ago. Under the stands at that end are rooms where competitors could prepare before an event, and a large room that once held stalls for animals. Elsewhere under the stands are places where goods or food were sold. A few rooms still show elaborately painted walls, though the colors are faded now; these were probably entertainment locations for wealthy attendees. The entire field inside the stadium is overgrown with vegetation, including a number of twisted, grayish trees. Several older trees have grown and

already fallen, including one stout tree that barely missed the interior wall.

One bizarre aspect of the stadium is a huge, deep hole in the middle of the interior field. It looks as if something gigantic burst up out of the ground there. The tunnel into the ground is very deep; even the sun at noon does not reach all the way to the bottom. Only scrubby weeds grow on the outside edges of the hole, and nothing lives around the top or on the dirt down the inside. Anyone getting close discovers eye-watering fumes rising from the depths.

Below the surface, about 120ft down, is a pit of vile liquid that gives off sulfur-smelling fumes mixed with the smell of burning fat. The air is fully 50 degrees warmer than the ambient temperature. Hot "lava" can be seen below, for this is the lair of a **cherum**. It is best left alone, although if our intrepid adventurers decide to mess with it, this gigantic fiend awakens and attacks. No treasure is here, as it melted away.

Cherum: **HD** 24; **HP** 176; **AC** –3[22]; **Atk** 2 claws (2d8 plus 1d6 fire) and bite (4d6 plus 1d6 fire); **Move** 6; **Save** 3; **AL** N; **CL/XP** 27/6500; **Special:** fiery aura (40ft, 6d6 fire damage/round, save half), immune to fire and poison, magic resistance (30%), regenerate (5hp/round), swallow whole on natural 20 (4d6 damage/round to swallowed), vulnerable to cold. (***The Tome of Horrors Complete*** 93)

Tactics: Pretty simple actually. If bothered (basically if anyone enters the pit or throws down anything of size and substance), the cherum climbs up and attacks. It's not terribly intelligent, and simply tries to "eat 1d6 adventurers" with its massive maw. The beast does not pursue anything outside the stadium.

Area BW-47: Aviary

Behind the broken remains of a low wall is a long green area overrun with weeds, spindly bushes and skinny trees. The exception is a majestic tree growing almost alone in the middle of the green space, rising out of the top of a decorative stone building. The tree has broken through the center of the open-work roof of the rectangular building. White columns support the roof with open space in between. The huge trunk of the tree can be clearly seen.

Crossing the green space toward the building, observers note the presence of birds, which have been somewhat rare, especially near the city. These birds are about the size of a cardinal or blue jay, but emerald green and very fast. They swoop through the bushes and then head toward the huge tree, their bright color allowing them to blend in with its thick foliage.

Many of the green birds are feeding on the dark red berries of some of the bushes, ones with long whip-like branches covered with thorns and only a few tiny leaves. The thorny branches quiver at times that can't be accounted for by the movements of the birds or the light wind in the area. However, nothing seems too unusual until a bird stops for a berry near the adventurers and suddenly one of the thorny branches snaps out and curls around it, constricting and piercing until the bird is dead.

The branch then drops the carcass near the center of the bush where it can provide additional nutrients to help the plant grow. Other green birds nearby immediately flee for the central tree, but ones farther away don't seem to notice. If the adventurers or any animals get close to one of these thorn-whip bushes they learn another of its characteristics: the bushes discourage animals from nibbling on them by flailing their flexible thorny branches to smack any potential threat nearby. This results in painful scratches at the very least (but is not dangerous).

Other colorful birds strut about, including many peacocks that move through the underbrush, including one that is completely white. If the peacocks are threatened, they immediately run for the building, faster than most people would expect. Instead of running between the columns, they do some sort of magical jump at the last second. They move onto the stone that provides the base of the building and the walkway around it, and then magically transport themselves to the interior of the building (they have mutated to develop a *dimension door* ability). They can also transport themselves back out again. It is worth noting that anytime a peacock does this maneuver, the bird always ends up positioned in such a way that its long tail is completely inside or completely outside the building.

If people try to enter the building through the open spaces between the columns, they soon discover that the spaces are protected by some sort of magical field that no one can pass (a *wall of force*). In fact, the field is in disrepair and has a few random holes in it through which a person could put an arm or potentially fire a weapon. However, since the entire field is invisible, these holes are invisible, too, and can only be discovered by accident or by carefully searching. The damaged field is strong enough to hold back anything too large to fit through a hole.

The only way to enter the building is through a sturdy bronze door located at one end between a pair of columns. It looks out of place on the otherwise-open building, but appears to be in good condition. The door opens outward and leads into a short corridor that is closed by another bronze door at the other end. That door will not open until the outer door is closed. Only when the outer door is tightly shut can anyone open the interior door, and vice versa. The interior door also opens outward or, in other words, into the corridor.

Once through the doors, an intruder may notice the perfect, springlike temperature inside the seemingly open building. There are signs of a stone path that once wandered through the interior, rocks placed here and there that are the right height for sitting, and one artfully constructed pile of stones about 6ft high from which a waterfall tumbles into a small pool.

This was once an aviary and home to many more types of birds than the two that live here now, but its magical protections have mostly lasted through the centuries. The magic has not kept the interior clean, though, and centuries of use by the peacocks and green birds has left the rocks and ground covered by excrement that is only partially washed away by the rains.

Nothing is of value here, and nothing dangerous lives here.

Area BW-48: Menagerie

Behind the broken remains of a low wall is a long green area overrun with weeds, spindly bushes and skinny trees. Anyone exploring the space spots a large complex of stone, with compartments of different sizes and formations. It was evidently a menagerie of exotic animals based on the odd bones in some of the enclosures. At one time, the habitats for the various animals were maintained largely by magic.

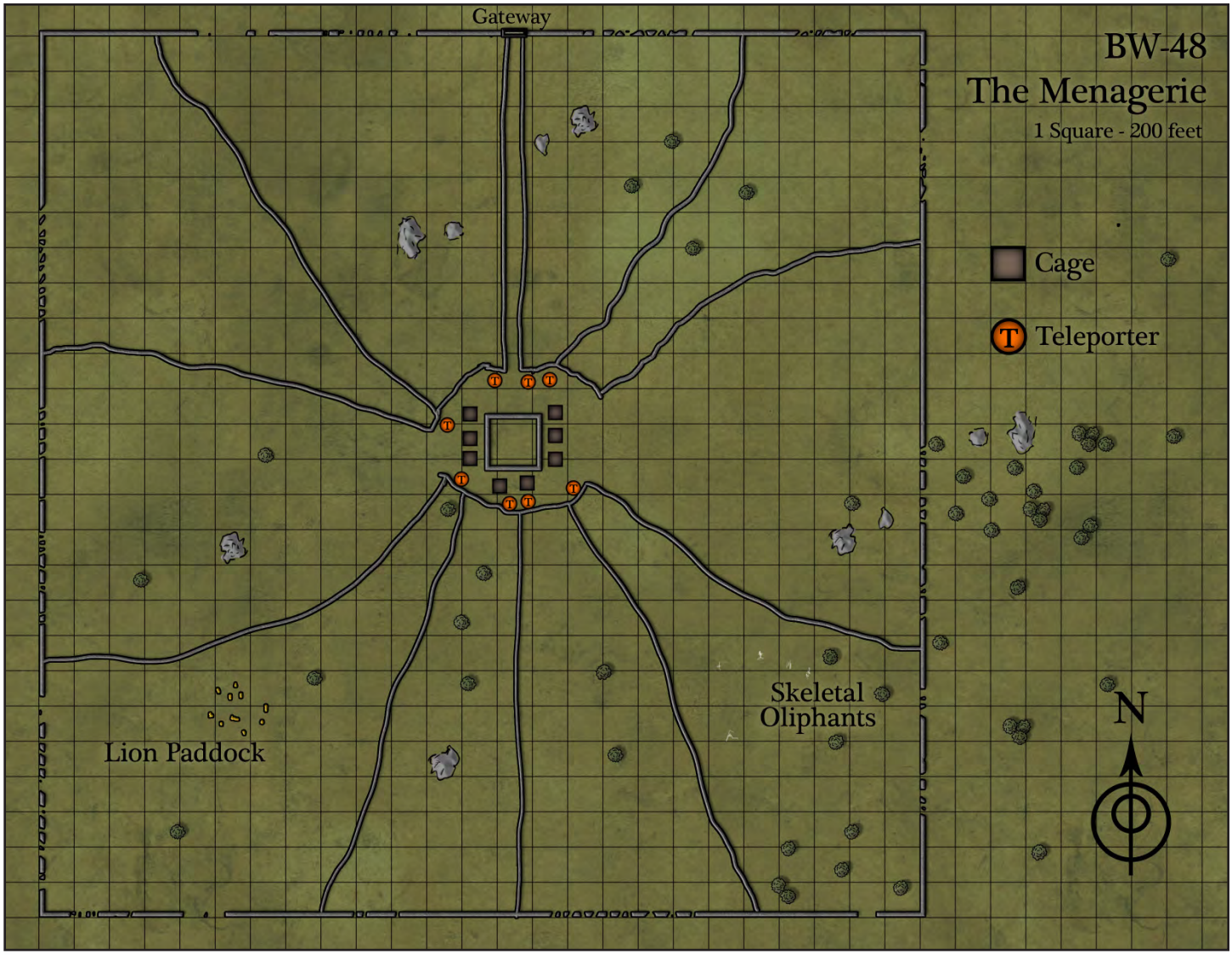
The menagerie keepers even had magical methods of transporting food to the most dangerous creatures to preserve their own safety. Some of the magical cages were damaged and failed to keep the appropriate environments, resulting in the deaths of the animals, though the remaining magic allowed their skeletons to be nicely preserved. Other walls failed altogether, allowing the creatures in those compartments to escape. Most died off quickly, not being able to fend for themselves, or were killed by the poisonous residue in the atmosphere. A few descendants of others still survive.

A few of the magical containments survived through the centuries. All non-cage containments are sealed with a *wall of force.* Animals whose magical cages were intact usually starved to death because the keepers no longer came to feed them, but two habitats were enhanced and had bizarre effects on the creatures there.

One 600ft-square compartment contains small patches of thin, sickly grass. Strange interference affected the compartment's magic. The animals had no food and starved to death, but the magic animated their bodies. Roaming the enclosure are **2 undead oliphant skeletons**. These skeletons do not attack anything entering their enclosure (through a small, unlocked gate) unless attacked. The gate can be easily opened or the containment wall (40ft high) flown over to exit the area.

Oliphant Skeleton (2): **HD** 8; **HP** 47, 43; **AC** 3[16]; **Atk** 2 stomps (1d8) and gore (2d10); **Move** 9; **Save** 8; **AL** N; **CL/XP** 8/800; **Special:** immune to sleep and charm spells. (***The Tome of Horrors Complete*** 640)

Another enclosure measures 400 yards square and contains grass and a few strange, mutated shrubs. The magic of this environment kept its creatures alive and even acted on the animals to give them strange new powers, but they had to learn to feed themselves. Thus, a **pride of 12**



2,000-year-old lions use the powers of their minds to attract prey. They create illusions of food, mates or shiny baubles to lure animals onto the spots their keepers used to transport food into their enclosure. These 4ft-by-4ft stone slabs are perpetually activated to teleport anything on them inside the enclosure (no save). The prey is often disoriented when it arrives; the lions are prepared and make short work of their dinner. Over the years, the extremely cunning lions have had experience luring adventurers in, as well. Exit from the enclosure requires flight (over the 40ft-high containment wall).

Lion (12): **HD** 5+2; **AC** 6[13]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** regenerate (5hp/round while in cage, does not age), magical abilities (at will—*ESP*, *phantasmal force*, *polymorph self*, *telepathy;* 1/day—*suggestion*). (***Monstrosities*** 297)

Tactics: For intelligent foes, the lions usually disguise themselves as helpless, adorable cubs and then combine that with a glimpse of something metallic or shiny in the bushes just beyond the magical transportation spot. Once or twice in the 2 millennia, comrades have been able to rescue one of the lions' victims, but no one has ever been able to slay the great cats as the magic of the habitat eventually heals them of any wounds. If someone cancels the magic on the enclosure or transports the lions out of their habitat, it sets the lions free but they would die of old age in a few hours (or days at the most) without the magic of the enclosure to keep them alive.

Area BW-49: The Observatory

On the outskirts of the city, away from the interfering lights of the building and people's activities, stands what remains of an observatory. Inside it is dark, even during the day. Its giant spyglass, carefully crafted by the best artisans and glassblowers, lies twisted on the floor. The open roof seems to still be protected by the magic that keeps the elements out and keeps the temperature moderate inside, though some debris has blown in through the doorway since the wooden doors rotted away. Looking up through the opening in the roof gives a perfect view of the night sky, even at noon.

Anyone who has a spyglass can use it to look at stars or whatever other space objects are available (moon, planets, etc.). However, those looking into the sky in the observatory may also be able to see great dark birds, somewhat like crows, whose rotting feathers trail across the sky and obscure the stars as they fly. Just seeing them is a fearsome thing. These are **6 fear crows**. Watching them causes one to turn its attention on the observer, and the sight of that hate-filled dark eye on such a large scale can strike terror into the heart of even a brave soul. Note that these creatures cannot be seen other than through the observatory, even at night.

Fear Crow (6): **HD** 1; **HP** 8x2, 7, 6x3; **AC** 5[14]; **Atk** 1 bite (1d4) or 2 claws (1d3); **Move** 4 (flying 18); **Save** 17; **AL** C; **CL/XP** 2/60; **Special:** displacement, fear gaze. (**Appendix**)

Area BW-50: The Prison

A complex of ruined gray buildings surrounded by a tall wall sits alone in an area of flourishing weeds in gray and white, with the remains of a few broken streets leading to it. This former prison was in a lower-class portion of the city, nestled amid wooden slums, so everything around it was destroyed millennia ago. A single arching piece on a tall pillar was probably part of the original entry, but that piece is all that is left. The center is missing and the entire other side is totally destroyed, the wall pushed outward from the inside.

The wall itself is broken in many places large and small, but overall is intact for about two-thirds of its length. Inside are some plain rectangular buildings (barracks, dining halls with kitchens) that seem to have been hit by siege engines to judge from the huge rocks that crumpled the roofs and walls. The huge central building is smashed, burned, ripped open and generally abused in any number of ways.

The prison was notorious and, when an opportunity came, the populace tore it apart. Unfortunately, they did not release the prisoners in the most secure cells or in the lowest blocks where people were put to be forgotten. These areas are full of skeletons of people who died trying desperately to get out or fighting each other to live, or ultimately of starvation. Some of those trapped left dying curses aimed at the ones who did not care enough to rescue everyone.

Roaming the prison grounds (encountered on a 1 in 6, checked 1/minute) are **12 wights**, the result of the curses of these dying men. They attack until slain.

Wight (12): HD 3; **HP** 23, 22x2, 19x3, 18x4, 17, 14; **AC** 5[14]; **Atk** claw (1 plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** drain 1 level with hit, silver or +1 or better weapon to hit.

The surrounding wall was long enough that no one tried to demolish the whole thing, only bits and pieces of it. One single building, in the back part of the complex, is also untouched other than one missing roof corner lost to a stray rock. The door is large and made of strong metal, but is not even locked. Inside is a single large room about 45ft across. Its main feature is a large pit, 30ft across and 60ft deep.

The edges of the pit are no longer in good condition. What once was brick and mortar has crumbled greatly. Standing too near the edge might cause about 5ft of floor to slide off the edge into the pit. Climbing out could be difficult because the walls inside crumble under any kind of pressure. In the bottom of the pit are many bones.

From the top, it is impossible to make out any of them except the set on top: the complete, intact skeleton of a five-headed hydra. The hydra was kept here, half-starved, as a means of execution. Most of the skeletons under the hydra's remains are human, though some are the skeletons of animals fed to it during slow periods. Though cramped in the small space, the hydra was not able to scale the 60ft up to the top and so just stayed at the bottom and ate anything dropped down to it.

When the guards and caretakers died, the populace was afraid to bother the hydra at all and so it was left alone to eventually starve to death. One other odd thing about the building is that it had a spell on it to amplify any sounds from inside, the better to emphasize the frightfulness of the beast and the suffering of the victims it executed.

This spell is still active: Any noise louder than a whisper is amplified to be heard for several hundred feet outside the building. Of course, the **animated hydra skeleton** is an unpleasant surprise to anyone exploring the bottom of the pit.

Hydra Skeleton (5 headed): HD 5; **HP** 33; **AC** 5[14]; **Atk** 5 heads (1d6); **Move** 9; **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** immune to sleep and charm.

Area BW-51: The Sinkhole

Past towering mounds of rubble and twisted tree trunks lies a more open space, perhaps once a plaza or marketplace. To get to it, a person must edge around part of a wall that is still standing and clamber over some rocks that were once evidently the corner of the building. Once in view of the open area, it is clear it is no spacious plaza but rather an enormous sinkhole, so deep that its depths are lost in darkness despite the size of the opening.

The huge pit is hundreds of feet across, strewn with the rubble of fallen buildings and bones here and there. A few skeletons are exposed to the light. One near the top is particularly noticeable: It is a roughly human-sized skeleton on top of a huge piece of rubble. It appears someone spent the last hours of his or her life trying desperately to climb out of the pit but failing. The bones lie on a flat stretch in between carved decorations, with one arm outstretched toward the opening above.

In fact, if someone can get down to it, that giant chunk could provide a useful ladder for getting farther down in the pit. It looks like the entire side of a building fell in, one with ornate carvings and many windows. Now, lying at a slant on top of rock outcroppings and other rubble, that section of building could provide a relatively easy path to explore lower into the sinkhole. It is only the first 25ft (or the last 25ft, for someone on the way out) that would be difficult.

This sinkhole formed when a huge limestone cavern crumbled due to earth shocks during the apocalypse. If adventurers wish to explore the pit, they find the northern entrance to the **Lead Mine** (**Chapter 8**).

Area BW-52: Building with Melted Holes

Despite the amount of overall devastation, some buildings are intact or at least have standing walls. One three-story building made of stone probably had shops of some sort on the ground floor, though the shutters that would have covered the openings are centuries gone. Long rectangular windows gape empty in the upper floors, but what really stands out is a group of circular holes in one wall, each at least 6ft across. There are four of them, irregularly spaced throughout the upper two floors. They appear to be almost perfect circles; no stones protrude into the openings.

One odd thing about them is that the edges look as if they were melted rather than cut, with globs of now-solid stone drooping from the lower lip of each hole. If adventurers investigate the opposite side of the building, they discover holes on that side as well, but the next buildings in that direction are completely ruined and so show no signs of whether they might ever have had these unusual holes as well.

Area BW-53: Forges

Half of a large building is completely collapsed, and a pile of rubble taller than the building itself cuts off access from that side to the building's interior. On the other side, two verdigris-covered bronze doors lean against each other. The wide doors appear to be in decent condition but their hinges are gone. The inside of the building is dark, and the little light coming in once the doors are opened suffices only to show several hulking stone shapes.

Once illuminated, the shapes prove to be forges and furnaces. Several large anvils are still discernable, though in poor condition. This place once turned out large quantities of mundane weapons, and also made magical weapons. The forge weighs more than 20,000 lbs. It remains entirely intact. This forge can be used to create magic weapons (assuming a wizard over 11th level can enchant it). The forge itself is enchanted (detects as magic), and is worth more than 100,000gp if it can somehow be moved.

Area BW-54: Sewer Break-Out

Stone buildings are scattered up and down the street, but other buildings must have stood between them at one time. The stones of the street are not in good condition, but the street is fairly open. Then, at a place where four stone buildings near each other are nothing but rubble, the street becomes rough.

Something pushed up the stones from underneath. The street rises

several feet and is broken, as if an explosion happened beneath it. Looking into the pushed-up cone, a character can see down more than 20ft into the round, tile-lined sewer that is about 8ft wide at that point. The pipe of the sewer burst open, and a few tiles still remain among the debris in the hole.

Whatever explosion or force created the opening was powerful enough to blow out the 20ft of dirt above the sewer and also open up the street. For that matter, it may also have destroyed the nearby buildings, but at this point it is impossible to know for sure.

Inside the sewer, this force still remains. Trapped methane gas creates an explosive atmosphere within the tunnels, as well as an oxygen-deficient one. The tunnels go off under the city in many directions. After even a few yards, the Referee should drop subtle clues about the nature of any gas present ("Your torches glow blue, and sputter and spark.") to let players know that they are reaching what is called the lower explosive limit of flammable gas in the air. If they fail to back out, at 100ft in, the whole thing explodes.

Two things occur when this happens. First, the explosive gas causes damage to all within its confines, doing 20d6 points of damage and deafening anyone inside the tunnels (save for half damage). Second, and the nastier side effect, is that the oxygen in the area is immediately depleted.

Each round a character is in an oxygen-deficient atmosphere, the character must save at a cumulative –4 or collapse. Death results in 1d6 rounds. Purposefully holding one's breath allows for 1 free round of action before any saves must be taken. It is hoped the character uses this free round to get back to where he can breathe again.

The sewers contain nothing of value, although the Referee could allow access to other portions of the city or expand this area if desired.



Area BW-55: Lightning-Struck Building

The front of a tall building is intact, though it is supported only by partial walls on the sides. Its interior is completely ruined, choked with broken stone. The front of the building is crisscrossed with thick black marks, sooty tracks dozens of feet long, most ending (or perhaps beginning) at gaping window openings. (These are the result of multiple lightning strikes on or by the occupants of the building.)

Decorations are still visible, with carvings of vines over the windows and grim figures as columns supporting the sides of the doorway. At the top of the wall, where once the edge of the roof would have met the stone front, hulking stone creatures glare at the street below. These creatures are **12 gargoyles**. They attack if bothered or after 1d6 rounds elapse. They have no treasure.

Gargoyle (12): **HD** 4; **HP** 30, 27x4, 26, 24, 23x3, 19x2; **AC** 5[14]; **Atk** 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better weapon to hit, fly.

Tactics: The gargoyles attack by dropping rocks on opponents (–2 to hit, grenade-like missile for 2d6 points of damage, attack ignores armor) from about 40ft up, and then charge in and attack from the air.

Area BW-56: The Damaged Fountain

An elaborate fountain once had carved horses rearing out of stone waves and mermaids lounging on several basins around the main fountain, atop which stood some hero, but it has been damaged greatly over time. The surrounding stone wall, about 2ft tall, is cracked in several places, but on one side it looks as if it exploded outward. Stones are pushed outward on either side of a 4ft gap.

Only one horse still has its head, and none have their pawing hooves. One long mermaid's tail, broken off and blackened, lies in the deep central area beneath the main fountain. Other creatures have lost arms and one raised face looks as if it was clawed off. The hero at the top of the fountain still has his sword raised, although his other arm is gone.

His head is also missing. It must have been replaced by something else not too many decades ago because the neck is topped with what appears to be a horse's skull with a spiraled ivory horn coming out of the center of the forehead. The entire fountain is coated in what appears to be a thin, velvety mold that is actually a **fountain fungus**.

Fountain Fungus: **HD** 12; **AC** 5 [14]; **Atk** 2 tendrils (1d6 plus grab), bite (2d6); **Move** 6; **Save** 3; **AL** N; **CL/XP** 13/2300; **Special:** acid fountain, low-light vision, resist acid, swallow whole. (***Tome of Horrors 4*** 90)

Several coins lie beneath the fungus in the fountain. These include 22sp, 444cp and two strange copper tokens about twice the size of a normal coin marked with a symbol of an open book (usable in **Area BW-73**).

Area BW-57: Iron Golem Hand

Black metal pieces 3ft long and about half a foot around stick out from under some rubble. They look like covered pipes or tubes and seem to connect together underneath the rubble. Anyone searching around finds that they do connect to some type of flattish metal tub or canister. Two shorter tubes with the same rounded ends are next to them, while one sticks out at an angle in another direction.

A closer look shows these are not just straight tubes but are made in sections and could possibly bend in toward the central chamber if forced. In short, it is a large hand, 7ft from fingertip to fingertip, and made of some unknown metal, lying in the street under a pile of broken stone. The hand is an **animated remnant of an iron golem** and attacks any that touch it.

Iron Golem Hand: **HD** 16; **HP** 20; **AC** 3[16]; **Atk** fist (4d10); **Move** 3; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special:** +3 or better weapon to hit, healed by fire, immune to most magic, poison gas, slowed by lightning.

Area BW-58: Aerial Combat Skeletons

An area where a few large buildings lie in chaos contains some unusual skeletons. The buildings were likely civic buildings, as the few remaining walls show that the rooms had high ceilings and were spacious enough for groups of people to meet, or enjoy musical events or artistic gatherings. Tall columns fell outward into the central space and now lie broken in sections, sometimes one across another.

What is odd is are the clumps of skeletons found around the area, sometimes beside the rubble and sometimes on top of it. The skeletons themselves appear to be of various types of animals with wings. The skeleton of a pegasus lies atop that of a griffon. Elsewhere, three pegasi skeletons lie close together, while in another place the skeletons of two griffons and a hippogriff are entangled. There are at least a dozen such groupings in the area, in addition to several individual skeletons of similar types scattered here and there. Some include human bones when the creature had a rider. A great aerial battle took place in the sky here over the ruins of the buildings. The magical protections on the fighters, combined with the strange magical effects of the area, preserved their bones for millennia.

Area BW-59: Blasted Smithy

One back corner of a building is mostly intact and holds a wide chimney with a smith's forge. The rest of the walls fell. It appears they were pushed outward from the building, even knocking over neighboring walls on their way down. In the center of the floor sits a sturdy anvil, the base hidden by dirt and debris.

If it were an iron anvil it would likely be damaged by rust if not completely gone, but it seems to be only dirty. This was the tool of a blacksmith who had an unfortunate incident with a magic item that blew apart his smithy in every direction except where he was standing in the last days of the city. The anvil is magical, and any weapons sharpened or forged on it gain a non-magical +1 to hit and damage for the first 10 attacks after they are reworked. The anvil weighs 250 lbs.

Area BW-60: Frozen in Amber

A golden-brown 25ft-tall pillar stands at a crossroads. It shows no cracking or weathering, in contrast to the tumbled buildings nearby. From a distance it is opaque, but up close the light shines through it. Inside it is a woman dressed in leather armor, her body almost as tall as the column. What looks like a dagger is at her belt, though a man would have to wield it as a sword and probably with two hands.

The expression on her face looks cruel, or maybe just angry. This **female titan** had the misfortune to oppose a very powerful wizard, and so stands here, literally trapped in amber. If someone finds a way to counteract the magic on the giant, she revives and is physically fine. A *dispel magic* spell allows the amber to be shattered with a blunt object. She is unaware of time passing, and she appreciates being freed. In fact, anyone releasing the titan gains a powerful ally. Her name is **Alyce**. The titan agrees to assist the adventurers on one quest if asked, and also has an important tidbit of information. She tells them that the *God's Heart* buried somewhere near here is the heart of the Lawful god Arden, given to trap the beasts of Tsathogga beneath the earth.

Alyce, Titan: **HD** 17; **HP** 124; **AC** 2[17]; **Atk** weapon (7d6); **Move** 21; **Save** 3; **AL** Any; **CL/XP** 19/4100; **Special:** spells Clr (3/2/2/2/2/2/2), spells MU (2/2/2/2/2/2/2).

Spells (Clr): 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless*, *hold person*; 3rd—*cure disease*, *speak with dead*; 4th—*create water*, *cure serious wounds*; 5th—*commune*, *dispel evil*; 6th—*blade barrier*, *speak with monsters*; 7th—*control weather*, *earthquake*.

Spells (MU): 1st—*charm person*, *magic missile*; 2nd—*detect evil*, *mirror image*; 3rd—*fireball*, *slow*; 4th—*fear*, *wall of fire*; 5th—*hold monster*, *passwall*; 6th—*anti-magic shell*, *legend lore*; 7th—*limited wish*, *power word stun*.

On top of the rubble of the nearest house lies the head of the huge stone hammer that was her weapon. Its handle and binding disintegrated, but the head is identifiable to anyone familiar with similar weapons.

Area BW-61: Vine House

The remains of a two-story building are completely covered by vines. The tendrils are so thick that no trace of the original stone can be seen from the outside, even around the door and window frames where the vines grow into the empty openings. The roof is obviously missing as gray sky can be seen through the blank windows. If adventurers enter the building, they see that the interior walls are gone, as well as the roof, and the floor is covered so thickly with vines that it feels almost spongy to walk upon.

In fact, so many layers of vine exist that the original floor cannot be seen. From inside, the interior walls are also completely covered by vines. Acute observers notice that they can actually see daylight in small places between the leaves, however. It turns out that the vines are no longer covering stone walls; they are themselves forming walls, unsupported by any normal framework. It is conceivable that the vines may have caused the walls to decay, but it seems unlikely that any mere network of vines would be able to support itself like this.

It may eventually occur to someone to wonder about the floor: The stone is gone there also, accounting for the spongy feel when walked upon. An open space under the vine "floor" was once a below-ground storage area for this building. The vines cannot be simply moved aside to access the below-ground space, however; they are too strongly intertwined in too many layers for that to happen. Getting into the lower level requires hacking an opening in the vines, which causes the **living vines** to attack. A better way to access the basement is to use some magical method to move past the vines without disturbing them (*control plants* or *speak with plants* suffices).

If attacked, the vines respond in kind. Anyone inside the house is doomed.

Living Vines: **HD** 20; **HP** 139; **AC** 7[12]; **Atk** constrict (6d6); **Move** 0 (immobile); **Save** 3; **AL** N; **CL/XP** 22/5000; **Special:** immune to blunt and piercing weapons, lightning causes growth, resists fire and cold. (**Appendix**)

Beneath the vines are the remains of a family that died in the cataclysm. They were quite wealthy and hid their most valuable possessions down here with them. In addition to 6 dry skeletons and **1 catatonic little girl** (see below) are the following:

- An iron box with 3000gp (key is found on a skeleton).
- 6 pieces of jewelry: 60gp gold rings (x2), a gold ring bearing a flawless star sapphire worth 10,000gp, an emerald necklace crafted to look like a series of jumping dolphins all attached nose to tail worth 4000gp, a pair of diamond earrings worth 2000gp, and a *necklace of adaptation* (**Appendix**, on the catatonic little girl).
- A *staff of command* (8 charges remaining).
- A *robe of the eternal* (**Appendix**).

The little girl went insane long ago. She was unable to die due to the *necklace of adaptation* she wears, which also prevents the effects of the poisonous atmosphere of this place. Eventually, she donned the robe and went to "sleep." She is impossible to wake unless the robe is removed, at which time she awakens, and starts crying and screaming in a lost tongue. If the girl is healed, she regains her wits, and while sad about the loss of her family, she returns to normal.

While she speaks only the language of Tsen (Ancient Hyperborean),

she learns incredibly rapidly. She would make a fantastic apprentice to someone — she has 18 intelligence and 18 wisdom. Her name is **Susie**.

Susie: HD 1d6hp; **HP** 3; **AC** 9[10]; **Atk** weapon (1d4); **Move** 12; **Save** 18; **AL** L; **CL/XP** B/10; **Special:** 18 intelligence, 18 wisdom.

Area BW-62: Large Bakery

One side of this building has fallen in, but the other walls are still standing, including the back wall that is about 3ft thick with multiple openings in it. The front wall has window openings on either side of the doorway, and the remaining side wall has two openings in the back half. Some of the openings in the back wall are rectangular, and some have arched tops.

All are the same depth, going most of the way into the wall. On the outside of the thick wall is an opening that is missing its door, based on marks where the hinges should be. It seems to have been a furnace compartment given the amount of soot over all the walls. This was the heat source for a wall of ovens on the other side in a commercial bakery. This would have been one of the many that supplied the citizens with bread.

The two upper floors, which are also collapsed on one side, have little in the way of divisions, just beams supporting the floor above or the roof. They housed the bakery owners and possibly their staff. Nothing of value remains here. However, **9 mutated poisonous rat swarms** still roam the place. They attack 1d4 rounds after characters enter the main floor, crawling down walls and across the floor with amazing speed.

Swarm, Mutated Poisonous Rat (9): HD 6; **HP** 45, 41x2, 39x4, 36, 34; **AC** 6[13]; **Atk** swarm (3d6 plus disease); **Move** 18; **Save** 11; **AL N**; **CL/XP** 7/600; **Special:** disease. (**Appendix**)

Area BW-63: Broken Memorials

One wide street has a stone median or walk built down the center, upon which stand the bases of no fewer than 10 statues or memorials. It is difficult to determine exactly what they were, because most of the tops are broken or missing completely, and any inscriptions have been lost to time.

At one end stands a 10ft-tall red square granite column that tapers slightly as it goes up to its broken top. Based on the tapering, when whole it would have been about 75ft tall, but no pieces of it appear to by lying about. Next to it is a round pillar of black marble that toppled or was pulled off its base centuries ago. It has broken into large chunks, but appears at one time it was about 30ft tall. The elements have been hard on the marble. Its once-polished surface is pitted and scored. The third base, which is also round, is completely empty. No sign remains of the memorial it held, though the base is blackened and cracked as if it exposed to a very hot fire.

The fourth memorial is a relatively slender column of gray stone about 2ft wide. It looks as though it was struck in the middle, for the bottom section fell one way while the top section points the other direction. Next to the top half is a pile of rubble, as if a tall stone statue had been broken into pieces about the size of a fist. It is impossible to tell what form the statue once took.

The central two bases are large and rectangular and set at some distance from each other, rather than being set evenly as the rest of the row. They are also empty, showing only some faded chipping where something that once stood on them was removed. Observers might speculate that the area was used for crowds to pass through, or to hold ceremonies.

In actuality, those two bases supported an elaborate arch, hence their spacing. Once past the center, the memorials seem less damaged. The next column is pale gray shot with streaks of dark blue and set on a stepped base of some type of blue stone. It is carved in vertical spirals rising higher and higher, until the column just stops about 20ft off the ground. Examination shows that the top is very flat, with no sign of tool marks, but it is not polished, as if it were the intended top of the monument. It seems the top of the column may have just vanished.

The third column from the end still supports its statue, a flying woman with a sword upraised in her left hand. However, her wings are gone, leaving nothing but uneven stubs on her shoulders.

The one next to that is fluted white marble. The only thing missing is its elaborate capital, which is broken off and lies on the ground nearby. The damage to the capital has ruined any inscription it may have featured. A closer look at the marble column shows some deterioration from the weather, but not as much as the black one lying on the ground near the other end of the line.

The final memorial is a 30ft-tall square pillar of gray granite that has a lot of chipping and cracking in its lower 10ft but still stands on its base. Two-thirds of the way up the pillar on each side is the weathered remains of what were probably carved faces. They are too faint now to be able to make out anything more than very vague features. The exception is the carving on the north, which looks as if it was obliterated with a large hammer (or similar tool) millennia ago.

Area BW-64: Amphitheater

A circular wall 15ft tall once surrounded this area but now most of it is crumbled. All that remains are a curved pile of debris and a couple of open archways. No roof or interior walls can be seen by anyone approaching.

Once past the wall, however, observers see a large, open-air seating area built down into a bowl-like depression below ground level and still in generally good condition. The floor and seats are made of midnight-black stone and were once highly polished. Most of the stone is weathered now, but a few protected spots still show the polish.

The curved benches form about two-thirds of a circle, all focused on a stage at the bottom of the bowl, which is also made of the same black stone. Matching walls extend like wings from the back of the stage (where they are almost as tall as the bowl is deep) out along the sides of the seats all the way to the top, although the upper portions are mostly broken down.

Before anyone descends into the center of the bowl, people standing as high as the top row hear humming and buzzing sounds. These noises come from a nest of **48 mutated giant hornets** living under the stage. These creatures come out randomly in groups of 1d6 (check 1/minute). They can be observed from afar fairly safely (the creatures take off in random directions).

Hornets attack anything made of "meat" that they encounter (within 60ft). They have no treasure.

Hornet, Giant Mutated (48): HD 7; **AC** 4[15]; **Atk** bite (1d3) or sting (1d4 plus poison); **Move** 1 (flying 24); **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** poison, pheromone. (***The Tome of Horrors Complete*** 326)

Tactics: If the nest is attacked or if combat is joined within 100ft of the nest, the insects release pheromones that cause 1d6 hornets to leave the nest and join combat each round until all come out. The hornets attack in groups of 4, moving to the next opponent as soon as the first is dead.

Once the hornets are dealt with (spells like *cloudkill* work nicely). The place can be explored further.

This was an amphitheater, used for important speeches, plays and musical performances. At one time, a person who quietly whispered a message from the stage could be heard clearly from any position in the bowl. Time and the broken walls diminished the sound quality, but certainly someone speaking on the stage in a normal voice could still be heard throughout the amphitheater.

Anyone moving down into the amphitheater continues to hear the humming and buzzing, which grows louder as the investigator approaches the stage. Careful inspection of the flat wall backing the stage shows a section that is not the same midnight black as the rest of the stone, but that shimmers and gleams with purple lights. This is very difficult to make out other than by being directly in front of the

effect and within about 30ft. Touching the shimmering portion of the wall reveals that it is not stone but some type of energy field that feels oily to the touch. Putting a hand or other extremity into the field has no effect, but touching it with the head or any part of the torso activates a teleport. There is no way to tell just by looking what happens to a person teleported. This was a last-minute escape method for someone powerful who was unable or unwilling to shut down the field behind him or her. It goes to what was once a safe place inside one of the nobles' homes outside the city (see **Area BW-18**).

Area BW-65: The Sliced Street

A deep drop-off interrupts the street, the 30ft-deep cliff cutting off any travel. The edge does not run straight across the street. Instead, it slashes across it at an angle and also cuts into a red granite building on one side. The exposed ground angles up from the bottom of the initial drop so that the depression gradually becomes shallower.

Along the way, a large section of the cut building, all the paving and whatever was under the street, and at least two buildings on the other side of the street, have been scraped away. About 50ft farther down, on the other side of the street, a huge pile of rubble remains. Paving stones are identifiable, as are red stones from the cut building. The heap also includes many generic gray building stones.

The look of the entire scene is as if a gigantic hoe chopped into the ground and then scraped aside everything in its path. The sharp drop-off exposes large sewer tunnels under the street (leading to **Area BW-54**, and with all the nasty effects of that area!), as well as what was evidently a safe in the lower level of the cut building. A door with a complicated combination dial lock can be seen by someone who takes a close look, but whatever it was guarding is completely gone. Only the door and frame remain. Playing with the lock could take hours to get it open.

BW-66: Raccoons Eating Stone

Animals are not seen that frequently in the city, so spotting some is likely to make adventurers take notice. Two raccoons are bending by a puddle in a shadowed corner, washing and washing pieces of something.

It's unclear what food they have found to eat in this desolate place. When they notice someone in the area, the raccoons stuff a piece or two in their mouths, grab another couple in their forefeet, and then scurry off under some pieces of fallen stone. If someone investigates the puddle where the raccoons were washing, he or she discovers a wet rock the size of a walnut. These **2 mutated raccoons** are indeed able to eat stone. Their teeth pierce through a thin layer of almost any type of normal metal, and striking one is like hitting a rock covered with fur. If bothered, they fight back.

Raccoon, Mutated (2): HD 1d6hp; **HP** 4x2; **AC** 8[11]; **Atk** bite (3d6); **Move** 4 (climb 4); **Save** 18; **AL N**; **CL/XP** 2/30; **Special:** bite destroys armor (even magical) on roll of 18–20. (***The Tome of Horrors Complete*** 642)

Area BW-67: The Arena

One massive building is surrounded by a curved wall made of three different levels of archways. Once past the first set of archways, another such wall can be seen, and then another. Walkways are at the levels aboveground, but no immediately obvious way can be seen to get up to the higher levels. Following the curved walls around one way leads to a massive cave-in where the two outer walls are smashed completely and block any further progress in that direction.

Around the other way leads to a set of wide ramps going up, one between each pair of walls, each half the size of the corridor. These ramps go up to the second level, and another set can then be found that go on to the third level. Following the curved walls eventually leads to another set of ramps, but here the arched walls are damaged and huge blocks have



fallen from the ceiling onto the ramps and corridors, making it dangerous and time-consuming to get through.

Passing through the innermost set of archways on any level leads one into what was once an immense arena. Coming in at ground level leads to the bottom of the lowest section of stands. Entering at one of the two upper levels gives access to other, higher areas. Some of the stone benches for the audience are still intact, but most are broken.

Looking out over the huge oval arena, only about one-third of the outer walls and seating areas are intact. Where the arched walls were blocked by the cave-in, the seating area is destroyed by huge boulders, some of which appear to have been burning when they hit because they and the areas around them are blackened. Beyond that, the arena dwindles away to rubble. Going the other way is even more dramatic: About one-quarter of the seating area appears to have just disappeared. No grass or other vegetation grows between the worn paving-stones that are all that remain in the gap. On the other side, the next section of seating collapsed and the rest has been worn down to rubble as well.

Looking down at the center of the area, it is obvious that whatever floor the arena once had is long gone. Many small rooms can be seen around the edges, which were probably for the preparation of the gladiators, or for holding any exotic beasts that may have fought in the arena.

Most have been swallowed, however, by an immense whirlpool that now fills the center of the lower level of the arena floor. No water is pouring into it, nor is it draining out; it appears to be entirely self-contained. It is large enough for a small ship to ride, and whirls fast enough to make someone dizzy if observed for very long.

By day, nothing here is dangerous. By night, however, this area is extremely deadly. Once the sun sets, the ghostly forms of the gladiators trapped belowground come out and fight. When the city was destroyed, these poor souls were waiting underground in their cells. Unable to free themselves, they died rather slowly, sick from the poison of the blast and of dehydration. So terrible in fact were their deaths that they rose again as **12 spectres**. These ghostly creatures are bound to wander this place until the end of time, unless destroyed by daylight. They appear as they did in life, wearing battle armor and carrying tridents, short swords and nets. They hate all life and attack any within the

arena. They have no treasure.

Spectre (12): **HD** 6; **HP** 45, 41x2, 40, 37x4, 36, 33, 30x2; **AC** 2[17]; **Atk** spectral weapon or touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special**: +1 or better weapon to hit, drain 2 levels with hit.

Tactics: Each spectre pairs off with an opponent, acting in death like it did in life. If they have numbers greater than their foes, the extras sit on the sidelines and cheer.

Area BW-68: Marketplace with Stone Wall

One open space appears to have been a marketplace. Its paving stones are rounded and worn, with twisted weeds and brown grasses growing between them. Most of the buildings on the near side of the market are nothing but rubble, though the front of one building — three stories high and peaked, with a round tower on one side — stolidly looks out over the plaza. The condition of the buildings on the other side is impossible to tell because about two-thirds of the way across the marketplace, a 20ft-tall stone wall runs from a partial building on one side of the plaza to a fragment of wall on the other side, a distance of about 40ft. The long wall is in much better condition than any of the buildings around the marketplace, though it is somewhat weathered. It is made of a whitish stone as opposed to the gray of nearly all the common building stone in the city. This white stone is not stone — it is a **white mold**. Anyone approaching within 10ft finds this out the hard way.

White Mold: **HD** n/a; **AC** n/a; **Atk** none; **Move** 3; **Save** n/a; **AL** **N**; **CL/XP** 4/120; **Special**: drain life (2d8 hp/round), vulnerable to fire. (**Appendix**)

Area BW-69: Intersection with Iron Slab

One intersection is covered by a rusted iron slab. It is 2in thick and about 20ft long in each direction. It looks as if a person could easily walk right across it. However, the slab is damaged enough that a person could easily put a foot through a thin spot, and those danger zones cannot always be identified by the amount of rust on the top surface. Breaking through the iron slab results in a 6in fall and is not dangerous to someone wearing boots or heavy shoes. A barefoot person or someone wearing sandals could potentially be injured and exposed to tetanus (save or contract disease that is fatal in 2d6 weeks).

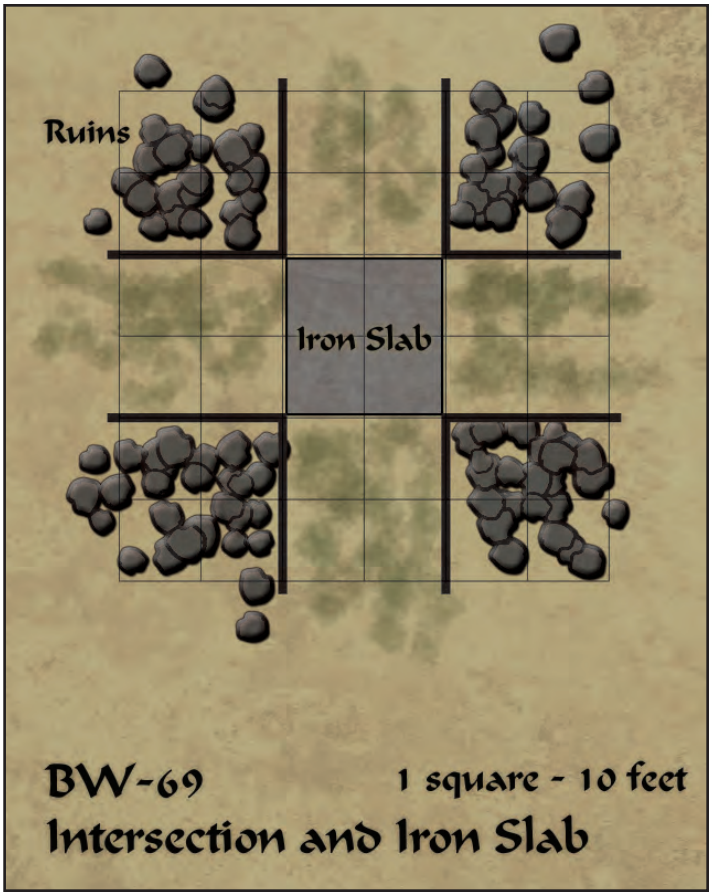
All movement through the intersection is at half speed or a character runs the risk of bursting through the rusty exterior. Living in the ruins near this intersection is a pack of **9 rust monsters**. These creatures attack as a pack, waiting until at least 2 characters are mired in the rust.

Rust Monster (9): **HD** 5; **HP** 37, 35, 34x2, 33, 30, 29, 28x2; **AC** 2[17]; **Atk** 2 antennae (rust); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special**: cause rusting. (***Monstrosities*** 405)

Tactics: These creatures are about as intelligent as a Labrador. They are always hungry — and typically head straight for any heavily armored opponents in a group. If wounded for more than half their hit points, they run away dejectedly, barking and yipping, and looking like they have hurt feelings, tails tucked between their legs.

Area BW-70: Temple with Smashed Front

One large building was apparently a gathering place, or perhaps a religious location. It is made of white stone, with 12ft tall fluted columns supporting its high front. It has tall windows in the upper walls to let in plenty of light



and 15ft-tall bronze doors. Unfortunately, the top of the front wall and part of the roof were smashed long ago by either a humongous boulder (though there is no boulder to be found) or something such as a giant fist.

The tall doors are blocked inside and out by broken stone, and only a few window frames are still intact. If adventurers get inside, they discover the corridor along the front of the building is entirely blocked and the main room is choked with big chucks of stone from the broken ceiling. The remainder of the high ceiling is cracked, and colorful mosaic tiles fall from time to time, making the room an unsafe place to be.

The two side walls had high windows as well, and the remains of mosaic patterns swirl around the openings. The theme seems to be moving from a depiction of night and stars near the entry to day and the colors of the sun toward the back of the walls. A platform across from the main entry was made from mottled red-and-white marble, but something olive-green and acidic seems to have eaten away most of the center. All that is left are the two steps up to it and a bit in the corners. Behind the platform was a pattern made of small tiles in red, gold and yellow. It was likely some type of sunburst, but the middle of it is smashed in and the mosaic crushed so that only bits of color remain to tell the story.

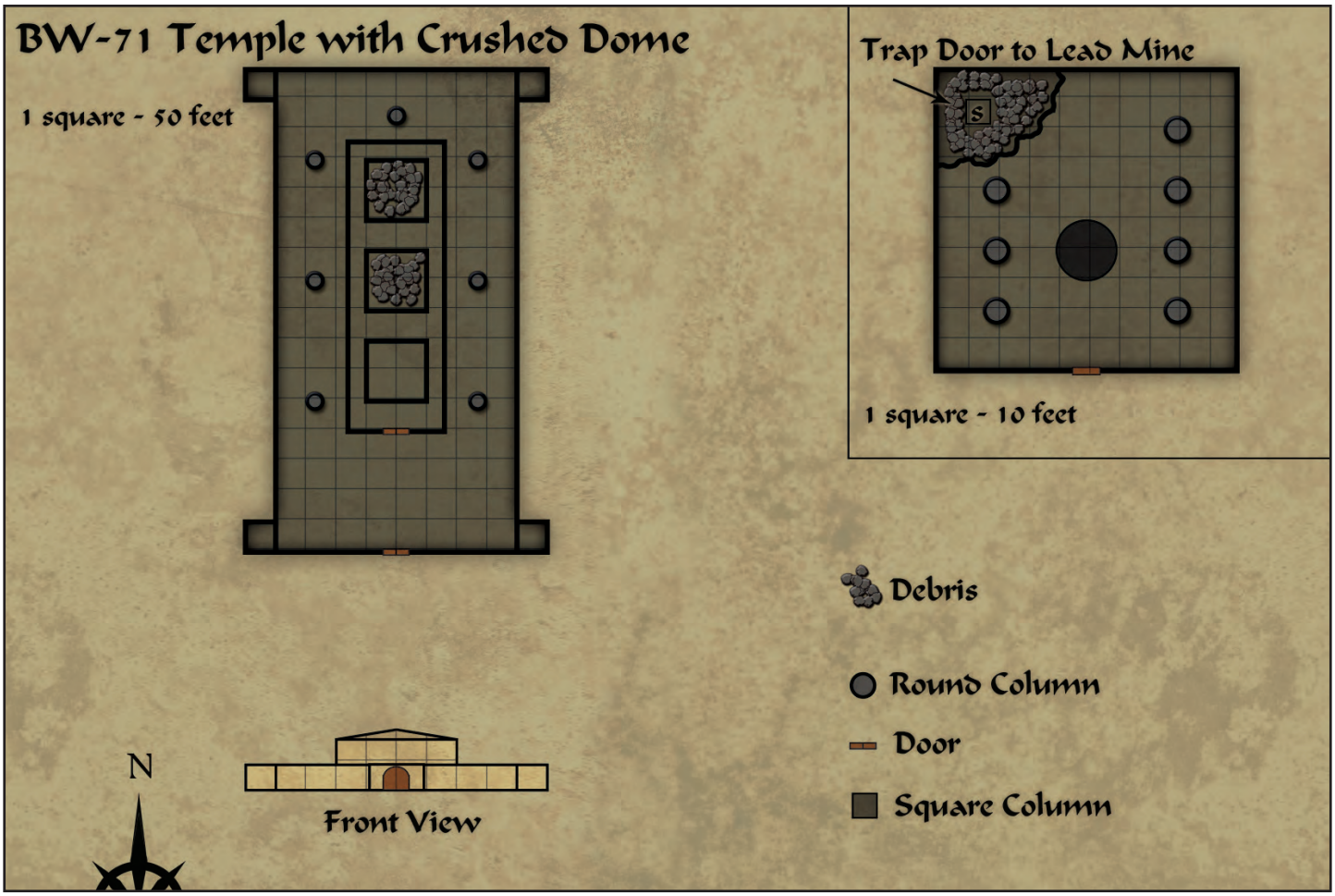
The olive residue on a 20ft section is an **olive slime** (***The Tome of Horrors Complete*** 407). Crawling about in the rubble are **9 olive slime zombies** that, after being called home by the slime's telepathic abilities, arrive in 1d8 rounds and immediately attack.

Zombie, Olive Slime (9): **HD** 3; **HP** 24, 21x2, 20x3, 19, 18x2; **AC** 3[16]; **Atk** slam (1d6 plus infestation); **Move** 9; **Save** 14; **AL** N; **CL/XP** 6/400; **Special:** death throes transform to olive slime, immunity to electricity, infestation, mind link, telepathic bond. (***The Tome of Horrors Complete*** 407)

Area BW-71: Temple with Crushed Dome

The outer layer of this building is two stories high and rectangular, with narrow square bell towers on each corner. Each tower is very tall and


BW-70
Temple with
Smashed Front
Olive Slime Area
Window
Window
N
1 square - 10 feet
Doors
Round Column
Debris
Altar


BW-71 Temple with Crushed Dome
1 square - 50 feet
Trap Door to Lead Mine
S
1 square - 10 feet
Debris
Round Column
Door
Square Column
N
Front View

capped with a pointed roof. Toward the front of the main building is a square hall four stories high with a lower peaked roof. Layered above and beyond that, though, is an even greater hall whose roof is a majestic golden dome — or it was at one time. The edges of it remain, but the top was crushed in like an eggshell.

Entry into the complex is through the outer building, whose rows of arched windows stand empty and crumbling. The corner towers can be accessed from the outer building. Investigation shows that 15ft of circular stairs collapsed inside one tower, while another lost almost all the mortar between the stones and looks as though it might topple in a strong wind (it is safe, however). The third tower has a door almost completely blocked by a huge bronze bell that fell from the top. The fourth staircase can be climbed without issue.

Once through the outer building, the first square building seems almost intact. A few high windows even still have their glass, though not enough to have kept out the weather and debris. It is obvious that all is not as it was, though, because in the center of the floor in the main room is a black pool that swirls slightly from time to time before smoothing out again. It has an oily look to it but smells like tar. If adventurers touch it, they discover it is about the consistency of quicksand and probably at least that dangerous.

Going through a high-arched corridor leads into the great hall. The massive metal double doors to that chamber were burst off their hinges from the inside out. Inside are the remains of two rows of pillars that held up carved stone supporting beams below the dome. Whatever crushed the dome also smashed those beams and pillars, and the force carried through to put a round dent in the floor 6ft deep and 20ft across.

The rubble from the dome and beams looks as if it was swept out of the way with a great broom, as most of it is in one or two elongated piles in the middle of the room or is pushed over near the walls. The walls themselves are damaged in many places, possibly by a giant club swung at it about 10ft off the ground.

Whatever patterns were on the walls are almost hidden by the scorch marks of some very hot fire. It does not appear to have been set at floor level, because the edges of the floor are not burned. Instead, wide swaths of burned material wander back and forth along the walls and overlap, occasionally trailing onto the floor. Toward the far end of the room are four partial columns of smooth green marble veined with black.

The broken stubs are no less than 18ft tall, but large pieces of broken columns lying about suggest that at one time they were about 40ft tall. In addition, some elaborately carved chunks of the same marble lie smashed on the floor between the pillars and the far wall, probably parts of decorative top piece for the pillars.

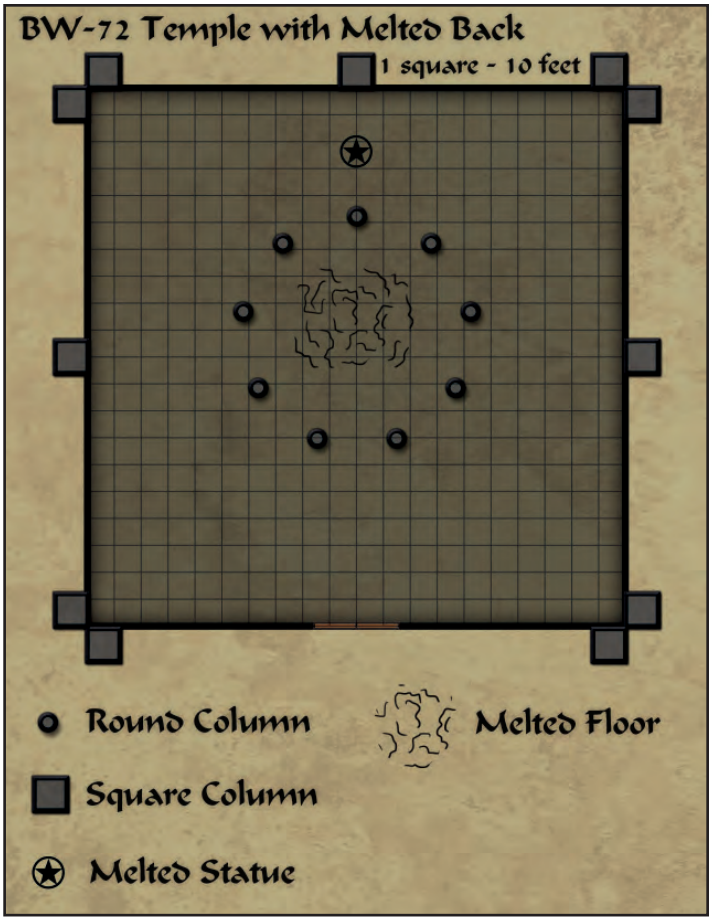
In the center, beneath the rubble from the pillars, is a trapdoor made of the finest steel. The rubble has been cleared away from it, and the door is marked with the Hyperborean letter omega. This is the primary entrance to the **Lead Mine** (**Chapter 8**) below. It is marked with the holy symbol of the Guardians of the Heart, the keepers of the mine. None are present here, though the trapdoor is *wizard locked* and **trapped** with a magical glyph that does 10d4 points of fire damage to anyone reading it (save for half).

Area BW-72: Temple with Melted Back

Broad steps of gleaming white stone lead up three sides of a low hill to a square building set at the top. Two-feet-tall and 3ft-wide, they are more a series of ledges than actual steps. The center steps are standard-size, however, and give characters convenient access. Holes along the steps, and at each corner and at the ledges' far ends show where lights could be placed for night-time ceremonies.

The three-story white building looks very impressive from the ground. The nearly 30ft-tall columns that support the front are square and sturdy. The front has no windows, only a tall opening that must once have held an impressive door. On the sides, though, a series of short, empty window frames form a row near the top.

The back portion of each side is destroyed, and a few large, broken pieces of weathered white stone dot the stepped ledges. No roof can be seen. Walking up the main steps, it is possible to see through the doorway and glimpse open space, so obviously the interior of the building is not in the same good shape as the front.



Stepping inside the building immediately gives the impression of a ruin rather than a standing building. A bit of the ceiling remains, but from about 4ft inside the door, it looks as if it was blasted away. Sections of metal decoration on the ceiling have twisted ends where connecting pieces are pulled away. The edges of the white stone there are blackened. Symbols of the paladin cult of Muir are identifiable within the ruined decorations.

Ten feet in, the floor appears to have liquefied at some point in time. In one area it bubbled up and then solidified again, making large grayish lumps that make walking difficult. What appears to be the top of a winged helmet sticks out of the molten metal, trapped within it when it solidified.

This is a melted statue of the goddess Muir. It radiates strong magic if detected. If the iron can be melted or removed (*transmute rock to mud* or magical, sustained fire such as a *wall of fire* suffices), the helm can be recovered.

This helm is a *helm of fiery brilliance*.

Past that, parts of the floor flowed into whatever rooms were below, leaving gaps. Toward the back of the building, the melted-looking stone starts to tip downward and funnel together, running smoothly right off the back of the hill. If characters stand where they can get a look at it — probably some distance away — it looks as if the hill itself melted and congealed into a glossy black surface, and then the white stone poured out the back of the building and dripped down over the dark liquid hill, resulting in a few muddy-looking places on the now-solidified white stone.

Area BW-73: Library with Magical Protections

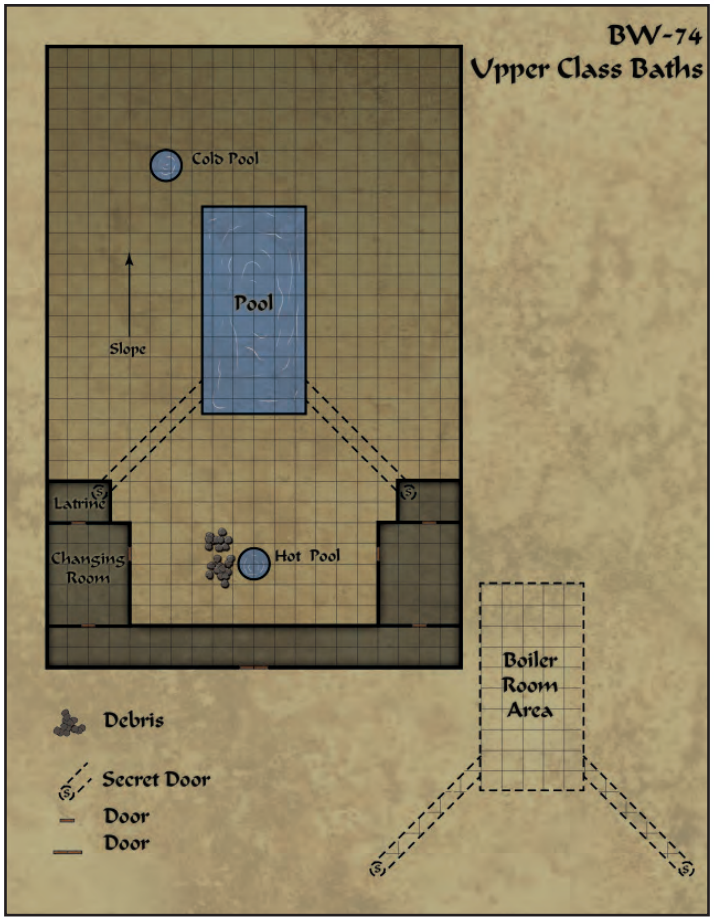
Next to an open plaza stands a surprisingly intact building with an impressive front. It appears to be about four stories high, with a row of 15ft-tall marble pillars holding up a portico. Around the entire exterior, the common gray stone of the city street is blackened, cracked and worn, as if blasted by a very hot fire a long time ago. The building itself appears

unaffected, however. Tall metal doors are securely closed, and metal shutters cover all the windows. The doors are magically locked, and the building's exterior is sheathed in a permanent *wall of force* spell. A coin slot is present next to it. A token such as the one from a raccoon lair in the **Botanical Gardens** (**Area BW-44**) or the **Fountain** (**Area BW-56**) is needed to open the *wall of force*. It must otherwise be removed as normal.

This was a great library that was magically protected against many of the hazards that can beset libraries such as fire and bookworms. It was also given special protections during the war, such as against spells, siege engines and frontal attack. For instance, a spell on the plaza changes people attempting to open the door without a coin (equipment and all) into some type of small innocuous animal (as a *polymorph object* spell, save applies).

This library contains a treasure trove of books and knowledge, and also has the extra added benefit of being immune (inside) to the taint and poison that trouble the area. While most of the magical and truly glorious tomes were taken by the inhabitants during or after the Day of Tribulation, the place still contains more than 10,000 books and scrolls. The main problem is that these writings weigh more than 100,000 lbs. and are quite fragile. These books are worth more than 200,000gp to the right buyer, and the Referee is encouraged to include new spells and other such items inside this area as he or she sees fit. The real purpose of getting in is to allow continued exploration of this zone for those wise (and powerful enough) to get inside. What lies inside, beyond ancient books — is up to you.

Area BW-74: Upper-Class Baths



This upscale bathhouse had every desirable feature and since it is made almost entirely out of stone, it largely survived. One drawback, of course, is that most of the water is extremely poisonous, causing mutations if bathed in or drank. If water is ingested, it causes a mutation within 1d3 days or kills the imbiber (save at –6 twice, failure on the first results in death, failure on the second means a mutation is incurred).

The front is two-stories high with a row of leaping dolphins carved across the top and other water-themed motifs around the missing front door. An open entryway divides the building into two separate rooms, no doubt for men and women.

All the rooms are lit by high hanging lanterns that evidently produce magical light, as there would be no other way for them to be burning after all these years. Each room has a stone floor and a built-in stone bench around the walls but no features left in the center. The walls are covered with plaster and painted with faded scenes. On the ladies' side, the designs show noblewomen (or perhaps queens or goddesses) with their female attendants, stepping into clear pools, or resting in steaming hot springs, or frolicking in the ocean's foam.

The murals on the men's side show men swimming with beautiful women in clear pools, or resting in steaming hot springs while women rub their shoulders, or chasing beautiful women through sea foam. A smaller room on each side has latrine facilities though no water runs in these anymore.

The walls in the latrines are plain stone. The communal benches on the men's side are divided by plain armrests, while on the women's side they are separated by smooth carvings of swans. On each side is access to what seems to be a private pool, now empty. The room on the men's side is done with green-painted walls that are cracked and flaking.

The walls and floor of the private bath are decorated with buxom mermaids with long, flowing hair. The women's pool room has blue-painted walls, also in poor condition, while the bath itself is done in mosaic tiles showing green seaweed and colorful exotic fish. The fish are so well done that they almost seem alive. An observer may have to look two or three times to realize that the tile fish really are moving, "swimming" slowly through the mosaic water. The seaweed also undulates back and forth, and fish sometimes move behind it or travel from the floor to the wall and vice versa.

In the center of the building, reached from both the men's and women's baths, are a series of pools that were primarily tended by magic. These pools are unexpectedly still full of water. The magic has become somewhat unstable over the centuries, and there is a chance that the water is different in temperature or consistency than described here (see below). The high ceiling rises to an even higher peak, making the room spacious even with no windows. Great globes hang from it to light up the room. **This water is uncontaminated 50% of the time.**

The paintings on the walls are in much worse condition than the side rooms. A large area in the middle once perhaps depicted a relaxing scene in a forest glade. In one direction from that scene the floor is higher and the walls depict surrounding rocks with mountain peaks in the background. The other way, the trees become coastal bushes as the floor moves to a lower level and the painting at that end shows a seascape.

The center level has a large rectangular pool of warm water, deeper in the center and shallower around the sides with plenty of room for many people to swim or soak at the same time. The floor around it is set with a pattern of colored granite and the pool itself is marble, with carved underwater seats around the walls and a mosaic on the bottom that looks like curled waves in different shades of blue and green. Curved shallow steps go up in opposite corners, allowing an easy way in and out of the pool.

Lower than the center pool is a smaller round pool of cold water, with deep blue tiles in the middle where the water is about 10ft deep, shading to a much lighter blue by the walls where it is only about 4ft. No seats are in this pool but there are hand-holds around the walls and ladders carved out of the stone on opposite sides.

An upper area is built up of stone the color of sand, and steam rises from a large heated pool. The interior is all a mosaic in shades from lavender to red, with underwater seats and lounges of the same sand-colored stone, and a set of steep steps with a carved handrail. Next to this pool on the side toward the back wall are two skeletons, both fallen on their fronts as if trying to crawl away from the hot pool when they collapsed. On one skeleton is a r*ing of poison resistance*.

Against the wall is an untidy pile of rotted leather and rusted metal; any food, paper or cloth are already gone. These two adventurers had the misfortune to take a swim when the magic was having an off day and ended up taking a dip in something toxic.

Doors hidden in the stone walls of the latrines give access to the lower level with all the working parts of the bathhouse. Pipes carry water from the three main pools into a huge tank belowground where a magic spell

purifies the water, then other spells set the water to the right temperature and pump it back up to the various pools. The pipes to the side pools got broken at some point, which is why there is no water in those. It is possible to trace the lines of pipes which once went to the latrines, but apparently that water went into the sewer system rather than being recycled.

If the spells controlling the plumbing system are acting unstable (50% chance), the situation in the main bathing room could be very different than described. Instead of purifying the water, the central tank could produce toxic water. Depending on how long that has been going on, an entire pool (or more than one) could be filled with something other than water!

If other spells are misbehaving (50% chance), hot water could be going to the cold pool and vice versa, either making them tepid or switching their temperatures. Malfunctioning magic could change the water's color, or cause it to have various odors so that one pool smells of lilacs while another smells like onions.

BW-75: Lower-Class Baths

This building was evidently a public bathhouse judging by the busty mermaids — their assets just barely covered by some small seashells — supporting the carved frame around the empty doorway. Inside the small entryway are three doorways: one into a small square room that may have been storage or an office, and two off to the sides that lead through short hallways into what were probably dressing areas. All water here is poison. If water is ingested, it causes a mutation within 1d3 days or kills the imbiber (save at –6 twice, failure on the first results in death, failure on the second means a mutation is incurred).

Small window openings high up on the walls provide a little bit of light. The two rooms are very similar, with floors made of medium-blue, light-blue and light-green tiles, rows of stone seats along three walls and a long bench of latrine seats along the fourth wall. From both rooms, doors open into the main bathing chamber. The roof is completely gone, fallen when a giant crack in the ground split the back wall and tore apart the main pool. The crack reveals an open space beneath the floor where people once worked to heat the fires and pump the water that made this pool a popular location.

The large room also had window openings around the tops of the walls. Those walls are probably the most impressive thing about the room as they are covered with paintings. The background was once a bright deep blue, though now it is extremely faded. Painted across that watery base color are wild, exotic fish in amazing colors.

It is theoretically possible that fish in those colors may have once existed, but it seems highly unlikely. Among them swim more busty mermaids, but these are not clad even in the seashells that the ones out front were wearing. The dressing rooms had ceilings only about 9ft high while the ceiling in the bathing room once rose to about 15ft. The floor is covered with tile that is still white in places, while the three bathing pools have colored tile in them.

The largest pool was done with green tile, now mostly cracked. The other two pools are to one side of the larger bath, each just a little more than half its size.

One is tiled with the medium-blue color, and the other with the light blue. At the back of the room on each side are doorways that lead to dark, narrow staircases down to the bathhouse's maintenance area. The space is only about 6ft high and lit by what light comes in through the crack in the floor. It is crowded with the remains of pipes, furnaces and rubble.

Living on the walls and in the water are **12 slithering trackers**. These amoebae are nearly invisible (90%) and attack as soon as they notice prey. A total of 1d4 creatures attack each round after the 4th round that anyone is here.

Slithering Tracker (12): **HD** 5; **HP** 38, 36x3, 35, 33, 31x2, 28x2, 27, 21; **AC** 4[15]; **Atk** strike (1d4 plus paralysis); **Move** 6 (climb 6); **Save** 12; **AL** N; **CL/XP** 8/800; **Special**: engulf paralyzed victim, paralysis, plasma drain (1 point of constitution per 5 rounds), sealed mind, surprise on 1–2 on 1d6, transparent. (***The Tome of Horrors Complete*** 506)

Area BW-76: The Stone Inn

A major inn still stands thanks to its sturdiness. That does not mean it was wholly unaffected, however. The side facing the street is full of empty windows on the upper levels, testimony to collateral damage and years of wear from the weather. The building is long with an arched opening in the center that passes between two sections of the inn and below the third floor that runs the full length of the building. At night, jovial music can be heard from the building.

Past the archway is a courtyard paved with common gray stone, surrounded on three sides by an inn and on the fourth by the stable and servants' quarters. To the right side of the courtyard is a bone-filled square hole, deep enough to roast an ox — which is indeed what it was used for upon occasion in the past, though it was usually kept covered. Observers who examine the cooking pit discover the edges are eroding and see the skeletons of a few small animals in the bottom but find nothing else unusual.

The interior areas of the inn had primarily wooden walls and doors, all of which are long gone, leaving most of the areas as just one large open space. The portion of the inn to the right of the archway (as a person enters the courtyard) held the kitchen, dining room and taproom. A piano, completely intact, and seemingly immune to the ravages of time, sits alone in the center of the room. This piano is haunted by the **ghost** of the piano player, who was incinerated when the city was destroyed. The magic of the piano (it is never out of tune and never gets dirty) kept it from harm. The piano is worth 800gp if it can be taken and sold. It weighs 180 lbs., but is quite bulky (effective weight 500 lbs. for carrying purposes). The ghost inhabits the piano and cannot be destroyed unless the piano is destroyed (it must be hacked to bits, as it is immune to fire). The ghost only appears at night, coming out of the piano at sunset, and returning at sunrise.

Ghost, Strangling: **HD** 5; **HP** 35; **AC** 0[19]; **Atk** strangulation (save or die in 1d4+1 rounds); **Move** 0 (fly 12); **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: magic resistance (50%), silver or +1 or better weapon to hit, strangles (if hit, save or die in 1d4+1 rounds). (***Monstrosities*** 190)

Tactics: The ghost starts by playing the piano. If any approach within 20ft, he attacks, trying to strangle the victim with a length of ghostly piano wire. The ghost also attacks any living creature within the inn. It does not leave the inn and tries to stay near the piano at all times.

The kitchen was at the end of the ground floor, with its huge hearth and ovens in the outer wall. It contains only rusty knives and pots. A stone wall between the kitchen and the taproom is intact, though of course the doors are gone. Stone steps, both front and back, lead up to the dining room on the next floor. A large fireplace is in the end wall, though the chimney has collapsed.

Only an opening in the ceiling shows where steps once led to the upper floor. The section to the left of the archway is now nothing but open spaces; all stairs and walls deteriorated to nothing. The ground floor on both sides has windows and doorways into the courtyard, so some natural light reaches inside. The upper floors have windows overlooking the courtyard and in the outer wall, so they receive more of the hazy light.

The two side wings, which were primarily guest rooms, are essentially like the left part of the front: large open spaces lit only by the available windows. The stable is slightly different, as it does have a few high windows in the outer wall. The ground floor is taller, and the upper floors shorter, than in the other buildings. At one end of the stable, accessible from the inside of the building and from the courtyard, is the well house and cold room.

A round stone lip 3ft above ground level has holes in the stone where it probably held the framework for a bucket. However, narrow stone steps also go down another 10ft, almost to the level of the water, where the room opens up. There would have been plenty of space here to store wine and foodstuffs, but nothing of the sort is present anymore.

Area BW-77: Magical Streetlights

In the remains of some of the more populous regions of the city, strange lights may come on at night. There are no poles or pedestals for lanterns or other lights. However, when people walk through certain streets at night, lights shine before and behind them.

Moving into the area causes a light to come on 30ft from the characters. As they move forward, additional lights continue to show up every 30ft. When they are more than 30ft away from a light, it ceases to shine. In this way, two lights always illuminate people moving through the area. (The exceptions, of course, are when people are moving into or out of the affected area.) These lights are the remains of magical streetlights.

The bases on which the magical spells were cast were destroyed, but the lights remain. They are sensitive to motion. Small animals (the size of a cat or smaller) do not activate the lights, but creatures the size of a dog or a very short person, do. Of course, these magical lights could be considered a disadvantage by someone who wants to move unnoticed through the city at night.

No way is known to prevent the lights from shining except to stay more than 30ft away from them. Since their presence is undetectable (except possibly to someone who can detect magical things), this is a difficult task. Patterns may be noted, such as that lights appear on only one side of most streets, but that is chancy at best.

Area BW-78: Damaged House with Rose Garden

One area of the city had large, luxurious houses of nobles or wealthy merchants. A dilapidated stone wall tilts crazily around the remains of one large house. About 20ft of open area stands between the wall and the front of the house. A walk of hexagonal paving stones is almost hidden by bluish-green bushes with long thorns. The path runs from the opening in the wall up to the house, but another branch curves back and forth across the open area and then goes around toward the back of the house.

The window openings on the home are very large, especially on the main floor. Curved stone steps lead up to a stone piazza in front of the gaping doorway. Inside, the floor is made of broken marble tiles, and marble steps curve gracefully up to the next floor, only to be rudely interrupted by a pile of rubble where the upper floor and roof caved in. The broad back of the house is also damaged, though someone could pick a way carefully past the fallen stones. In back of the house is another open area hidden from the street. Here the walk again curls back and forth, but the bluish-green bushes are covered with masses of ruffled flowers in blood-red, sunset-orange, brilliant yellow, a while so bright it probably glows in the dark, and a bilious green. These are mutant roses belonging to a huge **vampire rose bush**. It has no treasure.

Vampire Rose Bush: **HD** 24; **HP** 157; **AC** 4[15]; **Atk** 12 stalks (1d4); **Move** 3; **Save** 3; **AL** N; **CL/XP** 24/5600; **Special**: camouflage. (***The Tome of Horrors Complete*** 581)

BW-79: Damaged House with Burn Marks

One large house used to be surrounded by a wall, but the house is badly damaged and the wall has been torn apart almost stone by stone. Many of those stones appear to have ended up in the large pool in front of the house. It is completely filled by rubble and piled up about 3ft high. Of course it has no water in it now.

Carvings around the windows and doorways of the house are smashed. Statuary from the edge of the roof lies broken on the ground. Fist-sized pieces of stone from the wall lie all around the house where they bounced back when they missed the windows and hit the side of the building instead. Many more pieces of the wall are strewn all about the ground floor. It looks as though a bonfire was set in the center of the elegant front hallway; it was hot enough to leave soot marks on the ceiling 25ft up.

Burn marks can also be found on the upper floors, although it does not appear that a serious effort was made to burn the house itself, only things inside the house. Decorative carvings on the stone ceilings are smashed, and the carved pieces over the stone fireplaces are all destroyed. Most of the interior was protected from all but the worst weather, so the marks are still clear.

In the back of the house, a pile of rubble from the wall appears to be topped by a chipped marble roof. It is actually a gazebo of white marble damaged by thrown stones. It and was eventually buried up to its round roof in rocks. *In homage to my good friends Dave and Jolly,* the **gazebo** is a terrible monster. Anyone disturbing the white marble pieces causes it to animate, reform and attack.

Animated Stone Gazebo: **HD** 18; **HP** 119; **AC** 0[19]; **Atk** slam (3d8); **Move** 6; **Save** 3; **AL** N; **CL/XP** 20/4400; **Special**: immune to fire and cold, quarter damage from electricity. (***Monstrosities*** 13)

At night, lights can be seen inside the house on the upper and lower floors, and from outside one can hear the sounds of people talking and laughing, strains of music, and the clink of glasses. Looking through the windows shows an empty, undamaged house, but no people or furnishings. This is all an *illusion* put in place by the previous owners to deter burglars when they were out. If anyone tries to enter the house, everything immediately goes dark and silent, and all that can be detected is an odor of stale smoke, as after a large fire.

Area BW-80: Monastery — Healers

A monastery built by an order of healing brothers once stood in the busiest part of the city. Unfortunately, that area was built primarily of wooden buildings and they are long gone, so the sturdy complex now stands in lonely splendor. Its wall was not tall but it was well-built so several sections of it are still intact, including the frame that once held the great wooden gates.

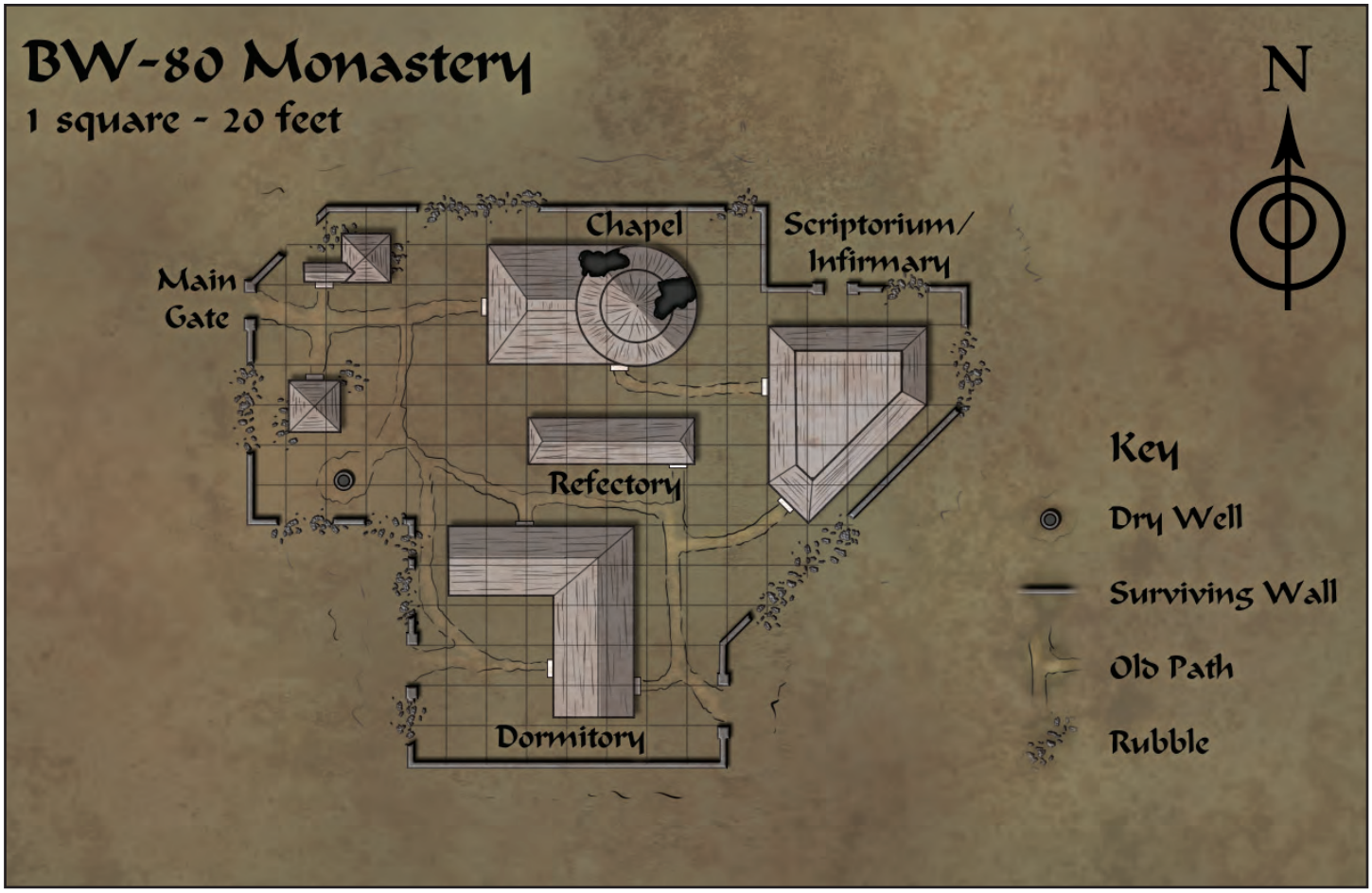
Other openings in the wall show where the brothers had smaller gates that they used to come and go when they went into the city to call on the sick. Their unassuming buildings were all built of the same gray stone as the city streets, though the work was much higher quality.

The dormitory was two stories and, other than the common room inside the main entrance, each cell had only a single narrow window to let in a little light. Every room had stone walls so many on the ground floor can still be seen, though the crashing of a great tree and subsequent collapse of the roof damaged most of the rooms on the upper floor. Belowground is first a central room with a well. Water is still available below, but it is slightly greenish and smells of sulfur, and highly toxic. If water is ingested, it causes a mutation within 1d3 days or kills the imbiber (save at –6 twice, failure on the first results in death, failure on the second means a mutation is incurred).

On one side, a room holds two stone basins about 4ft wide that were used for doing laundry. The room on the other side has a large hearth and slopes down in the center to a drain. It was used for bathing, but the great wooden tubs are long gone.

One three-story building has large windows that let in lots of natural light. The first two floors were the infirmary where the brothers cared for the injured and those of the sick who had diseases that would not spread. Those floors had several large rooms to use as wards, and a few small rooms for one or two patients who needed to be separated for some reason. This room still contains the mutated germs of the sick. They have taken on form and are now a **living disease (festering lung)**. The monster attacks anyone who enters the building, pursuing until slain.

Living Disease (Festering Lung): **HD** 15; **HP** 101; **AC** 4 [15]; **Atk** swarm (save vs. disease); **Move** 0 (fly 6); **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** disease causes 2d6 damage/round, immune to mind effects and weapon damage, regenerates 1d6 hit points per round, vulnerable to *cure disease*. (***Tome of Horrors 4*** 137)



The top floor was the scriptorium, where clerks spent their days copying books and scrolls. It has only four large rooms. The scroll shelf contains several items of worth. The first is a set of advanced treatises on diseases worth 10,000gp to a library or a healer (the folk of Tsen knew a lot more about medicine than is known today). Several magical scrolls also can be found (*cure disease x3, cure serious wounds x3, heal, neutralize poison x2, raise dead, remove curse x2, resurrection, restoration)*.

The lower level has a smaller well (with the same tainted water) and a space for washing, but most of the space is taken up by a long, cool room that smells of herbs and other things. Many stone shelves are all around the room, obviously built when the room was constructed because the ledges of stone are mortared right into the walls.

A stone counter a little above waist high is also part of the original construction. This was a stillroom, used to prepare and store herbs, spices, medicines and other substances. Somehow it smells like every odor it has ever contained, but they can be smelled individually rather than as just a conglomeration. Arnica and anise, roses and cinnamon, and other scents not nearly as pleasant, can all be smelled depending on where a person stands in the room or what random scent might be wafting by.

The refectory building had the communal kitchen at one end, with its great hearth and ovens built into the surrounding wall. The other walls have large, high window openings up under the ceiling to let in plenty of light. The other part of the building of course was the dining hall, which is all rubble now; only a few ribs of its vaulted ceiling can still be seen. Below the kitchen is another tainted well with a cold room nearby, and other large rooms that were probably used for storage.

Of course, the most prominent building of the complex was the chapel, where religious services were held. The lower portion of the rectangular building survives, but the roof is destroyed and only small portions of the frames of the upper windows can be seen. Inside the doorway, it is possible to view what likely crushed the roof.

Two large *sky ship***s** (**Appendix**), locked together in their death throes, fell right through the ceiling of the chapel. The damage they caused buried most of the floor, and weathering eventually brought down the rest of the roof. Amazingly, the two wooden ships are still in excellent condition, other than the damage they suffered falling out of the sky. Their great sails lie tangled on the floor, but the canvas is still strong. A great deal of magic went into these constructions in the first place, and it has preserved them all these years. Anyone trying to get close to the ships discovers other magical effects still active as well. The hulls of the ships could be electrically charged to repel boarders during combat.

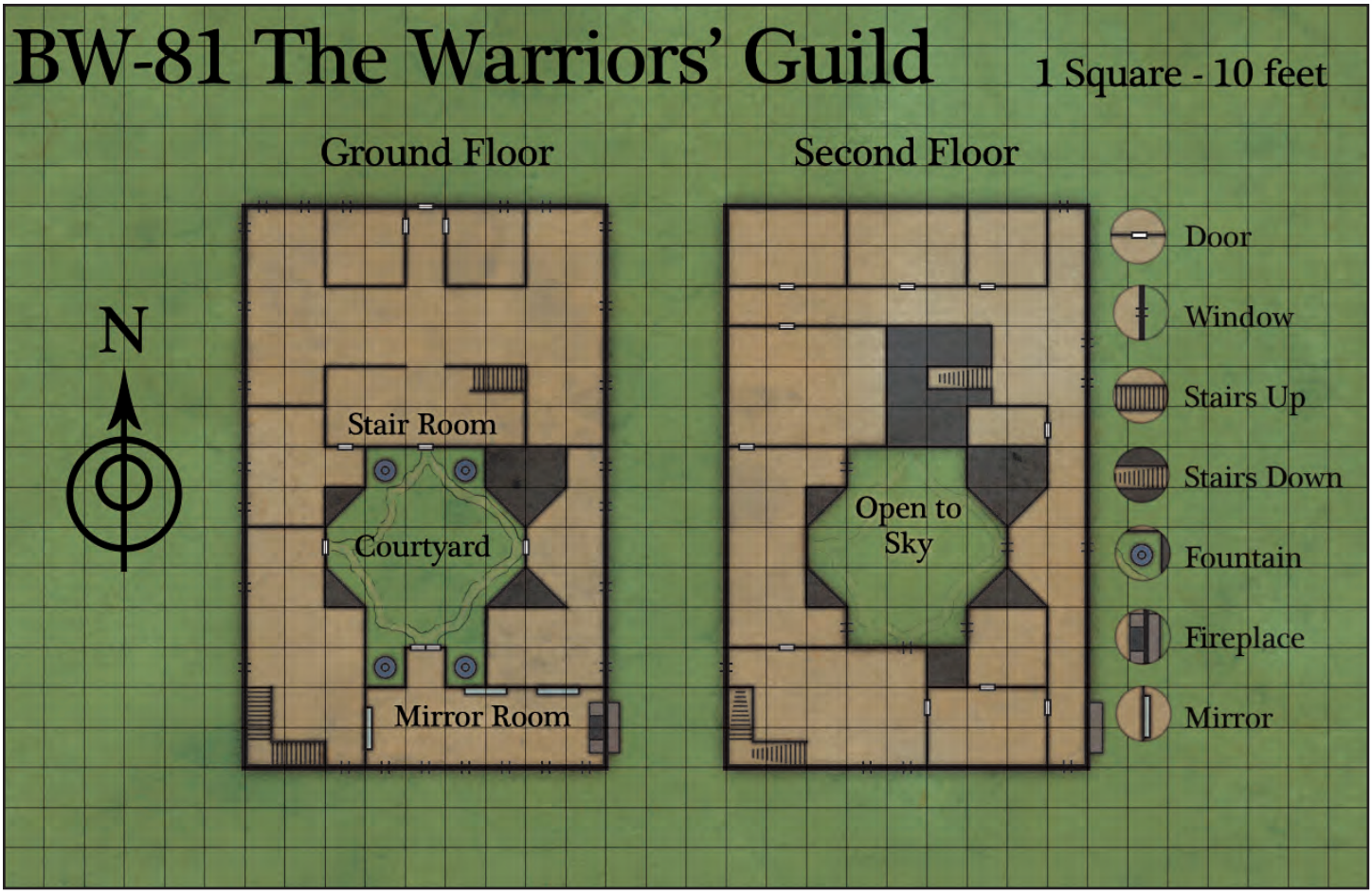
That magic, combined with other enchantments floating around when disaster struck, put an electrical field around the wreckage. It gives a strong shock to anyone who approaches within 5ft and a dangerous jolt (4d6 points of damage, no save) to anyone who actually touches any part of the sky ships.

Someone with enough power may be able to do away with the magical field (using *dispel magic*, for example), but that may also cancel the magic preserving the ships (75% chance). In that case, they quickly begin to deteriorate. The lightning aura goes away permanently in any case.

Just outside the chapel is a tall bell tower whose notes used to guide the brothers through their days. The bell ropes and wooden platforms are long gone, but the bronze bells still ring. They chime every hour, and also ring the times of morning and evening prayers. One bell has lost its clapper, though, and can no longer sound even though it moves back and forth with the others. The hourly tune is thus missing a note, with a moment of silence instead everywhere that bell should sound. It is possible that the bells ring at other times; for example, perhaps they play appropriate music on the high holy day of the deity the brothers worshipped.

Area BW-81: Warriors' Guild

One stone building that still stands was once some type of guild; that much can be made out by the weathered letters carved over the entryway. The hallway is dark, other than the light coming in the doorway, and the two rooms off it are not very large and have only very narrow window openings. Beyond those, though, are other larger rooms with plenty of light. One main room has a stone staircase to the second floor. Upstairs are several smallish rooms, with a few that have adjoining doorways between two rooms.



A narrow staircase also comes up in the far corner of the building. Two of the other rooms have doorways into an enclosed courtyard where fountains (now dry) are set into each of the walls and walkways curve to doorways into other parts of the building. The stones of the walkways are broken and two of the fountains are damaged, but the courtyard is still a pleasant place. The fountains are all carved with helmets at the top, of varying styles, and displays of different stone weapons are carved behind where the water would fall. One has swords of various lengths, one has numerous types of axes, the one with the crumbled basin seems to have had maces and morningstars, but the fourth fountain is broken completely out of the wall and its carvings are ruined.

On the far side of the courtyard, two doorways lead into a corridor and from there a single opening goes into a room that runs almost the full length of the building. A fireplace stands at one narrow end, and long window openings high in the outside wall allow light in all along the room. The floor inside is a small step down from the stone floor of the hallway and it is partially covered with fragments of silvered glass. Of course, most are just tiny bits, but there are many shards larger than a hand and several triangular pieces maybe 4 to 6ft long.

These are pieces of two immense mirrors once fastened onto the inside wall. If someone looks into one of the large pieces of mirrored glass, the person sees a city with high stone towers completely engulfed in fire rather than a reflection. Looking at one of the smaller pieces, all a person sees are the flames. If this mirror is magically mended, it is quite valuable. It acts as a *crystal ball with clairvoyance and clairaudience*.

A third mirror in this room is intact and covered with a black velvet cloth (worth 60gp). If removed, the *mirror of opposition* behind it affects all within a 180-degree arc from the front of the mirror.

This was a practice room for warriors, with great mirrors to allow them to study their movements as they practiced and fought. At the end of the room opposite the fireplace, a doorway opens into a small room that was used for storage. A narrow staircase goes up from that end of the corridor to the second floor. This building was one location of a guild of warriors, providing a gathering place for like-minded people, space to practice combat, and safe rooms for sleeping. No real treasure is here besides the mirrors.

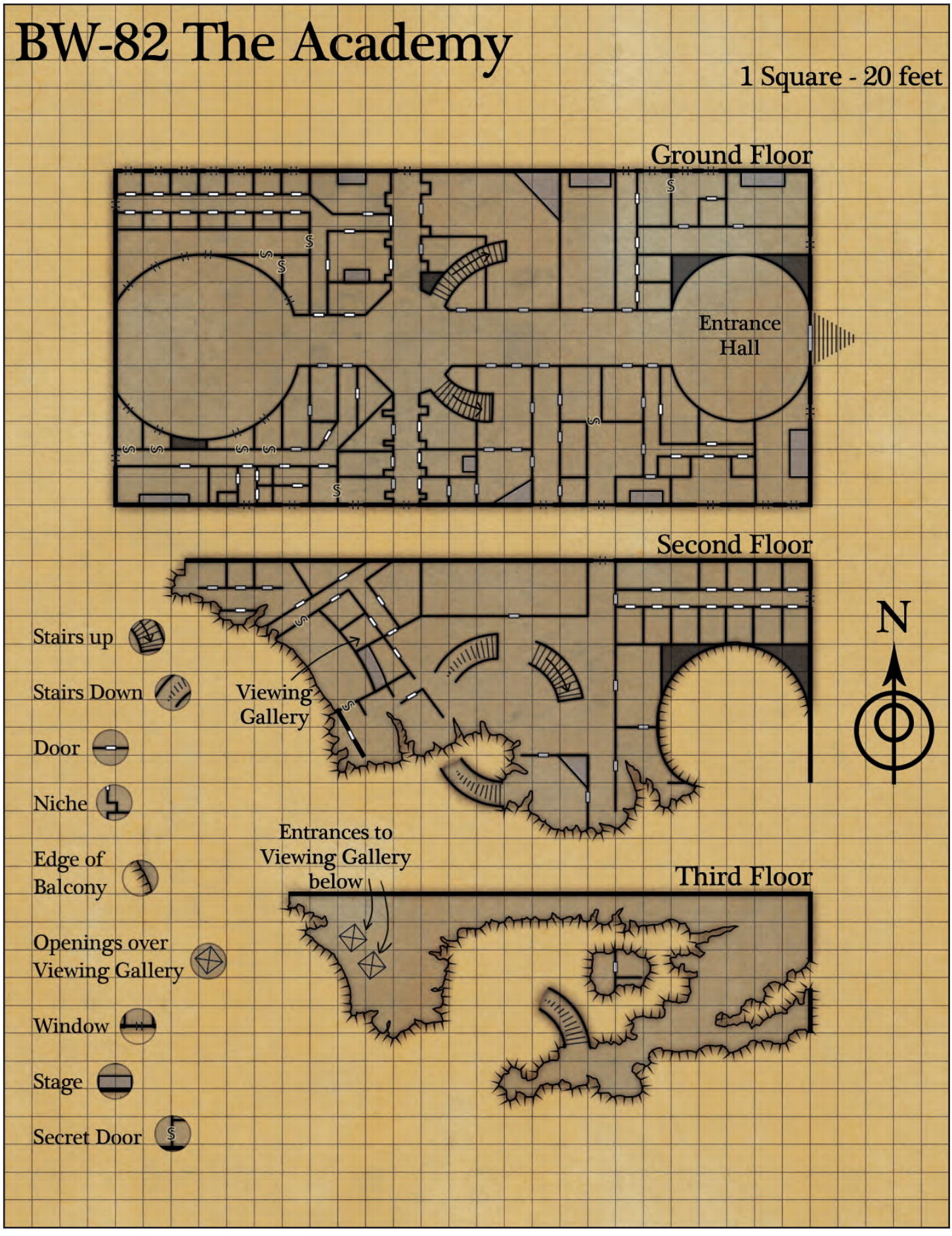
A Note on Not Letting the Players Cheese Out on This Mirror

The Referee is encouraged to have the players play their opposites half the time — and tell them you are doing so, but that you are not telling them which ones are which. In other words, if the cleric and the wizard are both affected, roll 1d6: on a 1-3 each is the double, and the Referee is playing the actual character; on a 4-6, the players are playing themselves and the Referee is playing the doubles. In this way, the players can actually be playing the doubles — but not know it. Doubles vanish when the original character is killed. Thus, by creative play (e.g. beating the Referee), the player may actually kill himself. If the players know which is which, the effect of the mirror is greatly lessened.

Area BW-82: The Academy

This tall building is badly damaged. Its upper floors are gone, and the back half of the top two remaining floors has been sheared away, exposing numerous small rooms and corridors to the open air. The third floor up is also missing the back, but the ground floor and the one above it are largely intact.

Impressive steps marred by scorch marks lead up to a high, arched entry that no doubt had elaborately carved doors in better times. Now the top of the arch is cracked and in danger of dropping on anyone passing underneath it. Inside is a round hall whose high ceiling is decorated with mosaics of fanciful animals, but chunks of the ceiling as well as individual tiles have fallen. The floor is of white marble veined with black but it is badly cracked. Past the entry hall is a wide corridor going toward the back of the building.


BW-82 The Academy
1 Square - 20 feet
Ground Floor
Entrance Hall
Second Floor
Viewing Gallery
N
Stairs up
Stairs Down
Door
Niche
Edge of Balcony
Openings over Viewing Gallery
Window
Stage
Secret Door
Entrances to Viewing Gallery below
Third Floor

This appears to have been the site of a battle, because the white-and-black floor is scorched and littered with skeletons, some of which have no skulls. The skeletons are dry and fragile, and break into pieces unless handled with the utmost care.

The matching marble panels on the walls in between the doorways are also cracked and in some places burned. Above the level of the doors, the walls on both sides of the hallway hold faded murals of important scenes from the history of the city, most with gouges or missing chunks. A strip of polished granite above the murals carved with inspirational sayings is mostly intact.

Doorways on either side of the hallway lead to large meeting rooms and lecture halls, some of which also contain skeletons. It seems impossible from what remains to determine who fought on which side, much less what the sides were.

Halfway down the corridor, side hallways lead to more rooms. There are many skeletons in the intersection, but few off to the sides. The walls along the side passages have niches at regular intervals, and some still hold bronze busts on marble stands. In many cases, though, the stand has fallen over or a bust has somehow been shaken off its pedestal. This was an institution of learning (an academy, or possibly a university) and these busts commemorate previous chancellors, long-time teachers and important donors. People walking through this corridor find themselves under observation from the busts, whose eyes turn to watch them as they go by. If the visitors do something remarkable (such as they appear to be searching for something, or performing magic), whispering starts around them. If the building or anything associated with it appears to be threatened in any way, the busts start calling out for help.

Damaging any bust or knocking over any of the marble stands causes all the busts to work against the perpetrator, summoning monsters (per *monster summoning VII,* once/2 minutes). On the other hand, someone who restores some of the busts to their stands (or at least sets a bust back into its niche if the stand is broken), is likely to be the recipient of information on anyone who has been in the area previously, which could go back hundreds of years if someone had the time to listen. The busts can share the following if asked (treat as *legend lore* spell):

- *The Heart of Arden guards the underworld from the minions of Tsathogga.*
- *The evil frog demon Tsathogga summoned vast armies beneath the city — only the sacrifice of Arden stopped him.*
- *Anything else the players think to ask — subject to Referee approval. Be stingy — but remember the busts want to help those who restored them. They have no knowledge of anything that has happened since the city was destroyed.*

The evidence of fighting continues along the main corridor to the back of the building, where another round hall exists even larger than the first. This appears to have been an important focal point of the fight as it is relatively crowded with skeletons. Someone appears to have made purposeful attempts to damage it. There were murals here in tile on the floor of air and earth, fire and water, but gouts of acid and molten hot fire rendered the themes almost unrecognizable.

On the dome above, animals associated with the elements below parade around the sides but again they have been attacked. A large portion of the top of the dome is burned, and some side sections have fallen. Ultimately the building's defenders must have beaten off the attackers, or not even this much of the building would remain intact.

Near the intersection of corridors are two stone staircases going up, with railings carved right into the stone walls. The fighting does not seem to have reached the next floor, aside from a single skeleton slumped near the top of the stairs. On that level are more classrooms and sets of smaller adjoining rooms that were the office suites of various administrators. This second floor is smaller than the ground floor, as both ends are taken up by the domed ceilings of the round halls. The stairs continue upward to a third floor, but wind whistles through that hallway as the walls stop just past where the stairs come up. The floor seems to be strong, which is what has protected areas below.

Walking out into the open area allows a person to turn and look up at the portion of the tower that is still standing. It held teachers' offices and small classrooms, but everything is gone except for the stone shell of a few rooms. Near the back of the building the top of the larger round hall is exposed. There was actually a walkway around the top, which was normally concealed behind a wall with a hidden door. Now it is exposed, and anyone up there can see the openings at eight places around the top where a hidden observer could see what was going on in the hall below. Old books strewn about the place are worth more than 25,000gp, but weigh four times that to extract and carry — and take several hours to locate.

Zone 5: The City Center

This is the dead zone. Nothing alive can stay here for long. Quite honestly, exploration here is foolish. The only encounters are with **hezrou demons**, which have a 1-in-10 chance of occurring per 10 minutes spent here. Encounters are typically with 1d3 demons. The ground is made of glassy sand and rock, and no life of any kind exists. Every building is infested with frog demons. An automatic encounter occurs at each numbered area with 1d3 of them (except the mines).

Demon, Hezrou (Category II): **HD** 9; **HP** 48; **AC** –2[21]; **Atk** 2 claws (1d3), bite (4d4); **Move** 6 (fly 12); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—*darkness 15ft radius, detect invisibility, fear;* 1/day—*gate* 20% (1 hezrou).

Area BW-83: Carbon Silhouettes

The buildings in one area are mostly intact, though many roofs have fallen in and the windows are nothing but openings. A narrow alley between buildings opens into a courtyard. In the center a cracked circular wall made of stone surrounds a pile of rubble — probably all that remains of a fountain. Three walls and part of a fourth enclose the court, and stone overhangs provide a little shade and protection from the weather.

The stone walls here are decorated with a series of silhouettes, different ones on each wall. To the left as one enters the area, the wall shows two men with weapons upraised — probably maces, though it is hard to tell. On the far wall, a female figure runs across the center, while near the corner a child reaches for a woman whose hands are outstretched toward it. On the right-hand wall is a robed figure — male or female, it is impossible to tell — holding up a slender staff. The partial wall next to the opening is blank.

If anyone takes a careful look at the decorative figures, they discover that the silhouettes are not painted on the stone. Instead, it is as if a fine substance, such as ash but night-black, is embedded right into the stone, as if the ancients had some decorative process that has since been lost. In actuality, these are carbon-particle silhouettes etched into the stone by some particularly powerful, but well-contained, explosion.

Area BW-84: Floating Pieces

Most of the buildings in this area were destroyed, or crumbled over the years from their damage. Some parts are still standing, though — for lack of a better term. One building has a tall corner remaining that goes up about two stories, with the remains of a chimney going up another 10ft or so. The ornate arched stone frame around a window 15ft away from them with nothing connecting it to the chimney or corner.

The next building over has the two front corners of the roof intact, but none of the wall between or below them down to the main entry of the building. A third building in the same row has its entire front gone, which allows an observer to see a wide, stone staircase arching up to an apparently unsupported stone floor. Thirty feet above that hangs the equally unsupported roof.

Area BW-85: Fountain of Slime

One little plaza must have stood among buildings not more than three stories tall. It is surrounded by piles of rubble, but no stones fell far enough to damage the central fountain. The fountain is a simple one that stands 10ft tall and is made of gray stone with three higher basins of graduated sizes and a ground-level pool surrounded by a wall. This fountain is still

functioning, in a way. Rather than water flowing down its levels and into the pool, a slimy greenish substance (**green slime**) pours down. Most of it is thin enough to keep flowing, but sometimes a large clot of thicker material appears and plops down into a lower basin. Once the flow of slime pushes the clots into the lower pool, nothing else unusual seems to happen. Any metal or organic substance touching the flowing slime begins to turn into slime (save resists). Fire or cold kills the slime, and cure disease stops the transformation.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (save avoids). It can be destroyed with fire or extreme cold, and the transformation process can be arrested by a *cure disease* spell.

Area BW-86: People Trapped in Time

The two side walls of a prominent building still stand two stories high, but the front of the building is entirely gone and the interior is filled with rubble. The street in front of the building also has huge chunks of worked stone scattered about. Something odd catches the eye of the observer, however, a type of shimmer that can just barely be seen at certain angles in the daylight. Eventually, the front of the building falls into shadow, though it is not deep as the light is hazy rather than bright throughout the city. As the shadow deepens, the shimmering is easier to see. In fact, it is possible to make out five individual figures that are part of the shimmering group, though details are difficult to see without getting quite close.

One figure is a tall man in armor who appears to be peering over a huge chunk of fallen stone. Next to him crouches a slender elven man with a bow drawn and ready. A few feet nearer the ruined building stands a woman in tight-fitting dark clothing, holding a staff and wearing a circlet on her frowning brow. Next to another chunk of rubble, but looking in the direction of the two men, stands a tall human woman with elaborate braids, some rudimentary armor, and a two-handed battle axe in her hands. With her is a human female in a robe and cloak, delicate wands in each hand and more tucked into her belt. Whether these are ghosts, a vision of the past, or something entirely different, is impossible to for the observer to tell.

Actually, these people were the victims of a unique and powerful spell that trapped them in time. They cannot be harmed in their current state, and dispelling the magic is extremely difficult. If freed, they gladly assist the party, perhaps becoming henchmen if they are lower level. All are lawful. Keep in mind that they mutate or die if they do not exit the area immediately upon being removed from stasis. Oh, and demons come first.

The people trapped in stasis are:

Faroth, Human Paladin (Pal9): HP 67; **AC** 2[17]; **Atk** +3 *bastard sword* (1d8+3); **Move** 12; **Save** 4; **AL** L; **CL/XP** 9/1100; **Special:** *detect evil*, *dispel evil*, immune to disease, lay on hands.

Equipment: plate mail, shield, +3 *bastard sword*.

Thalfath, Male Elf Wizard/Warrior (MU6/Ftr6): HP 29; **AC** 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** longsword (1d6) or +1 longbow (1d6+1); **Move** 12; **Save** 9; **AL** L; **CL/XP** 13/2300; **Special:** +2 to hit and +3 damage strength bonus, +2 bonus on saves against spells, wands and staves, spells (4/2/2).

Spells: 1st—*magic missile* (x2), *read magic*, *shield*; 2nd—*invisibility*, *web*; 3rd—*dispel magic*, *lightning bolt*.

Equipment: +3 *leather armor*, *+1 longbow*, longsword, 20 arrows, 3 *arrows of demon slaying*.

Mira, Human Priestess of Muir (Clr11): HP 44; **AC** 2[17]; **Atk** staff (1d6); **Move** 12; **Save** 5; **AL** L; **CL/XP** 14/2600; **Special:** +2 save versus paralyzation and poison, spells (4/4/4/3/3), turn undead.

Spells: 1st—*cure light wounds* (x2), *detect evil*, *protection from evil*; 2nd—*bless*, *find traps*, *hold person*, *silence 15ft radius*; 3rd—*continual light*, *cure disease*, *remove curse*, *speak with dead*; 4th—*cure serious wounds* (x2), *neutralize poison*; 5th—*dispel evil*, *raise dead* (x2).

Equipment: *cloak of protection* +2, *bracers of defense AC 4[15]*, *staff of healing* (20 charges).

Argata, Human Female Magic-User (MU10): HP 33; **AC** 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 6; **AL** L; **CL/XP** 13/2300; **Special:** +2 bonus on saves against spells, wands and staves, spells (4/4/3/2/2).

Spells: 1st—*charm person*, *magic missile*, *read languages*, *shield*; 2nd—*detect evil*, *invisibility*, *mirror image*, *web*; 3rd—*dispel magic*, *fireball*, *slow*; 4th—*charm monster*, *polymorph self*; 5th—*hold monster*, *wall of stone*.

Equipment: *cloak of displacement*, dagger, *wand of cold* (21 charges), *wand of magic missiles* (7 charges).

Area BW-87: Dry Fountain

The intersection of two broad streets is fairly clear of rubble, though the paving stones are broken and dangerously uneven. In the center is an empty fountain that seems completely intact, only somewhat worn by the weather. It seems like nothing out of the ordinary and an observer would no doubt just pass it by, except that in the quiet of the street it is possible to hear water flowing and splashing, as if the fountain were active after all. It is not just that the water is invisible; someone putting a hand into the basin or waving it around where the falling water would be, feels absolutely nothing. However, anything that is put into the fountain (hand, handkerchief, weapon, etc.) is wet *after it is drawn out*.

Area BW-88: Sky Ship Dock with Waterfall

From a distance, people traveling in the city can see a high waterfall that drops apparently out of the middle of the air. When they are closer, it is possible to see that the waterfall is actually coming from a levitating stone platform high in the air. Someone with good vision might even be able to make out a red pennant on a staff, flapping in the wind. The platform is 120ft in the air, with no visible means of support.

The platform was part of a tower and was used for docking the occasional sky ship, and as a landing spot for aerial mounts such as griffons, hippogriffs or pegasi. The waterfall emanating from it is a random magical effect. It has been falling for two millennia now without doing more than splash the rocks beneath it; all that water does not even form a large puddle. Below the waterfall is a huge pile of rubble that is mostly golden granite, giant blocks of it interspersed with others that are merely big, filled in with medium and small chunks. It has settled into a fairly solid mass over the years, so it should not be too dangerous for a person to clamber up to the base of the waterfall.

Someone who wants to get up to the platform could attempt to swim up the waterfall. It would be about as difficult as swimming upriver against a strong current. Difficult, but not impossible. Making progress and then failing the attempt in the middle results in being swept back down, again as if in a strong current. (A person who reaches the platform and decides to try to swim down the waterfall would experience the same effect, though most of a person's body must be in the water for this to apply. For example, a boat would be outside the magical effect of the waterfall and would fall rather than traveling with the water.) Hitting the ground at the bottom is like hitting a big rock in the middle of a fast-moving river; it would be quite a jolt, but would be much less dangerous than simply falling from the same height.

Once on the platform, a person has an excellent view of the entire

city and part of the surrounding countryside. Of course, a person on the platform can also be seen from most of the city. It is also much windier than on the ground, which could be a hazard for unprepared characters. The platform itself is about 20ft square and unremarkable. The banner is on a tall wooden pole fastened securely to one corner of the platform. Both the pole and the banner are in good condition, showing only a little weathering. From the top of the platform, the waterfall appears to come from just below it, as if from some underground river.

This was the site of a wizard's tower, which was destroyed. Only this docking platform, protected by exceptionally powerful spells, survived.

Area BW-89: Buildings with Slime

In the center portion of the city, three adjoining buildings have a slight orange cast during the day, and glow bright orange at night. They seem to sit in a puddle of orange, and although the color changes are not visible during the day, it is possible to watch streaks and shades of orange ooze down the buildings at night.

A closer look shows that all three buildings are completely covered in a coating of some sort of slime that actually runs down the sides of the buildings and pools in the street. It is continually refreshed from the top but eventually evaporates when it spreads out in the street, so it does not collect and flood the area with glowing slime.

Anyone who comes in contact with this slime discovers it is highly acidic. Attempts to wipe it off merely spread it around, increasing the area damaged by the acid. This is **orange slime** (see **Sidebox**).

Orange Slime

Orange slime is an extremely dangerous hazard. Any metal or organic material that touches the slime is covered in a coating of the stuff. The slime is acidic and deals 1d6 points of damage per round. Attempts to scrape it off merely spread the acid, making it tougher to get rid of (and increasing damage to 1d8 points of damage per round). It cannot be washed off and is immune to sunlight. The only way to neutralize it is to mix dirt with the slime so it bonds with the dirt and not the skin. Anything killed by orange slime dissolves and turns into more orange slime. *Cure disease* kills the slime.`

Other than their slimy coating, the buildings are a rather non-descript set of row buildings with space for commercial establishments on the ground floor and housing above. Any walls or furnishings once in the interior are long gone. All that remains are the stone floors and exterior walls. Somehow, even though the windows and doors are mere openings, the slime flows across them rather than running in and so does not get inside the buildings at all.

Area BW-90: The Melted Bowl

The rocks and chunks of other material lying around are much smaller near the center of the city. There are still piles to avoid, but they are of pulverized stone and fist-sized lumps rather than large, recognizable pieces. The air is foul, making people's noses sting and eyes water. No demons are present at this location.

After rounding one particularly large heap, adventurers suddenly find themselves standing on the precipice of a deep, bowl-shaped depression. It is about 30ft deep and 120ft across the top. Parts of it are covered by debris, but it is easy to see that the entire bowl is made of some glossy black substance. This is the result of an explosion that caused a crater in the ground and melted its surface entirely.

If anyone touches the material of the bowl, the black substance feels smooth, though the surface itself is not entirely even. It feels like running a hand over warm glass, but it also makes the person's skin tingle a bit and the hairs stand up on the back of his or her hand. The black substance retains some warmth in all but the coldest weather; snow that falls on it melts off unless it builds up very quickly.

Anyone who walks out into the bowl doesn't experience the tingle or hair-raising effect unless they touch the black material directly. However, after only one minute they begin to feel their skin become tight and dry, and then hot to the touch. This also requires an extra save to avoid taking 1d10 points of damage in addition to the normal timed saves the characters have to make in this zone for each minute spent here (save at –3).

It feels a lot like getting sunburned, although no sun is visible through the haze that hangs over the city. If people look at each other, they see that faces are red as if sunburned. This effect is probably noticed first on exposed skin, but skin that is covered appears and feels just the same. The feeling of sunburned skin lingers and may affect combat (–2 on all rolls for 1d6+2 days), climbing, or any activity that involves equipment rubbing on skin. Metal armor blocks the effects to some degree although not completely. The effects can be blocked entirely by thick lead.

Area BW-91: The Melted City Center

No demons are present here. In the center part of the city is a large section with no buildings left at all. The highest remains are no taller than a human and rather than piles of rock and pieces of rubble, the whole is fused into a single mass that glows a sickly green color, even in daylight.

Smooth lumps can be found here and there but nothing distinctive, just the rising and falling of what look like humps of black glass going hundreds of feet in each direction. If people travel through the melted area instead of just passing by, they discover bodies of previous travelers hidden by the folds of fused material. There is no telling how long these bodies have been here. Instead of decaying, they have desiccated and mummified.

Some of the equipment is intact also, though most of it crumbles at a touch. The entire area is highly poisonous. An unprotected person feels the effects on the skin almost immediately, and feels generally ill within minutes. This area requires saves once per minute like the zone description (save at –3). No scavengers come into this area and no insects or bacteria can live, so corpses mummify rather than decomposing.

This large glassy area is the center of the green glow that hangs over the city. The closer one is to this area, the more visible the glow, during the day as well as at night. Anyone who spends an hour in this area and lives to leave it also glows green until cured of the damage received here.

Area BW-92: Sundial

Not far from the area of fused stone stands a huge sundial. Its face is 8ft across and the hours are marked with ancient astronomical symbols, though they are so faded as to be almost illegible. The hazy light means there is no shadow to tell the time. However, even if someone shines a light on the sundial, it shows no shadow. Only after dark, when the green glow of the fused stone is brightest, does the sundial cast a shadow. It always shows precisely midnight (though it sits at the wrong angle for that), and instead of the nearly illegible symbols for the hours, grinning skulls and gruesome skeletons glow clearly in the dark.

Chapter 8: The Lead Mine of Tsen

This lead mine is located beneath the city of Tsen and used to form the basis of a strong mining industry, which is one of the reasons the city was founded here. Deep beneath the earth, the miners dredged out the spoils of the rock; lead, gold, iron, silver and even rarer metals were once found here in abundance.

The mine tunnels and caverns are all cut and gouged where veins of metal were extracted. A mining cart system with tracks and the like once existed. Now, the iron rails are all rusted away. The rock walls themselves are often colorfully striated with strange minerals and oxidized bits of metal ore, giving the whole an appearance of a rainbow, albeit a dull-colored one.

This entire level is dynamic. The denizens wander about like they would in a living city. Only the high priest Kyzak remains fairly stationary in **Area 8**. The Referee must carefully keep track of losses incurred by the priests.

The Guardians of the Heart

The mines themselves provide refuge for an ancient sect of priests once in the service of the god Arden. They are now known as the **Guardians of the Heart**, and their domain is this mine. The guardians are a twisted and insane bunch, the teachings of Arden long forgotten. All they know is that their god's heart lies in the base regions of these mines, and that it is their sacred duty to protect it. What once were lawful and good priests of a kind and gentle god are now cannibalistic, mutated mockeries of their predecessors.

Anyone seeking inspiration of what these guys are like should watch *Beneath the Planet of the Apes* before playing through this section of the adventure.

Everything else in the area fears the guardians, as they are organized and extremely powerful while in the mines (the priests cast spells as if they are 2 levels higher due to their proximity to the *God's Heart*). If your players get here, they should realize that the end of the adventure is near, one way or another.

Standard Tactics: Guardians usually send one of their number (typically an acolyte) running to warn Kyzak in **Area 8**. Kyzak then mobilizes a large force to attack invaders as a unit, defending the temple to the last man. In tactical combat, the priests typically use *hold person* en masse while the high priests use their gaze ability as well. The priests' goal is to capture and sacrifice invaders to their god. This is hilarious, as nothing could be further from Arden's desire than to have human sacrifice performed. The priests are fanatics, but they are also wise. A losing battle typically involves retreat to a stronger, reinforced position (such as **Area 8**).

Note 1: A total of **64 acolytes**, **44 priests**, **9 high priests** and named leaders exist on this level. Slain guardians should be removed from this total. Add any encountered outside this place to these numbers (these are not removed from the total resident here).

Note 2: This portion of the adventure can create a world-changing event. Destruction of the *God's Heart* releases Tsathogga's army on the world and could very well spell Armageddon for the continent and your campaign — so make sure this is what you want to do. Destruction of the *Sword of Air* and the *God's Heart* is exactly what Steve the Cat and his minion Kayden want to happen.

Note 3: If the holy writings from the underwater temple in the Dead Lake are presented to the priests, they realize the error of their ways and are commanded immediately by their leaders to cease attacks. While this creates confusion among them, they are not truly evil — they are simply misguided in their beliefs. A party captured with these relics is still held captive in holding cells. After one week, however, they are freed. The priests then join the party on their quest to destroy the sword. This creates a situation where the party gains powerful allies for a short time. The only problem is that each week after leaving the city, each guardian loses 2 points of constitution permanently (and irreversibly). Also, outside of Zones 4 and 5 or the mines, the ability to cast spells at 2 levels higher is lost (they are no longer near Arden's heart, and their god is, effectively, dead). The higher-level priests also lose their special abilities (*ESP* and gaze attacks) outside of this place.

Otherwise, they are absolutely fanatical and do anything to destroy the sword that does not involve the *God's Heart*.

Note 4: It is possible that the Referee needs to clue the party in that destruction of a hugely powerful lawful and good artifact may not be the best idea. Clues are scattered throughout the adventure that they should have found by the time they get here, but use caution if they have not.

Lead Mine Area Descriptions

The following represent the dungeon areas for the Lead Mines.

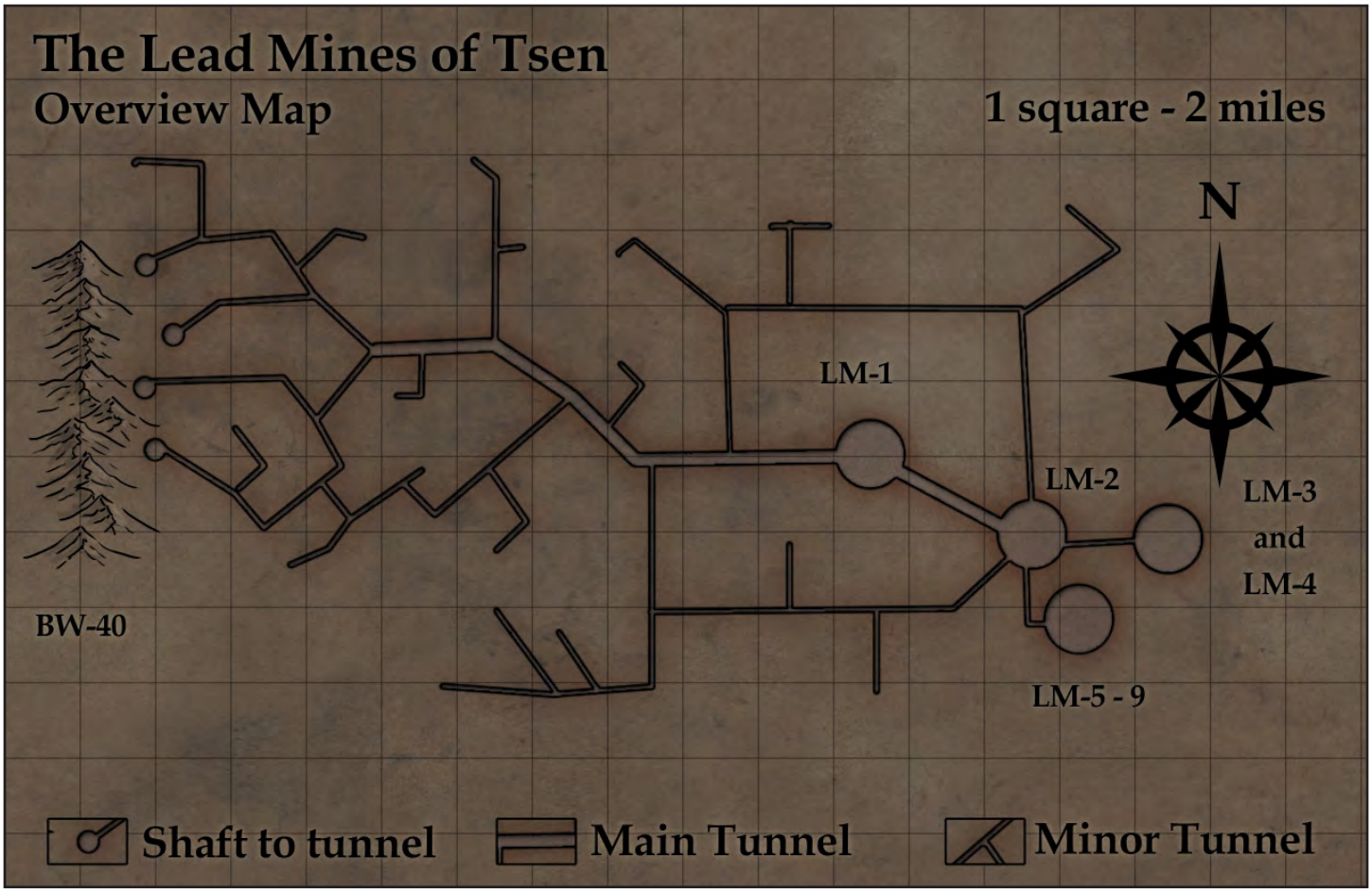
The Lead Mine

Standard features include:
Difficulty Level: party level 13+
Entrances: In **Chapter 7**, entrances can be found in the sinkhole at **Area BW-51,** and beneath a trapdoor under rubble in the temple with the crushed dome at **Area BW-71.** One of the tunnel crawlspaces at **Area BW-40** also leads into the mine.
Exits: None.

Wandering Monsters

01–25	Small **mutated animals** (rats, bats, etc.)
26–40	**Mutated sheep/goats or pigs**, tame and domesticated
41–70	**1d10 Guardians of the Heart acolytes**
71–80	**2d6 Guardians of the Heart acolytes** and **1d2 high priests**
81–90	**2d6 Guardians of the Heart acolytes**, **2d6 priests** and **1d2 high priests**
91–95	**Togeth** and **2d6 Guardians of the Heart priests**
96–00	**Branswol** and **2d6 Guardians of the Heart priests**

Detections: Extreme good and extreme evil emanate from **Area 9**.
Shielding: Completely shielded. Divination spells and travel spells (such as *teleport*) only function in line-of-sight. The thick layers of lead completely disrupt any magical effects that attempt to scry or pass through them.



The Lead Mine: Shallow Workings

Area LM-1: Ruined Smelters

As indicated at location BW-40, there are a number of deep holes that were once access shafts into the lead mine. These shafts are irregularly spaced, but not closer to each other than 600 feet. Some have partially collapsed at the top, nearly closing the openings. Explorers might be able to make their way into a couple of these, but several shafts are completely collapsed. The shafts run for up to 20 miles before reaching the mines.

Water running down the sides further eroded other openings. These shafts are now little more than 10ft across but made of soft dirt that easily collapses if someone tries to climb down the side, even with a rope. Although seemingly accessible, these could be even more dangerous because of the likelihood of large quantities of loose dirt falling on anyone who tries to climb down. Anyone traveling through the smaller tunnelss has a 5% chance of causing a collapse for every 2 miles traveled. A collapse buries a 20-foot section of tunnel and causes 4d6 points of damage. A save allows a character to remain unburied and take half damage.

One larger tunnel leads to a nexus point of several of the smaller ones, It is readily apparent that this nexus area leads to somewhere (the smelters, **Area LM-2**). The floor of the main tunnel contains bits of rusted metal that appear to have once been some form of rail tracks. Two smaller tunnels also continue to **Area LM-2**.

Among the various holes are the stone foundations of three buildings, widely spaced across the slopes. Each foundation is of a fairly large building, and one still has part of a huge furnace and chimney standing inside. Nothing is left of the other two, but the stones of the foundations show they were built in a similar manner. Two of the building locations are beside active, fast-moving streams, while the third sits by a deep but empty dry streambed.

Sets of stones indicate that aqueducts or troughs of some sort probably ran from the streams to the buildings. These buildings once refined lead by smelting it. This process involved burning off the impurities and then washing the remaining material free of ash and dirt with the available running water.

These areas are usually unguarded except for wandering monsters. All of the complete tunnels lead to a nexus cavern with a shaft leading to Area 2.

Area LM-2: Abandoned Tunnels

This area is entered through **Area BW-40** via Area 1 of this chapter. One tunnel is crumbled at the top, but after clearing the debris away, the rest of the shaft appears sound. This tunnel leads to **Area LM-3** and **LM-4**. The intersection is about 80ft in diameter and reaches a chamber about 10 feet across at the bottom. From there, tunnels go in two directions under the city. One then turns and parallels the other.

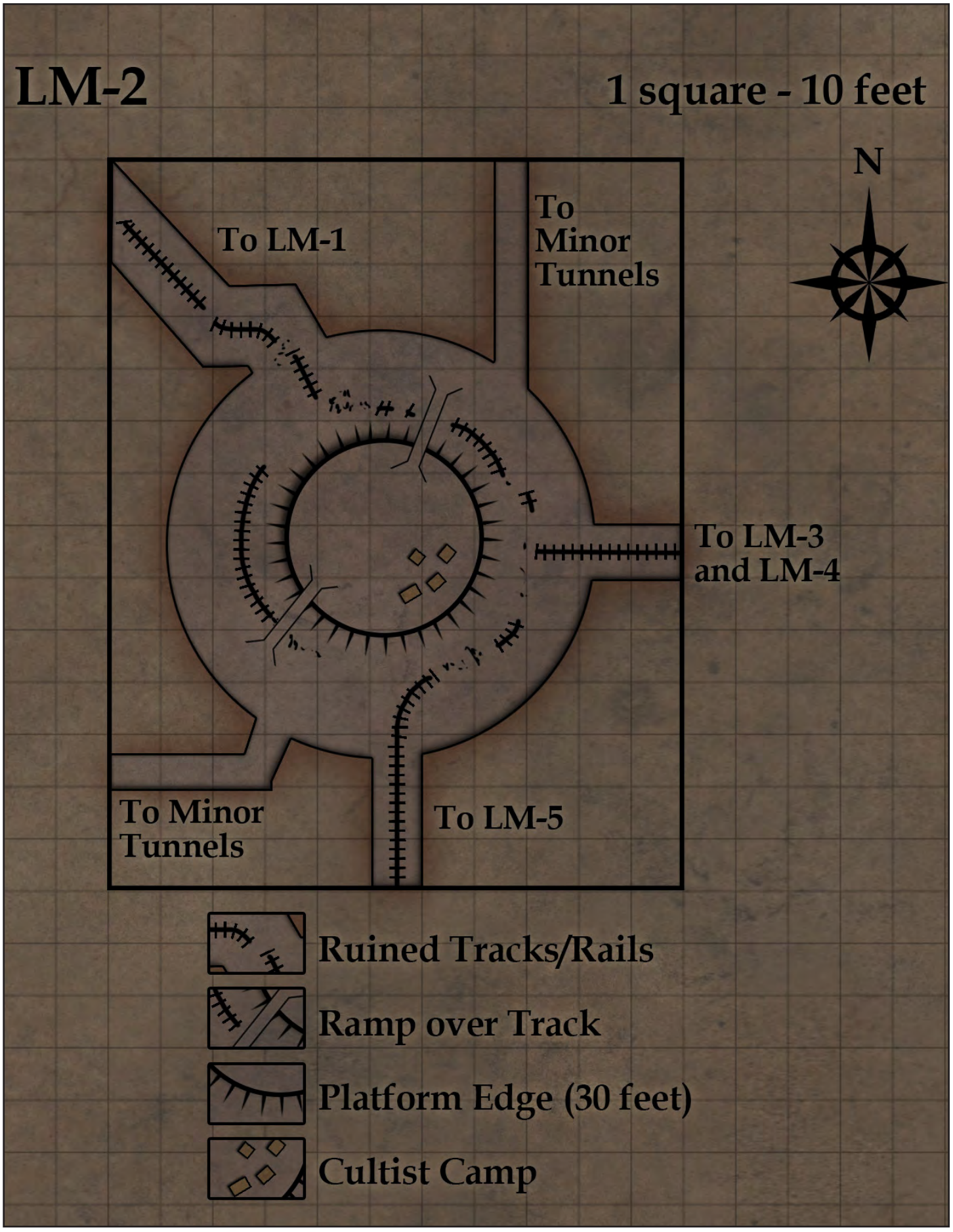
The intersection is guarded by **8 guardian acolytes, 6 guardian priests** and **1 guardian high priest**. They immediately attack anyone reaching this area. They have no treasure.

Acolyte, Guardians of the Heart (Clr2) (8): **HP** 8; **AC** 4[13]; **Atk** warhammer (1d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special**: +2 save versus paralyzation and poison, spells Clr4 (2/1).

Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*hold person*.
Equipment: ring mail, warhammer.

Priest, Guardians of the Heart (Clr4) (6): **HP** 20; **AC** 5[14]; **Atk** flail (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special**: constant *ESP* (+2 on initiative), +2 save versus paralyzation and poison, spells Clr6 (2/2/1/1).

Spells: 1st—*cure light wounds*, *purify food and drink*; 2nd—*bless*, *hold person*; 3rd—*prayer*; 4th—*sticks to snakes*.
Equipment: chain mail, flail.


LM-2
1 square - 10 feet
N
To LM-1
To Minor Tunnels
To LM-3 and LM-4
To Minor Tunnels
To LM-5
Ruined Tracks/Rails
Ramp over Track
Platform Edge (30 feet)
Cultist Camp

High Priest, Guardians of the Heart (Clr9): **HP** 42; **AC** 3[16]; **Atk** *+1 flail* (1d6+1); **Move** 12; **Save** 7; **AL** N; **CL/XP** 11/1700; **Special:** +2 save versus paralyzation and poison, constant *ESP* (+2 on initiative), gaze attack (1/round, one of the following: *charm person*, *confusion*, *fear*, *symbol of discord* with save), spells Clr11 (4/4/4/3/3), telepathy.

Spells: 1st—*cure light wounds* (x2), *detect evil*, *detect magic*; 2nd—*hold person* (x2), *snake charm, silence 15ft radius*; 3rd—*continual light*, *cure disease*, *prayer*, *remove curse*; 4th—*cure serious wounds*, *neutralize poison. sticks to snakes*; 5th—*dispel evil*, *insect plague*, *finger of death*.

Equipment: plate mail, *+1 flail*.

Tactics: Seven of the acolytes begin the first round of combat with a *hold person* spell on the maximum number of opponents (correct, that is 7 *hold person* spells in Round 1). The eighth one runs to get help. The priests cast *silence* on any unarmored opponents and follow that with additional *hold person* spells. The high priest casts *insect plague* on the initial round of combat, using his gaze attack every round as well.

On subsequent rounds, the priests use spells rather than engage in hand-to-hand combat when possible. If everyone is held, prisoners are stripped, bound and gagged, and taken to the primary temple (**Area LM-8**).

The first tunnel has two rusty metal rails in it that run off into the blackness and leads to **Area LM-3**. Where the second tunnel parallels the first, it, too, has a set of rails and leads to **Area LM-5**. After a short distance, a third tunnel angles off and then parallels the other two. At that point, it also has a set of rails and metal carts that are stopped in each tunnel. One cart has three fragile metal lanterns in it. Another has a large, heavy coil of rope that disintegrates if anyone tries to handle it. The third has what appears to be the skeleton of an 8-foot-long snake — probably poisonous, judging by the fangs.

Miscellaneous items also litter the floor at the far ends of the excavations and include metal shovel and pick heads, another ancient lantern or two, and bits of rubble.

Area LM-3: Caverns

This is the entrance from the sinkhole at **Area BW-51**. One tunnel is eroded in the top 10ft to 15ft but seems in good condition below that. The two sides are in a little better shape than the up-slope and down-slope edges. Anyone trying to go over one of those edges causes it to crumble at least 5 feet back, sliding anything in that space into the shaft. Anyone following this path ends up encountering the denizen in **Area BW-51**.

The cavern itself is 5000ft across. Tunnels head off in three directions. One takes a turn shortly, evidently following a seam of minerals, and leads to **Area LM-4**. Another jogs back and forth a few times before getting narrower and coming to a dead-end. The third twists and turns for no apparent reason, then suddenly opens into a cavern (also **Area LM-4**).

The walls seem to have been worked extensively, and two metal carts rest on parallel sets of tracks that run off into a wide tunnel. Following the tracks through the other tunnel leads to a second cavern that has also been extensively worked. The tracks there curve and run into a tunnel only a little higher than the carts themselves and just barely wide enough for the two of them to pass. The tracks go into yet another cavern that appears to have been hastily abandoned.

About a third of the cavern walls are covered with lead, which sparkles in light almost as if it were silver. The other portions have already been worked. The wall is broken just at the edge of the worked area, and rocks have fallen to the cavern floor, some of them quite some distance from the wall. Examining the fallen rocks shows that most still have raw lead on them, revealing that most of the broken wall had not yet been worked.

Two skeletons lie on the floor near the broken section, tools still in hand. One has a crushed ribcage and the other a broken skull, though no rocks are in their vicinity. There seems to have been some sort of fall on the opposite side of the broken place as well, because it is blocked by half a dozen large rocks. In actuality, whatever broke through in the first place blocked the opening on the far side after driving off the annoying (or threatening) miners.

Area LM-4: More Caves and Caverns

Note that this description is for many rooms — basically it is an empty cave or three, and other than wandering monsters, nothing special is here. Tunnels lead from cave to cave throughout this place. Corroded sections of rail track litter the tunnels, and the occasional skeleton or rusted mining tool can be found. Random veins of ore can be located as follows (check once per cave):

01–25	Nothing
26–65	Lead
66–80	Copper
81–89	Silver
90–95	Gold
96–98	Platinum
99	Mithril
00	Living Rock

Each vein consists of 1d6x1d10x1d1000 ounces (coins) of material. Mithril and living rock are 10% of those numbers. Ore can be mined out of them at a rate of 10d12 ounces per man-day (dwarves mine 15d12 ounces per day). The ore is considered 25% pure (e.g. 1 coin value per 4 coin weight of material). Mithril and living rock require magical tools to remove. Living rock is a magical metal that can be used to construct weapons of +5 enchantment. A character knowledgeable in magic, mining, metalworking, blacksmithing, or a similar applicable skill can recognize this material. A character needs a +3 or better magic weapon to extract it, ruining the weapon (if below +5 enchantment) in the process. A *stone to flesh* or *transmute rock to mud*

spell would more effectively and completely remove it. Additionally, this material has anti-magical qualities. A dagger-sized piece increases magic resistance by 10% and causes the bearer a 10% chance of spell or magic item failure when touching a person's body. Larger pieces elevate this magic-nullifying percentage. A short sword-sized weapon (with a 20% antimagic effect, the equivalent of two daggers) might be fashioned from the living rock present here. A character can forge this material into a weapon or armor with magical fire and a week's worth by a trained armorer.

Active mining draws the attention of the guardian priests **in LM-6**, of course, and anyone doing this invites an attack by the entire order.

Area LM-5: The Well of Life

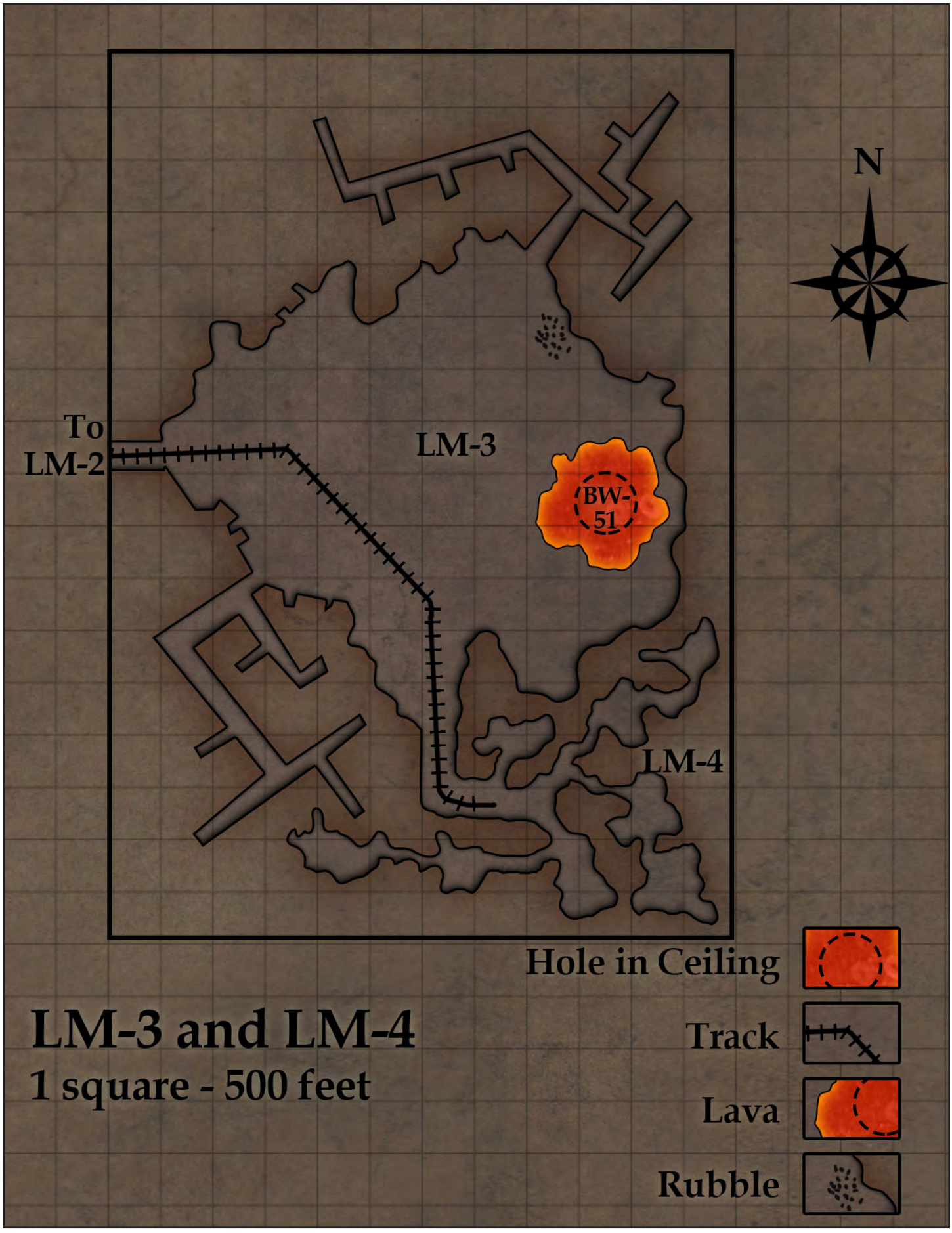
This area is entered from **Areas BW-71** and **LM-2**. This large cavern contains the primary source of water for the priests. The large pool connects through an underground channel to the Dead Lake after a swim of 12 miles (with no breathing spaces). Large rocks blocking the exit permit only small fish and such to pass freely. The water itself is clean and drinkable.

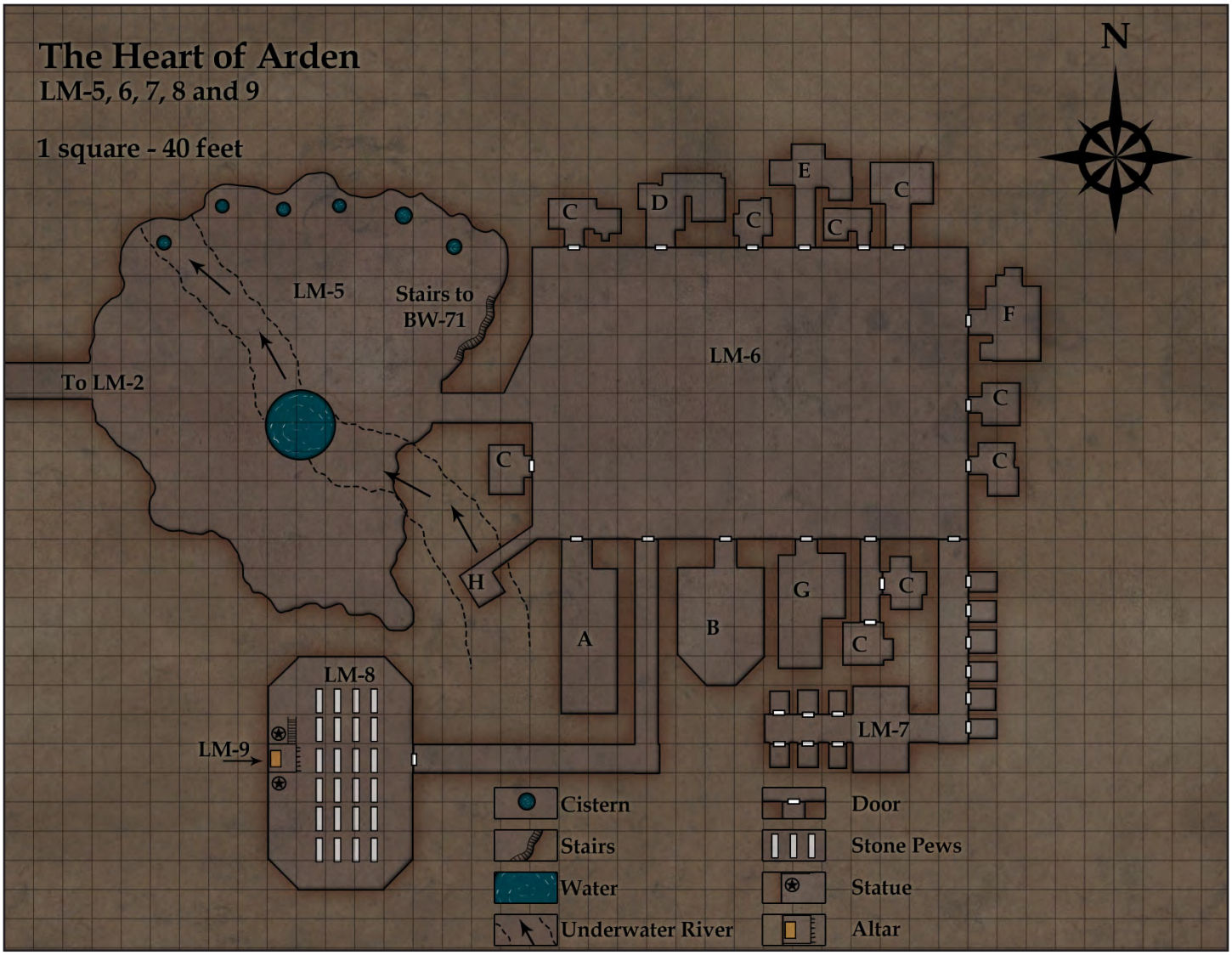
Large wooden cisterns dot the northern edge of the cave and hold more than 10,000 gallons of water. Hundreds of small fish and crayfish swim in this 80ft-diameter pool and act as a supplemental food source (in addition to *create food* spells). Small nets and traps line the edges of the pool and are used to capture these creatures.

Unlike the other caves, this one is typically occupied by **3d6 guardian acolytes, 1d6 guardian priests** and **1d4-3 guardian high priests** (see **Area 2**). They have no treasure.

Tactics: The acolytes all open the first round of combat with a *hold person* spell on the maximum number of opponents while one runs to get help in **Area 8**. The priests cast *silence* on any unarmored opponents and follow that with additional *hold person* spells. If present, the high priest casts *insect plague* on the initial round of combat and then uses his gaze attacks every round as well.

On subsequent rounds, the priests use spells rather than engage in hand-to-hand combat when possible. If everyone is held, prisoners are stripped, bound and gagged, and taken to the primary temple (**Area LM-8**).


N
To
LM-2
LM-3
BW-
51
LM-4
Hole in Ceiling
Track
Lava
Rubble
LM-3 and LM-4
1 square - 500 feet



Area LM-6: Living Quarters

This area consists of a 400ft-by-600ft tiled room, complete with kitchens, latrines, bunks and other amenities used by the priests as sleeping and living quarters. These spartan quarters hold little of value (the priests are not very interested in treasure). However, some items of value are present. The area is communal, but each individual area is marked by a letter on the map (A through I). Each chamber has a 30% chance of being occupied by its inhabitant (unless they were slain or encountered elsewhere).

A. Acolytes' quarters: These 64 bunks consist of very simple furnishings and nothing of real value. Mining tools, hand weapons and simple blankets and holy symbols can be found. Assume each bunk and area has 1d6gp worth of mundane items.

B. Priests' quarters: These 44 bunks are a little more upscale, and include perhaps a fur robe or blanket, and 5d6 gp worth of mundane items. There is a 20% chance of a minor magic item (potion, scroll) at each individual station.

C. High priests' quarters: These 9 areas are quite nicely furnished. Each has a large and more comfortable bed, and a *continual light* spell often lights the chamber. There is a 50% chance of 1d3 minor magical items (potion, scroll) and a 10% chance of another randomly generated magic item at each station. Each station has 10d10gp worth of mundane items as well.

D. Branswol's chamber: This private chamber contains a comfortable bed, as well as a small library. The library contains 32 books on random topics, ***including one holy book detailing the sacrifice the god Arden made by giving his heart to stop the minions of Tsathogga from destroying the world***. If discovered, this book may well save the day (assuming the priests are all killed by the party). A small desk near the bed contains 4 *potions of cure serious wounds* and a gem-encrusted holy symbol worth 12,000gp. Also among the books is a *manual of wisdom*.

Branswol, Senior High Priest, Guardians of the Heart (Clr16): **HP** 50; **AC** 0[19]; **Atk** *staff of the snake* (1d6+1); **Move** 12; **Save** 2 (with ring); **AL** N; **CL/XP** 20/4400; **Special:** +2 save versus paralyzation and poison, constant *ESP* (+2 on initiative), gaze attack (1/round, one of the following: *charm person*, *confusion*, *fear*, *symbol of discord* with save), spells Clr18 (7/7/7/7/7/4/1), telepathy.

Spells: 1st—*cure light wounds* (x2), *detect evil*, *detect magic*, *light*, *protection from evil*, *purify food and drink*, ; 2nd—*bless*, *hold person* (x3), *snake charm*, *silence 15ft radius*, *speak with animals*; 3rd—*continual light*, *cure disease*, *locate object*, *prayer* (x2), *remove curse*, *speak with dead*; 4th—*create water*, *cure serious wounds* (x2), *protection from evil 10ft radius*, *neutralize poison*, *speak with plants*, *sticks to snakes*; 5th—*create food*, *dispel evil*, *insect plague*, *finger of death* (x2), *quest*, *raise dead*; 6th—*animate object*, *blade barrier*, *conjuration of animals*, *word of recall*; 7th—*aerial servant*.

Equipment: *+1 plate mail*, *staff of the snake*, *ring of protection* +2, *scarab of insanity* (10 uses).

E. Togeth's chamber: This private chamber contains a bed, a simple desk and writing materials. In the desk drawer are *2 potions*



of cure light wounds and a scroll of *holy word*. Close examination of the writings notes a great deal of information about a strange "cat-like creature" in the service of what is referred to as "the enemy." Nothing is truly known, except that this creature seeks to destroy the "heart."

Togeth, Senior High Priest, Guardians of the Heart (Clr14): HP 48; **AC** 2[17]; **Atk** *+1 freezing flail* (1d8+1 plus 1d6 cold); **Move** 12; **Save** 4; **AL** N; **CL/XP** 18/3800; **Special:** +2 save versus paralyzation and poison, constant *ESP* (+2 on initiative), gaze attack (1/round, one of the following: *charm person, confusion, fear, symbol of discord* with save), spells Clr16 (6/6/6/6/6/3), telepathy.

Spells: 1st—*cure light wounds*, *detect evil*, *detect magic*, *light*, *protection from evil*, *purify food and drink*; 2nd—*bless*, *hold person* (x2), *snake charm, silence 15ft radius*, *speak with animals*; 3rd—*continual light*, *cure disease*, *locate object*, *prayer*, *remove curse*, *speak with dead*; 4th—*create water*, *cure serious wounds*, *protection from evil 10ft radius*, *neutralize poison*, *speak with plants*, *sticks to snakes*; 5th—*create food*, *dispel evil*, *insect plague*, *finger of death* (x2), *raise dead*; 6th—*animate object*, *blade barrier*, *word of recall*.

Equipment: *+1 plate mail*, *+1 freezing flail*, *ring of spell turning*.

F. Kyzak's chamber: This private chamber is the quarters of the high priest and contains a simple bed and desk. In the desk, wrapped in fine purple cloth, are a *magical hammer* and *stone chisel*. This set of tools carves the hardest stone at a rate of 10 times the normal rate (basically twice as fast as a full-size mining pick), cutting away flakes of diorite, granite or basalt like butter. The desk also contains partial fragments of prayer books and holy writing of Arden's priesthood — sadly, these writings are incomplete and have led to misinterpretation of the god's wishes. Careful examination of the writings does allow the reader to understand that Arden's heart was sacrificed to stop "something" from entering the world.

G. The Kitchen: This area contains hanging and gutted bodies of various creatures, typically mutated and poisonous to non-priests. It is run by a **high priest** and **6 acolytes** (see **Area LM-2**) who remain here unless general quarters is sounded for defense of the area. This high priest always has *create food and water* spells memorized, and the acolytes carry *purify* spells. Various cooking utensils, pots and pans, plates and cups, etc., are present here. The ovens vent off to an outside area. These vents could (theoretically) be climbed as a means of escape by a small creature (such as a halfling). Exit in this manner (10 climb rolls are required at normal chances, failure indicates move back 3 climb rolls) brings one out near **Area BW-52** through a small, rusted grate.

H. Latrines: Three of these are present to serve the priest population. Self-explanatory.

I. Common Area: At any given time, this area usually is inhabited by **4d6 acolytes, 3d6 priests** and **1d2 high priests** (see **Area LM-2**). These fellows are usually teaching the acolytes something, relaxing or doing other "priestly" things of leisure. Mundane items such as lamps, candles, rope, spikes, mining tools, etc., are here in some abundance.

Area LM-7: The Prison

Anyone captured ends up here. The complex consists of 12 small cells, each lined with thick bars and solid stone walls. The locks consist of bars chained 3 feet away from the closest arms reach, and are thus nearly impossible to pick. Each cell contains a simple cot, a bucket and a jug of water. Anyone brought here is typically stripped of all possessions (though the priests are not experts at this — and hidden items may make it through with a prisoner). Characters imprisoned here are usually kept for 3 to 4 days, questioned by a high priest or perhaps one of the senior priests, and then sacrificed to Arden and ritually eaten by the guardians. If the entire group is captured, the Referee should provide for some means of potential escape — perhaps an unlocked bar on the door or an opportunity to overpower a priest. Alternatively, the characters could roleplay through the interrogations and persuade the priests (possibly using the writings from the underwater temple), that the *Sword of Air* must be destroyed, and that they have no intention of harming the *God's Heart*. This could be nearly impossible, of course — for why else would they be here?

Area LM-8: The High Temple

The Temple of the Heart is carved from the living stone of this place and measures 200 feet by 300 feet. Stone pews line its length in 6 rows, and a solid gold holy water font (which produces 30 vials per day) worth 60,000gp bubbles and spouts water at the base of a set of stairs leading up to the altar.

The stairs and altar are carved of brilliant white stone, obviously well-carved and nearly free of imperfection. At the top of a staircase (40ft above the general worship area) is a solid stone square altar flanked on either side by statues of angelic creatures. The altar is carved of the same stone and is encrusted with gold foil and gemstones (see **Area LM-9**). **Kyzak** spends most of his time here, supported by **2 high priests, 8 priests** and **12 acolytes** (see **Area LM-2**).

Kyzak, Chief High Priest, Guardians of the Heart (Clr18): **HP** 52; **AC** –1[20]; **Atk** *staff of striking* (2d6); **Move** 12; **Save** 2 (with cloak); **AL** N; **CL/XP** 22/5000; **Special:** +2 save versus paralyzation and poison, constant *ESP* (+2 on initiative), gaze attack (1/round, one of the following: *charm person*, *confusion*, *fear*, *symbol of discord* with save), spells Clr20 (8/8/8/8/8/5/2), telepathy.

Spells: 1st—*cure light wounds* (x3), *detect evil*, *detect magic*, *light*, *protection from evil*, *purify food and drink*, ; 2nd—*bless*, *hold person* (x4), *snake charm*, *silence 15ft radius*, *speak with animals*; 3rd—*continual light*, *cure disease*, *locate object*, *prayer* (x3), *remove curse*, *speak with dead*; 4th—*create water*, *cure serious wounds* (x3), *protection from evil 10ft radius*, *neutralize poison*, *speak with plants*, *sticks to snakes*; 5th—*create food*, *dispel evil*, *insect plague*, *finger of death* (x3), *raise dead*; 6th—*animate object*, *blade barrier* (x2), *conjuration of animals*, *word of recall*; 7th—*aerial servant*, *symbol*.

Equipment: *bracers of defense AC 2[17]*, *staff of striking*, *cloak of protection +3*, *ring of regeneration*.

Tactics: These priests do everything in their power to defend the temple area. Acolytes begin with a barrage of *hold person* spells, then claw and brawl their way to a likely death. The priests likewise initiate any combat using *hold person spells*, followed by *sticks to snakes* and *prayer* spells before joining combat. Kyzak summons an *aerial servant*, while the high priests summon *insect plague*. Kyzak then uses a *blade barrier* to block access to himself and the stairs and casts *symbol of stunning*. The higher-level priests continue using whatever spells seem best, meanwhile using a gaze attack every round. They fight to the death or until all intruders are slain, surrender or are incapacitated.

Any captured are taken to the prison (**Area LM-7**). Attempts at parley are only successful if the party surrenders to the priests.

Area LM-9: The Heart of the God

The stone-encased altar pulses with a strange, rhythmic sound, like a heart beating. If the 6-in-thick layers of gold, gems and stone are removed, a 2ft diameter living heart is found in the center of the stone block. This requires actually chipping away and rough-handling the altar, which destroys it in the process. The gold and gems are worth more than 200,000gp if recovered.

Nothing the characters do to free the heart seems to damage it in any way — chisels and steel just bounce off its flesh like raindrops on stone. This is true of all attempts to harm or free the heart except one. This is the living heart of the god Arden, placed here to block the armies of Tsathogga from entering the world from their prison below. The heart weighs 40,000 pounds.

If the *Sword of Air* is thrust into the heart, both are destroyed.

The Number of the Beast

If the *God's Heart* is destroyed, the Referee should instruct each player to make 6 rolls, of 3d6 each, and write them down in order. Destruction of the heart utterly slays the god Arden and destroys the *Sword of Air*. Unfortunately, this also causes a huge earthquake that collapses the mine in 1d3 rounds, burying and killing all within. Remember, *teleport*-like spells only work here with line-of-sight. *Word of recall* or *wish*-like spells are the only means of temporary salvation. In the unlikely event that anyone is still present in the area after this collapse, they see an awesome sight.

The quake leaves a vast crater in the earth, and the mines and most of the city of Tsen collapse into it. The cloud of dust from the devastation covers the sky in the area for several hours, until it finally settles or the wind can disperse it. During this time, the sun (if daytime) is barely visible through the gloom as a red orb that gives illumination through the cloud that is the color of blood. At night, the moons actually give the entire dust cloud a brilliant silver sheen, though it is still difficult to see anything. As the blood-colored (or silver) dust roils in the drafts caused by the devastation, dark forms can be seen moving within it far below.

A great crack has opened at the base of the deep crater, and it penetrates all the way into the prison that Arden constructed long ago. Now crawling forth from this prison are the hordes that were sealed away by Arden at the sacrifice of his own divinity — released now by the sacrifice of the last vestiges of his life. While this divine prison has kept this foul legion sealed safely away from the realms of Men, it has also kept them preserved and whole, un-aged since the moment they were imprisoned. It has been but a moment to them since they were locked away, and they still feel all the rage and bloodlust that they bore when first unleashed by great Tsathogga. Now they clamber up over the rubble and out of the pit, freed upon the world once more.

The army consists of thousands of dark and mysterious creatures. After 10 rounds of confusion, they begin to stream forth chaotically from the crater. The Referee may choose to describe this if they wish, but Doomsday is upon the region of Legions Bay. In addition to the thousands of weird, tentacle, demonic creatures that served as camp followers, there are 200 hezrou demons, 120,000 tsathar soldiers, the Herald of Tsathogga, and finally, the Tarrasque.

This mob moves out of the area and begins a swath of destruction starting with Apothasalos and spreading east and west along the coast. Eventually this host will likely be stopped, but the folk of eastern Akados and the Isthmus of Irkainia are ill-prepared to deal with a threat of this magnitude. It will be some time before its advance can be checked, and there is no telling how much territory will have been reduced to bloody rubble in its wake. The last thing the party would have seen if they had not been crushed into gory pulp is Steve the Cat, winking at them slyly, as he moves to lead the army as its general. Game over, man…game over.

Appendix

Magic Items

Amphora of Tsen

This amphora is always filled with a very heady, very strong wine that was a favorite of old Hyperborea. It has a highly acidic content and is somewhat sour, as the ancients mixed it with water and served it in cups of copper or lead to even out the flavor. The amphora never runs out of wine. It only fills when it is in the upright position.

Arm of Tsathogga

This mighty sword is a *+2 two-handed sword, +5 vs. Lawful*. It has the following additional powers: constant—*dispel magic* 10ft radius; 3/day—*dimension door*; 2/day—*darkness 15ft radius*. It *disintegrates* Lawful opponents on a roll of a natural 20. It is an artifact that can only be destroyed by immersing it in a boiling cauldron of the blood of 20 Lawful virgins at noon on midsummer's day.

Blade of Wraiths

These unholy blades are forged upon the Shadow Forge from metals found only in places where ore from the Plane of Elemental Earth projects itself upon the Plane of Shadow. The blades are then quenched in waters from the Styx. *Blades of wraiths* are *+3 longswords* that ignore armor and impart a numbing effect on targets, dealing 1d4 points of temporary strength damage unless a successful saving throw is made. Living beings struck by a wraith blade must make a saving throw or automatically suffer –1 to hit and –1 to damage per round. These effects are cumulative and stack with additional hits. For example, a victim struck three times with a *blade of wraiths* who fails three saving throws suffers a –3 to hit and –3 damage penalty until he is healed with a *restoration* spell. The *blades of wraiths*, like their masters, may become incorporeal and also deal damage to incorporeal targets. Living beings attempting to wield a wraith blade must make a saving throw each round or suffer a cumulative –1 to hit and –1 to damage per round.

Bolt of Splashing

This *+1 bolt* appears to be normal magical bolt until fired. When fired, each splits into 5 pieces, each requiring a separate roll to hit, with the extra 4 missiles hitting a random target within 10ft of the initial target. Each bolt does normal damage.

Book of Exalted Deeds

This holy book is sacred to lawful clerics. Studying this work requires one full week, but upon completion, the cleric gains one point of wisdom and experience points sufficient to place him halfway into the next level of experience. Neutral clerics lose 20,000–80,000 (2d4x10,000) experience points for perusing the work. Chaotic clerics lose one full level, dropping to the lowest experience points possible to hold that level. Furthermore, they have to atone for their actions by magical means or by offering up 50% of everything they gain for 1d4+1 adventures.

Fighters who handle or read the book are not affected. Paladins sense that it is good. Magic-users who read it lose 1 point of intelligence unless they make a saving throw. If the save fails, they also lose 2000–20,000 (2d10x1000) experience points. A thief who handles or reads the book takes 5d6 points of damage and must save or lose 1 point of dexterity. A thief also has a 10%-60% (1d6) chance to become a good cleric if his wisdom is 15 or higher.

Except as indicated, the writing cannot be distinguished from any other magical book or tome. It must be perused. Once perused, the book vanishes, never to be seen again. A character cannot benefit from reading a similar tome a second time.

Catcher's Mitt

This large glove is made of thick leather and padding, with a small red gem inset in its palm. The mitt allows the user to catch any missile weapon aimed at him, once per round. During the following round, the catcher can throw the missile back at the one who shot at him, with the same effect as if he himself were hit. If a large missile (e.g. a catapult stone) is caught, the missile is stopped, but cannot be thrown back.

Chime of Hunger

This device resembles a *chime of opening*, and at the Referee's discretion, may operate like that item for several rounds. When struck, all creatures within 60ft must make a saving throw or be struck by a ravenous hunger. Characters who fail tear into their rations, ignoring everything else, even dropping items in their hands. Creatures without food rush to where the chime sounded and attack any creatures there in order to kill and eat them. All creatures must eat for 1 round, but they are entitled to another saving throw on each successive round until a successful save it made.

Cloak of Morphing

This large cloth cloak looks like an old raggedy blanket, moth-eaten and worn with time. This cloak can stretch to completely cover oneself. If stretched, and the wearer stands against a flat surface (a rock, a wall, a grassy field, etc.), the wearer is 90% undetectable as long as he stays still, as the cloak changes color and texture to match the surface.

Club of Stunning

This *+1 wooden club* is made of black oak wood, weighs about 6 pounds, and radiates magic. It has markings of sprawled out bodies carved in stick figure form along its handle, with one depicting the stick wielder hitting an opponent in the head. The club is a normal weapon (1d4); however, an aimed shot at the head (at a –4 to hit) causes anyone struck to immediately be stunned for 1d4+1 rounds (save at –4) and unable to act.

Cowardly Armor

This suit of *+3 plate mail* is highly protective until it actually is hit. Should the wearer be damaged in combat, the armor literally falls off the wearer (leaving him naked), a *magic mouth* appears in the chest plate and screams, reassembles itself, and runs 4d100 yards away. The armor can be worn again, if desired, after it runs away.

Cup of Idiocy

This brass cup has symbols of court fools and smiling faces on it. It has the effect of making even the cheapest wine taste like first-growth Bordeaux, and making the nastiest swill taste like honey mead. Unfortunately, the cup is cursed. Once it is used once, each day the person who used it must make a save or drink continuously until they are completely sauced. This has the effect of dropping the drinker's stats by –8 each (any result less than 3 means unconsciousness). This effect lasts until a *remove curse* is cast upon the character.

Cursed Ouroboros of Gurdenund

This armband is explicitly attached to its master, Karl Gurdenund, causing the dead barbarian raider's undead corpse to regenerate around the amulet every 24 hours. Karl was known to murder prisoners by strangulation. If an individual wears the amulet, he is awakened by Karl's partial corpse lying atop him in the night, the armlet again upon the undead barbarian's arm. Karl's corpse smiles as his cold dead fingers wrap around the character's throat. The amulet itself may be destroyed only with a successful *remove curse* cast by a Lawful cleric of at least 20th level.

Dagger of the Shadowlands

This dagger was given to Syn by Kayden, who crafted it in the Plane of Shadow. This *+2 dagger* grants the wielder the ability to become one with the shadowlands for up to 10 rounds per day. The wielder is essentially converted to shadowstuff, making him partially invisible and granting him a +50% bonus to Hide in Shadows checks. In addition, he is incorporeal, forcing a 50% chance to miss him. Attacks made with the knife while in shadow form deal 1d4 points of strength damage to the victim. Backstabs add their standard multiplier but exchanged for strength damage instead of hit point damage. Characters reduced to zero strength are physically sapped and must make a save or die. Those who make their save are merely immobile and at the mercy of their surroundings!

Darts of Acid

These normal darts contain a small vial of corrosive acid that breaks upon a successful hit. The acid does an additional 1d4 points of damage with the initial strike, and 1d4 points of damage for 2 additional rounds. The darts destroy non-magical armor.

Eternal Biscuit

This heavy, flaky, steamy, buttery, soft buttermilk biscuit is actually a sandwich of sorts. The *eternal biscuit* is stuffed with steaming bits of cheese, butter, meat, grilled vegetables or whatever the consumer can imagine. The biscuit provides full sustenance to the eater for 24 hours, healing them 1 hp per HD plus 1 hp for high constitution (13+). These benefits may be gained only once per day. No matter how much of the biscuit is eaten, the biscuit always seems as if only one bite has ever been taken. If the *eternal biscuit* is left alone and unviewed for more than one minute, it appears as the most perfect sandwich ever to the next person to lay eyes upon it.

The side effect of the *eternal biscuit* is that the eater gains one full pound each time the biscuit is eaten from. For most who encounter the *eternal biscuit*, this is no great deal. However, as was learned by one of its owners — Garfield the Great, King of Ancient Arbus — unrestricted access to the *eternal biscuit* may result in an untimely demise due to obesity and its accompanying diseases. The artifact may only be destroyed if tossed whole into the maw of the demon lord Tsathogga.

Eversharp Scabbard

This leather scabbard is wrapped by three bronze sigil-covered bands. It is designed for a longsword, but can hold a short sword or even a dagger (loosely). Any bladed weapon that fits in the scabbard gains a +1 enchantment for 10 rounds (minutes) once per day after being sheathed for 12 hours. The enchantment starts the first time the weapon is drawn in combat for the day. After 10 rounds (minutes), the weapon must remain in the scabbard for 12 hours to recharge. This 10-round time limit can be broken into segments as long as the weapon is returned to the scabbard before time expires.

Figurine of Wondrous Power (Chessboard)

This magical chess set consists of a set of both colors of chess pieces. Using this item requires the user to beat the board at a game of chess (either the Referee or a computer game would be fine to make this happen). Should the player lose, the item will not activate for 1 month. Following each victory (one at a time), the player may select one surviving piece and activate it to serve him for 24 hours. Each piece has the following powers:

Piece	Power
Pawn	**Level 1 fighter** with chainmail, spear and shield.
Rook	**Level 6 fighter** with a magical *+3 longbow*, unlimited arrows, a longsword, and wearing plate and shield
Knight	**Level 4 fighter** on a heavy warhorse with a *+3 heavy flail*, plate mail and shield.
Bishop	**Level 5 cleric** with chainmail and a heavy mace. His spells can be selected by the GM, but are focused on healing.
Queen	**Level 10 fighter** with a *+5 two-handed sword*, plate mail and shield.
King	**Level 9 wizard**, with robes, and Referee-chosen spells (attack spells).

Once 24 hours elapse, or if the piece is destroyed in combat, it may never be summoned again. Each piece may only be used once (as an animated object), but may still be used over and over again in activating the chess game. All magic and mundane items possessed by the pieces disappear if removed from them.

Figurine of Wondrous Power (Lovebirds)

This matched pair of lovebird statues is composed on multi-colored rock and measure about 4 inches high. While inanimate, they can be separated without worry. Once animated by their command word, the birds immediately move at 240 feet per round to one another. If only 1 bird is animated, it returns immediately to the other bird. The birds' feet can be tied with messages or small objects (carrying capacity about 2 gp weight [e.g. 2 oz.]).

Figurine of Wondrous Power (Stone Horse)

This carved figurine of a horse is made of rough-hewn stone. A command word brings the steed to life as a 3HD warhorse to carry items or riders. A

stone horse can carry 1,000 lbs. tirelessly and never needs to stop to eat or rest. Damage done to the horse can be fixed by feeding it gems (1 hp for every 50gp value of the gem) or by casting *stone to flesh*, and then casting healing spells until it reaches its maximum hit points. It automatically turns back to stone once it is fully healed. The figurine may be used once per week. If it is slain, it turns back into a figurine, but may be used again.

Flask of Tears

This silver flask appears to be filled with salty water that heals the drinker of 1d8 points of damage before it is drained. The flask magically refills once per day.

Folding Boat

A folding boat is a wooden box about a foot long and half as wide and deep. When a command word is given, the box unfolds in 1 round to form a 10ft long, 4ft wide and 2ft deep boat. A second command word causes it to grow again, to form a ship 24ft long, 8ft wide and 6ft deep. It cannot unfold if it does not have enough room to do so. Any items stored in the box end up inside the boat or ship.

The boat has a set of oars, an anchor, a mast and a sail. It can hold 4 people comfortably. The ship has a deck, rowing seats, five sets of oars, a rudder, an anchor, a deck cabin, and a mast with a square sail. It can hold 15 people.

A third command word causes the box to refold when unoccupied.

Gems of Ill Fortune

These cursed rubies are said to be the distilled anger of the denizens of the deep against the surface dwellers who ply the seas with little regard to the life within.

The cursed rubies have the following effects:

- Anyone attempting to swim while carrying one of the rubies is dragged to the bottom of whatever body of water he is attempting to cross (save at –4 to resist).
- The gems attract sea monsters.
- The possessor suffers a –3 penalty to attack and damage rolls, and a +4[–4] AC penalty.

The only way to be rid of the gems or their curse is to replace them into the sockets of the statue.

Greater Chalice of Tircople

This chalice once contained the blood of the goddess Muir. Twice per day, wine drunk from the cup has the effect of healing all damage sustained and all diseases inflicted on the drinker. If contained within the chapel of the fortress constructed by the *Greater Stone of Tircople*, it doubles the *protection from evil* radius, and creates an aura that continuously *dispels evil* inside the fortress. It can only be destroyed by having the powder from the destroyed *Greater Stone of Tircople* placed in it, mixed with wine, and consumed by a paladin.

Greater Mantra of Muir

This book contains 1d8+22 pages of random clerical spells (one per page). Any character may turn the pages and use the spells listed within, although non-clerics temporarily lose 1 level while the book is in their possession. Once a page is turned, it cannot be flipped back. When the last page is turned, the book vanishes. If placed on the altar of the chapel inside the fortress, it causes the effect of a *symbol of pain* (target suffers wracking pain, save or suffer –4 penalty to all rolls for 1 hour) to all evil creatures within the aura of *protection from evil*. It can only be destroyed by having a paladin's blood spilled on it from a paladin who destroyed the *Greater Chalice of Tircople*.

Greater Stone of Tircople

This foundation stone was the cornerstone of the great temple to the goddess Muir before the city fell to ruin. In a single round with a command word, the stone grows into a tower 20ft square and 30ft high with arrow slits on the sides and a crenellated battlement atop it. The metal walls extend 10ft into the ground. The metal walls can take 100 points of damage. A *wish* spell restores 50 points of damage to the structure. The tower radiates *protection from evil* at double strength in a 300 yard radius. It can only be destroyed by having a Lawful priest chip it away with a copper pickaxe.

Hammer of Quaking

This *+2 warhammer* causes a limited-area *earthquake* spell centered on the wielder when the hammer strikes the ground. All within 50ft of the wielder must save or be knocked prone. Note, this hammer gains a +5 bonus to hit stone and clay golems, and a clay golem must save or be destroyed if struck.

Hand of Glory

A *hand of glory* is a mummified hand on a leather cord. It is meant to be worn around a character's neck much like a grotesque necklace. If a magic ring is placed on one of the fingers of the hand, the wearer can use the ring as if he was wearing it himself. The hand can only wear one ring at a time. This allows a character to wear more than two rings at a time. Even without a ring, the hand grants a character the ability to cast a *light* spell and *detect invisibility* once per day.

Hand of Knem Koth

This was the left hand of the ancient deity Knem Koth, the Dark Harbinger, God of the Evernight, revered by some evil humans during the Age of Kings and a primary deity of the shadow giants. Knem Koth was betrayed by the Phoromycean deities, Kringa the Temptress and the enigmatic blind god known only as The Master. They tricked Knem Koth into becoming stuck in the Lair of Lacrymundus and then murdered him with the help of that eldritch dragon. They dismembered him and scattered his pieces across the multiverse, though his malevolent will seems to have been retained in them as many are still potent artifacts. Ironically, though Kringa and The Master have long since disappeared from the divine realms and been forgotten, the shadow giants have diligently searched for more than 10,000 years for all of the pieces of their lost deity in order to one day reassemble and resurrect this wicked force of darkness.

The hand has various powers of chaos. It appears as a coal-black, six-fingered hand of large size. The stump of the hand is encased in a platinum cuff that is in turn affixed to a platinum chain. ***Hold Person*:** 3 times per day the bearer may use *hold person.*

***Hold Monster*:** Once per day the bearer may cast *hold monster.*

Dimensional Anchor: Characters attempting to *gate, teleport, dimension door* or use some other means of magical conveyance within 200ft of a being bearing the *Hand of Knem Koth* must make a successful saving throw or be unable to depart the presence of the bearer without his permission.

Corruption: The *Hand of Knem Koth* is fully evil and takes possession of weak souls, who are required to make a saving throw at –4 to avoid its evil effects each time a power is used. Creatures possessed by the *Hand of Knem Koth* are *geased* to quest for the other pieces of the dead god and stop at nothing to accomplish this quest.

Gate Mastery: The bearer can inscribe the mark of Knem Koth upon any permanent magical gate, which allows the bearer to control who passes between the planes that the gate connects. The mark remains until dispelled by the bearer of the hand or until a new owner takes possession of the hand.

Hat of Disappearing

This item is like a small version of a *portable hole*. The hat looks like a big leather, stretchy hat. It has no effect unless the wearer pulls it completely over himself, completely engulfing himself inside the hat. Once inside, there is a 50% chance that the wearer *dimension doors* in a random direction (taking the hat with him) and a 50% chance that the hat simply falls to the ground with the character inside. The wearer may exit the hat (requiring 2 rounds). There is enough air inside the hat to sustain 1 person for 2 hours. The hat only holds one man-sized creature at a time.

Heart of Knem Koth

This relic is locked in an ebony box with a silver handle and a clear crystal lid locked with a complex lock. A black, wrought-iron key with a heart-shaped handle sticks out of the lock. Within the box is the heart of the ancient Shadow God Knem Koth who was slain in time immemorial by a consortium of shadow lords. The heart is double the size of a man's and drips with shadowy ichor. It quivers at the touch and is possessed with dark powers that are instantly known to the bearer.

Knem Koth's still-beating heart was claimed by Lacrymundus as his prize while Knem Koth's black blood filled the lowlands of his midnight plane, forming seas of shadow. When commanded, the heart pumps forth raw darkness.

Knem Koth's heart may perform the following spell-like abilities:

- At will (once per round)—*protection from shadowstuff, shape shadowstuff.*
- Once per day—*power word kill, death spell, symbol of death.*

Corruption: The *Heart of Knem Koth* is fully evil and takes possession of weak souls who must make a saving throw at –4 each day and each time the primary powers are use to avoid its evil effects. Creatures possessed by the *Heart of Darkness* are *geased* to quest for the other pieces of the dead god. The being stops at nothing to accomplish this quest.

Helm of Gills

This helm is made of thin copper plates and has a see-through visor in front. It prevents peripheral vision, causing a –1 penalty on surprise rolls to the wearer. The helm has the effect of a *water breathing* spell for up to 2 hours, but must be recharged by leaving it to dry in the bright sun for a period of at least 8 hours.

Hoop of Speaking

This copper bracelet has a set of open lips inscribed on one side. The hoop is 1 inch thick and 7 inches across. If the hoop is placed in front of one's mouth, it acts as a translator. It does not allow the speaker to understand anything he normally would not. If passed back and forth, however, it allows for two-way communication.

Incense of Meditation

These sweet-smelling sticks of incense appear to be normal incense until burned. When burning, the incense emits a special fragrance and a pearly-hued smoke. When a cleric lights a block of incense of meditation and spends eight hours praying and meditating nearby, the incense allows him to cast his spells to maximum effect. Thus, cure spells always heal the maximum hit points, spell effects always affect the broadest possible area and saves against them are at a –1 penalty. Each stick burns for 8 hours, and the effects last for 24 hours.

Iron Flask

An *iron flask* is a stoppered container inlaid with runes of silver. The brass plug is engraved with sigils, glyphs and symbols. Once per day, the owner can speak a command word that forces any creature from another plane within 60ft into the container (save resists). Only one creature at a time can be contained in the flask.

If the owner speaks the command word and frees a trapped creature, the creature is forced to serve the owner for 1 hour. If freed without the command word, the creature is free to act on its own (and often attacks the owner of the flask).

A newly discovered flask might already contain an outer planar creature such as an elemental or demon.

Iron Horse

This silver-colored metal horse is essentially a half-strength iron golem — it lacks poison breath but moves double speed. It requires a *legend lore* to get the command word — in this case "Hi-Yo Silver"

Kayden's Cursed Cap

The cap affords the wearer a +2 bonus to intelligence, but is also cursed so that anyone who wears it never wants to willingly remove it. Furthermore, the cap affords Kayden the power to "see" through the eyes of the wearer. The cap can only be removed by a successful *remove curse* spell.

Kayden's Dancing Razor

This enchanted razor gives an extremely close shave when the command word is given. Alternately, the razor is enchanted to kill! When another command word is spoken, the razor acts like a *dancing sword,* dealing 1d4 points of damage with each strike (it attacks as a 6th-level fighter). On a natural 20, the razor slices the target's jugular vein, forcing a saving throw to avoid death. If the save is made, the victim still bleeds for 1d4 points of constitution damage per round until the wound is healed via magical means. The razor is able to "dance" for 10 rounds per day.

Kayden's Pen

When the command word is spoken, the pen writes in an ink that is only visible if a *detect invisibility* spell is cast. The pen is useful for passing information unseen. Kayden uses the pen to write in his journal. The pen never runs out of ink and always marks Kayden's writings with his personal crest. A *dispel magic* spell cast upon any document written or drawn with the pen suppresses its magic so that it cannot be read for 1d4 hours.

Lance of Burning

This *+1 lance* is made of lightweight wood (weighing as much as a light lance) tipped with a red gemstone. Typically the lance is capped with a steel cover over the gem when first found. The metal cap is hot to the touch. If the steel cap is removed, the tip of the lance bursts into flame, dealing 2 extra points of fire damage to anything it hits, and igniting combustible material it touches. The fire burns but does not consume the wood of the lance.

Locket of Soul Keeping

This red coral locket contains a small black pearl that glows with an eerie greenish light when it is opened. The locket takes the soul (no *raise dead* is possible) of one creature killed and is activated by placing the open locket to the mouth of the creature as it draws its last breath. The locket allows the user to *speak with dead* with the creature thus possessed. Once per creature, the user can re-animate the creature killed for 24 hours by restoring the soul to the body. The creature can now be raised

(assuming the body is still intact, and not too much time has expired). The creature raised serves the user of the amulet and does his bidding (stats as in life, with –2 on all rolls, and immune to mind-influencing spells). After 24 hours, the body crumbles into dust (unless raised) and the soul is freed to go to whatever god he serves (Characters should roll 3d6 six times at this point).

Lute of Bloodboiling

This lute is made of fine-grained red cedar and has strings of gold. The tuning pegs are made of platinum. The lute sounds beautiful when strummed, but if actual music is played upon it, it creates magical effects. When played by a skilled musician, the lute has the following effects on everyone within 30ft (roll 1d6, save avoids if attempted):

1	+2 strength for 24 hours
2	Immune to surprise for 24 hours
3	Rage in combat (cannot stop attacking until all opponents are slain) for 24 hours
4	Affected by a *symbol of discord* for 2 hours
5	*Hasted* for 2 hours
6	Immune to mind-affecting spells and charms for 2 hours

Magical Prayer Beads

This strand of beads is inscribed with the holy symbol of a particular god. Once per day, the beads allow the recall of one spell of levels 1–5 1/day).

Nandra's Cauldron

The cauldron is filled with virgin blood and bubbles ceaselessly. The cauldron has unique powers that allow it to summon whatever material spell components the caster requires to cast a single spell. The number of times components may be summoned is dependent on the type and level of the spell used:

Level	Components available
1st- to **3rd-**level spells:	5 per day
4th- to **7th-**level spells:	2 per day
8th- to **9th-**level spells:	1 per day

The cauldron's secondary function grants the user the power to summon monsters as *monster summoning V* spell once per day.

Necklace of Adaptation

This magical necklace wraps the wearer in a bubble of fresh air that makes him immune to harmful vapors and gases (such as *cloudkill* and inhaled poisons) and allows him to breathe underwater or in a vacuum.

Necklace of Enablement

This necklace is made of rope, with green gemstones sewn into the woven strands. The necklace radiates strong magic. It provides movement to the wearer while under the influence of magic that impedes movement, such as paralysis, *slow*, or *web*. It further provides a +4 saving throw bonus against traps of the kind that being quick on one's foot would help you avoid.

Noose of Knem Koth

This noose is crafted from a loop of gut of the dead god Knem Koth and acts as a *+3 whip*. On a successful hit, the noose affixes itself around the throat of its target and constricts, strangling the victim in 1d4+2 rounds. The constriction may be called off only by the user, or through the casting of a *remove curse* upon the victim. The wielder of the *Noose of Knem Koth* gains 4 temporary hit points per hit die of his victim when the target expires. The noose cannot be cut save by a +3 or higher blade.

Corruption: The *Noose of Knem Koth* is fully evil and possesses weak souls who must make a saving throw at –4 each time it's used to kill an opponent to avoid its effects. Creatures attempting to master the *Noose of Knem Koth* who fail their save are *geased* to quest for the other pieces of the dead god.

Portable Room

This oak trapdoor is 4ft by 3ft, and is 2in thick and weighs 35 pounds. It has hinges attached. If placed against a flat surface, the hinges bond to it for 24 hours. If the door is opened, behind it is an extra-dimensional space measuring 30ft by 30ft square. The door has no lock. It is usable once a week. Anyone or anything left inside for more than 24 hours is lost in extra-dimensional space forever.

Potion of Water Walk

The imbiber of this potion can walk on any liquid as if it were firm ground, including mud, oil, snow, quicksand, water, ice and lava. The character actually hovers 2in over the surface of the liquid, but would still take damage from heat (such as molten lava). The character can perform any action he would normally do as if he were on solid ground.

If a character drinks the potion while underwater, he is buoyed toward the surface at 60ft per round until he can stand on it.

Potion of Shadowstuff Protection

A *potion of shadowstuff* prevents any shadow creature from harming the imbiber for 1d4+1 hours. They can circle and follow the creature at a distance of 10ft, but cannot physically harm him. The character is also immune to effects on the Plane of Shadow for the same duration.

Psalms of the Frog

This 8in-by-12-in liber is outwardly bound in human skin and embossed with the unholy sigil of Tsathogga. Its 100 pages are made from the translucent, yellow belly skin of the giant poisonous frog. Readers who delve into the secrets of the *Psalms of the Frog* must make a saving throw (with a +1 bonus) for each spell studied or suffer 1d4 points of Constitution drain from the wicked venom that permeates the frogskin vellum sheets.

Lawful beings who attempt to peruse this tome without proper protections from the forces of chaos and evil summon a **black pudding** from Tsathogga's home plane that drops upon the reader's head within 1d4 rounds. If the reader survives the attack, he finds himself able to decipher the spells and knowledge contained therein.

Black Pudding: **HD** 10; **AC** 6[13]; **Atk** attack (3d8); **Move** 6; **Save** 5; **AL** N; **CL/XP** 12/2000; **Special**: acidic surface, divides when hit with lightning, immune to cold. (***Monstrosities*** 46)

Further study of the book reveals the general location of the fabled city of Tsen and a description of an object of intense power known as the "*Heart of the God*." Much of the non-magical diatribe within the book appears to be the nonsensical ramblings of a madman, which is quite typical for those who venerate the Frog God. However, thorough study of the book does grant the reader knowledge of the Frog God and the various

aspects of worshipping the Demon Frog. **Note:** This "heart" is the *God's Heart*, the still-living heart of Arden, and Kayden wants it destroyed!

Psalms of the Frog contains the following new spells: *call tsathar*, *cone of slime*, *frog of the abyss*, *plague of frogs*, and *tongue of the frog god*.

Ring of Shadowshaping

Forged upon the Shadow Forge, these enchanted rings allow the wearer to shape shadowstuff into any one- or two-handed weapon desired. The weapon possesses an enchantment bonus equivalent to the ring's enchantment bonus. In order to shadowshape, the ring requires a source of darkness, such as a *darkness* spell, a shadow or natural darkness. A weapon cannot be created by the ring if exposed directly to magical light or if in full natural daylight. The shadowshaped weapons, composed of shadowstuff, ignore non-magical armor as if it were not there, and are affected only by natural armor, an armor's enchantment bonus and the Dexterity bonus to armor class of the intended target. The effects last for 2d4 rounds and is usable once per day.

Robe of Sleeping

This red-and-blue robe grants a magic-user double effect on *sleep* spells cast. However, there are a couple of drawbacks. First, the magic-user himself must make a save when casting a *sleep* spell or be affected as well. Second, the wizard *must* get a minimum of 8 hours of sleep each day. Failure to do so results in a magical sleep overcoming him, making him capable of sleep under any circumstances, and impossible to wake for the 8-hour period.

Robe of the Eternal

This brightly colored robe slows aging for its wearer by placing them in stasis when they sleep. A magic-user could extend his lifespan by hundreds of years by using this robe. If the wearer is ever unable to escape a deadly situation (a cave-in, for example), he can don the robe and remain in stasis until rescued. The wearer cannot choose to awaken from this imposed slumber, however, and is at the mercy of time and his rescuers.

Scroll of Disease

A *scroll of disease* appears to be a normal spell scroll until it is read. Once a victim peruses even the title written on the scroll, he must make a saving throw or contract a virulent disease that slowly ravages his body. He develops a cough within a week, and feels feverish and tired within a month as the disease progresses. The victim suffers 1d2 points of constitution damage per month over the next 12 months. The victim dies when his constitution reaches zero. Since the disease is gradual, he may not notice the constitution drain immediately. The disease can be cured with *remove curse*. If the victim survives a year, the disease is finally flushed from his system (although any constitution drained remains lost).

The scroll appears to contain nothing but gibberish. Spells such as *read languages* and attempts to decipher it can make no sense of writings.

Shield of Amonfier

This is a *+2 shield, +4 vs. demons and undead* in the hands of a Lawful paladin or cleric. The shield gives *protection from evil 10ft radius* around the paladin or cleric.

Shield of Pushing

This appears to be nothing more than a *+1 shield* unless the wielder charges at an opponent. If the bearer charges (full move in a straight line), the effect of the shield causes the creature targeted to save or be knocked back 1d6 yards and make a second save or be knocked prone. Creatures with more than two legs save at +4. The shield has no effect on anything larger than a troll (about the weight of the attacker plus 500 pounds). In fact, anything larger causes the attacker to "bounce off" the larger target and be knocked back 1d6 yards.

Sky Ship

A magical sky ship is a large flying boat capable of carrying 24 men. It has a single large sail to harness the wind. The ship has a permanent levitate spell that keeps it aloft and allows it to rise or descend through the sky. The ship requires a *control weather* spell to provide wind to move it along at walking speed, unless moving under natural wind power.

The hull of the ships can be electrified to deal 4d6 points of damage (no save) to anyone touching any part of the ship.

Sorten's Blanket

This blanket looks unremarkable. A priestess of Freya crafted it for Sorten in return for him saving their temple from a demon. It keeps a being warm in any climate and through the coldest nights. While asleep and enclosed, one is protected from the ravages of wild animals (not monsters) roaming the area.

Sorten's Cup

This pewter cup purifies any drink put into it. It even makes bad wine taste delicious. The writing about the cup's lip is elven and states "*The drink is rendered sweet, for thine health to keep*."

Sorten's Chair

This rather plain-looking chair was made for Sorten by a great elven woodworker out of a fallen rael tree. The rael tree is reputed to impart life to those who touch it. So rare is this tree that when one falls, so the elves say, the forest sighs as if a great wind has passed through the boughs of the forest. Rael trees never die, and when one does fall it always leaves a young shoot in its place.

It a character sits in this chair, he instantly becomes comfortable and feels a gentle breeze on his face. He is cured of all diseases within 2d10 minutes and is healed of 2d4 hits points of damage once per day. Magic-users who study their spells while seated in the chair are able to memorize extra spells as noted below:

	Spell Level						
Magic-user level		1	2	3	4	5	6
	1–2	1					
	3–4	1	1				
	5–7	1	1	1			
	7–10	2	1	1	1		
	10–15	2	2	1	1	1	
	15+	3	2	2	1	1	1

Sorten's Dragon Helm

This famous helm was reputedly owned by one of the first dwarven kings. It was, as legend states, made from the scales of red dragons slain by an ancient dwarf hero, at the cost of 10 of his household knights and, later, his own life as he died of the wounds he received. This helm bestows upon the wearer *protection from fire* (as per the spell). It instills awe in red dragons and a red dragon won't attack a human or dwarf wearing it

unless attacked first. It also bestows a –2[+2] AC bonus, but all cold-based attacks do double damage and the wearer suffers a –4 penalty on all saves vs. cold. The wearer receives a +1 to hit vs. giants due to the dwarven nature of the helm. The helm is lawful and any chaotic beings who wear it are cursed (–2 to hit and to all saves, and a +2[–2] AC penalty). Only dwarves and humans may wear the *dragon helm*.

Staff of Projection

The *staff of projection* has several powers that a magic-user can use. The staff is made of bamboo with a core of willow wood. On the top of the staff is a large pearl (2000gp). The whole is only 4ft long and is virtually worthless as a weapon. Its powers include:

3/day—*invisibility*, *light*, *project image*.

Sword of Magnetic Iron

This *+1 two-handed sword* grants a +8 bonus to hit against any target wearing metal armor. However, if anyone in metal or a large metal object is hit, the wielder loses his next round of attacks as he frees the strong magnet from its original target (effectively losing every other round of attacks). If the wielder himself wears metal armor and his target does not, there is a 20% chance each round (1–4/d20) that he hits himself instead of his intended target, and still must use the following round to free the sword.

Tome of the Shadowlands

This dark treatise is penned in the hand of Kayden and Sorten and is partially based on their travels in the Shadowlands that culminated in the Wizards' War. The tome itself appears to be a three-sided obsidian prism engraved with the sigil of both wizards. The pages of the book are only visible under the enchanted light of a *light* spell, which reveals that the tome's 140 black vaporous pages are themselves composed of quivering shadowstuff and are deathly cold to the touch.

A special enchantment also lies upon the book so that it may only truly be read under the ward of a *protection from evil* spell.

Enchantments laid upon the book quickly ensnare unprotected readers who become obsessed with studying it and unknowingly take damage as they read. This damage strikes the character through the plane of shadow itself and often goes unnoticed by the reader, who continues to read until he is drained to the very end of his essence. The victim must make a saving throw (with a –4 penalty) to notice and avoid succumbing to the power of shadow. If the victim fails his save, he studies the entire book in one sitting, suffering 20d6 points of damage in the process! If the reader survives, he learns all of the spells contained within the book. At any point that the character reads enough of the book to suffer enough damage to kill him, he rises again within 1d4 rounds as a **shadow** of his former self, hungering for the essence of the living!

Further passages in the book discuss creatures called shadow hounds that roam the darkening way, and mentions the Shadow Forge and the Tower of Gloom. The knowledge within shortens any expedition into the Shadowlands by 1d4 days. Incidentally, a full study of the tome grants the reader +2 bonus to all saves while on the Plane of Shadow.

The book contains the following spells: *protection from shadowstuff*, *shape shadowstuff*, *shadow blades*, and *wall of shadow*.

Quarterstaff of the Sun

This non-magical bamboo quarterstaff has a crystal center. If held up to the sun, this crystal collects light like a laser (or like a kid with a magnifying glass) and projects a beam of heated light similar to a *heat metal* spell. Attacking with this staff is a ray-like ability that ignores armor. Damage per round of exposure is as follows:

- **Round 1:** no damage, gets hot
- **Rounds 2–4:** 1d6 points of damage
- **Rounds 5–6:** 2d6 points of damage
- **Rounds 7+:** 3d6 points damage

Each round requires a roll to hit, and the damage amount is reset if the target is not successfully targeted.

Vial of Sleep Draught

These vials are filled with an enchanted mixture of powerful narcotics and sleep-inducing magic. A vial may be used to anoint 3 arrows, two daggers, or one full-sized blade. The vial may also be drunk as a potion, which allows no save.

Monsters

Cask Creature

Hit Dice: 2
Armor Class: 5[14]
Attacks: 2 tentacles (1d6), bite (1d10), stinger (1d4 plus sleep poison)
Saving Throw: 16
Special: sleep poison, acid.
Move: 24 (climb 9)
Alignment: Neutrality
Number Encountered: 1, 1d6+4
Challenge Level: 3/60

A cask creature is a putrid mass of flesh with two long tentacles, a tooth-rimmed mouth and a poison stinger. It has eye stalks that rise above its central body. A cask creature breaks open wine or other casks to swim in the alcohol within. Its body exudes chemicals that turn the alcohol into an acid that does 1 point of damage per round to exposed flesh. The small creature grasps prey with its tentacles, and pierces their skin with its stinger to deliver a sleep poison. A victim must save or fall into a comatose slumber for 1d6+6 hours.

Cask Creature: **HD** 2; **AC** 5[14]; **Atk** 2 tentacles (1d6), bite (1d10), stinger (1d4 plus sleep poison); **Move** 24 (climb 9); **Save** 16; **AL** N; **CL/XP** 3/60; **Special**: sleep poison (save or comatose for 1d6+6 hours).

Darkling Chitterer

Hit Dice: 2
Armor Class: 4[15]
Attacks: bite (1d4)
Saving Throw: 16
Special: climb, hide in shadows (75%), ignore armor, +1 or better weapon to hit, pick pocket (70%), semi-corporeal
Move: 12
Alignment: Neutrality
Number Encountered: 1d2, 3d6
Challenge Level: 4/120

These small, apelike creatures resemble terrestrial monkeys formed from semi-solid shadowstuff. They lope around on all fours or hang from nightwood trees in large gangs. Unlike many other creatures of the shadow plane, chitterers are immune to the strangling effects of the nightwood tree and make their homes among their writhing branches. Chitterers are natural pickpockets, able to easily blend into the harsh black-and-white environment of the Plane of Shadow. Darkling chitterers sometimes pass into the material world where they kidnap babies and small livestock. Chitterers attack with a sharp bite, aiming for the nose and ears of their victims. They otherwise hide and attempt to steal any loose or easy-to-gather items such as chains, daggers, coin purses or satchels. Their semi-corporeal nature requires magic weapons to hit, and allows them to ignore armor except for magical enchantments, dexterity bonuses and natural armor.

Darkling Chitterer: **HD** 2; **AC** 4[15]; **Atk** bite (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, climb, hide in shadows (75%), ignore armor, pick pocket (70%), semi-corporeal.

Darkwing

Hit Dice: 1d6 hp
Armor Class: 3[16]
Attacks: incorporeal wing (1d6) or bite (1d4)
Saving Throw: 18
Special: ignore armor, +1 or better weapons to hit, semi-corporeal, vulnerable to light
Move: 3 (fly 18)
Alignment: Neutrality
Number Encountered: 1, 2d6+1, 3d8+3
Challenge Level: 2/30

These small creatures are roughly the size of a large raven with a wingspan of 2ft or 3ft. They are semi-corporeal and possess reptilian and semi-insectoid traits. The creatures have a short neck, a vulture-like head and razor-sharp beak. The leading edge of their wings is covered with a bladelike carapace, and the back edge of their wings resembles the membranous wing of a bat. Their bodies appear to be composed of chitinous plates. They possess six short beetle-like legs. Their rear half fades off into shadowstuff that seems to leave a trail behind them of inky black tendrils. The creatures fly at an astounding speed. Their semi-corporeal nature allows them to pass through armor as if it was not there. The creatures are, however, affected by dexterity, natural armor and magical bonuses that enhance armor class.

Darkwings are powerless in direct sunlight, which forces them back into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on a darkwing causes 3d6 points of damage to the creature per round.

A darkwing nest holds 1d4 eggs (50%) or 1d4 hatchlings (1d4). Hatchlings have 1d2 hit points and are noncombatant.

Darkwing: **HD** 1d6 hp; **AC** 3[16]; **Atk** incorporeal wing (1d6) or bite (1d4); **Move** 3 (fly 18); **Save** 18; **AL** N; **CL/XP** 2/30; **Special**: +1 or better weapon to hit, ignore armor, semi-corporeal, vulnerable to light.

Darkworm

Hit Dice: 9
Armor Class: 4[15]
Attacks: 1d6 tentacles (1d4), bite (2d8)
Saving Throw: 6
Special: +1 or better weapons to hit, ignore armor, semi-corporeal, swallow whole, vulnerable to light
Move: 12 (burrow 9)
Alignment: Neutrality
Number Encountered: 1, 1d4
Challenge Level: 12/2000

These semi-corporeal creatures dwell within caverns and pits deep in the rifts of the Plane of Shadows. A darkworm is a giant worm 30ft to 50ft long. A wreath of grabbing tentacles surrounds its mouth. Darkworms burrow under prey and attempt to swallow their victims in one gulp. Their semi-corporeal nature requires magic weapons to hit, and allows them to ignore armor except for magical enchantments, dexterity bonuses and natural armor. If the creature rolls a natural 20 with its bite attack, it swallows its target whole. Swallowed creatures take 2d8 points of damage per round and temporarily lose 1 point of strength per round. Creatures within the worm may cut themselves free with small weapons by doing at least 10 points of damage from inside the creature.

Darkworms are powerless in direct sunlight, which forces them back into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on the creature causes 3d6 points of damage to the creature per round.

Darkworm: **HD** 9; **AC** 4[15]; **Atk** 1d6 tentacles (1d4), bite (2d8); **Move** 12 (burrow 9); **Save** 6; **AL** N; **CL/XP** 12/2000; **Special**: +1 or better weapons to hit, ignore armor, semi-corporeal, swallow whole (natural 20 on bite attack), vulnerable to light.

Demon, Stygian

Hit Dice: 13
Armor Class: 1[18]
Attacks: 2 claws (1d8), bite (1d6 plus dark venom)
Saving Throw: 3
Special: +2 or better weapon to hit, clairaudience, clairvoyance, dark venom, immune to electricity and poison, magic resistance (60%), nightmare, semi-corporeal, shadow tangle, telepathy, vulnerable to light.
Move: 12 (fly 24)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 19/4100

Stygian Demons are powerful creatures of pure shadow infused with the raw chaotic malevolence of the Abyss. They appear as tall thin humanoids of pure black with short horns protruding from the sides of their head. Their face is blank save for a cruel fanged mouth and three pairs of red slits where eyes would normally be found. They have an affinity to planar gates, where they use their dimensional anchor ability to control access into and out of the gate.

Three times per day, a stygian demon may cause the shadows to entangle its opponents. These shadowy tendrils rise in a 30ft radius around the target. Anyone within the radius of the tendrils must make a save or be held in place and take 1d6 points of constriction damage and 2d6 points of cold damage per round for 1d6+4 rounds. Creatures that make their save take half damage but may move at half their normal movement. Stygian demons can view creatures within 20 miles of one of their gates using clairaudience and clairvoyance.

Once per day, the demon may send a terrorizing nightmare to a single sleeping subject it can see through its scrying. The nightmare is often designed to lead prey to the demon's planar gate, though it may also be used as a torment to terrorize loved ones and associates of its victims. Victims of the nightmare are filled with horrifying images that leave them restless and unrefreshed unless they make a successful saving throw. No spells may be memorized, and no natural healing may be gained by the victim of a nightmare who fails his save. Even on a successful save, the victim is filled with horrid feelings of terror and dread that play upon his weaknesses.

The bite of a stygian demon forces its target to make a saving throw. On a failed save, the victim permanently loses 1 point of strength and an additional 1 point of strength per day as shadowstuff fills his veins and organs. Upon reaching zero Strength, the victim dissolves into a mist of shadowstuff and becomes one with the shadow plane. Dark venom can be cured only with a *neutralize poison* or *cure serious wounds* spell. Non-magical means of removing shadow venom are ineffective.

Stygian demons are demoralized by light-based spells and take damage from a direct application of the spells to their body. That said, they have high magic immunity, and extinguish the light on contact.

Demon, Stygian: **HD** 13; **AC** 1[18]; **Atk** 2 claws (1d8), bite (1d6 plus dark venom); **Move** 12 (fly 24); **Save** 3; **AL** C; **CL/XP** 19/4100; **Special**: +2 or better weapon to hit, clairaudience, clairvoyance, dark venom (save or lose 1 point strength per day), immune to electricity and poison, magic resistance (60%), nightmare (1/day), semi-corporeal, shadow tangle (3/day, save or be held in place and take 1d6 points of damage and 2d6 points of cold damage per round for 1d6+4 rounds; half damage and half movement with save), telepathy, vulnerable to light.

Demon Prince, Muzeksheg (Prince of the Droning Horde)

Hit Dice: 16 (85 hp)
Armor Class: –2[21]
Attacks: 2 claws (1d6) or *+3 lightning flail* (1d8+3 plus 3d6 electrical sting), bite (1d8 plus sleep poison)
Saving Throw: 3
Special: +2 or better weapons to hit, demonic droning, immune to fire and acid, magic resistance (65%), poison, spells, summon insects (3/day).
Move: 12 (fly 18)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 21/4700

Muzeksheg is a hulking demon prince with the characteristics of a wolf and a wasp. He is the undisputed master of a cocoon palace of souls entrenched in the abyssal plane — mainly because no one wants to live among the millions of swarming insects Muzeksheg reigns over.

Two wasp wings sprout from the fur of Muzeksheg's muscular back and drape around his upright canine form like a dark shawl. These membranous wings buzz angrily when he takes flight, somehow lifting his horrid form into the air. Muzeksheg's face is lengthened to accommodate elongated jaws filled with hollow fangs dripping with venom. Three sets of canine eyes run along either side of his head. Folded across Muzeksheg's abdomen are a smaller set of wolf limbs that end in clawlike wasp pincers.

Muzeksheg carries an iron flail with a lightning bolt as a chain that serves as his "sting." It delivers a powerful electrical jolt that does additional 3d6 points of damage with each hit.

When Muzeksheg takes flight, his wings create a powerful droning that forces anyone within 30ft to save or be *charmed* by the noise. Charmed creatures stand and stare in amazement.

Three times per day, Muzeksheg can open a leather bag he carries and summon forth an insect swarm of biting and stinging insects. He prefers wasp-based insects such as velvet ant swarms (***The Tome of Horrors Complete*** 536), but any insects can be brought forth. The bag loses this ability if he is defeated.

Muzeksheg's bite delivers powerful sleeping venom that causes creatures who fail a save to fall asleep for 3d6 turns. Any being that falls asleep is devoured from within by insect swarms that Muzeksheg summons to nest within the comatose body.

The demon can cast *cause serious wounds*, *darkness 15ft radius*, *dispel magic* and *ESP* at will. Three times per day, he can unleash an *insect plague*.

Muzeksheg, Demon Prince of the Droning Horde: **HD** 16; **HP** 85; **AC** –2[21]; **Atk** 2 claws (1d6) or *+3 lightning flail* (1d8+3 plus 3d6 electrical sting), bite (1d8 plus sleep poison); **Move** 12 (fly 18); **Save** 3; **AL** C; **CL/XP** 21/4700; **Special**: +2 or better weapons to hit, demonic droning (save or be *charmed*), immune to fire and acid, magic resistance (65%), poison (save or fall asleep for 3d6 turns), magical abilities. (**Appendix**)

> **Magical Abilities:** at will—*cause serious wounds*, *darkness 15ft radius*, *dispel magic*, *ESP*; 3/day—*insect plague*, summon insects (velvet ant swarm).

Devil, Horned

Hit Dice: 15
Armor Class: –1[20]
Attacks: 2 claws (2d4) or *+1 spiked chain* (2d6+1 plus stun), bite (2d8), tail (2d6 plus infernal wound)
Saving Throw: 3
Special: +1 or better weapon to hit, immune to fire and poison, infernal wound, magical abilities, magic resistance (55%), regenerate (3hp/round), stun
Move: 12 (fly 15)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 21/4700

Among the deadliest of the infernal warriors and able commander of lesser fiends, horned devils spread the rule of Hell wherever they tread. These greater devils are trained and forged to be the most lethal and merciless warriors in all the planes. The strike of their *+1 spiked chain* can stun an opponent for 1d4 rounds unless a save is made. The tail causes an infernal wound that bleeds continuously (1hp/round) until either properly bound after combat or *cured* by a cleric. Magical abilities include *dispel good*, *protection from good 10ft radius*, and *teleport* which are all done at will. Also, 3 times per day each, a horned devil can conjure a *fireball* and *lightning bolt* with 15d6 points of damage (save half). Once per day, 3 flayer devils can be summoned with 35% chance of success. With a magic resistance and the ability to regenerate, these devils are extremely difficult to take down. A typical horned devil rises to a hulking 9ft tall, bears 14ft wide wings, and weighs 700 pounds.

Devil, Horned: **HD** 15; **AC** –1[20]; **Atk** 2 claws (2d4) or *+1 spiked chain* (2d6+1), bite (2d8), tail (2d6 plus infernal wound); **Move** 12 (fly 15); **Save** 3; **AL** C; **CL/XP** 21/4700; **Special**: +1 or better weapon to hit, immune to fire and poison, infernal wound (1hp/round bleed until bound or *cured*), magical abilities, magic resistance (55%), regenerate (3hp/round), stun (1d4 rounds, save avoids).

> **Magical Abilities: at will—***dispel good*, *protection from good 10ft radius*, *teleport;* **3/day—***fireball*, *lightning bolt*), **summon devils (1/day, 3 flayer devils, 35%).**
> **Equipment:** *+1 spiked chain*.

Dragon, Stygian

Hit Dice: 8–10
Armor Class: 2[17]
Attacks: 2 claws (1d8), bite (3d10)
Saving Throw: 8, 6, or 5
Special: +2 or better weapons to hit. ignore armor, semi-corporeal, shadowfire, vulnerable to light
Move: 9 (fly 24)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 8 HD (11/1700); 9 HD (12/2000); 10 HD (13/2300)

Stygian dragons are reptilian creatures of shadowstuff. They have a long sinewy appearance and their long snakelike neck is flanked by a pair of wide pitch-black wings that attach to its spined body. Shadowstuff wisps drip from the creature's every touch, giving it an appearance of being simultaneously wet and composed of black steam at the same time. Up to 3 times per day, a stygian dragon can breathe a cone of shadowfire 90ft long and 30ft wide at its base. The shadowfire deals 1d8 points of damage per hit die of the dragon as well as 1 point of strength damage per hit die of the dragon. The shadowfire sticks to the flesh of its foes, giving them the sensation of burning, dealing an additional 1 point of damage per round until the victim is immersed in *continual light* or pure sunlight. Their semi-corporeal nature requires magic weapons to hit, and allows them to ignore armor except for magical enchantments, dexterity bonuses and natural armor. Stygian dragons are powerless in direct sunlight, which forces them back into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on the creature causes 3d6 points of damage to the creature per round.

Dragon, Stygian: **HD** 8–10; **AC** 2[17]; **Atk** 2 claws (1d8), bite (3d10); **Move** 9 (fly 24); **Save** 8, 6, or 5; **AL** C; **CL/XP** 8 HD (11/1700); 9 HD (12/2000); 10 HD (13/2300); **Special:** +2

or better weapons to hit, ignore armor, semi-corporeal, breath weapon (shadowfire, 3/day, 1d8 per HD plus 1 point strength per HD), vulnerable to light.

Dust Devil

Hit Dice: 8
Armor Class: 2[17]
Attacks: strike (2d8)
Saving Throw: 8
Special: blind, engulf, immune to non-magic weapons, whirlwind.
Move: 0 (fly 36)
Alignment: Chaos
Number Encountered: 1d6+1
Challenge Level: 9/1100

A dust devil is a chaotic air elemental composed of dirt, sand and other debris. Some contain the tortured soul of a victim who died horribly in the desert at their core. These bodies usually wear away soon as the swirling winds strip away the dead flesh. A dust devil can form itself into a 20ft tall whirlwind. Anyone struck by it must make a saving throw or be blinded by the debris whipping around its form. A dust devil that rolls an 18–20 to hit engulfs its victim and inflicts automatic damage each round the target remains inside the swirling winds. Dust devils — like their air elemental brethren — are immune to non-magical weapons.

Dust Devil: HD 8; **AC** 2[17]; **Atk** strike (2d8); **Move** 0 (fly 36); **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** blind, engulf, immune to non-magic weapons, whirlwind.

Fear Crow

Hit Dice: 1
Armor Class: 5[14]
Attacks: bite (1d4) or 2 claws (1d3)
Saving Throw: 17
Special: displacement, fear gaze
Move: 4 (fly 18)
Alignment: Chaos
Number Encountered: 1d3, 1d8+2
Challenge Level: 2/30

These large crows are black as midnight, but with red glowing eyes that cause *fear* (as per the spell) in any who meet their gaze and fail a saving throw. Their rotting feathers fall behind them as they fly. The birds have a natural displacement ability that makes them appear about 6ft away from their actual position (–4 penalty to hit).

Fear Crow: **HD** 1; **AC** 5[14]; **Atk** bite (1d4) or 2 claws (1d3); **Move** 4 (fly 18); **Save** 17; **AL** C; **CL/XP** 2/60; **Special:** displacement, fear gaze.

Fleshwarp, Ghonhatine

Hit Dice: 10
Armor Class: 2[17]
Attacks: 2 claws (1d6+1), bite (2d6), tail slap (1d8)
Saving Throw: 5
Special: disease, feed, regurgitate, stench
Move: 15
Alignment: Chaos
Number Encountered: 1, 1d4+1
Challenge Level: 13/2300

A ghonhatine fleshwarp is a twisted troglodyte that has undergone alchemical torture to turn it into a reptilian behemoth. The twisted creature stands 10ft tall, but hunches over to about 8ft. It weighs upward of 5000 lbs. If a ghonhatine fleshwarp spends 1 round devouring a dead or unconscious victim, it gains 1d8 temporary hit points and a +2 bonus to attack for 1 minute. Anyone bitten or struck by the creature's filthy claws must make a saving throw or contract a disease that causes the victim to lose 1d3 points of constitution and 1d3 dexterity within 1d3 days. If the victim fails a second save, the loss is permanent. An enraged ghonhatine secretes a musklike chemical that causes anyone within 10ft who fails a saving throw to become nauseated (–1 penalty to attacks, damage and saves). The fleshwarp can also expel its stomach contents at creatures within 20ft. This acidic vomit does 2d6 points of damage (save for half). The creature must feed before it can use this ability again.

Ghonhatine Fleshwarp: **HD** 10; **HP** 75; **AC** 2[17]; **Atk** 2 claws (1d6+1), bite (2d6), tail slap (1d8); **Move** 15; **Save** 5; **AL** C; **CL/XP** 13/2300; **Special**: disease, feed, regurgitate, stench.

Frog, Giant Sliming

Hit Dice: 1+1
Armor Class: 7[12]
Attacks: bite (1d6)
Saving Throw: 17
Special: spit slime
Move: 6 (leap 15)
Alignment: Neutrality
Number Encountered: 1d4, 2d6+1
Challenge Level: 2/30

Giant sliming frogs are nearly a foot tall and covered in lines of warts. They are usually a muddy brown but may be green or yellow depending on age. All are amazingly ugly. They are very accurate with their tongues at a distance of 8ft. They can also spit a glob of sticky slime to immobilize prey. This frog can spit the slime up to 10ft. Anyone hit by the slime must make a save or lose one-quarter movement, and suffer a –2 penalty to hit per slime blob that hits. A creature hit by four slime blobs is immobilized.

Frog, Giant Sliming: **HD** 1+1; **AC** 7[12]; **Atk** bite (1d6); **Move** 6 (leap 15); **Save** 17; **AL** N; **CL/XP** 2/30; **Special**: spit slime.

Giant, Shadow

Hit Dice: 13
Armor Class: 3[16]
Attacks: shadow weapon (4d6), throw boulder (5d6)
Saving Throw: 3
Special: +1 or better weapon to hit, ignore armor, semi-corporeal, vulnerable to light
Move: 15
Alignment: Chaos
Number Encountered: 1
Challenge Level: 14/2600

Shadow giants are massive, wickedly clever creatures infused with incorporeal shadowstuff. They have clever minds and easily navigate mazes. They often use this to their advantage, moving large stones and piling boulders among the craggy rocks of the wastes to trap prey in mazes. Shadow giants are capable of shaping their arms and fists into shadow-shaped weapons such as swords, maces, axes, flails and clubs. They attack when the advantage is on their side, preferring to separate their prey into manageable numbers. They throw boulders for 5d6 points of damage.

Some shadow giants gain insight into the secrets of the arcane. These shadow giants cast spells as a 10th-level magic-user. They prefer illusions and the bending of shadow magic over any other form of spell or magic.

Shadow Giant: **HD** 13; **AC** 3[16]; **Atk** shadow weapon (4d6), throw boulder (5d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 14/2600;

Special: +1 or better weapon to hit, ignore armor, semi-corporeal, vulnerable to light.

Eldritch Shadow Giant: **HD** 13; **AC** 3[16]; **Atk** shadow weapon (4d6), throw boulder (5d6); **Move** 15; **Save** 3; **AL** C; **CL/XP** 14/2600; **Special**: +1 or better weapon to hit, ignore armor, semi-corporeal, spells MU10 (4/4/3/2/2), vulnerable to light.

Gloomshark

Hit Dice: 8 or 6
Armor Class: 4[15]
Attacks: bite (2d8), fin slice (3d6)
Saving Throw: 8 or 11
Special: +1 weapon or better to hit, ignore armor, semi-corporeal, vulnerable to light
Move: 15
Alignment: Neutrality
Number Encountered: 1, 1d4, 2d6+2
Challenge Level: 10/1400

Gloom sharks have long sleek bodies with four short legs that they use to rapidly scurry across the shadowscape. Their body is lined with a serrated ridge of razor-sharp plates that run from its nose to its mid-back, creating a look reminiscent of the dorsal fin of a terrestrial shark. Its maw continues this look, being composed of wavering hooked black teeth. A gloom shark charges its prey, using its sharp fin to disembowel foes. Their semi-corporeal nature requires magic weapons to hit, and allows them to ignore armor except for magical enchantments, dexterity bonuses and natural armor.

A variant of the gloom shark dwells within the Shadowsea. These creatures have fins as opposed to legs. Finned gloom sharks are slightly smaller than their land-dwelling kin. They have 6HD.

Gloom sharks are powerless in direct sunlight, which forces them back into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on the creature causes 3d6 points of damage to the creature per round.

Gloomshark: **HD** 8; **AC** 4[15]; **Atk** bite (2d8), fin slice (3d6); **Move** 15; **Save** 8; **AL** N; **CL/XP** 10/1400; **Special**: +1 weapon or better to hit, ignore armor, semi-corporeal, vulnerable to light.

Gloomshark (aquatic): **HD** 6; **AC** 4[15]; **Atk** bite (2d8), fin slice (3d6); **Move** 0 (swim 15); **Save** 11; **AL** N; **CL/XP** 8/800; **Special**: +1 weapon or better to hit, ignore armor, semi-corporeal, vulnerable to light.

Glowworm, Giant

Hit Dice: 4
Armor Class: 5[14]
Attacks: bite (1d8)
Saving Throw: 14
Special: filament
Move: 3
Alignment: Neutrality
Number Encountered: 1, 1d8+1
Challenge Level: 3/60

Glowworms are 6ft long worms that dangle from cavern ceilings waiting for prey. They drop sticky 36ft-long filaments down to catch food. Once prey is caught, the worm reels the tongue back in to its mouth and automatically delivers a vicious bite until the victim escapes. The worm's filament is extremely strong, able to lift a human easily.

Glowworm, Giant: **HD** 4; **AC** 5[14]; **Atk** bite (1d8); **Move** 3; **Save** 13; **AL** N; **CL/XP** 4/13; **Special**: filament.

Golem, Clockwork

Hit Dice: 16 (80hp)
Armor Class: 3[16]
Attacks: gear swarm (2d8) (see text)
Saving Throw: 3
Special: +2 or better weapon required to hit, immune to most spells, self-repair, steam cloud
Move: 6 or 0 (immobile)
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 18/3800

A clockwork golem can take two forms, from a huge man-shaped assembly of gears, cogs, pulleys, ropes and chains to a massive gear works that fills a chamber and powers a clock or other mechanical device. It is slow-moving, as the gears seem to fall into place and rebuild the golem as it moves forward. Many of the constructs are thus immobile, only able to attack creatures that blunder into their midst. A humanoid clockwork golem strikes with 2 massive fists that do 2d8 points of damage each, while an immobile construct can attack every creature within range with a swarm of gears and cogs (2d8 points of damage per target). The golem is immune to most spells. A *lightning bolt* "short-circuits" the construct and *slows* it for 1d4+1 rounds. The golem can repair 1d8 points of damage per round by reconfiguring its gears and cogs. Once per day, a clockwork golem can belch forth a 10ft-radius superheated cloud of steam that does 4d10 points of damage to anyone caught inside (save for half).

Golem, Clockwork: **HD** 16; **AC** 3[16]; **Atk** 2 fists (2d8) or gear swarm (2d8, multiple targets); **Move** 6 or 0 (immobile); **Save** 3; **AL** N; **CL/XP** 18/3800; **Special**: +2 or better weapon to hit, immune to most spells, self-repair, steam cloud.

Golem, Crystal

Hit Dice: 12 (60 hp)
Armor Class: 2[17]
Attacks: 2 slams (1d6 plus wounds)
Saving Throw: 3
Special: +2 or better weapon to hit, crystalline destruction, disintegrate slows for 2d6 rounds, immune to most magic, reflect spells (45%), wounds.
Move: 12
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 16/3200

A crystal golem is composed of glass shards in the shape of an 8ft tall humanoid. The golem appears two-dimensional from the front, but this is simply a trick of the light on the flat panes of glass making up its form. The construct is often placed in windows or in stained-glass panels where it can protect or guard a desired location. A crystal golem attacks with 2 slams that deal 1d6 points of damage each. A victim hit by a slam must make a saving throw or suffer severe cuts that refuse to heal for 1d4+1 rounds. The victim takes 1d4 points of damage each round from these wounds. If a crystal golem is reduced to 0 hit points, it shatters, dealing 5d6 points of damage to anyone within 10ft.

Crystal golems are immune to most magic, which harmlessly bounces off them. They have a 45% chance of reflecting spells cast on them back on the spellcaster. *Disintegrate* automatically does 3d6 points of damage to a crystal golem (no save), and slows the construct for 2d6 rounds. Magic weapons of +2 or greater enchantment are needed to hit a crystal golem.

Golem, Crystal: **HD** 12; **HP** 60; **AC** 2[17]; **Atk** 2 slams (1d6 plus wounds); **Move** 12; **Save** 3; **AL** N; **CL/XP** 16/3200; **Special**: +2 or better weapon to hit, crystalline destruction (at 0 hp, golem shatters; 5d6 points of damage to all with 10ft), disintegrate slows for 2d6 rounds (3d6 points damage,

half movement, no save), immune to most magic, reflect spells (45%), wounds (target must save after slam or take additional 1d4 points of damage for 1d4+1 rounds).

Golem, Stained-Glass

Hit Dice: 10 (45hp)
Armor Class: 3[16]
Attacks: 2 claws (2d8 plus lead poisoning)
Saving Throw: 5
Special: hypnotize, immunities, lead poisoning, reflect spells, vulnerable to blunt weapons
Move: 9
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 14/2600

A stained-glass golem is a 9ft-tall man-shaped figure composed of thousands of glinting shards of painted glass. The construct is immune to all spells other than cold-based magic, which has the effect of a *slow* spell but does not damage the golem. Blunt weapons inflict double damage against the golem, and they can be hit by normal weapons. These shards rotate and move as the golem attacks, creating a dizzying array of colors that can hypnotize anyone who stares at the construct (save or stand transfixed). The shards also reflect magical energy, so that any spells cast at the golem reflect back at the caster if he fails a saving throw. The construct's claws are coated with the lead used in its construction and deliver a poison that does an additional 1d4 points of damage to any creature that fails a save after being struck.

Golem, Stained-Glass: **HD** 10; **HP** 45; **AC** 3[16]; **Atk** 2 claws (2d8 plus lead poisoning); **Move** 9; **Save** 5; **AL** N; **CL/XP** 14/2600; **Special**: hypnotize, immunities, lead poisoning, reflected spells, vulnerable to blunt weapons.

Hungry Flesh

Hit Dice: 5, 10 or 20
Armor Class: 8[11]
Attacks: slam (1d6 plus disease), slam (2d6 plus disease), or slam (4d6 plus disease)
Saving Throw: 12, 5 or 3
Special: amorphous, growth, regenerate (5/round), slime trail
Move: 15
Alignment: Chaos
Number Encountered: 1
Challenge Level: 7/600, 12/2000, or 22/5000

A hungry flesh is an oozing pile of malignant tissue that leaves a slime trail as it searches for victims to consume. The creature must consume its own weight in food each day. Damage done to a hungry flesh causes it to regenerate and sprout growths that add to its size. A normal hungry flesh is about 7ft in diameter and weighs 3000 lbs., but they can grow quickly to massive sizes with food. A hungry flesh can consume a creature that has been dead up to an hour within 1 round. Each time it eats a creature, it gains 1 growth point. At 5 growth points, the creature doubles in size. It can double twice to a massive creature nearly 30ft in diameter weighing 12,000 lbs. Once it stops gaining growth points, the creature begins shrinking (half its size each hour). When a hungry flesh is struck with a slashing or piercing weapon (sword or spear, for example), it regenerates 5hp/round and gains 1 growth point. Anyone struck by a hungry flesh must make a save or lose 1d2 constitution and 1d2 charisma as they are infected by tumors. Anyone who dies from the tumor infestation turns into a hungry flesh 1d4 hours later. A *cure disease* can end the malignant disease and restore lost constitution and charisma. Further, a moving hungry flesh leaves a slippery slime trail (save or fall) that carries the creature's tumorous disease (save as above if struck). The slime trail dries up after 1 minute.

Hungry Flesh: **HD** 5; **AC** 8[11]; **Atk** slam (1d6 plus disease); **Move** 15; **Save** 12; **AL** C; **CL/XP** 7/600; **Special**: amorphous, growth, regenerate (5hp/round), slime trail.

Hungry Flesh: **HD** 10; **AC** 8[11]; **Atk** slam (2d6 plus disease); **Move** 15; **Save** 12; **AL** C; **CL/XP** 12/2000; **Special**: amorphous, growth, regenerate (5hp/round), slime trail.

Hungry Flesh: **HD** 20; **AC** 8[11]; **Atk** slam (4d6 plus disease); **Move** 15; **Save** 12; **AL** C; **CL/XP** 22/5000; **Special**: amorphous, growth, regenerate (5hp/round), slime trail.

Incarnation of Death

Hit Dice: 6 or 12
Armor Class: 2[17] or 0[19]
Attacks: +2 *scythe* (2d4+2 or 3d8+2)
Saving Throw: 11 or 3
Special: alpha strike, certain blows, darkvision 120ft, immune to spells of 3rd level or less, permanent slaying, replication, telepathy 120ft.
Move: 12
Alignment: Chaos
Number Encountered: 1 or special
Challenge Level: 6HD (10/1400), 12HD (16/3200)

An incarnation of Death is the very personification of Death with skeletal features, hooded robe, and scythe. It always gains initiative in any fight and its blows always strike their target, no matter the result rolled on each attack. It can automatically sense the exact level of health of any living being it sees and those killed are permanently killed, and cannot be raised, resurrected, or reincarnated. Those killed by a lesser incarnation (6HD) may be brought back via a *wish* spell. If an incarnation of death has an assigned foe, and another creature interferes, a second incarnation of death of the same type immediately appears to do battle with the interfering party, with the offending party as its assigned foe. Only one incarnation of death appears at a time to engage an interfering foe, even if that foe continues to interfere. However, if several people interfere, each ends up facing its own incarnation of death. If the incarnation has no foes assigned—for example, if it was summoned to simply wreak havoc and slay all who cross its path—it cannot use its replication ability. A lesser incarnation of death is immune to all spells and spell like powers of 3rd level or less. In addition, incarnations of death are immune to all death effects. The incarnation can communicate telepathically with any sentient creature, to a distance equal to the range of its darkvision. However, incarnations very seldom choose to do so. Once destroyed, the incarnation disappears along with its magical scythe.

Incarnation of Death, Lesser: **HD** 6; **AC** 2[17]; **Atk** +2 *scythe* (2d4+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 10/1400; **Special**: alpha strike (always wins initiative), certain blows (always hits chosen opponent), darkvision 120ft, immune to spells of 3rd level or less, permanent slaying without *raise dead* or *resurrection*, replication, telepathy 120ft.
Equipment: +2 *scythe*.

Incarnation of Death, Greater: **HD** 12; **AC** 0[19]; **Atk** +2 *scythe* (3d8+2); **Move** 12; **Save** 3; **AL** C; **CL/XP** 16/3200; **Special**: alpha strike (always wins initiative), certain blows (always hits chosen opponent), darkvision 120ft, immune to spells of 3rd level or less, permanent slaying without *raise dead* or *resurrection*, replication, telepathy 120ft.
Equipment: +2 *scythe*

Intellect Devourer

Hit Dice: 8
Armor Class: 4[15]
Attacks: 4 claws (1d4+1)

Saving Throw: 8
Special: +3 or better weapon to hit, control body, magical abilities, vulnerable to *protection from evil*
Move: 15
Alignment: Chaos
Number Encountered: 1, 1d4
Challenge Level: 12/2000

An intellect devourer is a large brain with four clawed legs, with no head or features of note. Intellect devourers are feared for their preferred meals: brains. They can reduce their size in 1 round to crawl into a helpless or dead target's mouth where they quickly burrow toward the brain to devour it. The devourer does 8d4 points of damage each round as it eats the brain. If the victim dies or is already dead, the devourer can then assume control of the body to use as its own. The devourer can speak and act as the victim (and knows basic information about the being's personality), but cannot cast spells — although it can still use its own spell-like abilities. It also does not have any of the victim's specific memories or knowledge.

Any being slain by an intellect devourer cannot be brought back to life using *raise dead*. *Resurrection* and a *wish* can restore life.

Intellect devourers are immune to fire and mind-affecting spells. They resist cold, electricity and sonic-based attacks (half damage). They are vulnerable to *protection from evil*. They have the following magical abilities: constant—*detect magic*; at will—*cause serious wounds*, *charm monster*, *confusion*, *invisibility*; 3/day—*anti-magic shell, cure light wounds*.

Intellect Devourer: **HD** 8; **AC** 4[15]; **Atk** 4 claws (1d4+1); **Move** 15; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** +3 or better weapon to hit, control body, immune to fire and mind-affecting spells, magical abilities, resistance to cold, electricity, and sonic-based attacks (half damage), vulnerable to *protection from evil*.

> **Magical Abilities:** constant—*detect magic*; at will—*cause serious wounds*, *charm monster*, *confusion*, *invisibility*; 3/day—*anti-magic shell, cure light wounds*.

Iron Stork

Hit Dice: 4
Armor Class: 2[17]
Attacks: beak (2d6)
Saving Throw: 13
Special: steel bones.
Move: 24
Alignment: Neutrality
Number Encountered: 1d4+1, 2d6+2
Challenge Level: 4/120

These tall flightless wading birds are pack predators. Their steel-hard beaks are as sharp as knives. The birds are extremely quick. They impale prey on their spear-like beaks, then run away to devour it at their leisure. Their bones are as hard as steel, providing incredible protection for the bird, but making it impossible for them to fly or swim.

Iron Stork: **HD** 4; **AC** 2[17]; **Atk** beak (2d6); **Move** 24; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** steel bones.

Knem Koth

Hit Dice: 20 (100hp)
Armor Class: –5[24]
Attacks: slam (3d6) or tentacle arm (constrict, shade touch)
Saving Throw: 3
Special: command and control shadows, *darkness* (30ft radius), *geas* (3/day), ignore armor, magic resistance (60%), semi-corporeal, shade touch, shape shadow, summon shadow creatures, telepathy 100ft., vulnerable to light, wall of shadow.
Move: 15 (fly 24)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 30/7400

Knem Koth is a 10ft-tall, semi-corporeal being. A shadowy mass of tentacles represents the creature's face, legs and one arm. His left arm is long and humanoid, possessing six fingers. The fiend's heart beats through thin, rippling black skin that is pulled tightly over a ridged ribcage.

Knem Koth is a being of shadow much decreased from his ancient power. If revived, he seeks the remaining physical pieces of his body: his arm, legs and head. Each retrieved piece gives Knem Koth additional hit dice and power, until such point as he transcends "monster" status and becomes a deity once more.

Knem Koth fights with his tentacle limb and his whole "arm." Any creature Knem Koth strikes with his tentacle arm must make a saving throw or be constricted and automatically suffer 3d6 points of damage per round. Held victims must make another save or lose 1d4 points of strength as the tentacles penetrate the skin and infuse him with shadowstuff. Victims who die from the tentacle attack rise within 1d4 hours as shades under the Knem Koth's command. Knem Koth's semi-corporeal nature allows him to ignore armor when he attacks.

Three times per day, Knem Koth can cast *geas* upon any being within a 10ft radius and compel them to retrieve any other pieces of his body. Knem Koth can also summon and control a number of shadows and shadow creatures equal to his current hit dice in 1 round. The creatures are completely loyal to Knem Koth and follow his orders without question.

Knem Koth can also shape shadows at will. He can create illusory walls from shadows or create shadow bridges and structures using up to 200 square feet of shadow material per day. These shadow creations are permanent if created on the Plane of Shadow. They fade within 2d6 hours on other planes.

Knem Koth is vulnerable to light, and suffers 3d6 points of damage from *light* spells that penetrate his magic resistance. Even if the spell hits him, the light extinguishes immediately after doing damage.

Knem Koth: **HD** 20; **HP** 100; **AC** –5[24]; **Atk** slam (3d6) or tentacle arm (constrict, shade touch); **Move** 9 (fly 24); **Save** 3; **AL** C; **CL/XP** 30/7400; **Special:** command and control shadows, *darkness*, *geas*, magic resistance (60%), semi-corporeal, shade touch (save or lose 1d4 points of strength each round held by tentacle arm), shape shadow (up to 200 square feet of shadow material per day), summon shadow creatures (up to current HD), telepathy 100ft., vulnerable to light, wall of shadow (as *wall of stone*, but made of shadowstuff).

Living Vines

Hit Dice: 20
Armor Class: 7[12]
Attacks: constrict (6d6)
Saving Throw: 3
Special: immune to blunt and piercing weapons, lightning causes growth, resists fire and cold
Move: 0 (immobile)
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 22/5000

Living vines are non-aggressive structures of vines that grow up and around structures, eventually replacing the building with their leafy tendrils. The vines maintain the shape and structure even after the previous building material (wood, stone, etc.) wears away. Anyone attacking a structure of living vines finds that the vines are quick to defend themselves, collapsing inward to crush the foolish adventurer. Living vines are immune to blunt and piercing weapons. They take half damage from fire and cold, and electricity heals them as new growths sprout.

Living Vines: **HD** 20; **AC** 7[12]; **Atk** constrict (6d6); **Move** 0 (immobile); **Save** 3; **AL** N; **CL/XP** 22/5000; **Special**: immune to blunt and piercing weapons, lightning causes growth, resists fire and cold.

Lotus Flower

Hit Dice: 2
Armor Class: 6[13]
Attacks: pollen (see flower descriptions below)
Saving Throw: 16
Special: See individual flower descriptions below
Move: 0 (immobile)
Alignment: Neutrality
Number Encountered: 3d6
Challenge Level: 3/60

Lotus flowers are found in tropical regions. The blooming lotuses emit a sweet smell that entices — and sometimes kills — anyone stopping to smell the flowers. A cluster of the flowers produces a scent that can be smelled up to 20ft. Anyone in range must make a save or suffer the effects of the various types of flowers:

Black: Black lotus flowers grow from a thorny creeper vine high in the tree canopy. Its small blossoms range from violet to dark purples that appear black. The pollen causes victims who approach within 10ft and fail a save to collapse dead. Even those succeed on the save collapse as their body shuts down and paralyzes them for 1d4 hours. Victims who make the save find their throats, noses and mouths numbed from inhaling the poison, making breathing painful and speech impossible. Assassins often mix black lotus into their poisons. One dose of the powerful and deadly toxin can bring up to 1000gp.

Golden: These golden boughs can be found winding through the underbrush of a forest floor. The flower has large golden yellow blooms with a long, brilliant red stigma. The flower gives off a fruity aroma, and the flower itself is sweet and succulent to the taste. Anyone eating the pollen and stigma of the plant is in peril as both parts mix to create a powerful toxin in his bloodstream. The victim must make a saving throw or take 1d4 points of damage per round until he dies of internal hemorrhaging. His muscles shut down as if stunned, leaving him unable to move. Even if he makes the save, he still takes 1 point of damage for 2d4 minutes, but is not stunned. Assassins mix golden lotus into their poisons, which fetch 400gp on the black market.

Green: The green lotus is an immature blue lotus picked when its flowers are still green. Anyone who ingests green lotus cannot dream properly for 1d4+1 days unless they make a saving throw. Anyone who fails the save temporarily loses 1 point of wisdom each day affected. Anyone reduced to 1 point of wisdom is easily manipulated (as per a *suggestion* spell). Wisdom returns at the rate of 2 points for each day of sleep. Green lotus can be found on the black market for 50gp per blossom.

Blue: The scent of blue lotus blossoms is a narcotic, causing drowsiness and euphoria in anyone smelling it who fails a saving throw. The victim sees hallucinations that appear quite real. He also temporarily loses 1 point each of strength and dexterity. Victims experiencing hallucinations suffer a –4 penalty to saves and a –2 penalty to attacks. Blue lotus can be found on the black market for 30gp per dose.

Red: The scent of red lotus pollen is extremely enticing, drawing victims to the plants — or the person who brushes it onto his or her skin. The effect is similar to a *charm person* spell, with enticed victims sitting around beneath the blossoms or milling around as potential suitors. Fighting often follows as enticed victims try to be the center of attention.

White: Inhaling the pollen of the white lotus causes a deathlike state in its victims if they fail a saving throw. The victim gets another save each day to awaken, with a cumulative –1 penalty. It is very difficult to distinguish the comatose victim of white lotus pollen from true death. A dose of white lotus sells for 200gp on the black market.

Lotus flowers originally appeared in the Creature Collection.

Lotus Flowers: HD 2; **AC** 6[13]; **Atk** pollen; **Move** 0 (immobile); **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** See individual flower descriptions.

Mold, White

Hit Dice: n/a
Armor Class: n/a
Attacks: none
Saving Throw: n/a
Special: drain life (2d8 hp/round), vulnerable to fire
Move: 3
Alignment: Neutrality
Number Encountered: 1, 1d4+1
Challenge Level: 4/120

White mold is a hazard found in dungeons as well as aboveground. They often appear to be part of normal stonework or walls. A patch of white mold quietly drains the life of any creature that comes within 10ft of it, taking 2d8 hp each round with no saving. The victim can make a saving throw to notice the attack, however. If it fails, the victim feels weak when 25% of his hit points are drained and realizes something is wrong. White mold is vulnerable to fire, taking double damage. Electricity causes a white mold to double in size.

Mold, White: **HD** n/a; **AC** n/a; **Atk** none; **Move** 3; **Save** n/a; **AL N**; **CL/XP** 4/120; **Special**: drain life (2d8 hp/round), vulnerable to fire.

Night Thorn Bramble

Hit Dice: 4
Armor Class: 8[11]
Attacks: per 10ft (1d8)
Saving Throw: 13
Special: +1 or better weapon to hit, growth, ignore armor, semi-corporeal, immune to slashing, vulnerable to light
Move: 0 (immobile)
Alignment: Neutrality
Number Encountered: 1, 2d6, thicket
Challenge Level: 5/240

Night thorn brambles are vined plantlike hazards found throughout the Plane of Shadow. These twisting knots of spiked semi-corporeal vines are found in rifts and forests. They grow in large 20ft-by-20ft or larger thickets and are often found in larger growths and thickets. Night thorn brambles do not attack, but are a hazard that causes damage to those who try to cross through them, dealing damage and tearing at the flesh of living beings and shadow creatures alike. Night thorn brambles are technically immune to slashing attacks in so much that if they are hit with a slashing weapon capable of dealing damage, they automatically double in size and hit points. Thus, a 20ft-by-20ft patch swells to 40ft-by-40ft, spreading out in every direction from where it was slashed. When they double in size, they automatically deal 1d8 points of damage to any being that comes in contact with them (save for half), and 2d8 points of damage to their attacker, who receives no save. The thorns and vines of a shadow bramble are semi-corporeal and ignore physical armor, though they are impeded by magical enchantment bonuses.

Night thorn brambles are highly susceptible to magical light and magical fire. They take full damage from magical fire. *Light* spells cast directly onto their vines cause them to shrink to half of their normal size per instance of casting, down to 1 HD at which point they retract into the surface of the Plane of Shadow to recuperate. Recuperation takes 1 day per HD of shrinkage.

Night Thorn Bramble: **HD** 4; **AC** 8[11]; **Atk** per 10ft (1d8); **Move** 0 (immobile); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: +1 or better weapon to hit, growth (doubles in size when slashed), ignore armor, semi-corporeal, immune to slashing, vulnerable to light.

Nightwood Trees

Hit Dice: 2
Armor Class: 7[12]
Attacks: 1d4 tendrils (1d4)
Saving Throw: 16
Special: +1 or better weapon to hit, semi-corporeal, strangle
Move: 3
Alignment: Neutrality
Number Encountered: 1d4 or forest
Challenge Level: 4/120

Nightwood trees resemble wispy versions of terrestrial trees standing 20ft to 50ft tall. Their tall trunks and branches swirl like thin black tentacles as they attempt to grasp passers-by. Nightwood trees recoil from light. They close around and behind light-bearers, avoiding contact with the sphere of light that is cast. Creatures attempting to cross through a grove of nightwood trees without a light source are given access at first to paths into the darkness, until they are eventually surrounded by nightwood. The trees attack with their wispy tendrils and attempt to strangle passers-by. On a successful hit, the nightwood tree's tendrils wrap around the throat of a victim and deal 1d4 point of damage per tendril per round. Each tendril has 4 hp. Cutting the tendril releases it from the throat of the victim. Magic weapons are required to strike the trees because of their semi-corporeal nature.

Nightwood Tree: **HD** 2; **AC** 7[12]; **Atk** 1d4 tendrils (1d4); **Move** 3; **Save** 16; **AL** N; **CL/XP** 4/120; **Special**: +1 or better weapon to hit, semi-corporeal, strangle.

Shadow Crab

Hit Dice: 4
Armor Class: 3[16]
Attacks: 2 claws (1d6, 1d8), bite (1d4)
Saving Throw: 13
Special: ignore armor, pincer slice, +1 or better weapon to hit, semi-corporeal
Move: 12
Alignment: Neutrality
Number Encountered: 1d4, 2d6
Challenge Level: 6/400

Shadow crabs resemble crustaceans or scorpions as they scurry around on a mass of tiny tentaclelike legs that end in wisps of shadowstuff. A pair of large pincers emerges from their sides toward what would be described as its maw. Magic weapons are required to strike them because of their semi-corporeal nature. This also allows their attacks to ignore armor with the exception of magical enhancement, natural armor and dexterity. Creatures struck by both pincers suffer an additional 2d6 points of damage as the crushing claw grasps the creature and the slicing claw and jaws take over.

Shadow crabs are powerless in direct sunlight, which forces them back into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on the creature causes 3d6 points of damage to the creature per round.

Shadow Crab: **HD** 4; **AC** 3[16]; **Atk** 2 claws (1d6, 1d8), bite (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 6/400; **Special**: +1 or better weapon to hit, ignore armor, pincer slice (target hit by both claws suffer additional 2d6 points of damage), semi-corporeal.

Shadow Reaper

Hit Dice: 8
Armor Class: 2[17]
Attacks: scythe (3d6)
Saving Throw: 8
Special: +1 or better weapon to hit, collector, ignore armor, semi-corporeal, sever limbs
Move: 12
Alignment: Chaos
Number Encountered: 1
Challenge Level: 11/1700

Shadow Reapers are evil denizens of the shadowlands that are charged with hunting the lost souls that wander the shadowlands. They appear as a tall, thin, faceless man wrapped in robes of wispy shadowstuff. Shadow reapers collect shadows and return them to the lords of the Plane of Shadow in exchange for a portion of the raw essence that the soul provides. Shadow reapers attack with a scythe formed of their shadowstuff. The blade ignores terrestrial armor completely except for magical enchantments, dexterity bonuses and natural armor. Their weapon slices off limbs on a roll of natural 20. Magic weapons are required to hit the semi-corporeal creatures.

The Shadow reaper collects the spirit of its slain enemies into a silver flask that it holds within its amorphous form. Upon collecting 13 souls, the reaper travels to the fortress of the nearest shadow lord and offers its deal to the shadow lord. Should the shadow lord accept the deal, the reaper drinks a draught from the silver flask, then offers the rest of the libation to the shadow lord. Souls devoured in such a way are destroyed forever and may not be brought back in any form save a *wish* granted by an elder god.

Shadow Reaper: HD 8; **AC** 2[17]; **Atk** scythe (3d6); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better weapon to hit, collector (collects souls of slain enemies, wish needed to restore), ignore armor, semi-corporeal, sever limbs (natural 20 on attack severs limbs).

Shadowstuff Serpent

Hit Dice: 15
Armor Class: 2[17]
Attacks: bite (3d8 plus swallow), constrict
Saving Throw: 3
Special: +2 or better weapon to hit, breath weapon, constrict, ignore armor, +2 or better weapon to hit, semi-corporeal, swallow
Move: 15
Alignment: Chaos
Number Encountered: 1, 1d2
Challenge Level: 19/4100

Shadowstuff serpents appear as sinewy, snakelike creatures of enormous size. Their head is reptilian in nature with a large mouth filled with hooklike teeth. They have no apparent eyes and are composed of semi-solid shadowstuff. These malevolent beings dwell within the depths of the Shadowsea. They feast upon gloom sharks and travelers unfortunate enough to cross into the Plane of Shadow from the other side. Shadow serpents encircle prey in their coils and constrict them as they bite them or blast them with their breath weapon. Targets automatically take 3d6 points of damage per round when hit with a successful constriction attack. On a natural 20, the serpent swallows its victim whole with a successful bite attack. Their semi-corporeal nature requires magic weapons to hit, and allows them to ignore armor except for magical enchantments, dexterity bonuses and natural armor.

The shadow serpent's breath weapon is a whirling vortex of shadowstuff that strikes enemies for 2d6 points of strength damage and 3d6 points of damage unless a saving throw is made. They may use the breath attack up to three times per day, although it requires 1d4 rounds between uses.

Shadowstuff Serpent: **HD** 15; **AC** 2[17]; **Atk** bite (3d8 plus swallow), constrict; **Move** 15; **Save** 3; **AL** C; **CL/XP** 19/4100; **Special**: +2 or better weapon to hit, breath weapon (2d6 points of strength damage and 3d6 points of damage), constrict (3d6 points of damage), ignore armor, semi-corporeal, swallow (natural 20 bite attack, 3d6 points of damage each round).

Snake, Glitter

Hit Dice: 2
Armor Class: 6[13]
Attacks: bite (1 plus poison)
Saving Throw: 16
Special: poison (save at –2 or die), surprise on 1–5 on 1d6.
Move: 9
Alignment: Neutrality
Number Encountered: 1d8+4
Challenge Level: 3/60

Glitter Snakes are white serpents about 3ft to 4ft long that glitter like the surface of the desert under the hot sun. This gives them nearly perfectly camouflage, with only their shadow giving them away. A glitter snake rests in a slightly curved position until prey comes near, and then it snaps itself straight and almost flies to the attack like an arrow. The snake's main attack is its poisonous bite.

Snake, Glitter: **HD** 2; **AC** 6[13]; **Atk** bite (1 plus poison); **Move** 9; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** poison (save at –2 or die), surprise on 1–5 on 1d6.

Swarm, Electric Crawling Cavefish

Hit Dice: 4
Armor Class: 7[12]
Attacks: electric shock (3d6)
Saving Throw: 13
Special: amphibious, blind, sense life, vulnerable to fire.
Move: 6 (swim 15)
Alignment: Neutrality
Number Encountered: 6d6
Challenge Level: 5/240

Electric crawling cave fish swarms are pale, almost translucent, blind fish. They have no eyes, but electroreceptors allow the fish to detect minute electrical impulses with the surface of their skin. They can detect tiny impulses produced just by the muscle movements of living things in water and also through air. The fish are amphibious and can live out of the water for 20 to 30 minutes. They also have fins positioned so that they are able to "walk" on land. A swarm of the fish deliver a massive electric shock to anyone they get near. Armor cannot protect against this deadly electrical discharge. The fish are extremely vulnerable to fire (50% extra damage).

Swarm, Electric Crawling Cavefish: HD 4; **AC** 7[12]; **Atk** electric shock (3d6); **Move** 6 (swim 15); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: amphibious, blind, sense life, vulnerable to fire.

Swarm, Mutated Poisonous Rat

Hit Dice: 6
Armor Class: 6[13]
Attacks: swarm (3d6 plus disease)
Saving Throw: 11
Special: disease
Move: 18
Alignment: Neutrality
Number Encountered: 1, 1d8+1
Challenge Level: 7/600

The mutated rats are larger and more aggressive than normal. They swarm over prey, delivering terrible bites with razor-sharp teeth. They also carry a wasting disease that does 1d6 points of damage per hour if the victim fails a save. A *cure disease* spell removes the disease.

Swarm, Mutated Poisonous Rat: **HD** 6; **AC** 6[13]; **Atk** swarm (3d6 plus disease); **Move** 18; **Save** 11; **AL N**; **CL/XP** 7/600; **Special:** disease.

Swarm, Mutated Prairie Dog

Hit Dice: 4
Armor Class: 6[13]
Attacks: swarm (2d6)
Saving Throw: 13
Special: bite ignores armor
Move: 6
Alignment: Neutrality
Number Encountered: 1d6, 3d6+10
Challenge Level: 5/240

These dark-furred mutated animals are slightly larger than their normal cousins. They have glowing red eyes and vicious teeth. They swarm their prey to bring it down. Their bites are incredibly powerful, ignoring any non-magical armor (anyone not wearing magical armor is effectively AC 9[10]).

Swarm, Mutated Prairie Dog: **HD** 4; **AC** 6[13]; **Atk** swarm (2d6); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** bite ignores armor.

Swarm, Mutated Squirrel

Hit Dice: 4
Armor Class: 7[12]
Attacks: swarm (2d6)
Saving Throw: 13
Special: glide, mindfeed (natural 20)
Move: 6 (swim 18)
Alignment: Neutrality
Number Encountered: 1, 1d6+1, 3d6
Challenge Level: 4/120

These mutant squirrels have two long, fuzzy tails that improve their balance. Thin membrane "wings" allows them to glide silently like flying squirrels. The rodents are carnivorous, but are particularly fond of brains. They can open their mouths extremely wide and disgorge four black tentacles to crack bone and scoop out the delicacy. If a squirrel swarm rolls a natural 20 on its attack, one of the squirrels leaps onto its prey's head and digs into its skull with the tentacles. The attack automatically does an additional 1d6 points of damage for as long the squirrel remains attached. Up to four squirrels can attach to a single creature (dealing an automatic 4d6 points of damage per round).

Swarm, Mutated Squirrel: **HD** 4; **AC** 7[12]; **Atk** swarm (2d6); **Move** 6 (glide 12); **Save** 13; **AL** N; **CL/XP** 5/240; **Special**: glide silently, mindfeed on natural 20.

Visitator

Hit Dice: 9
Armor Class: 2[17]
Attacks: spirit weapon (1d8)
Saving Throw: 6
Special: +1 or better weapon to hit, spells MU12 (4/4/4/4/4/1), spirit weapon
Move: 15 (fly 30)
Alignment: Chaos
Number Encountered: 1
Challenge Level: 14/2600

Visitators are invisible spectral servants of the goddess of evil magic. The creature is often found bound to a location by a faithful servant of Hecate. Its true form is that of a tall human and can be seen clearly only on the Astral Plane.

Visitators cast spells as a 12th-level magic-user, and prefer spells that enhance their melee abilities, such as *haste* and *strength*, or spells that enhance

their defensive abilities or increase the damage done by their melee attacks.

Visitators are often armed with a spirit weapon. Once wetted with mortal blood, the blade glows with an unearthly lurid green. The weapon increases its damage by +1 for every 10 points of damage it inflicts on mortals, with no maximum. This bonus damage lasts until combat ends. The blade melts away if the visitator is slain.

Visitator: **HD** 9; **AC** 2[17]; **Atk** spirit weapon (1d8); **Move** 15 (fly 30); **Save** 6; **AL** N; **CL/XP** 14/2600; **Special:** +1 or better weapon to hit, spells MU12 (4/4/4/4/4/1), spirit weapon.

Wraith, Aquatic

Hit Dice: 4
Armor Class: 3[16]
Attacks: touch (1d6 plus level drain)
Saving Throw: 13
Special: drain 1 level with hit, paralyzing gaze, silver (50% damage) or +1 weapon to hit.
Move: 9 (fly 24) (swim 24)
Alignment: Chaos
Number Encountered: 1, 2d6
Challenge Level: 8/800

Aquatic wraiths are water-dwelling wraiths immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only 1 point of damage per hit. Just as wights do, wraiths drain a level of experience from those they hit. Anyone meeting an aquatic wraith's gaze must make a saving throw or be paralyzed for 1d4 rounds. Up to 1d3+1 characters can meet the aquatic wraith's gaze per round. An aquatic wraith typically forms from the body of an aquatic creature.

Wraith, Aquatic: **HD** 4; **HP** 28; **AC** 3[16]; **Atk** touch (1d6 plus level drain); **Move** 9 (fly 24) (swim 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** drain 1 level with hit, paralyzing gaze, silver (50% damage) or +1 weapon to hit.

Spells

Bestow Curse

Level: Cleric 3; Magic-User 4
Range: Touch
Duration: Permanent

The caster places a curse on the touched target. The caster has the choice of the following: 1) Reduce one ability score to 3 chosen randomly; 2) –4 to attack and saving throws; 3) During combat, every round, the target has 50% to act normally; otherwise does nothing. With Referee permission, other curses may be invented that are no more powerful than above. The curse bestowed by this spells cannot be dispelled but must be removed by a *remove curse, limited wish,* or *wish* spell.

Call Tsathar

Level: Cleric 5; Magic-User 5
Duration: 1 hour/level.

This spell summons **1d4+2 tsathar warriors** with 2 HD and 16 hp to fight for the caster. The tsathar follow the caster's orders obediently and have no fear of their own destruction. The ritual to cast this spell takes 1 full minute.

Tsathar Warrior: **HD** 2; **AC** 3[16]; **Atk** weapon (1d8) and bite (1d4), or 2 claws (1d6) and bite (1d4); **Move** 12 (swimming 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, implant, leap, slimy, summon hydrodaemon. (***The Tome of Horrors Complete*** 574)

Cone of Slime

Level: Magic-User 6
Range: 30ft
Duration: Instantaneous

This spell conjures a 30ft cone of green slime from the fingertips of the caster. Anyone within the area of effect must make a successful saving throw or be engulfed in green slime. Engulfed creatures begin to dissolve into green slime. Armor and equipment dissolves in 1d2 rounds. Once armor and clothing dissolve, the victim begins suffering 1d4 points of constitution damage per round. When the victim reaches 0 constitution, he becomes one with the slime. The slime can only be destroyed by a *cure disease* spell, or by the victim being exposed to 10 points of cold or heat damage.

Frog of the Abyss

Level: Cleric 5; Magic-User 5
Duration: 10 minutes/level
Range: 20ft

This spell summons forth a **giant abyssal dire frog** from Tsathogga's realm of chaos. The creature has maximum hit points per hit die and serves the summoner fully for 10 minutes per caster level. Once destroyed, the creature dissolves into a puddle of foul-smelling ooze.

Frog, Giant Abyssal Dire: HD 6; **AC** 2[17]; **Atk** tongue (grapple), bite (2d6); **Move** 12 (swimming 15); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** leap, magic resistance (10%), +1 or better weapon to hit, resistance to cold and fire (50%), smite Lawful, swallow whole. (***The Tome of Horrors Complete*** 256)

Phantom Mists

Level: Magic-User 6
Range: 100ft
Duration: Permanent until dispelled

Phantom mists create a pocket of fog, mist and smoke where weird illusions are commonplace. Characters caught in a *phantom mist* must make a saving throw with a –2 penalty or fall asleep for 1d6 hours within the rolling fog bank. The characters must make a new save every 10 minutes spent in the mists, with a –1 cumulative penalty. The weird effects are meant to subdue victims, not kill, and change randomly. Roll 1d6 every round to determine what effects occur:

1	Thick mists Visibility is cut in half in the dense mist.
2	Swirling fog Save or become lost and move in a random direction.
3	*Phantasmal force* Illusions move after the characters as per the spell. These can be undead figures stepping out of the fog, hungry beasts or anything else the Referee wants to throw at the characters.
4	Sleep Clouds Thick clouds of vaporous sleep draught gas move toward characters despite the winds. The have Movement 12, and pass through and around objects. Characters caught in a sleep cloud must make a saving throw with a –6 penalty or fall asleep for 1d6 hours.

5	*Hallucinatory terrain* The terrain around the characters fluctuates, changing randomly even as they move through it. It is otherwise similar to the spell of the same name.
6	*Darkness* Characters are caught in a *darkness* spell that extends to a 100ft radius.

In addition, the phantom mists prevent any form of scrying, including *ESP* and other mental abilities.

Plague of Frogs

Level: Cleric 8; Magic-User 8
Range: 50ft
Duration: See below

This spell summons a plague of **1d6 poisonous frog swarms** (about 100 frogs per swarm) in a 20ft-by-20ft area. The frogs boil forth from the area, reducing movement by half due to their slippery bodies. Anyone touching the frogs must make a saving throw or lose 1d4 points of constitution. The frogs deal 1d6 points of damage per swarm to anyone caught in their midst due to clawing and biting. The summoner may aim the frogs, moving the swarm up to 15ft per round. The frogs remain until all are killed.

Swarm, Poisonous Frog (1d6): HD 4; **AC** 8[11]; **Atk** swarm (1d6 plus poison); **Move** 9; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** poison (1d4 points of constitution, save resists). (***The Tome of Horrors Complete*** 532)

Protection from Shadowstuff

Level: Magic-User 3
Range: Touch
Duration: 10 minutes/level

A spell conceived for the experienced shadow walker, *protection from shadowstuff* creates a ward that thwarts the negative powers of the plane of shadows and most of its damaging and strength-draining aspects. Warded creatures are protected from the strength-draining aspects of shadowstuff and take 1 point less damage per round vs. any other types of shadow damage.

Tongue of the Frog God

Level: Cleric 3; Magic-User 3
Duration: 1 round/level
Range: 15ft

This spell conjures a long, swollen tongue that grows from the mouth of the caster. This tongue can be used as a whiplike appendage. The tongue may also be used to make a touch attack against opponents. On a successful strike, the tongue wraps around the victim's throat and begins to strangle him, dealing 1d4 points of constitution damage per round. When the victim reaches 0 Constitution, he must make a saving throw or die from strangulation. The tongue has a AC 4[15] and hit points equal to the hit points of the caster. When the tongue is destroyed, it dissolves into nothing and the caster's tongue returns to normal.

Shape Shadowstuff

Level: Magic-User 4
Duration: 1 round/level
Range: 20ft, up to 1 cubic ft. of shadowstuff per level.

Through the use of this spell, the caster gains control over raw shadow and can reshape it into any form he desires, be it a weapon, suit of armor, or other such substance. For example, the magic-user may shape the shadowstuff into a bridge to cross a chasm, a set of stairs to climb a height, a boat to cross a stream, and so on. The shadowstuff may also be conjured into simple traps such as a phalanx of shadow spikes. Crossing through such spikes deals 1d6 points of damage per 10ft crossed.

Due to the nature of shadowstuff, it dissolves into nothingness at the end of the spell's duration.

Shadow Blades

Level: Magic-User 2
Duration: 1 round/level
Range: Self

The spell conjures wavering blades of shadow to spring forth from the caster's fist. The caster may opt to have 2 shadow daggers or 1 shadow sword. The daggers allow the caster to make 2 attacks for 1d4 points of damage and drain one point of strength from the victim unless a save is successful. The shadow sword deals 1d8 points of damage on a successful attack and drains 2 points of strength unless a save is made.

Sorten's Bag

Level: Magic-User 7
Range: Touch
Duration: 1 day

This spell allows the caster to create a temporarily enchanted *bag of holding* that has a capacity of 100 pounds per level of the caster, or 4 cubic feet per level. The perceived weight is only 15 pounds. The material components are a small bag made from the hide of a blink dog or similar creature and a pinch of dust from the Plane of Shadow.

Stinking Cloud

Level: Magic-User 3
Range: 30ft
Duration: 1 round/level

This spell causes a billowing mass of nauseating vapors to come into existence up to 30ft distant from the caster. Any creature in the cloud must make a saving throw or become helpless, unable to move or attack due to nausea, while within the cloud and for 1d4+1 rounds after leaving the cloud. Even with a successful saving throw, a creature must continue to make saving throws each round if it does not immediately get out of the cloud. A strong wind dissipates the magical vapors in one round.

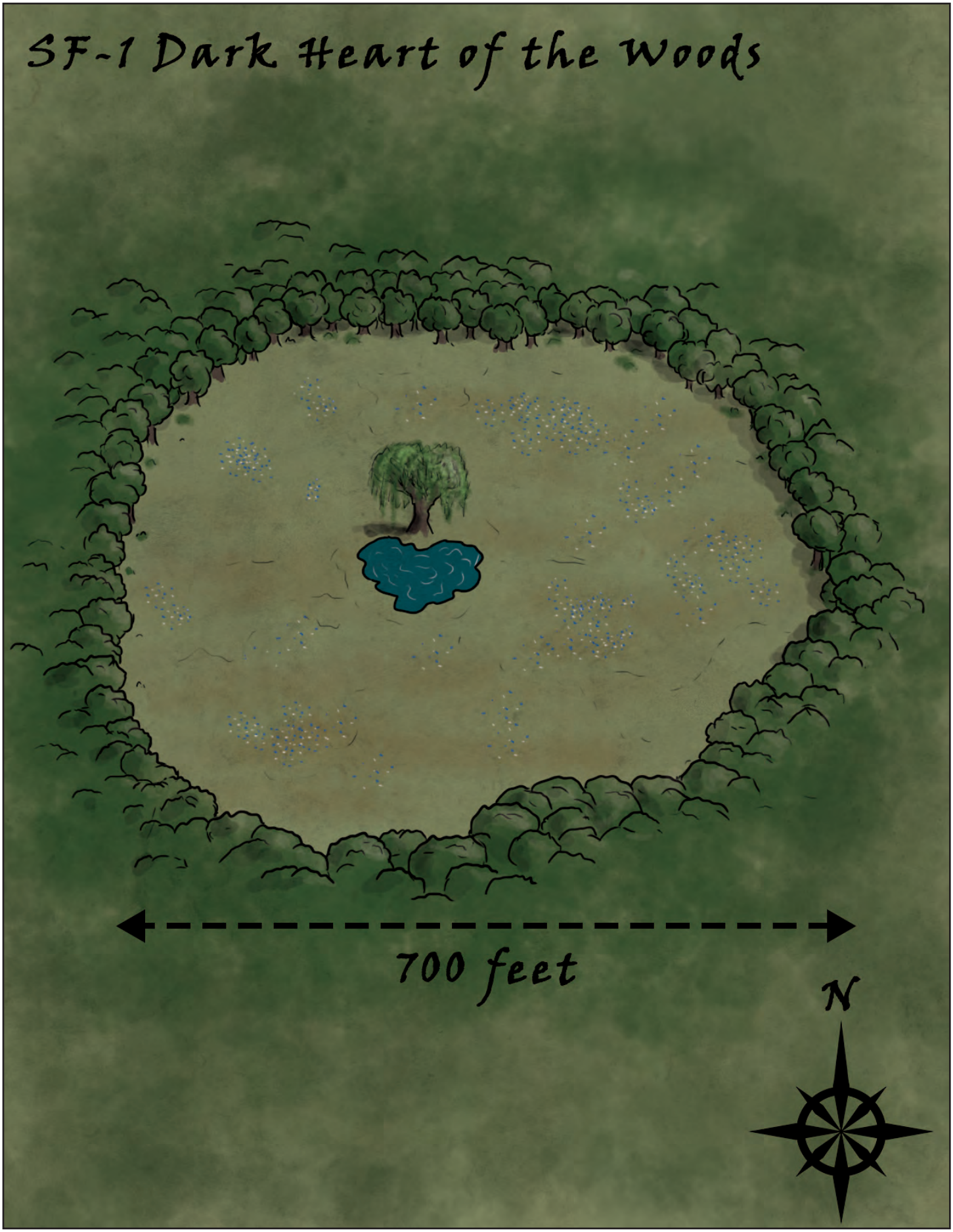
Wall of Shadow

Level: Magic-User 5
Range: 60ft
Duration: 1 round/level

The spell conjures a wall of pure shadowstuff that interjects itself between the caster and his opponents. The spell cannot be cast on top of opponents; if such an attempt is made, the wall appears directly in front of the foes but not atop them. The wall extinguishes lower-level magical light sources brought within 10 feet of it and dampens the light cast from any open flame. Beings attempting to pass through the wall suffer 3d6 points of temporary strength damage as the shadow absorbs their essence (save to resist, strength returns at a rate of 1d3 points per day). Creatures killed by the wall of shadow become a **shadow** in 1d4 rounds. The caster can choose to create a straight wall 60ft long and 20ft high, or a circular wall with a 15ft radius and also 20ft high.


City of Ashes
Claw of Orcus
0 60 120
1 inch equals 120 ft.

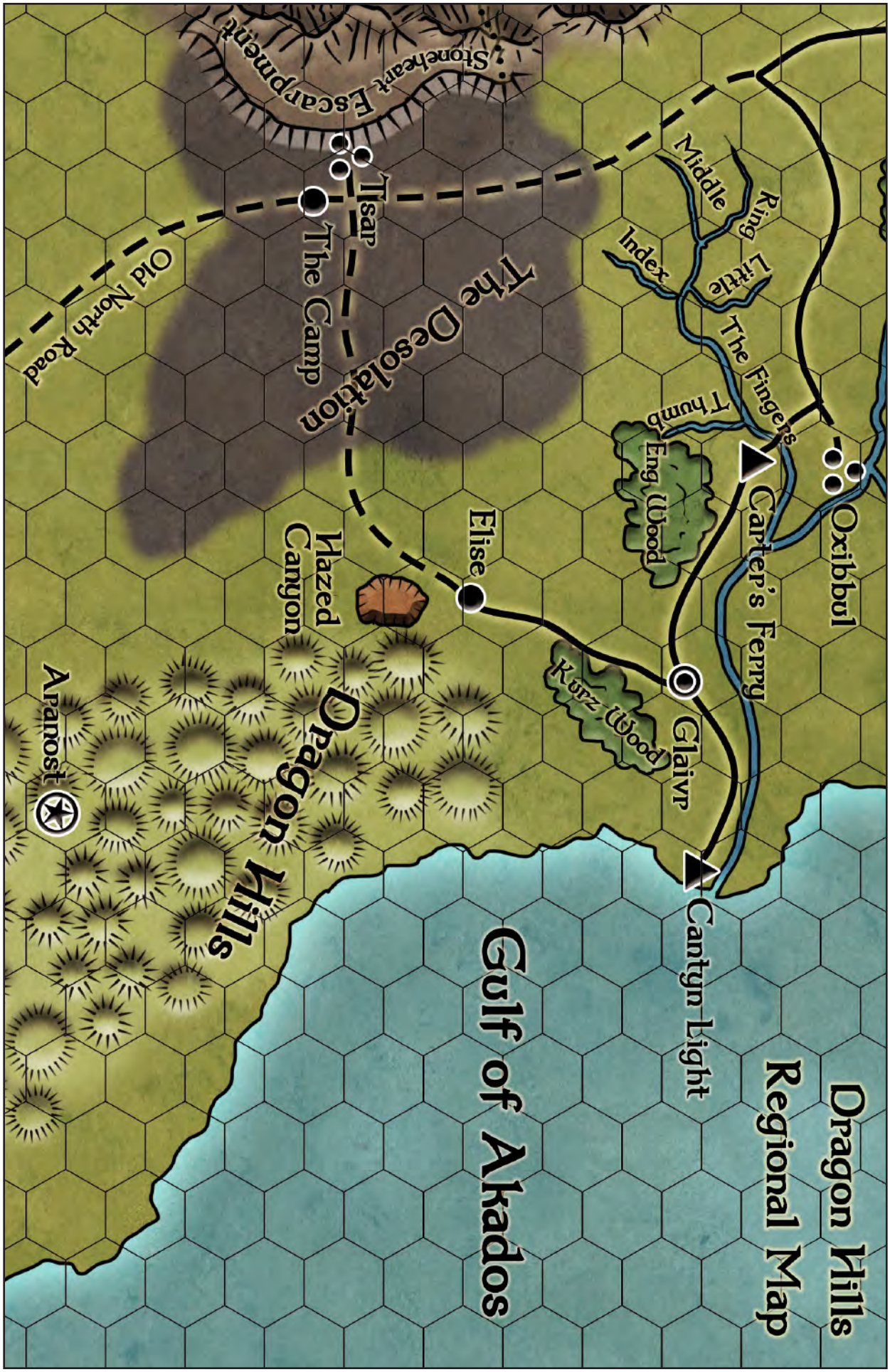

Starcrag Foothills
Regional Map
Legions Bay
Lonely Coast
Pass of Hummaemidon
Merchant's Road
The North Cut
Oxibbul
Black Forest
Binjerin River
Starcrag Foothills
Deathwood
Bone Hollow
Smashed Skull
Escop
Baen's Keep


SF-1 Dark Heart of the Woods
700 feet
N

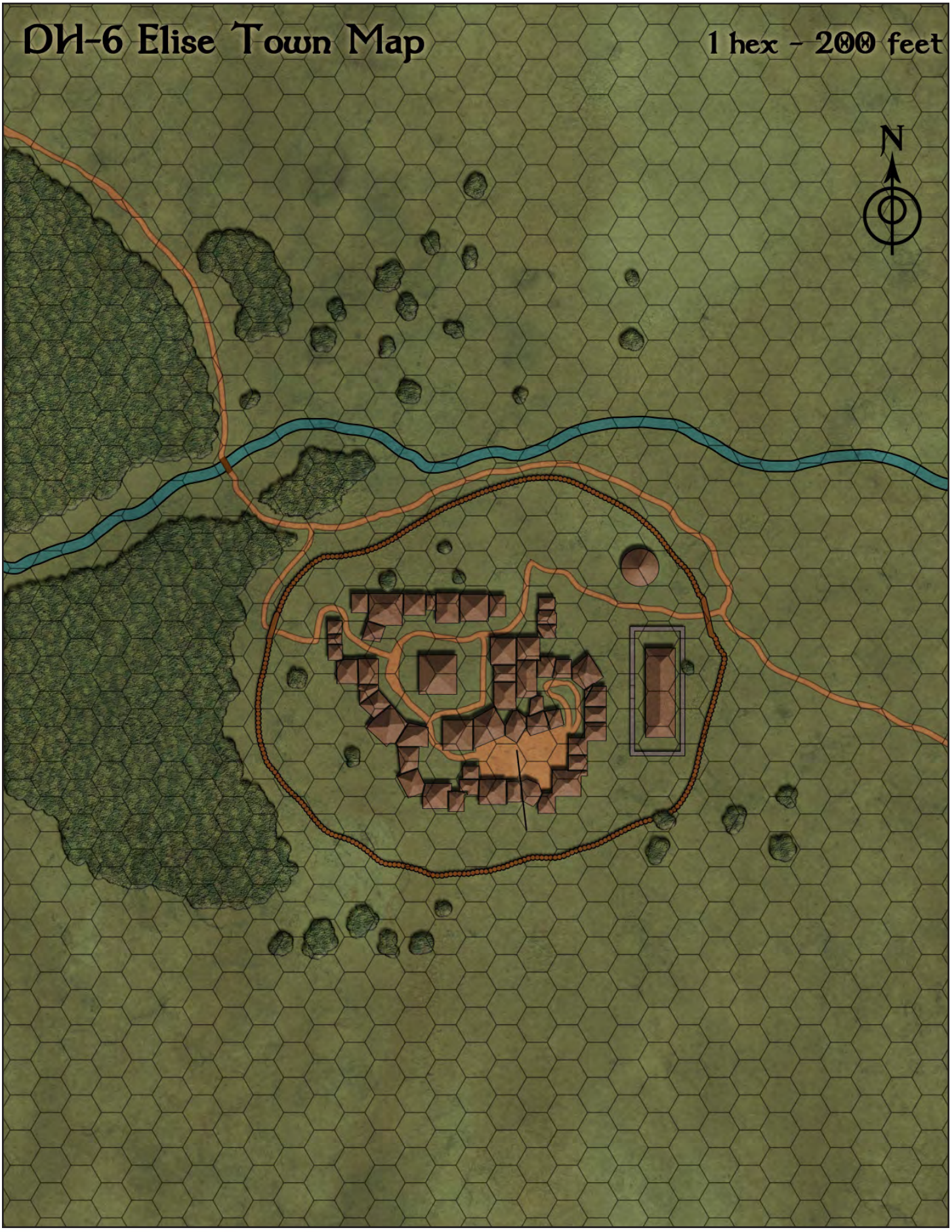

SF-2 The Crystal Cave
N
120 ft Drop
10 feet


SF-4 Troll Lair
N
Cave
50 feet

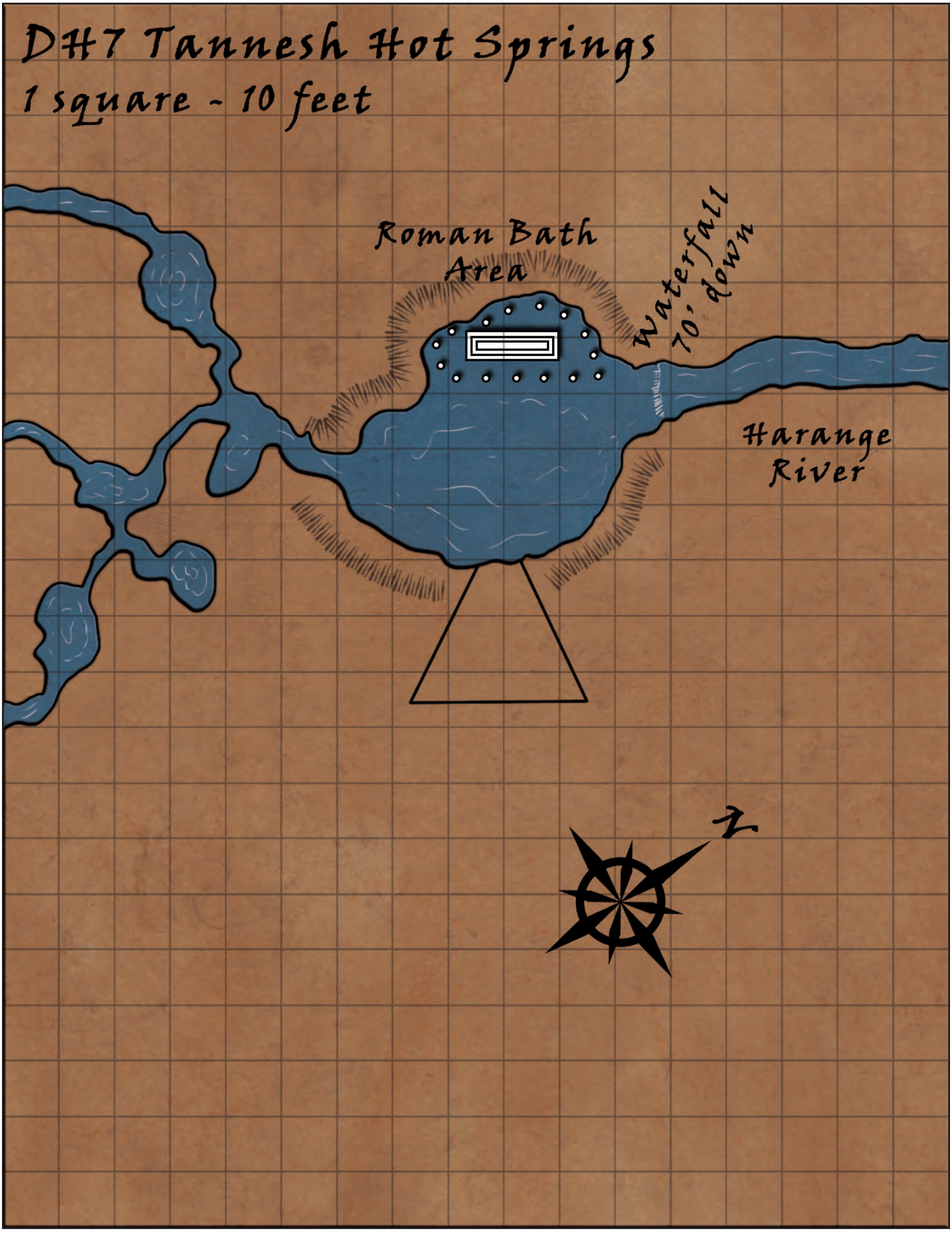

SF-5 Yeti Lair
30 feet
N


Dragon Hills
Regional Map
Gulf of Akados
Cantyn Light
Glaivr
Kurz Wood
Carter's Ferry
Oxibbul
Eng Wood
Thumb
The Fingers
Index
Middle
Ring
Little
Elise
Hazed Canyon
Dragon Hills
Aranost
Tsar
The Camp
The Desolation
Old North Road
Stonehearth Escarpment

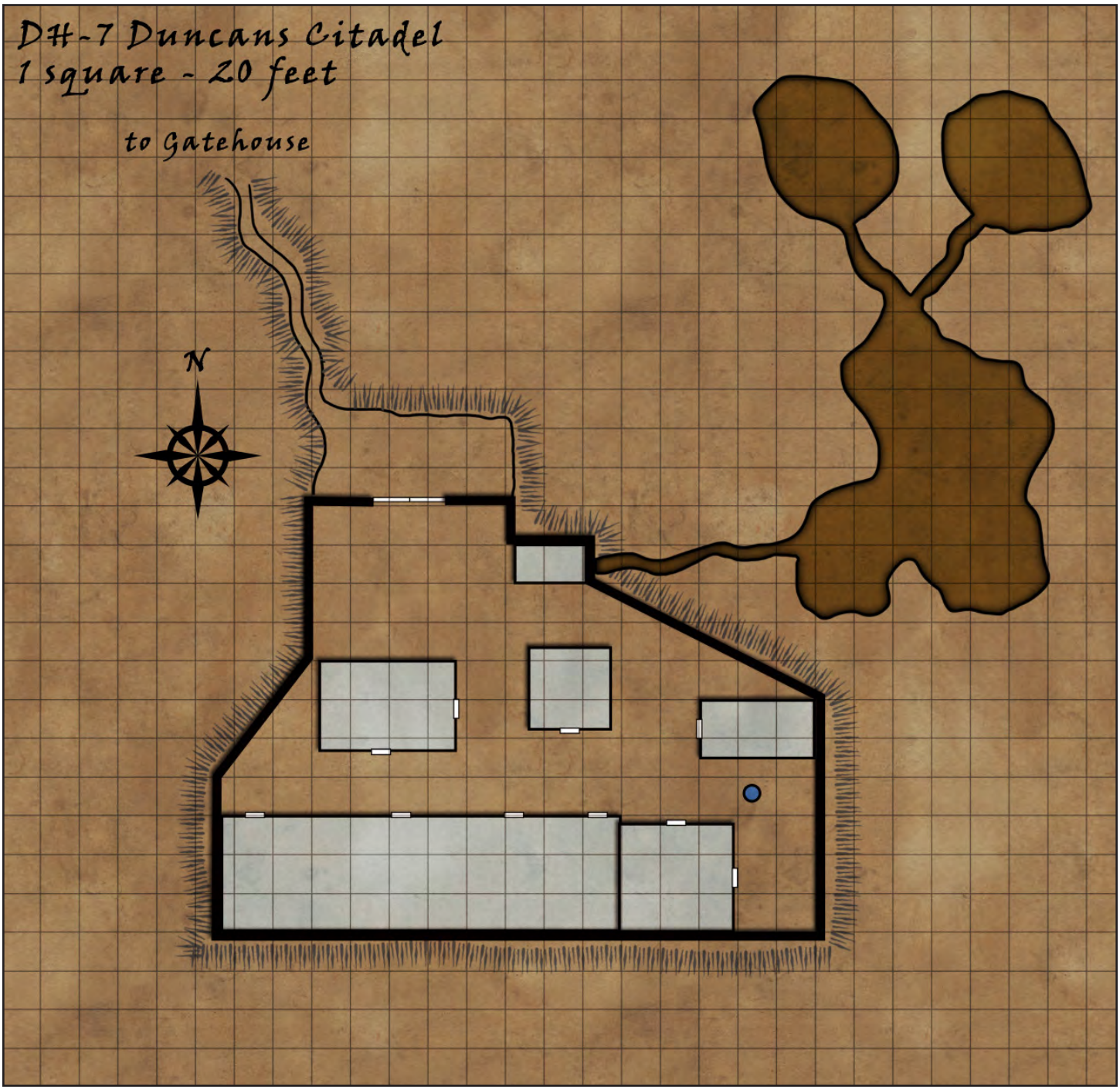

DH-5 Glaivr Town Map
1 hex - 100 feet
N

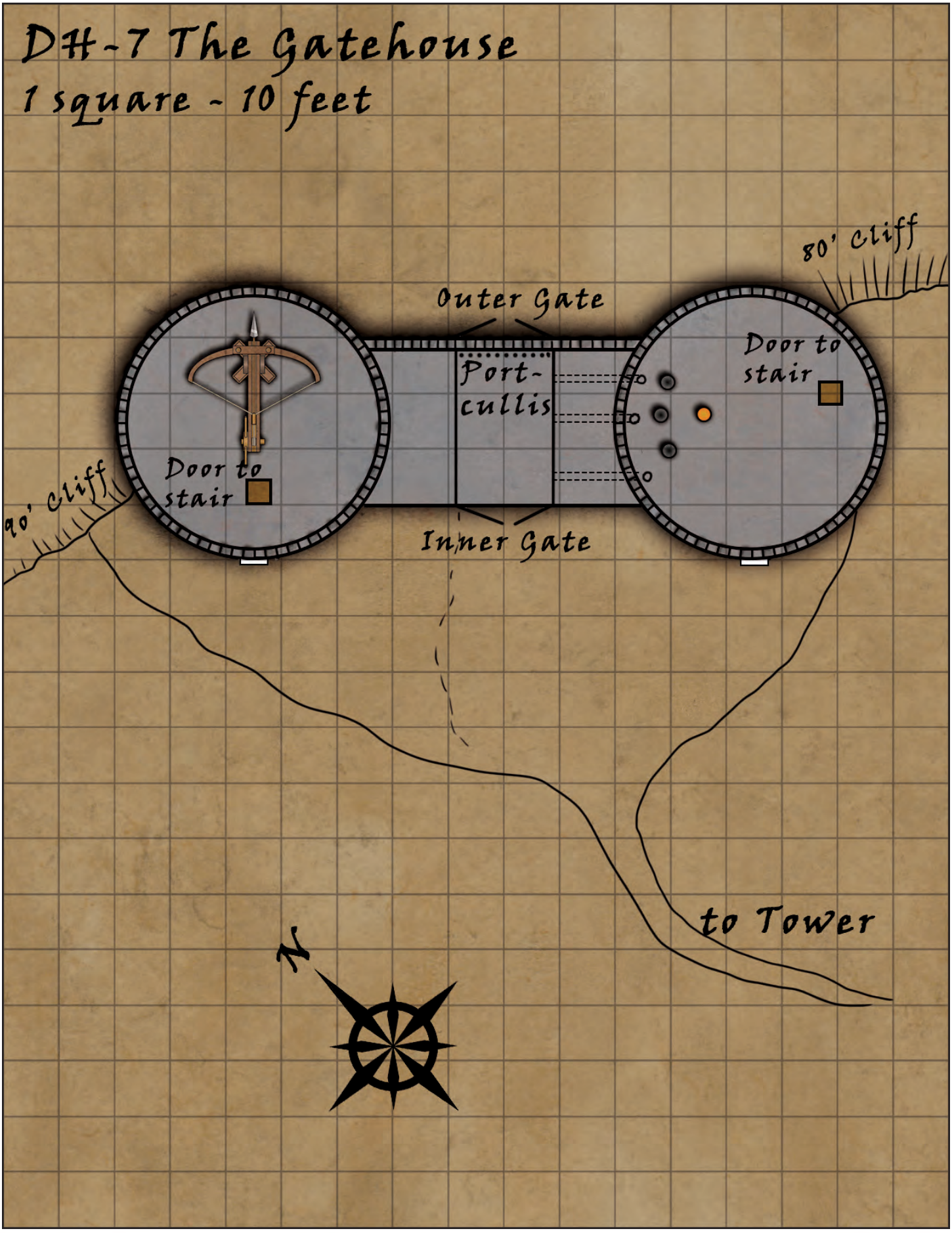

DH-6 Elise Town Map
1 hex - 200 feet
N


DH-7 The Hazed Canyon
5 Miles
250' - 100'
250' - 100'
250' - 100'
S


DH7 Tannesh Hot Springs
1 square - 10 feet
Roman Bath Area
Waterfall 70' down
Harange River
N


DH-7 Hydramel's Lair
N
500 feet
30 feet


DH-7 Duncans Citadel
1 square - 20 feet
to Gatehouse
N


DH-7 The Gatehouse
1 square - 10 feet
80' cliff
Outer Gate
Port-
cullis
Door to
stair
Door to
stair
90' cliff
Inner Gate
to Tower
N

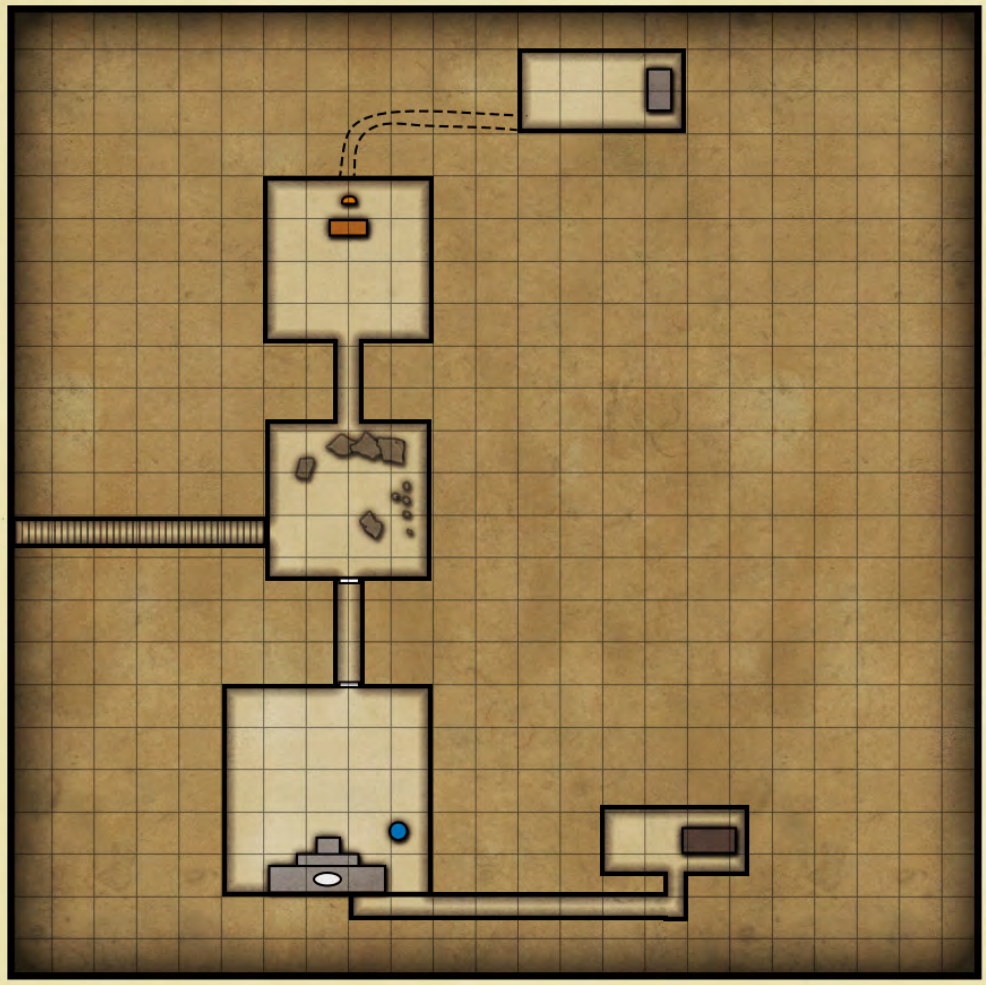

DH-8
Dragon Lair
The Hatfields
1 square - 20 feet
N
Cave Entrance


DH-9
Dragon Lair
The McCoys
1 square - 20 feet
N
50
100
150
Cave Entrance


Xircos River Regional Map
The Bloody Run
Chlestea Lake
Bent Wood
Tanuil
Legionnaire Bridge
Apothasalos
Barrier Hills
Howling Fortress
Vast Desert
Tsen
Burning Wastes

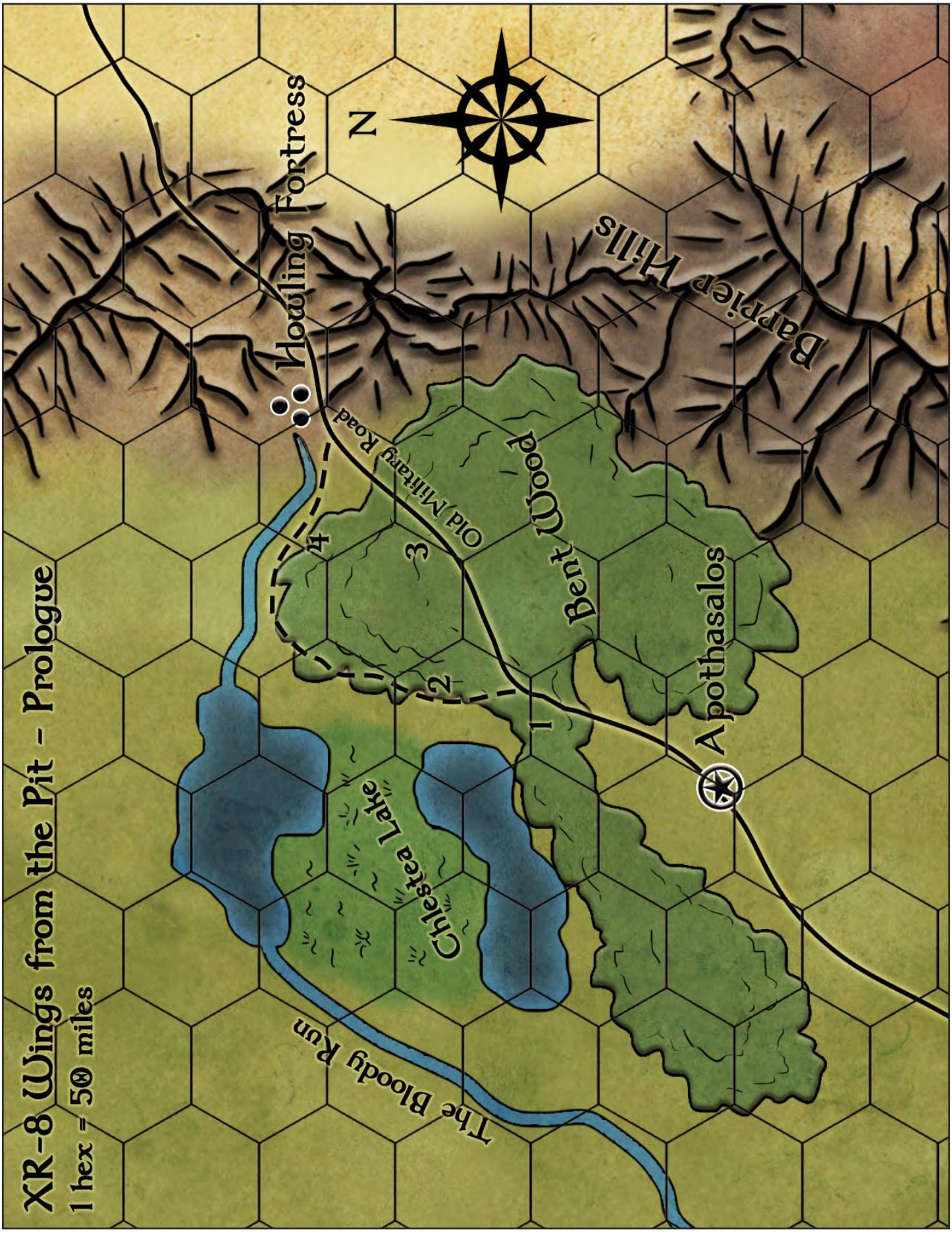
XR-4 Some Things are Better Left Buried

1 square - 10 feet



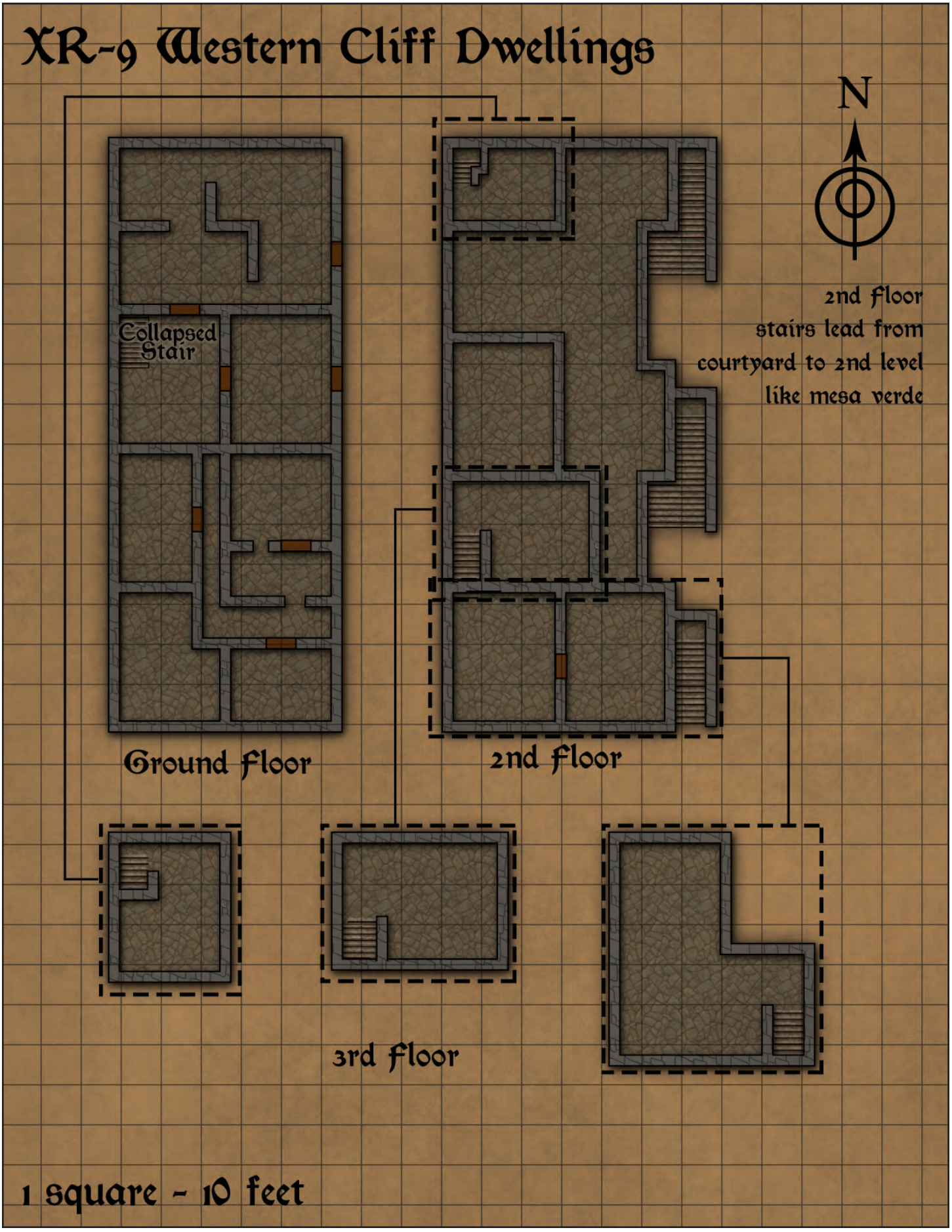


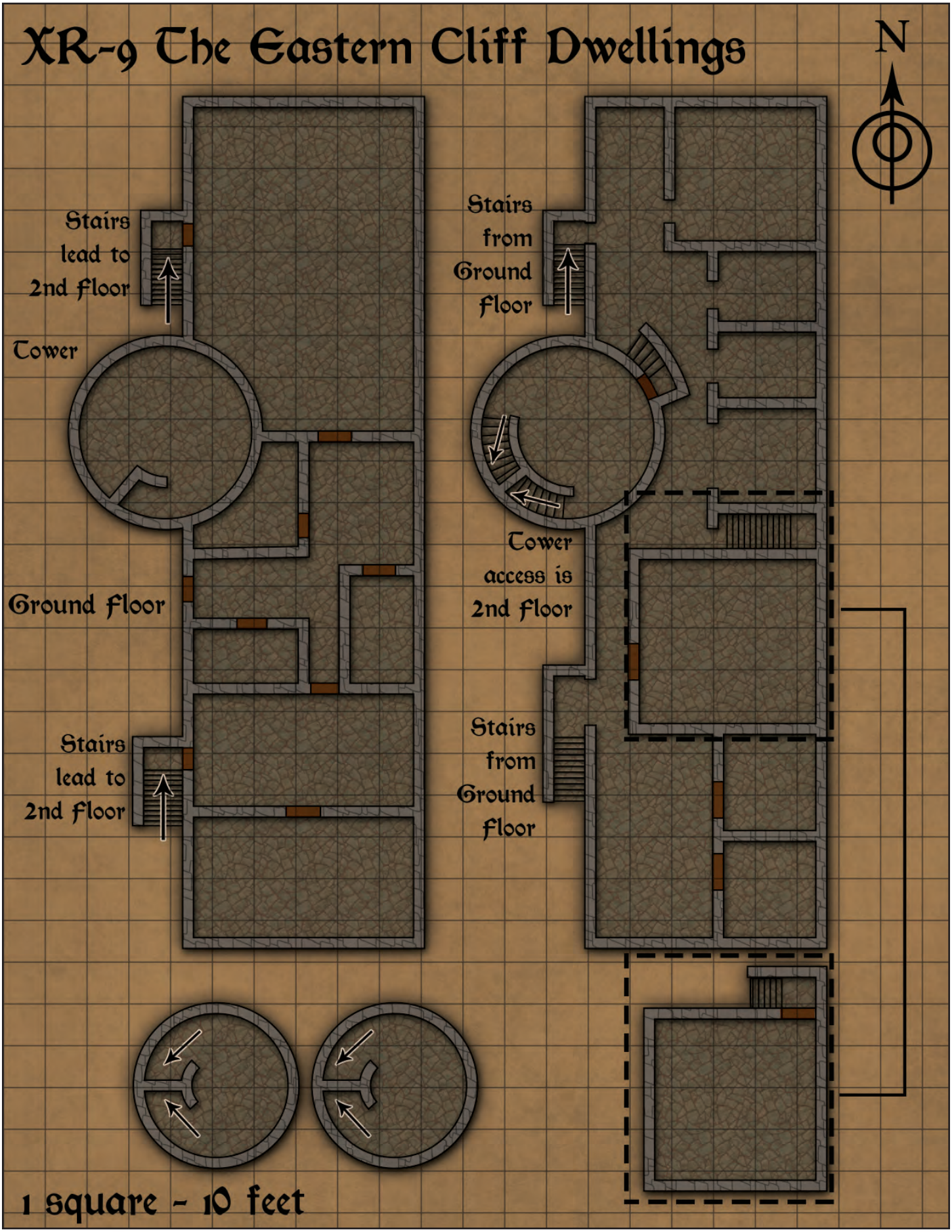

XR-7 Amazon Village
1 hex - 200 feet
N

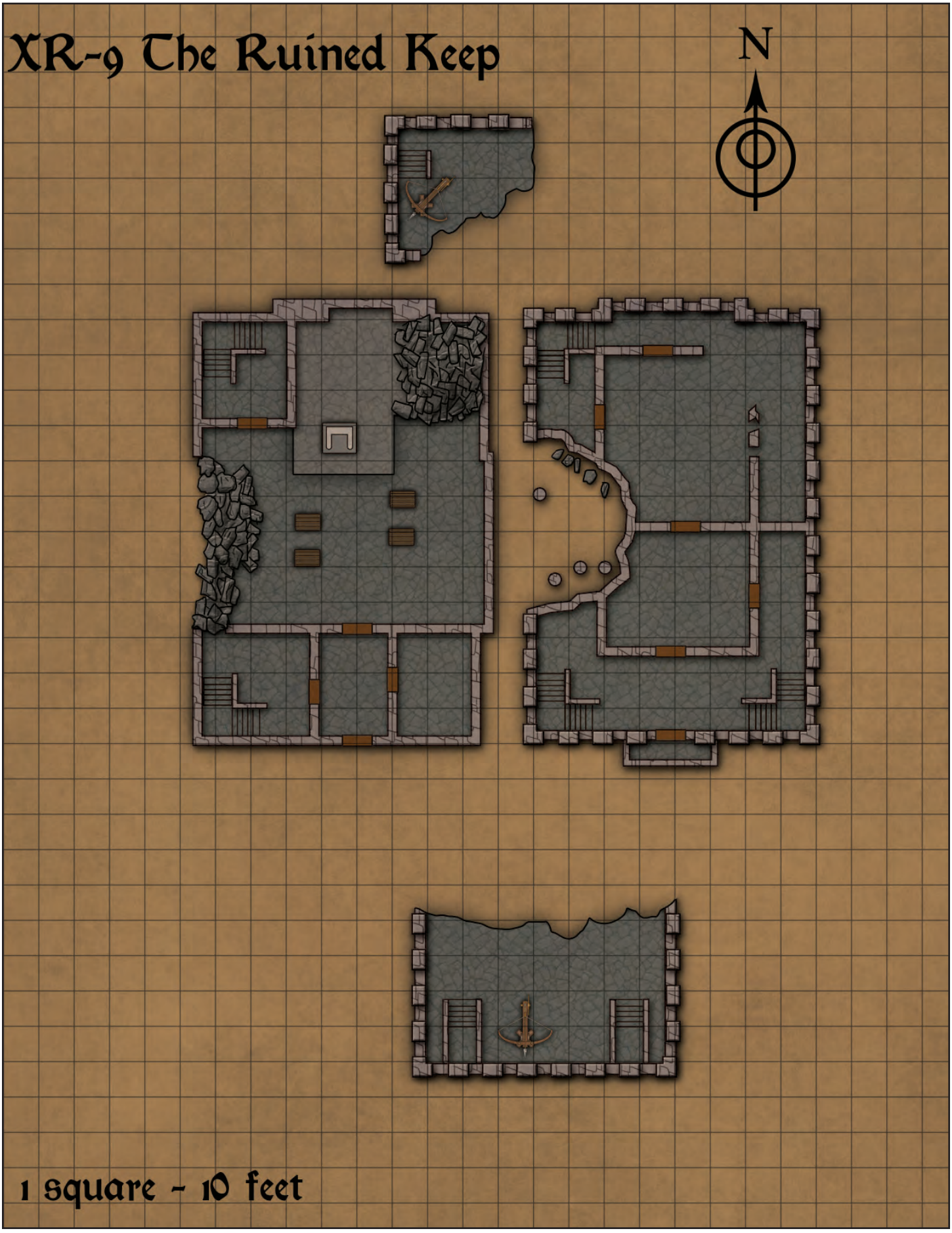

XR-8 Wings from the Pit - Prologue
1 hex = 50 miles
N
Howling Fortress
Barrier Hills
Old Military Road
Bent Wood
Apothasalos
Chiestea Lake
The Bloody Run
1
2
3
4

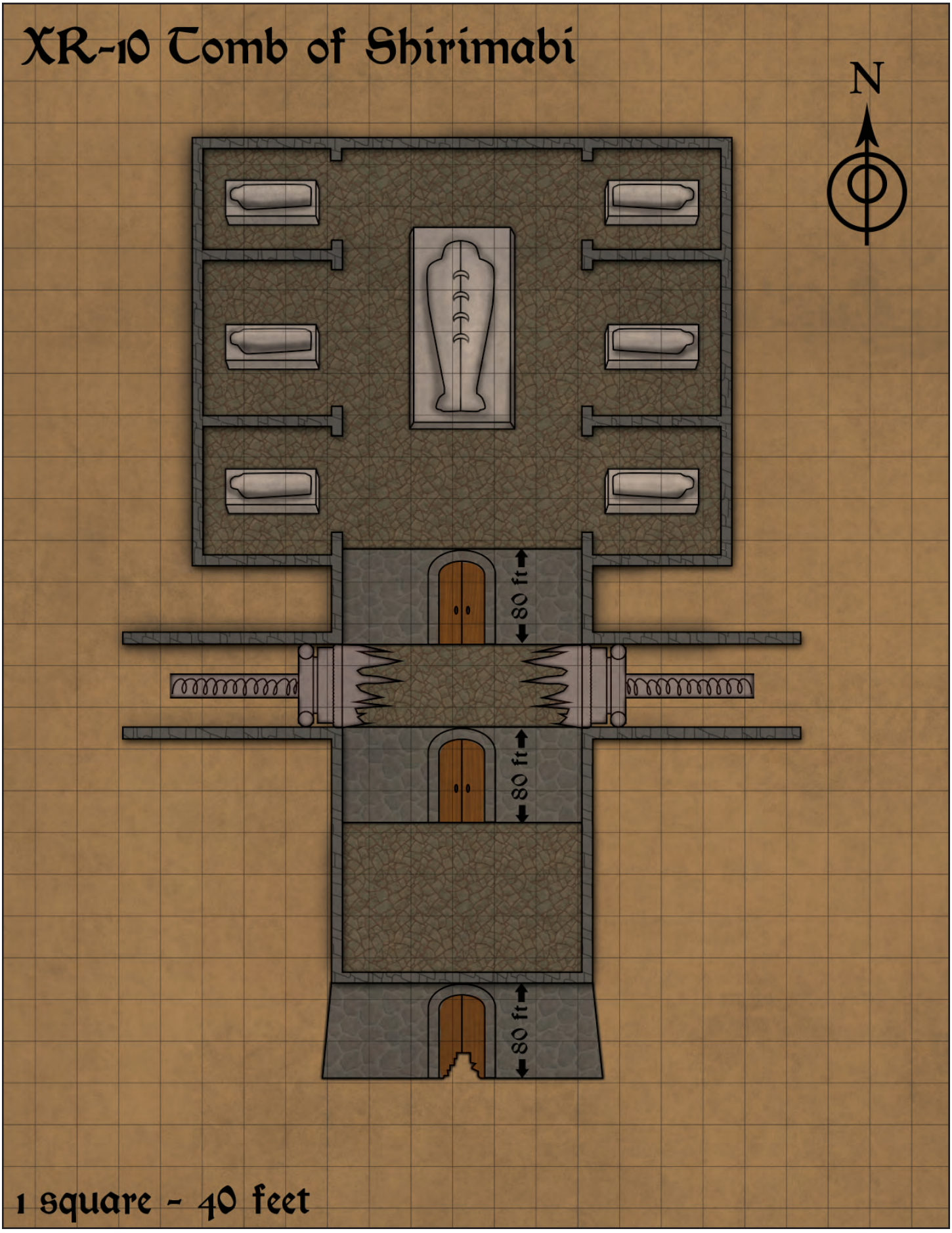

XR-9
The Howling Fortress

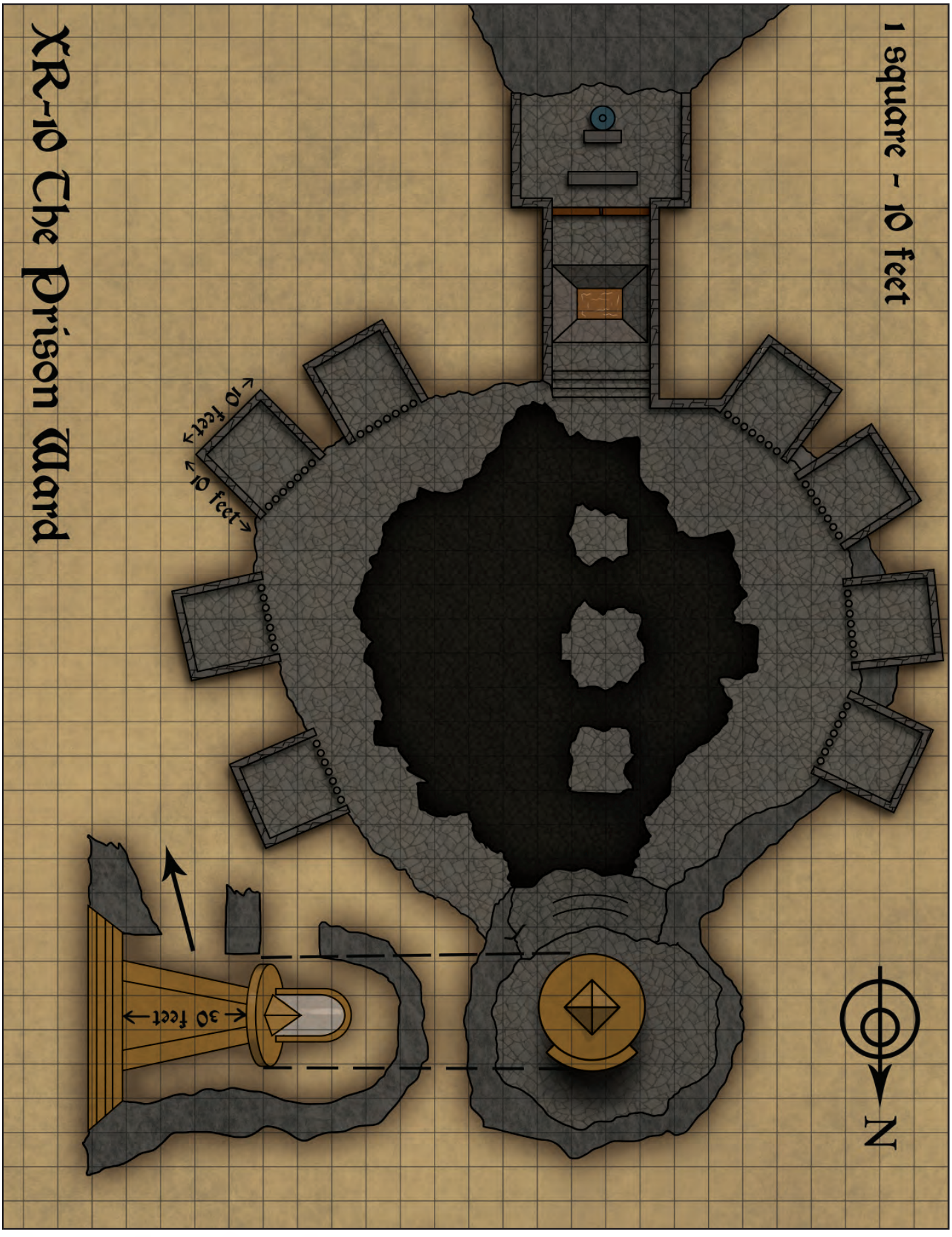

XR-9 The Howling Fortress side view
600 ft.
350 ft.
80 ft
80 ft.
60 ft.


XR-9 Western Cliff Dwellings
N
2nd floor
stairs lead from
courtyard to 2nd level
like mesa verde
Collapsed
Stair
Ground Floor
2nd Floor
3rd Floor
1 square - 10 feet

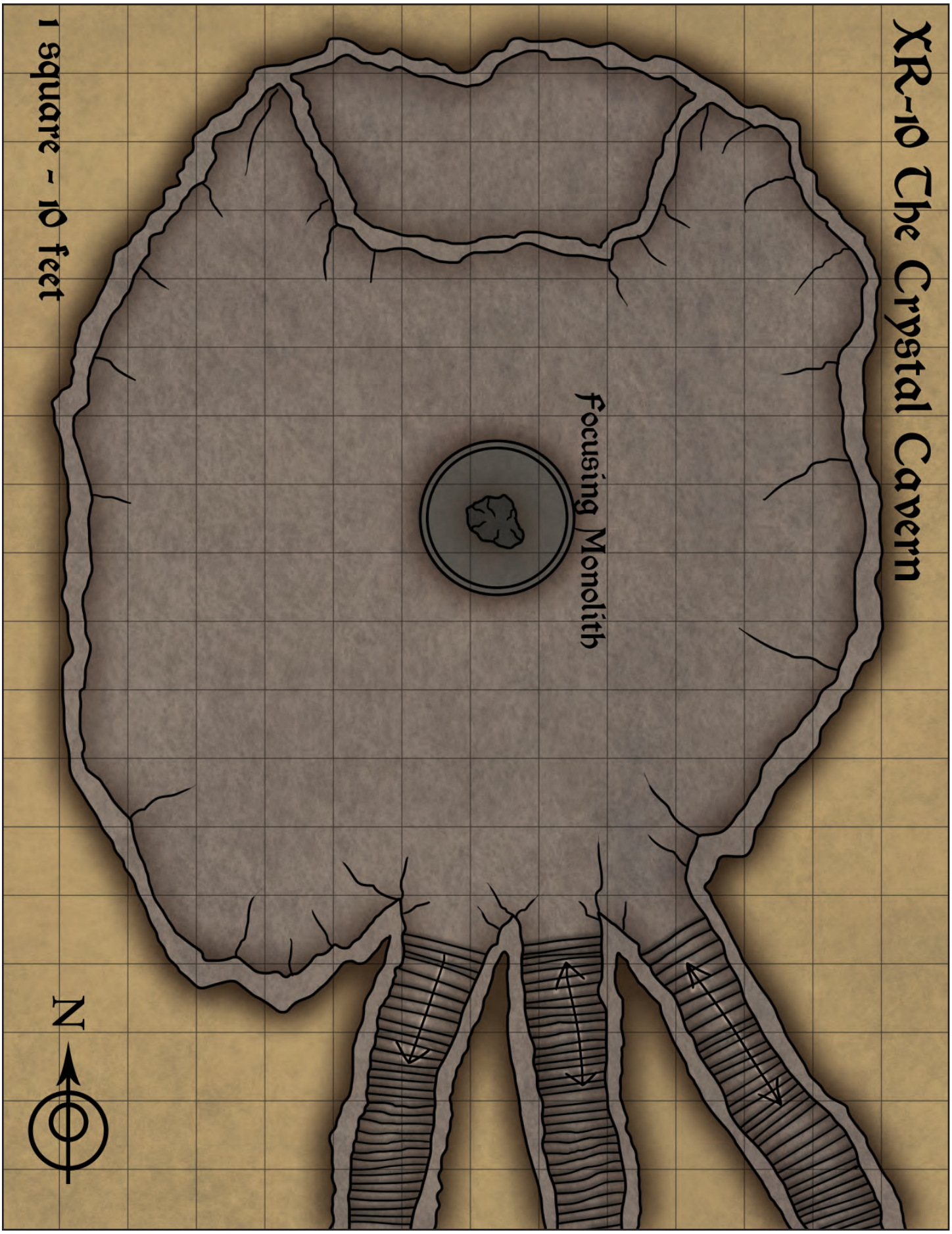

XR-9 The Eastern Cliff Dwellings
N
Stairs lead to 2nd Floor
Tower
Ground Floor
Stairs lead to 2nd Floor
Stairs from Ground Floor
Tower access is 2nd Floor
Stairs from Ground Floor
1 square - 10 feet


XR-9 The Ruined Keep
N
1 square = 10 feet

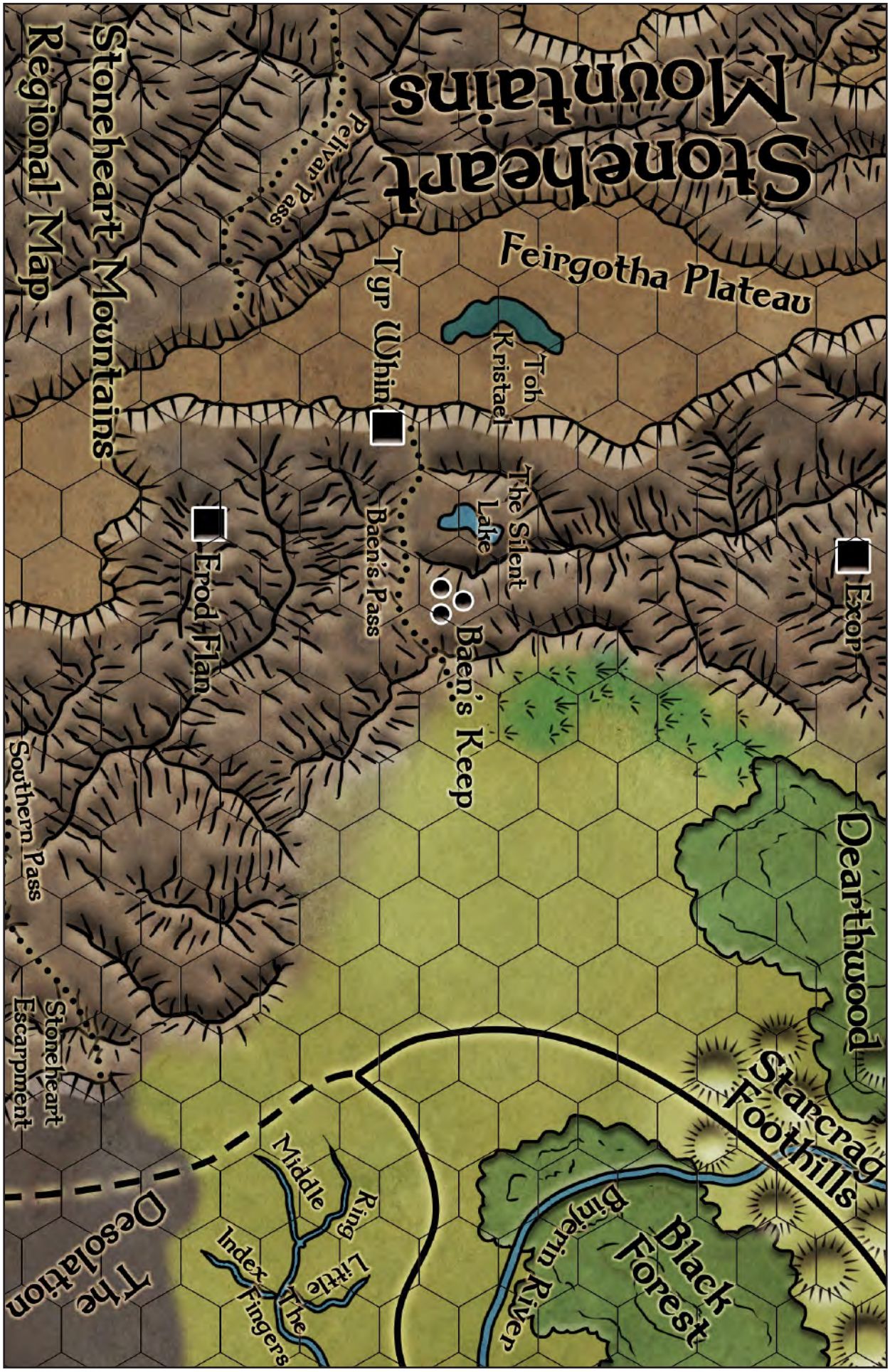

XR-10 Tomb of Shirimabi
N
80 ft
80 ft
80 ft
1 square = 40 feet


XR-10 The Prison Ward
1 square = 10 feet
10 feet
10 feet
30 feet
N

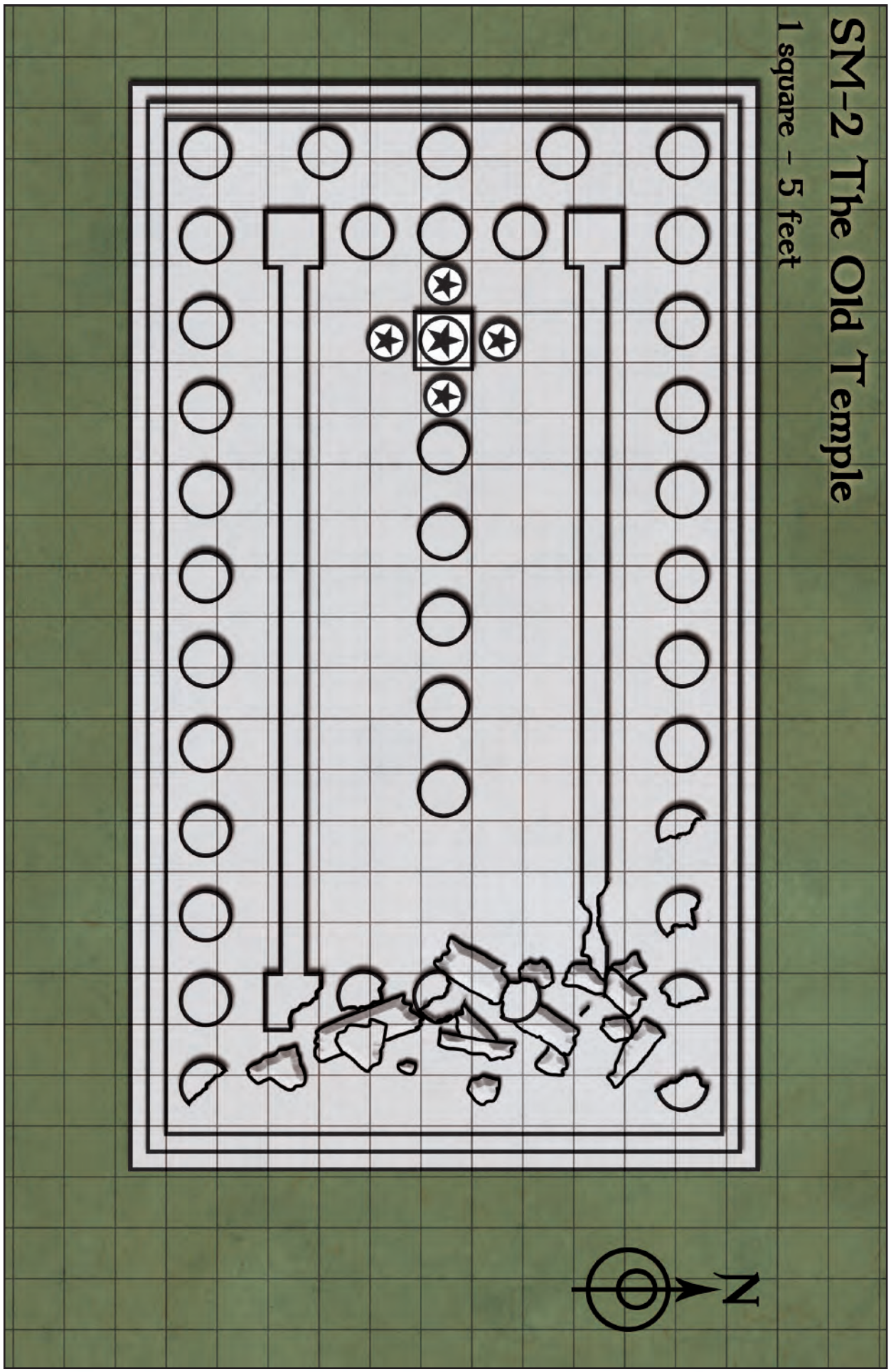

XR-10 Rusara's cave
1 square = 10 feet
N


XR-10 The Crystal Cavern
Focusing Monolith
1 square = 10 feet
N


XR-10 Yulanupior's Lair
1 square = 10 feet
N


Stoneheart Mountains
Stoneheart Mountains Regional Map
Pelivar Pass
Feirgotha Plateau
Tyr Whin
Toh Kristael
The Silent Lake
Baen's Pass
Baen's Keep
Erod Flan
Exop
Southern Pass
Stoneheart Escarpment
The Desolation
Middle Finger
Ring Finger
Little Finger
Index Finger
Binjemin River
Black Forest
Starcrag Foothills
Dearthwood

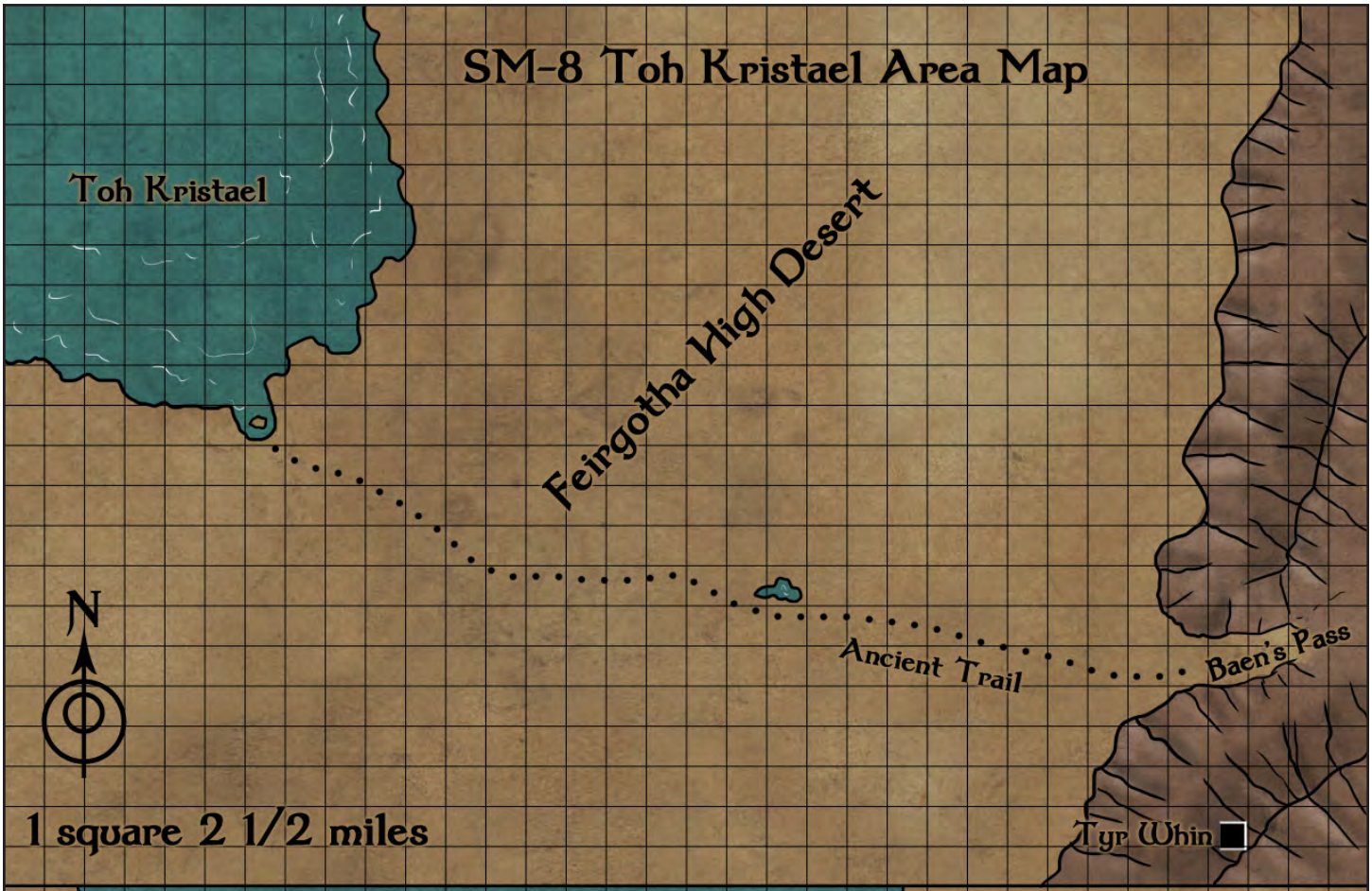

SM-1 The Ghost Face Orcs
1 square - 10 feet
N

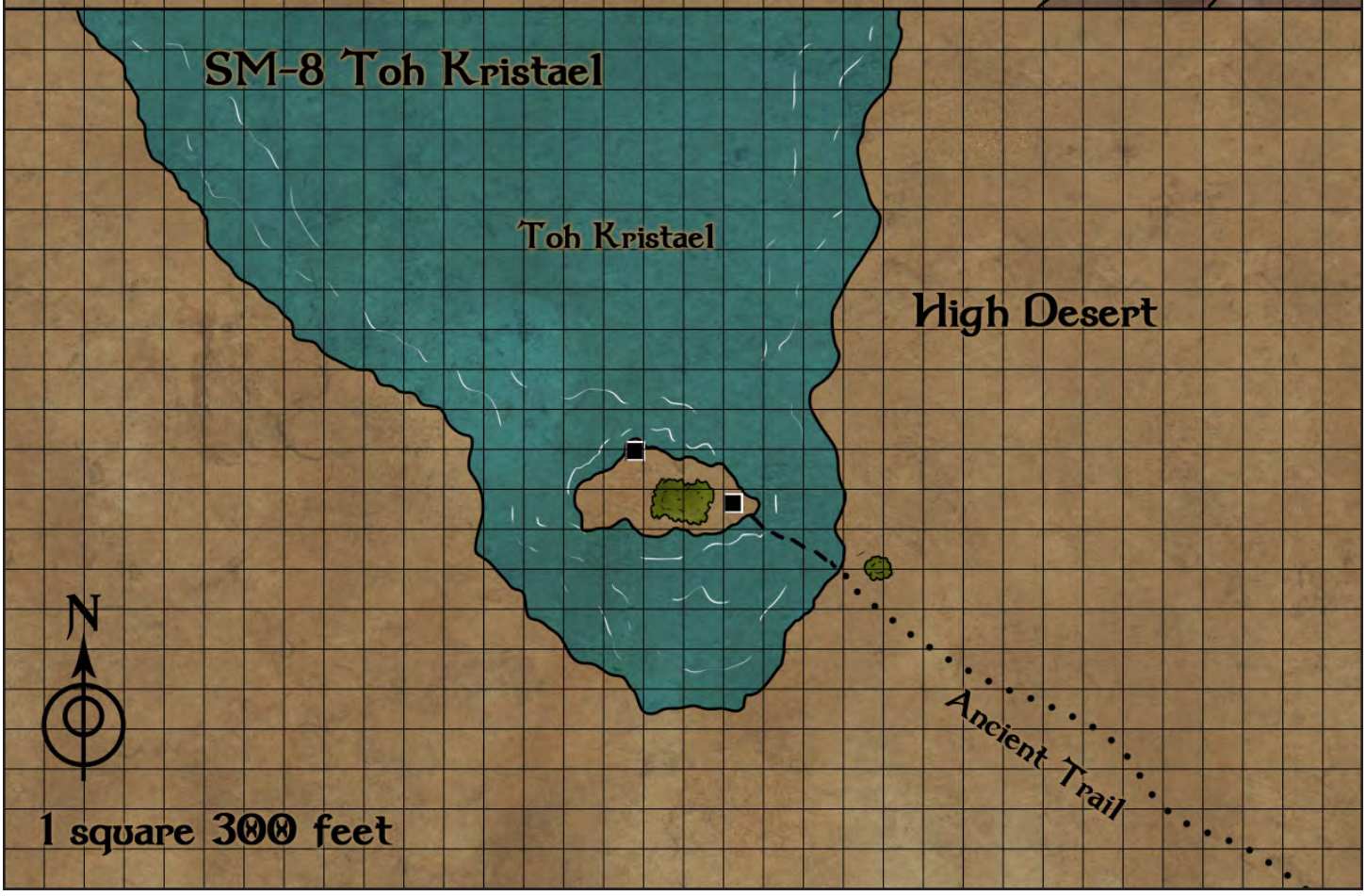

SM-2 The Old Temple
1 square = 5 feet
N


SM-4 The Sage and his Cow
1 square - 20 feet
N


SM-5 The Old City
1 square - 100 feet
N


SM-7 Barrow Mounds
N
100 feet

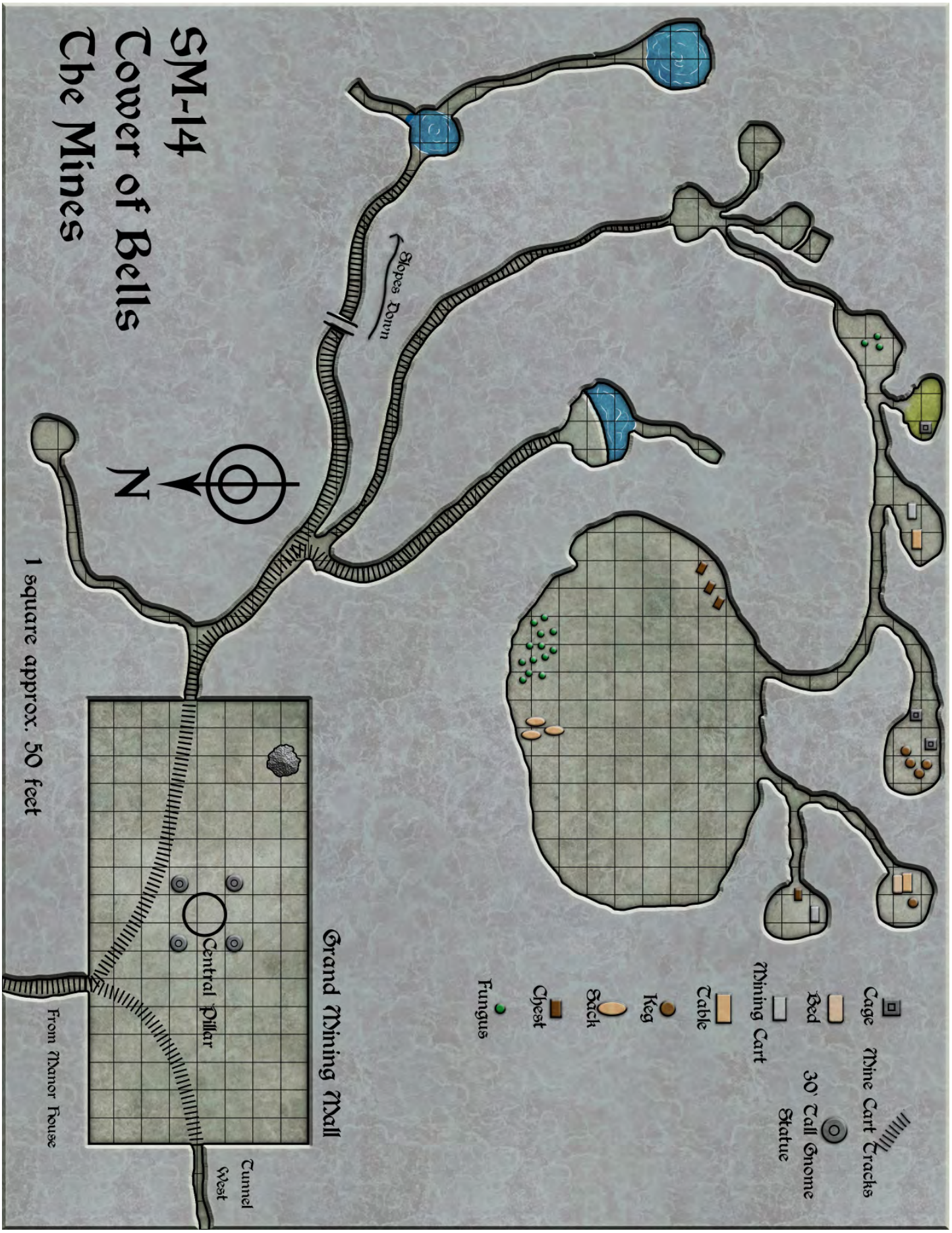

SM-8 Toh Kristael Area Map
Toh Kristael
Feirgotha High Desert
Ancient Trail
Baen's Pass
Tyr Whin
N
1 square 2 1/2 miles

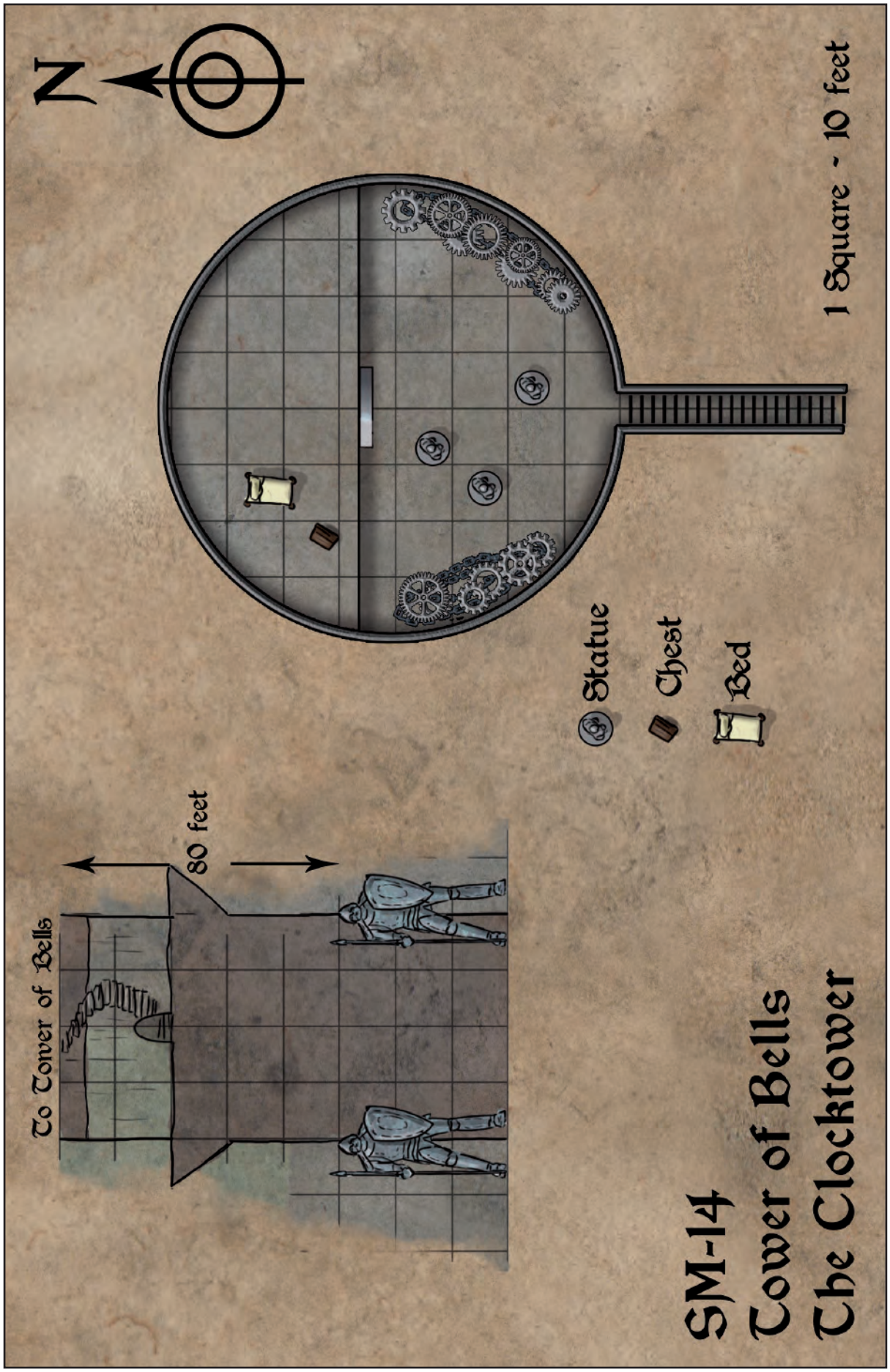

SM-8 Toh Kristael
Toh Kristael
High Desert
Ancient Trail
N
1 square 300 feet

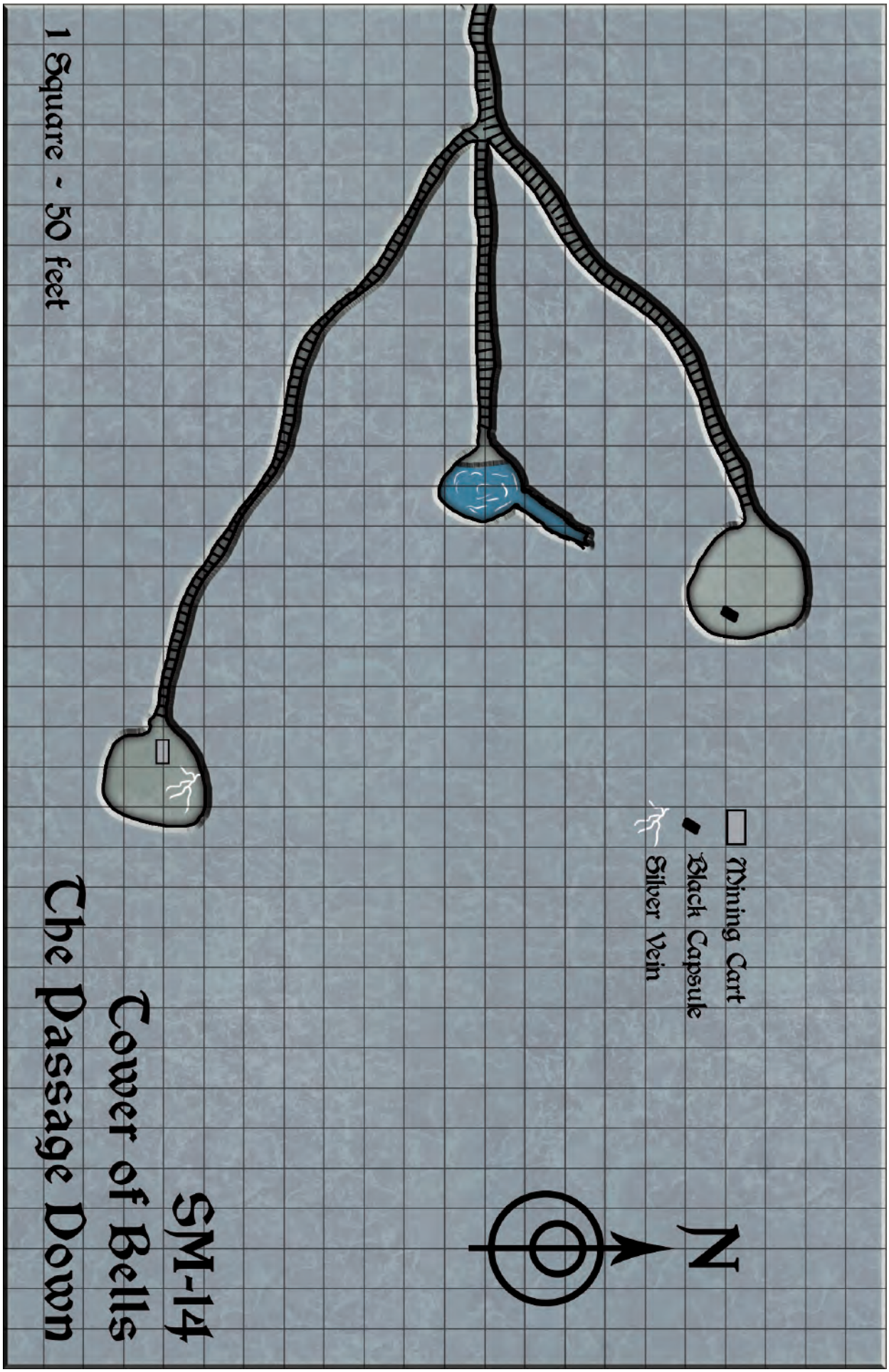

SM-9 The Tower
N
70 feet

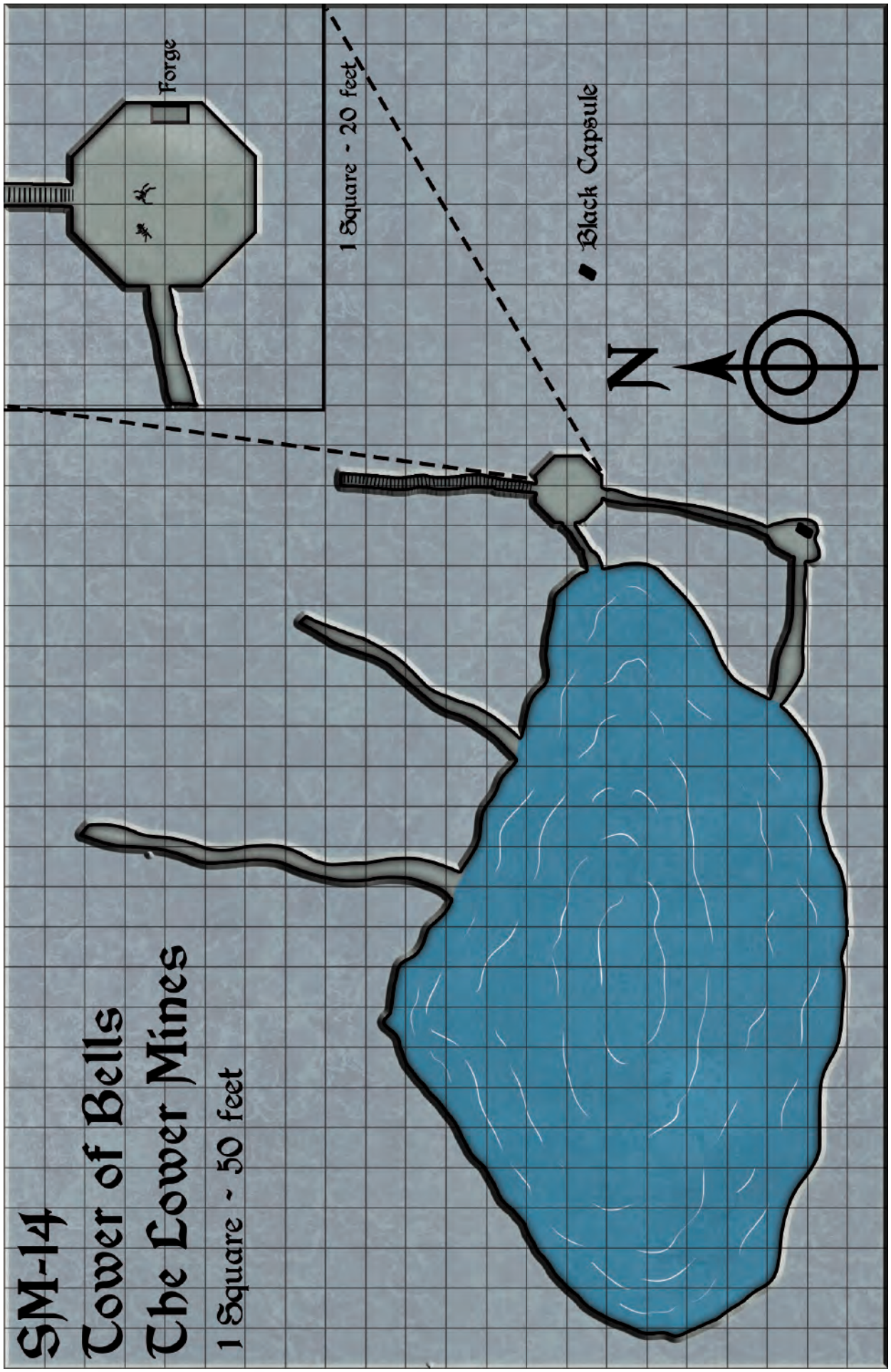

SM-14 Tower of Bells
Side View


SM-14 Tower of Bells
The Mansion
1 square - 10 feet
n
Gatehouse
Grand Hall
Barracks
Barracks
Latrine
Captain's Quarters
Noble's Quarters
Kitchen
Latrine
Storage
Door
Gnome Statue - intact
Gnome Statue - broken
Fireplace
Bunk Bed
Broken Furniture Debris
Rug


SM-14
Tower of Bells
The Mines
Slopes Down
N
1 square approx. 50 feet
Grand Mining Hall
Central Pillar
Tunnel West
From Manor House
Cage
Bed
Mining Cart
Table
Keg
Sack
Chest
Fungus
Mine Cart Tracks
30' Tall Gnome Statue

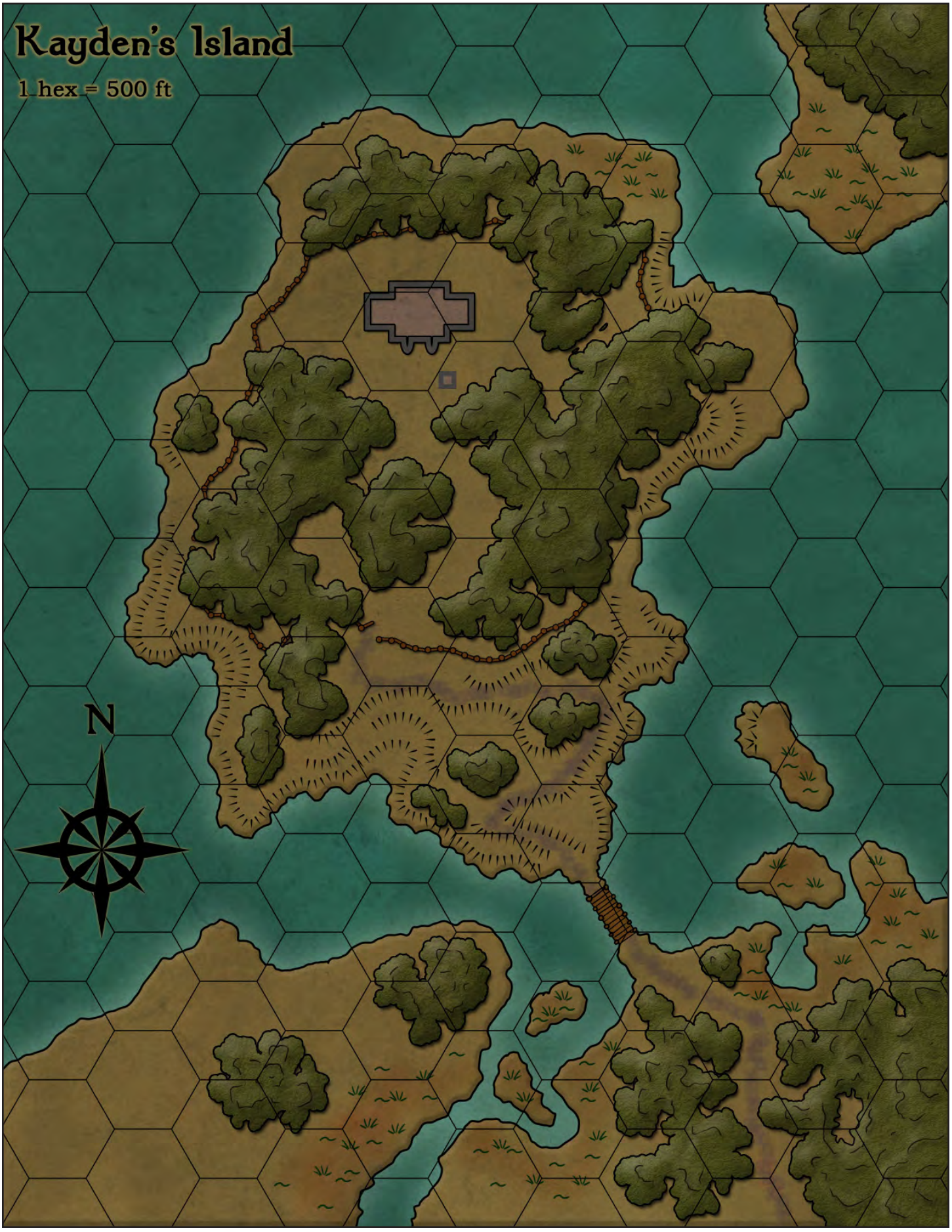

N
1 Square - 10 feet
Statue
Chest
Bed
80 feet
To Tower of Bells
SM-14
Tower of Bells
The Clocktower

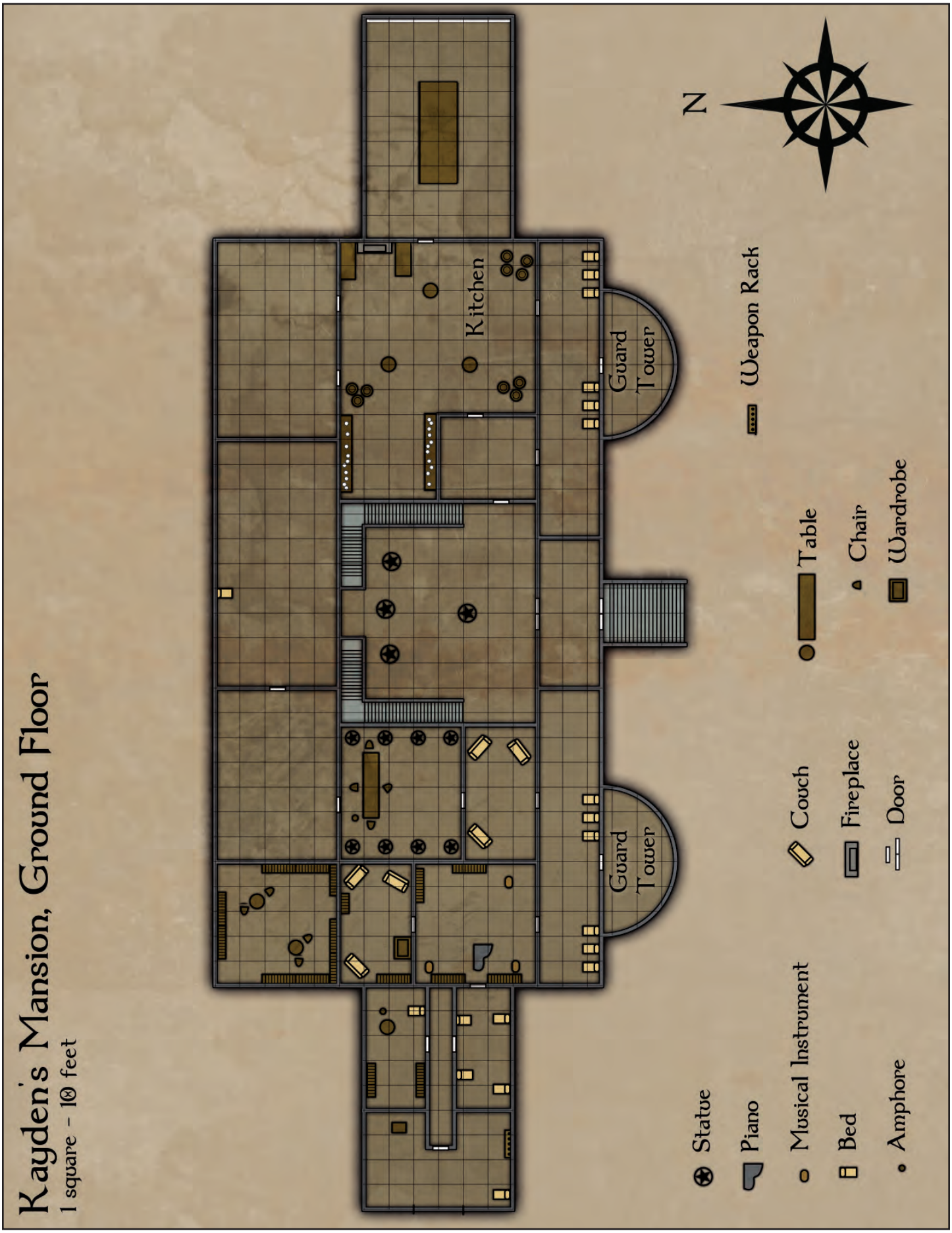

Mining Cart
Black Capsule
Silver Vein
N
SM-14
Tower of Bells
The Passage Down
1 Square = 50 feet


SM-14
Tower of Bells
The Lower Mines
1 Square - 50 feet
Forge
1 Square - 20 feet
Black Capsule
N

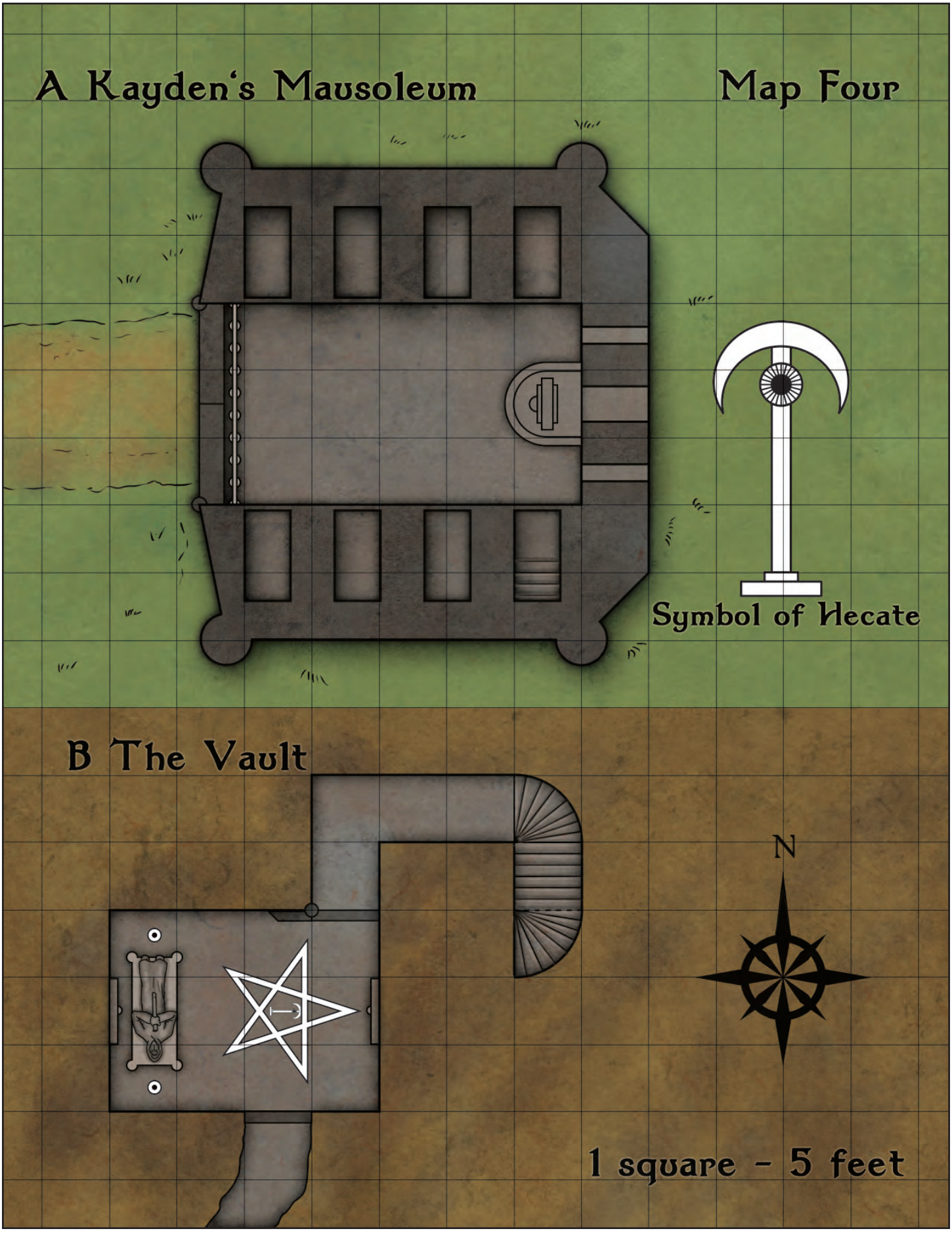

The Tradeway
To
Bard's Gate
South Road
Stoneheart Forest
1 square = 5 1/2 miles
Stoneheart Falls
Karling's
Contraption
N
Kayden's
Mansion
Kayden's
Swamp
Stoneheart River
Graywash River

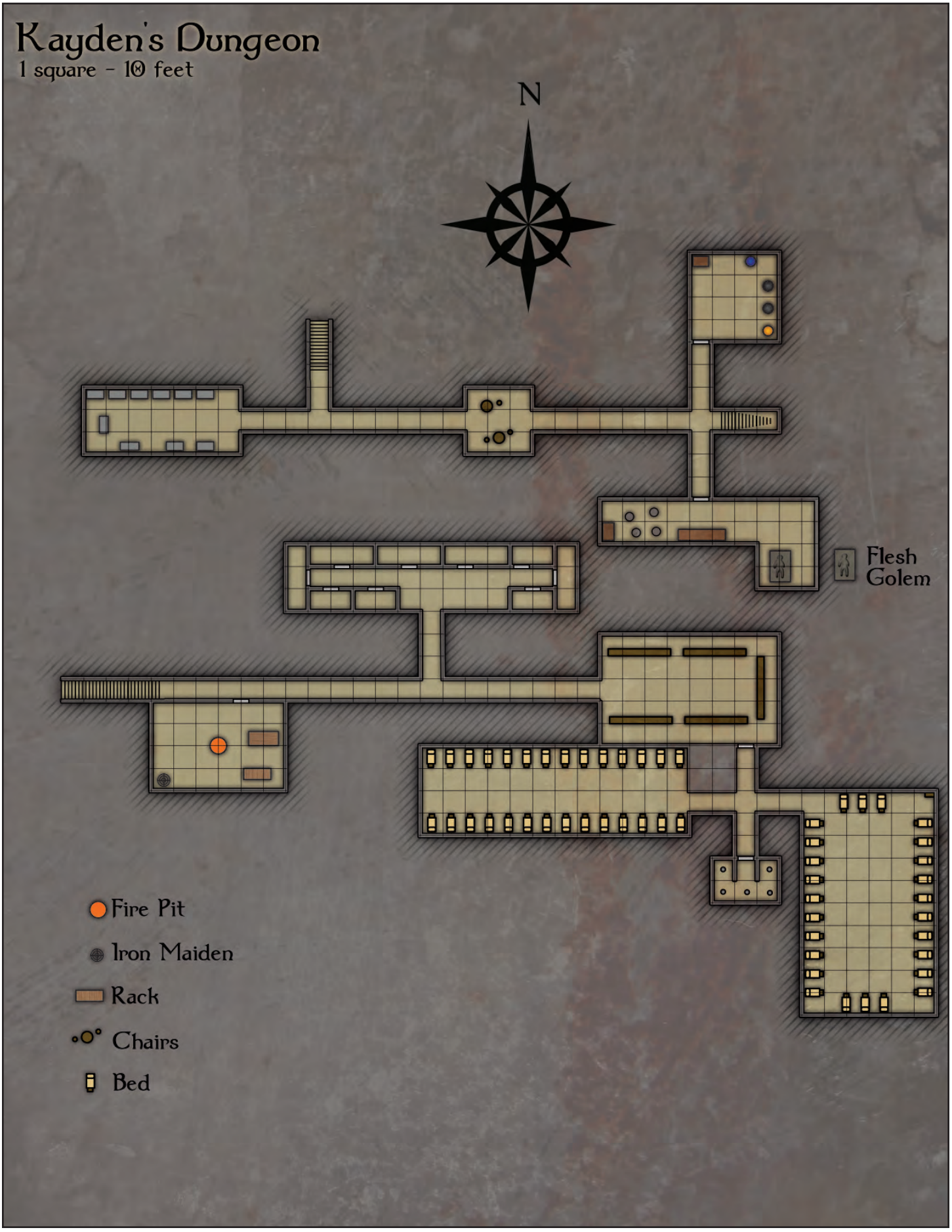

N
Kayden's Swamp
1 square = 1/2 mile
Trail


Kayden's Island
1 hex = 500 ft
N

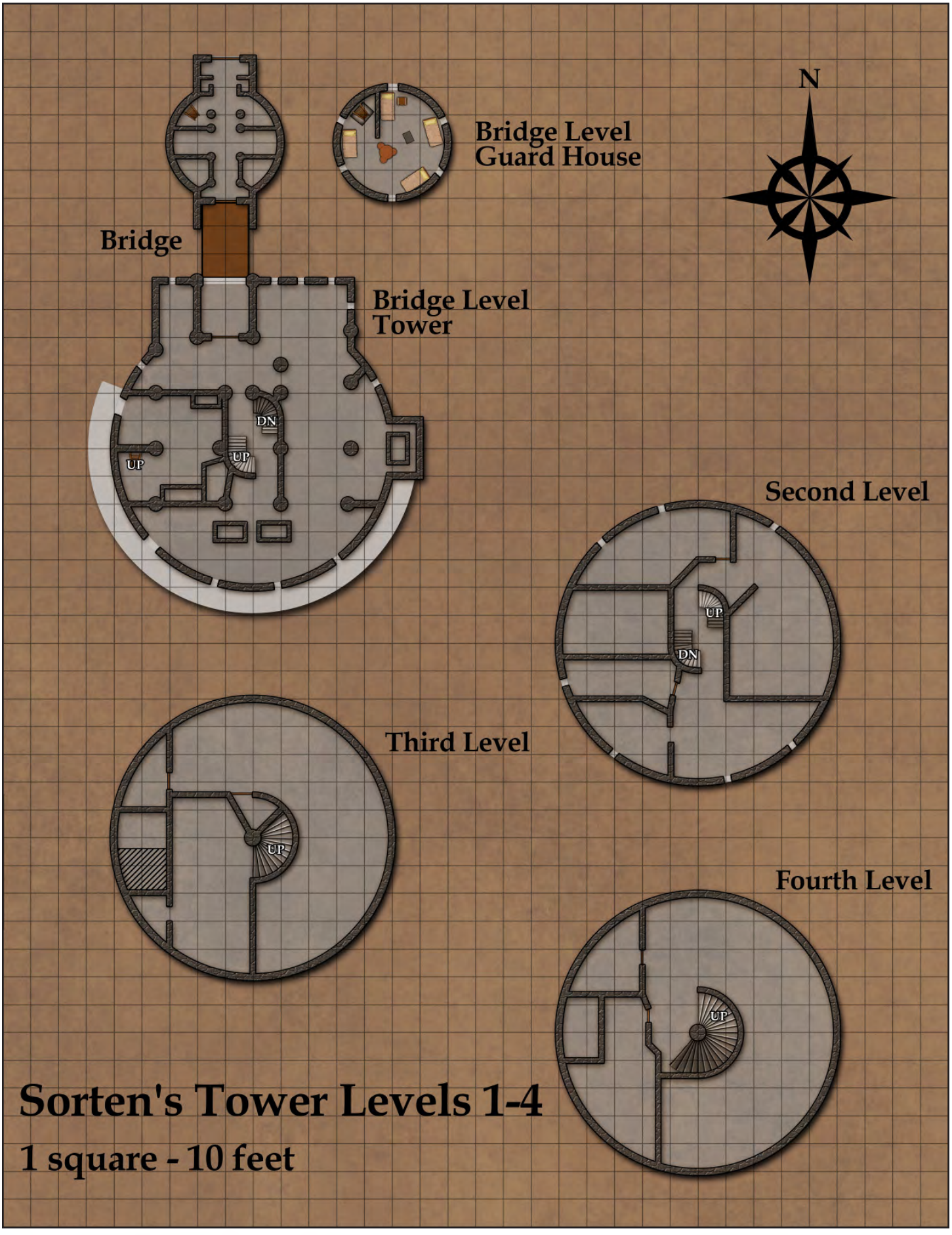

Kayden's Mansion, Ground Floor
1 square = 10 feet
Kitchen
Guard Tower
Guard Tower
N
Weapon Rack
Table
Chair
Wardrobe
Couch
Fireplace
Door
Statue
Piano
Musical Instrument
Bed
Amphore

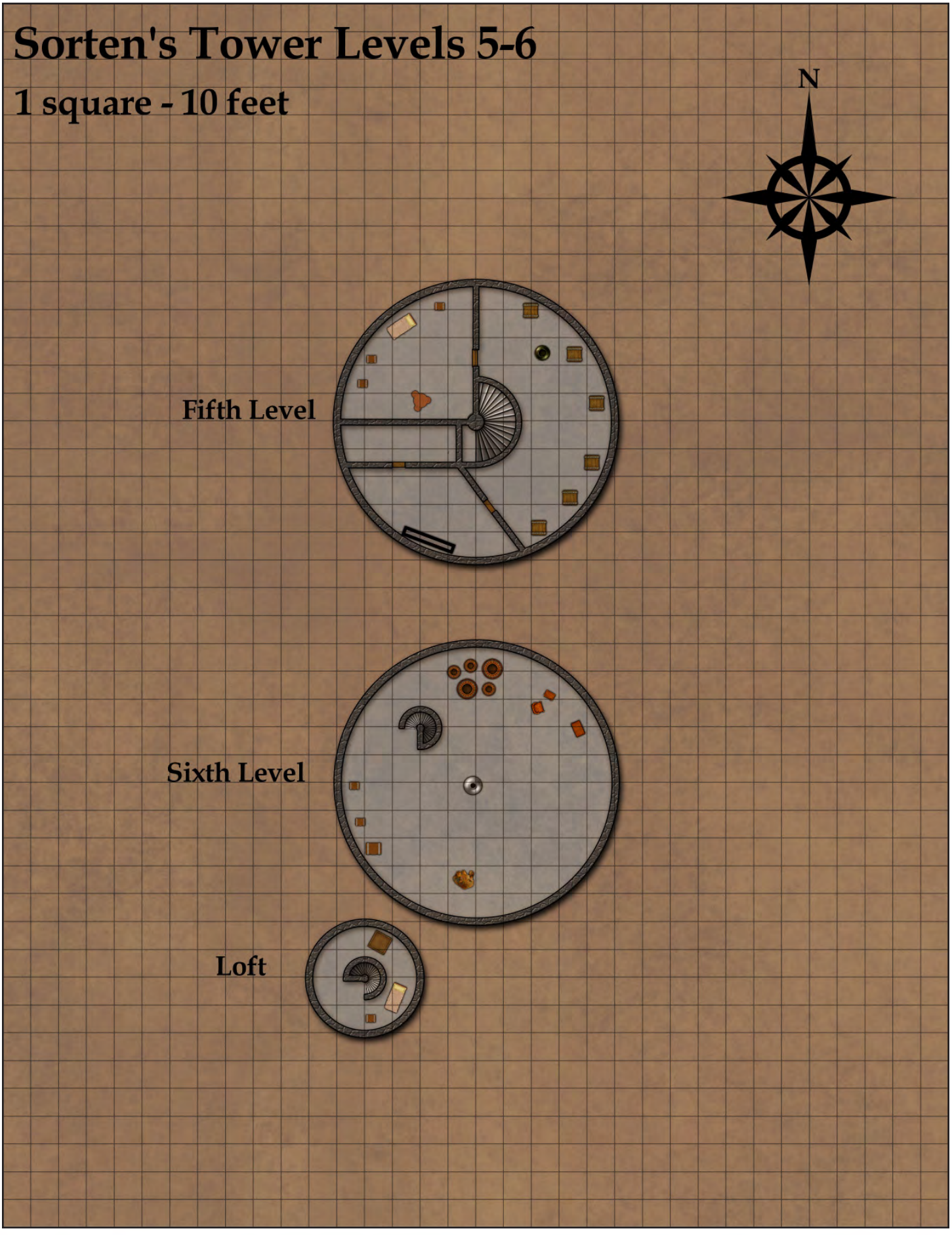

Kayden's Mansion Upstairs
1 square = 10 feet
Protection Circle
Shadow Gate
Bed
Cauldron
Couch
Fireplace
Door
Wardrobe
Table/Desk
Chair
N

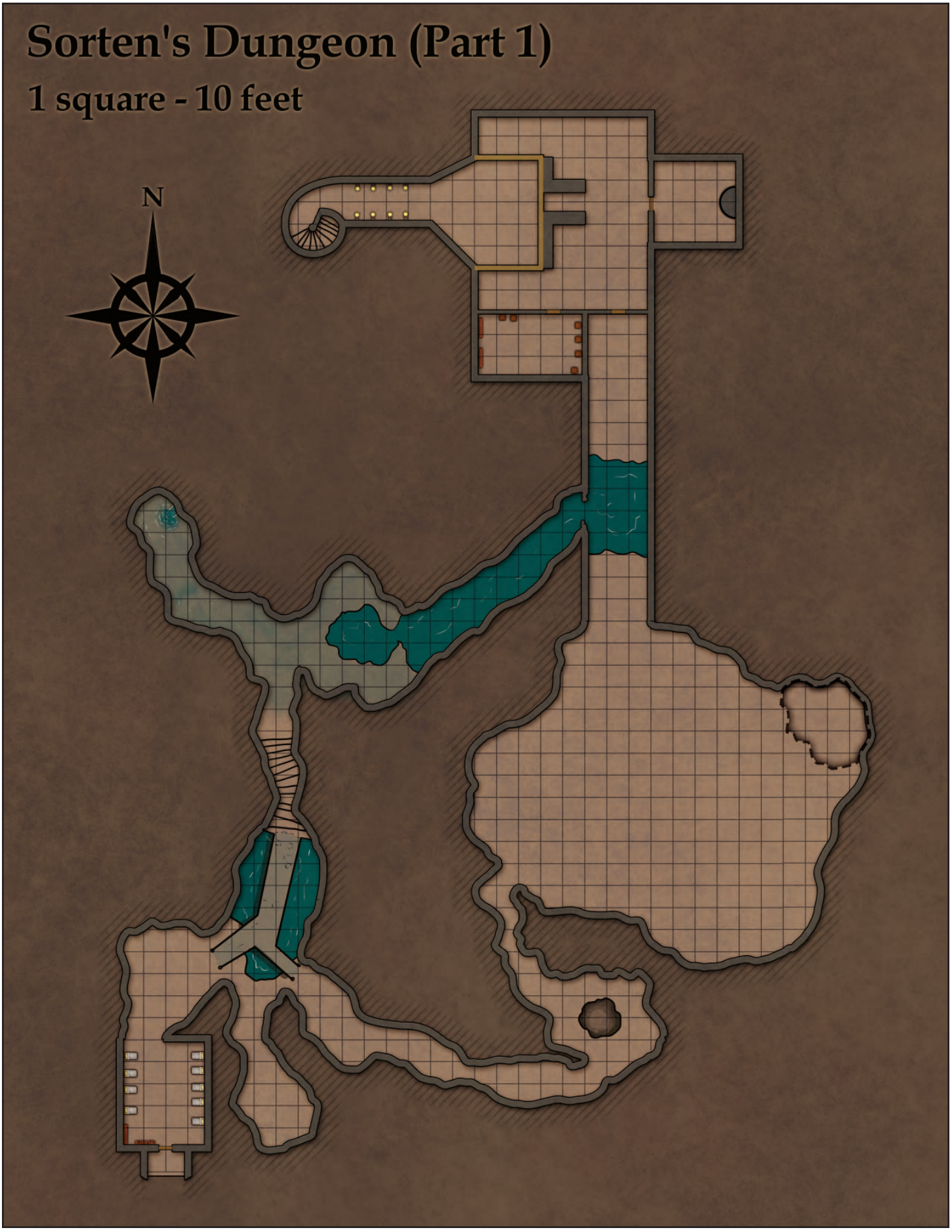

A Kayden's Mausoleum
Map Four
Symbol of Hecate
B The Vault
N
1 square = 5 feet


Kayden's Dungeon
1 square = 10 feet
N
Flesh Golem
Fire Pit
Iron Maiden
Rack
Chairs
Bed


Sorten's Tower Region
1 hex = 50 miles
N
The Great Salt Marsh
Varagost
The Trireme
Sorten's Tower
Coast Road
Talamerin River
Freegate


Bridge Level
Guard House
N
Bridge
Bridge Level
Tower
DN
UP
UP
Second Level
UP
DN
Third Level
UP
Fourth Level
UP
Sorten's Tower Levels 1-4
1 square - 10 feet


Sorten's Tower Levels 5-6
1 square - 10 feet
N
Fifth Level
Sixth Level
Loft

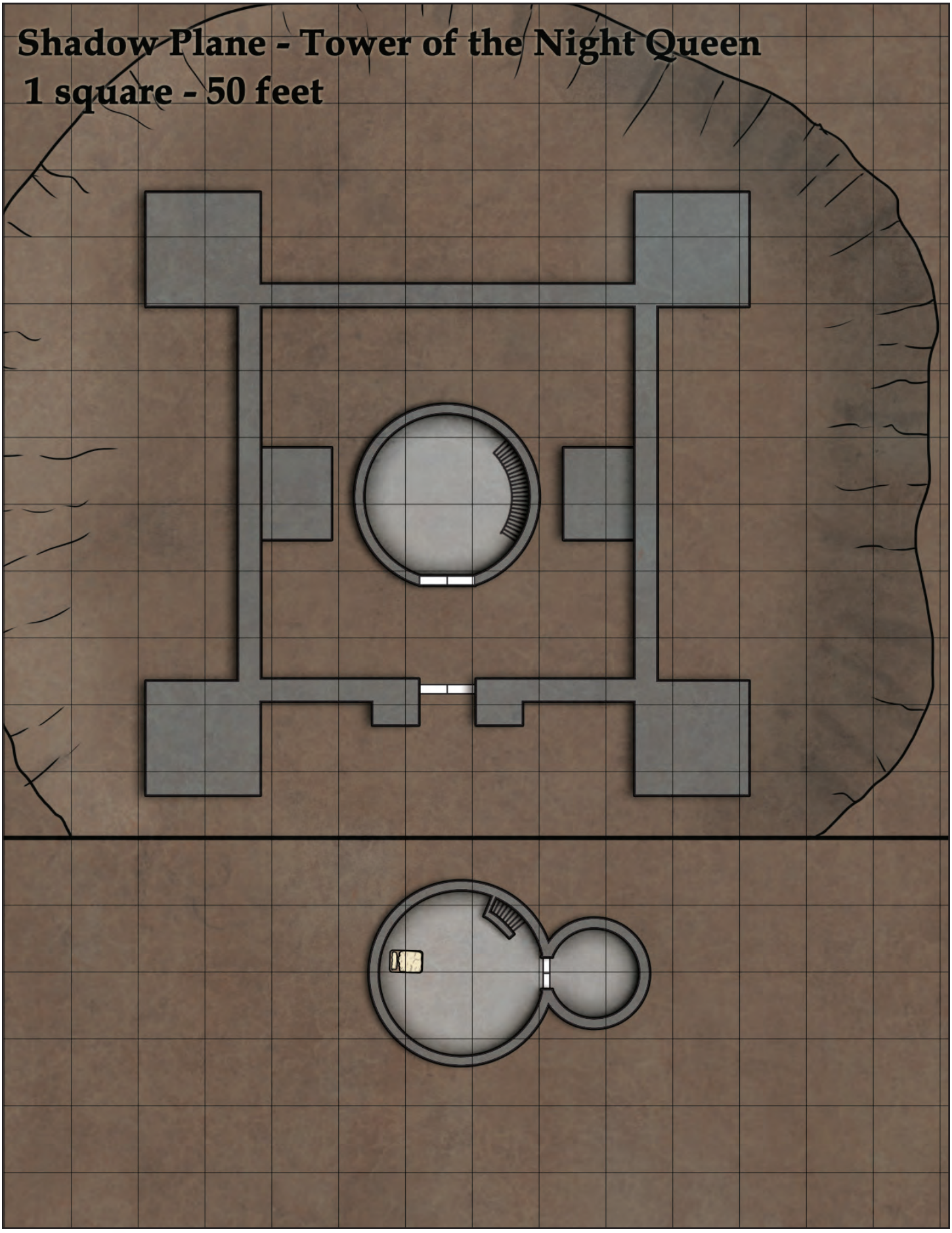

Sorten's Dungeon (Part 1)
1 square - 10 feet
N

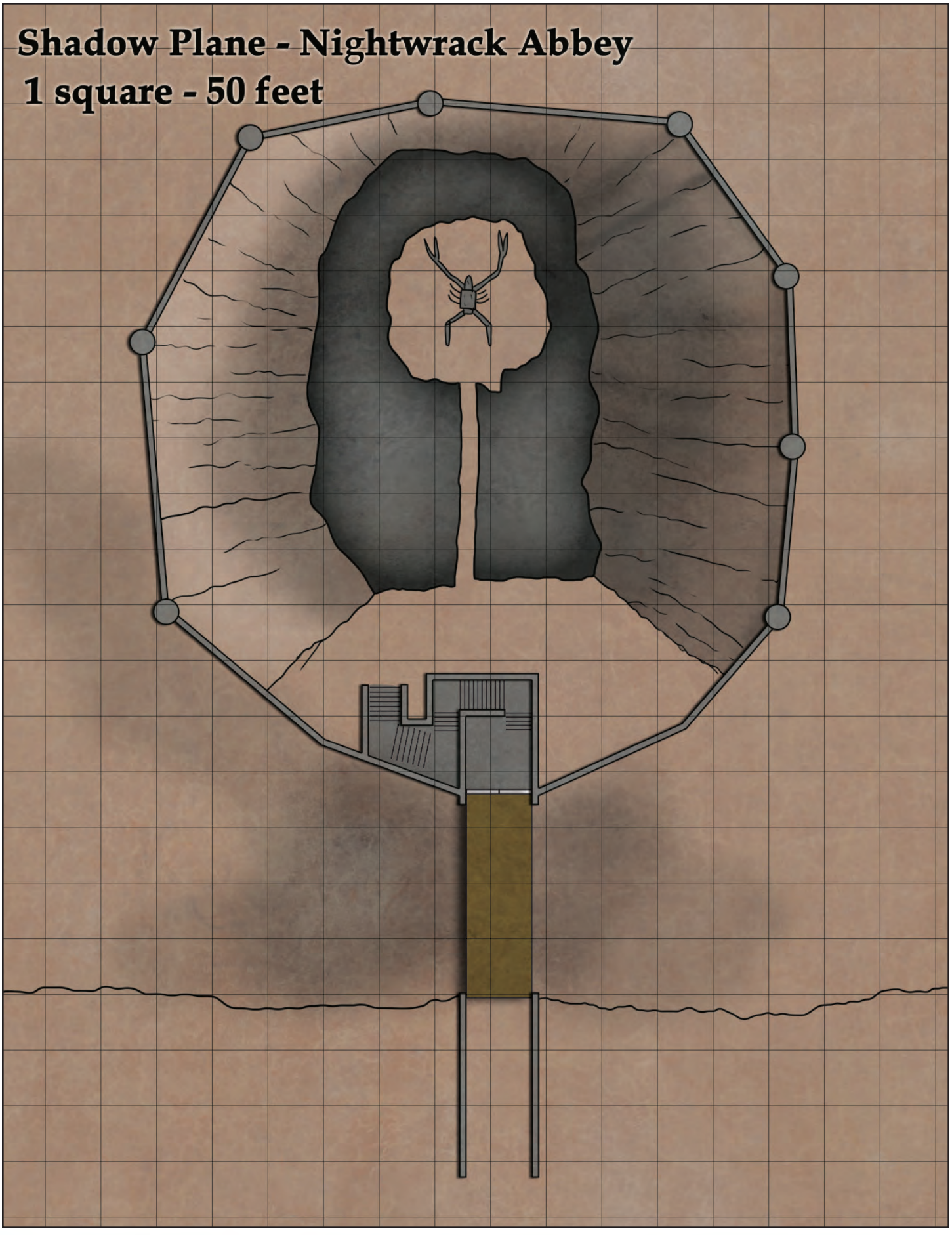

Sorten's Dungeon (Part 2)
1 square - 10 feet
N

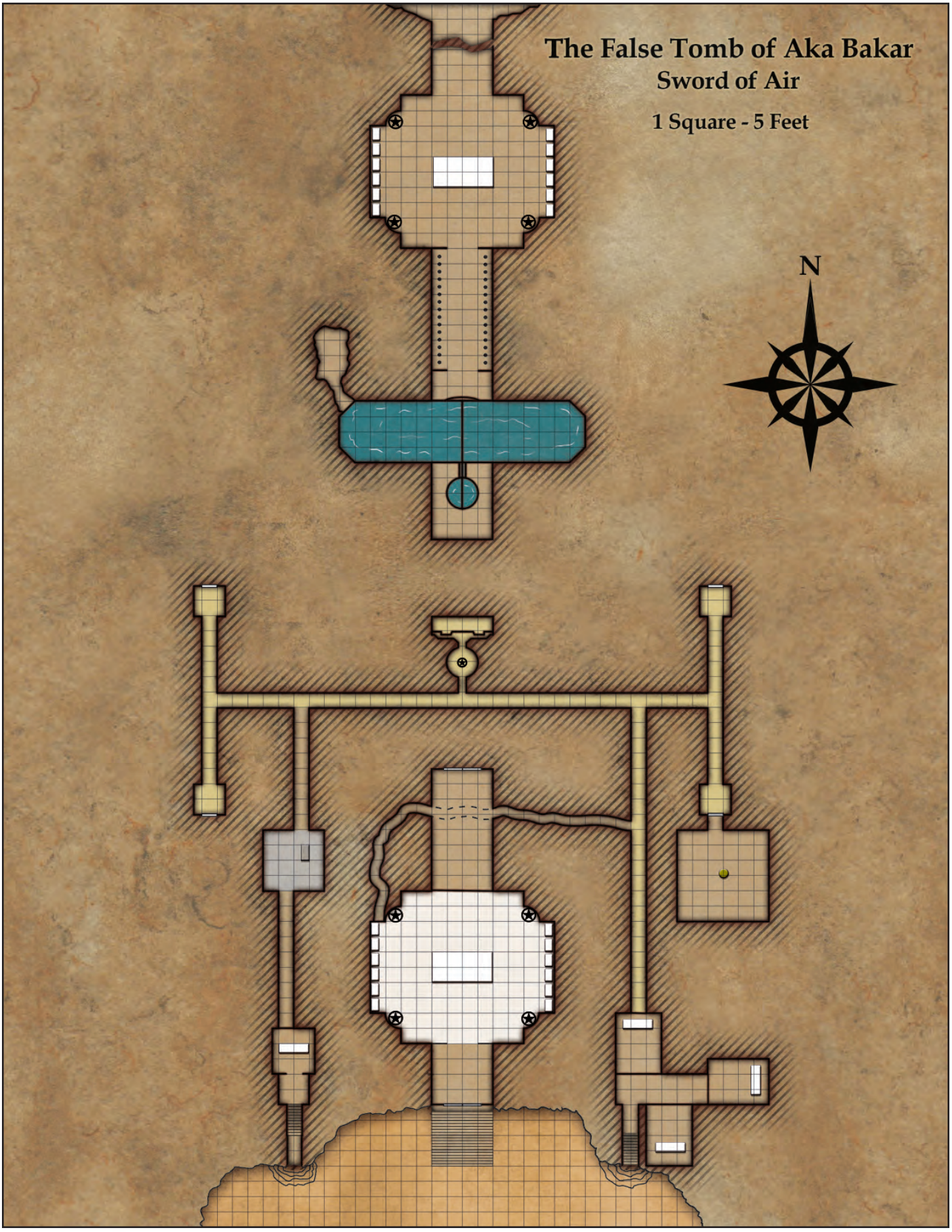

Greater Shadow Plane Region Map

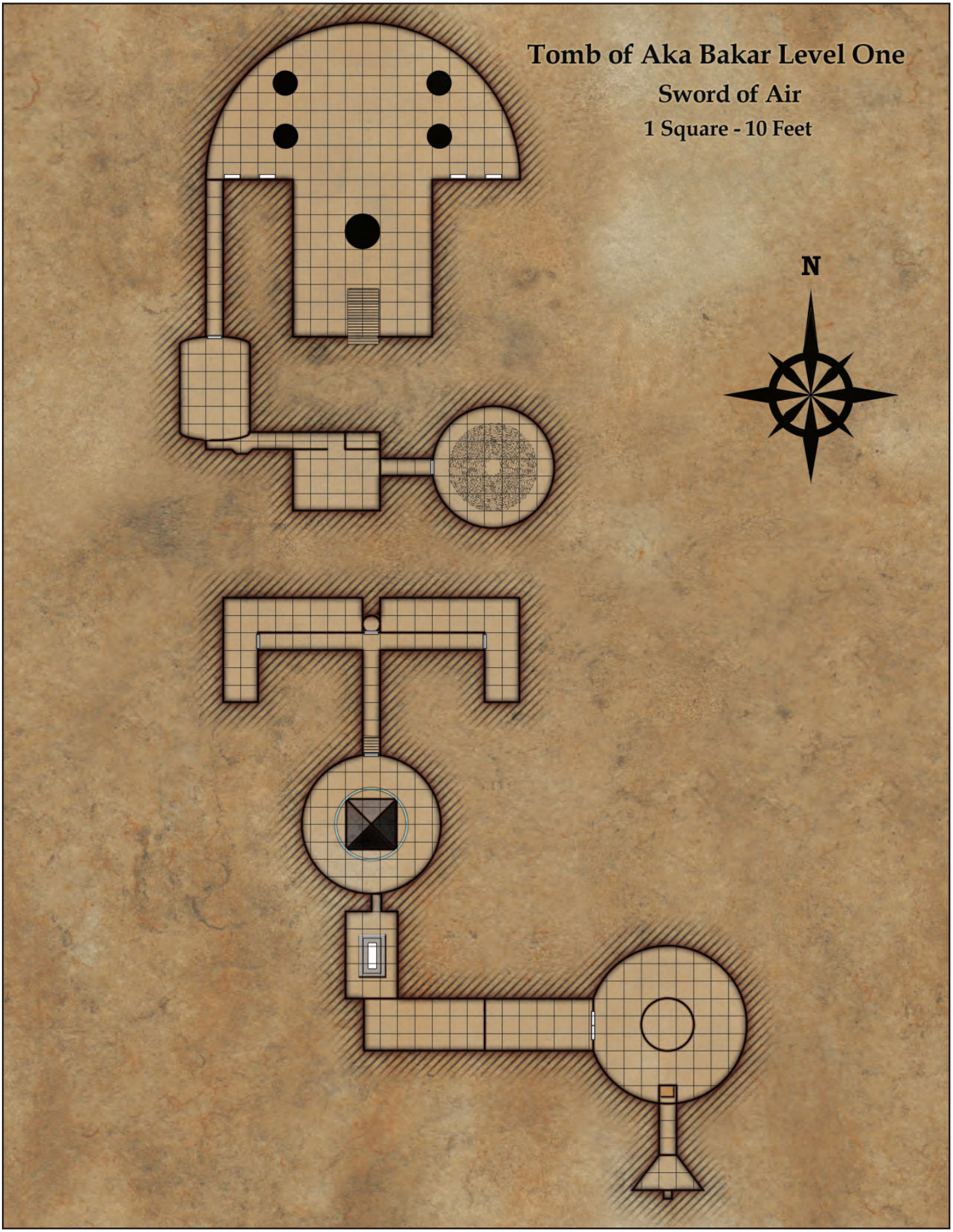

Shadow Plane Main Quest Area

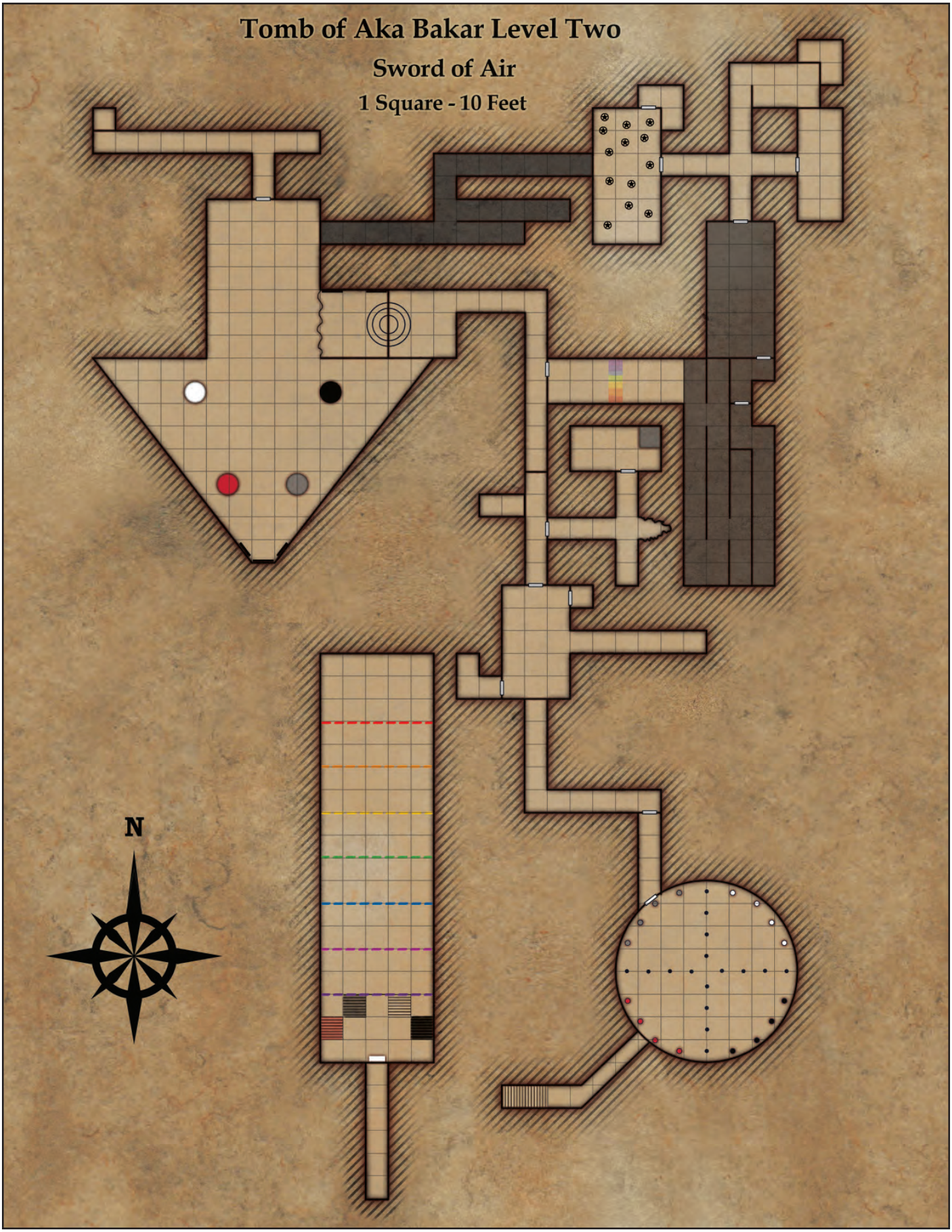

Shadow Plane - Night Queen's Forest
1 square - 1000 feet


Shadow Plane - Tower of the Night Queen
1 square - 50 feet

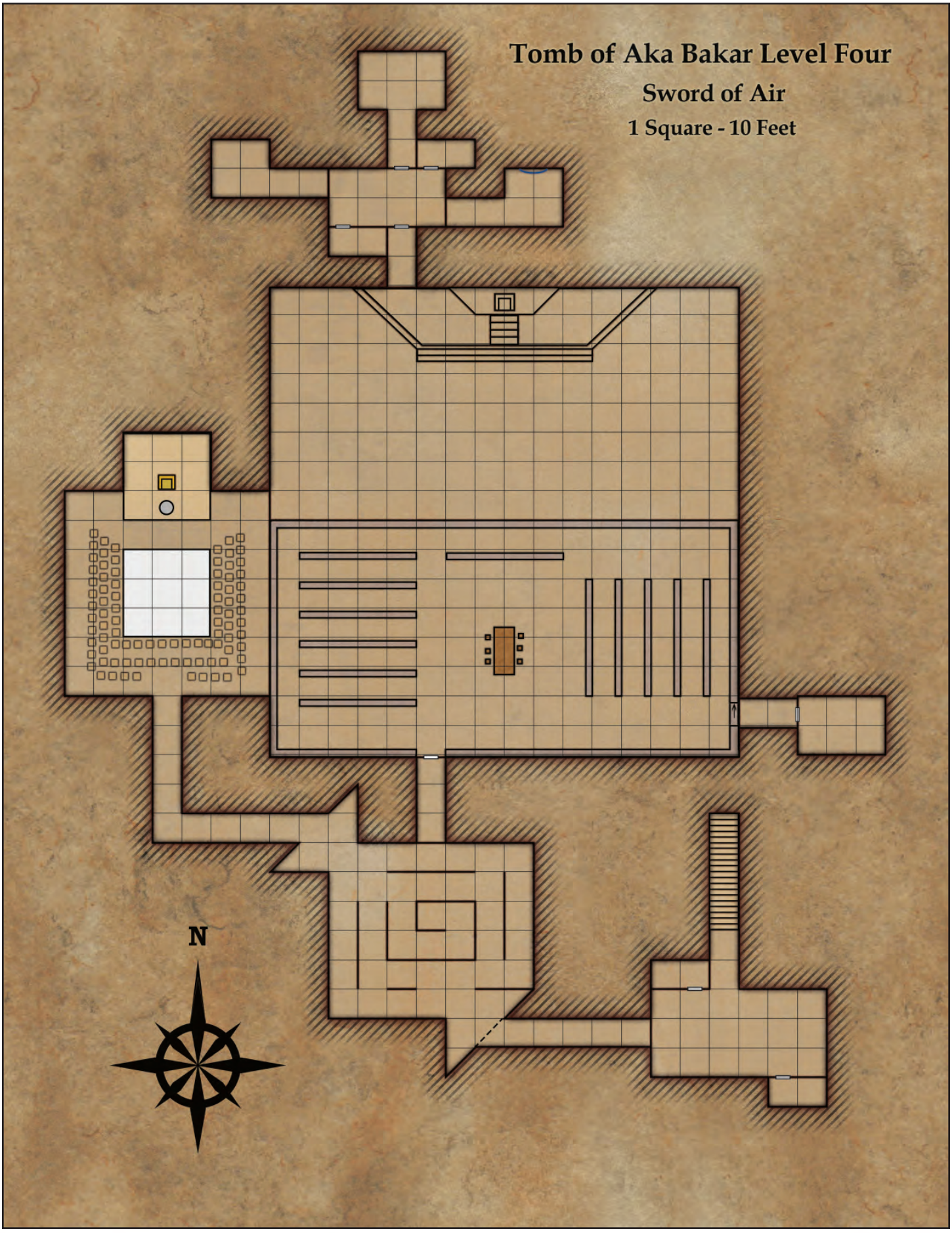

Shadow Plane - Nightwrack Abbey
1 square - 50 feet

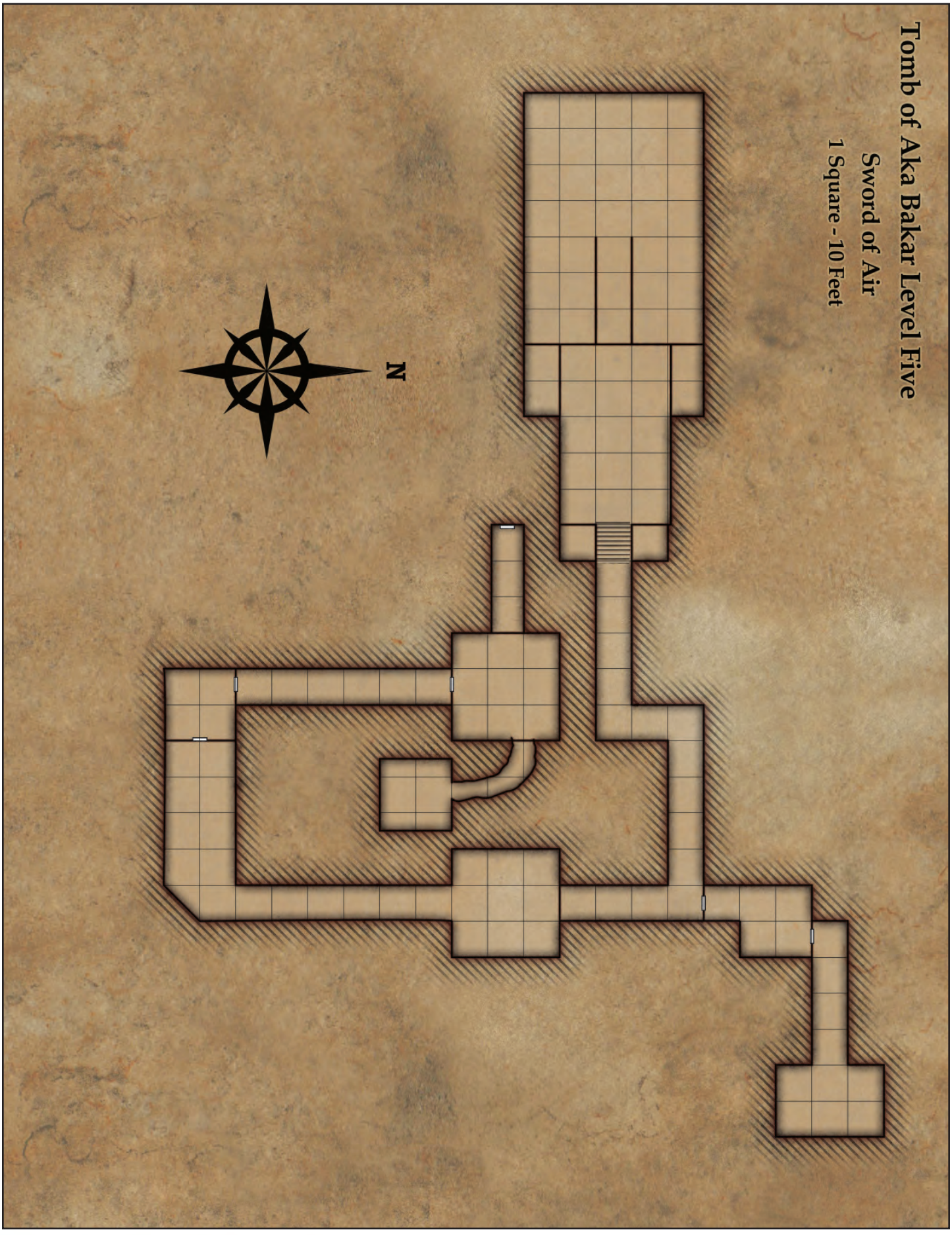

The False Tomb of Aka Bakar
Sword of Air
1 Square - 5 Feet
N


Tomb of Aka Bakar Level One
Sword of Air
1 Square - 10 Feet
N

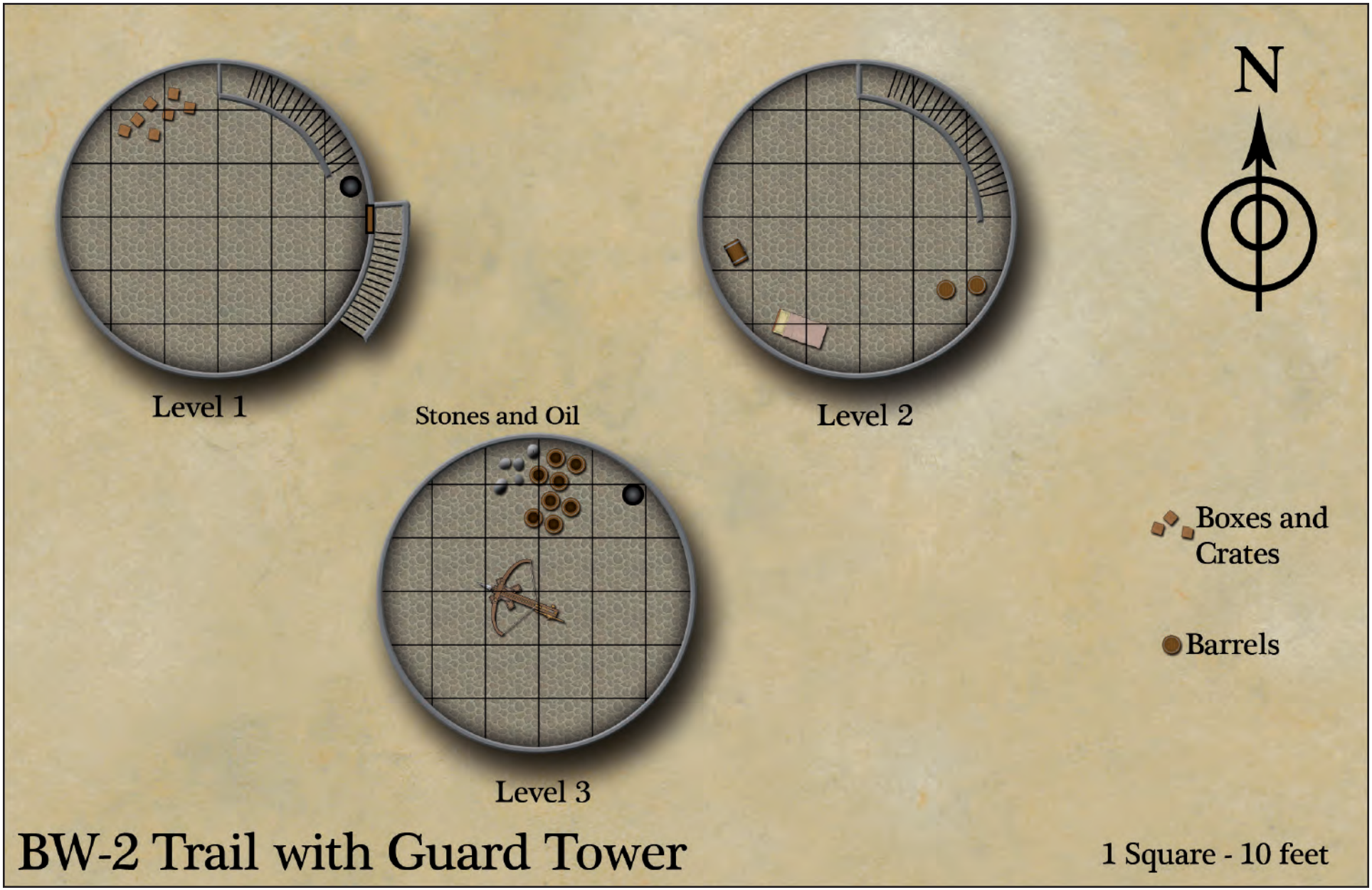

Tomb of Aka Bakar Level Two
Sword of Air
1 Square - 10 Feet
N

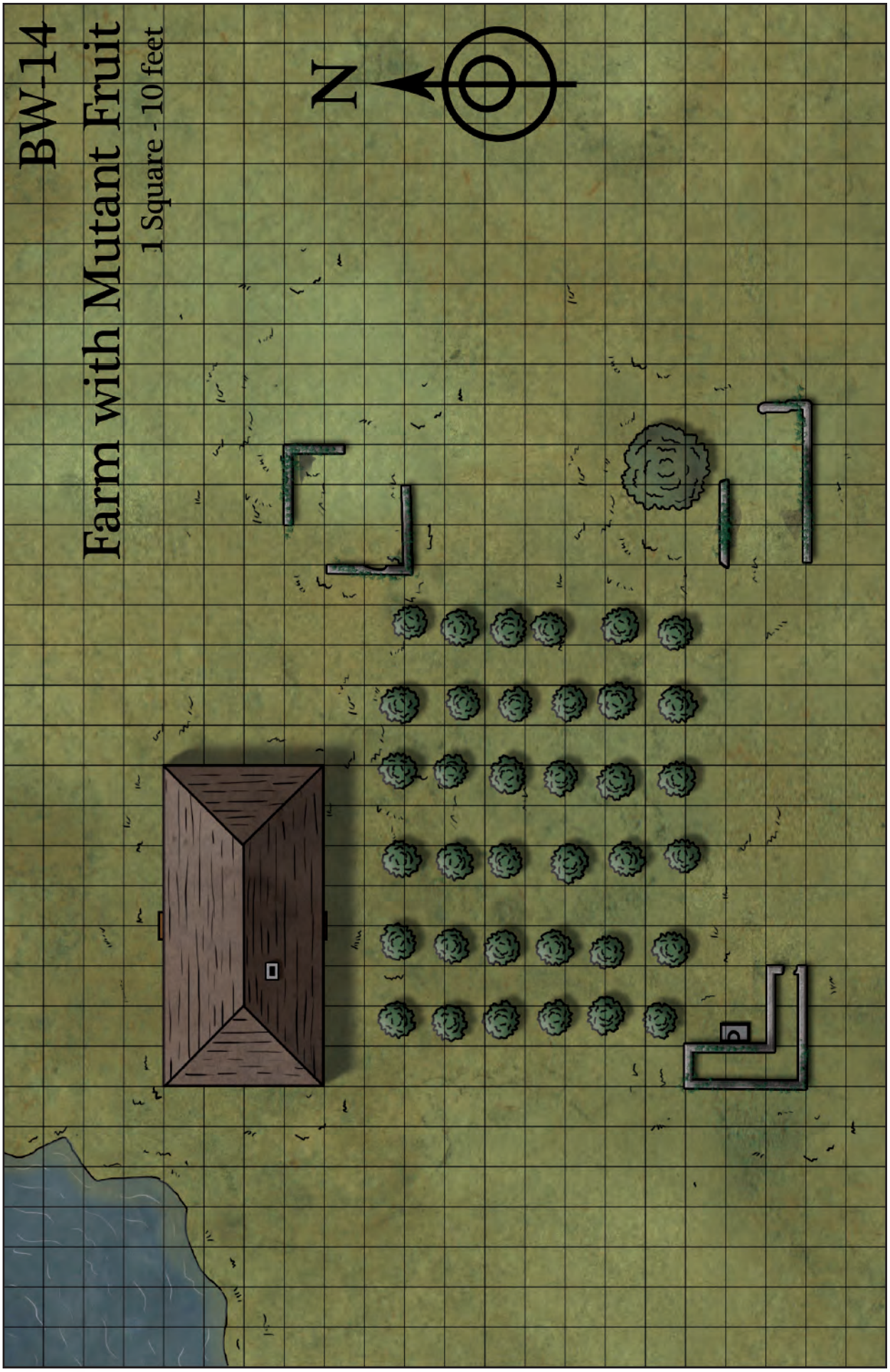

Tomb of Aka Bakar Level Three
Sword of Air
1 Square - 10 Feet
N

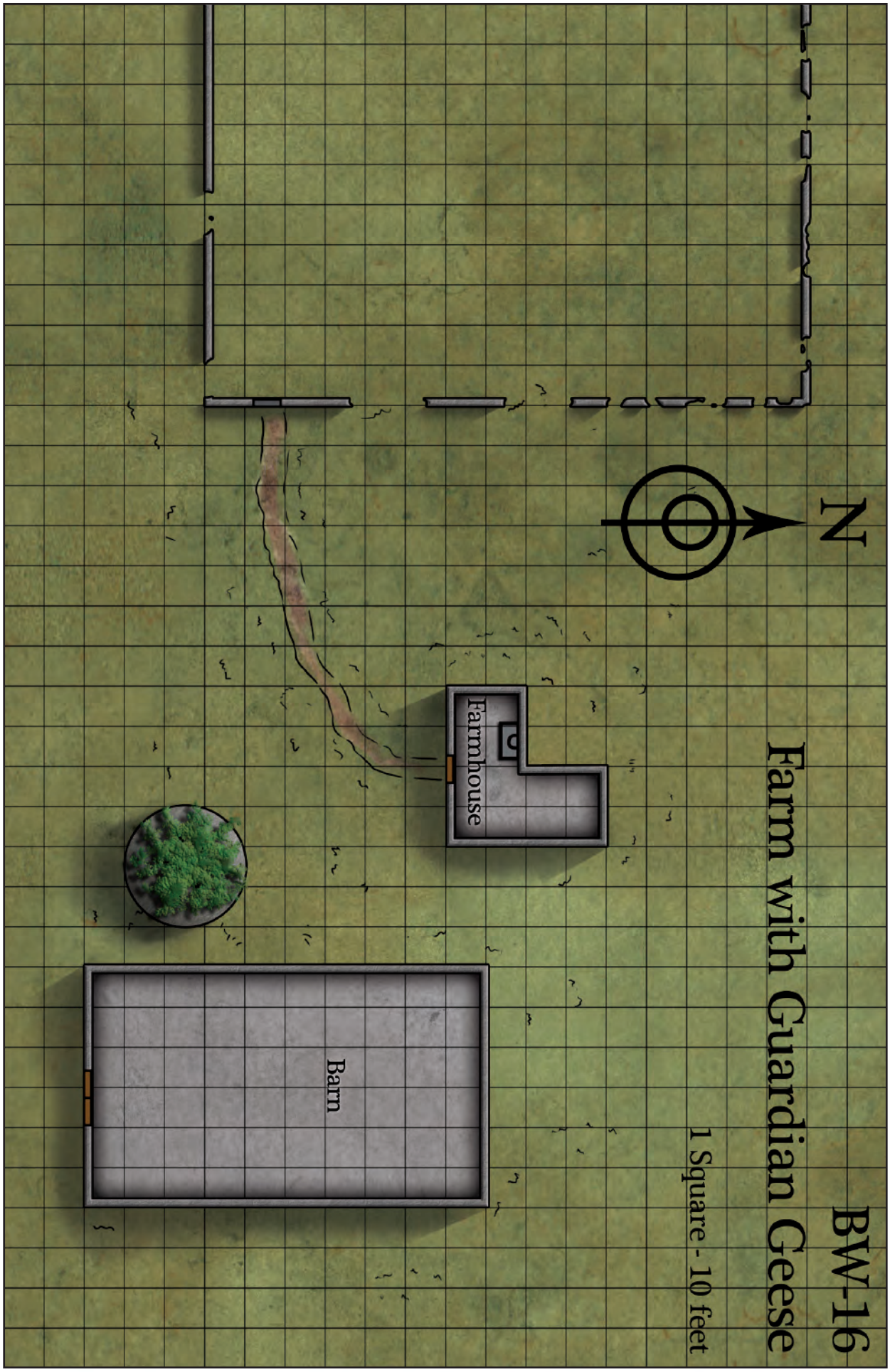

Tomb of Aka Bakar Level Four
Sword of Air
1 Square - 10 Feet
N


Tomb of Aka Bakar Level Five
Sword of Air
1 Square - 10 Feet
N

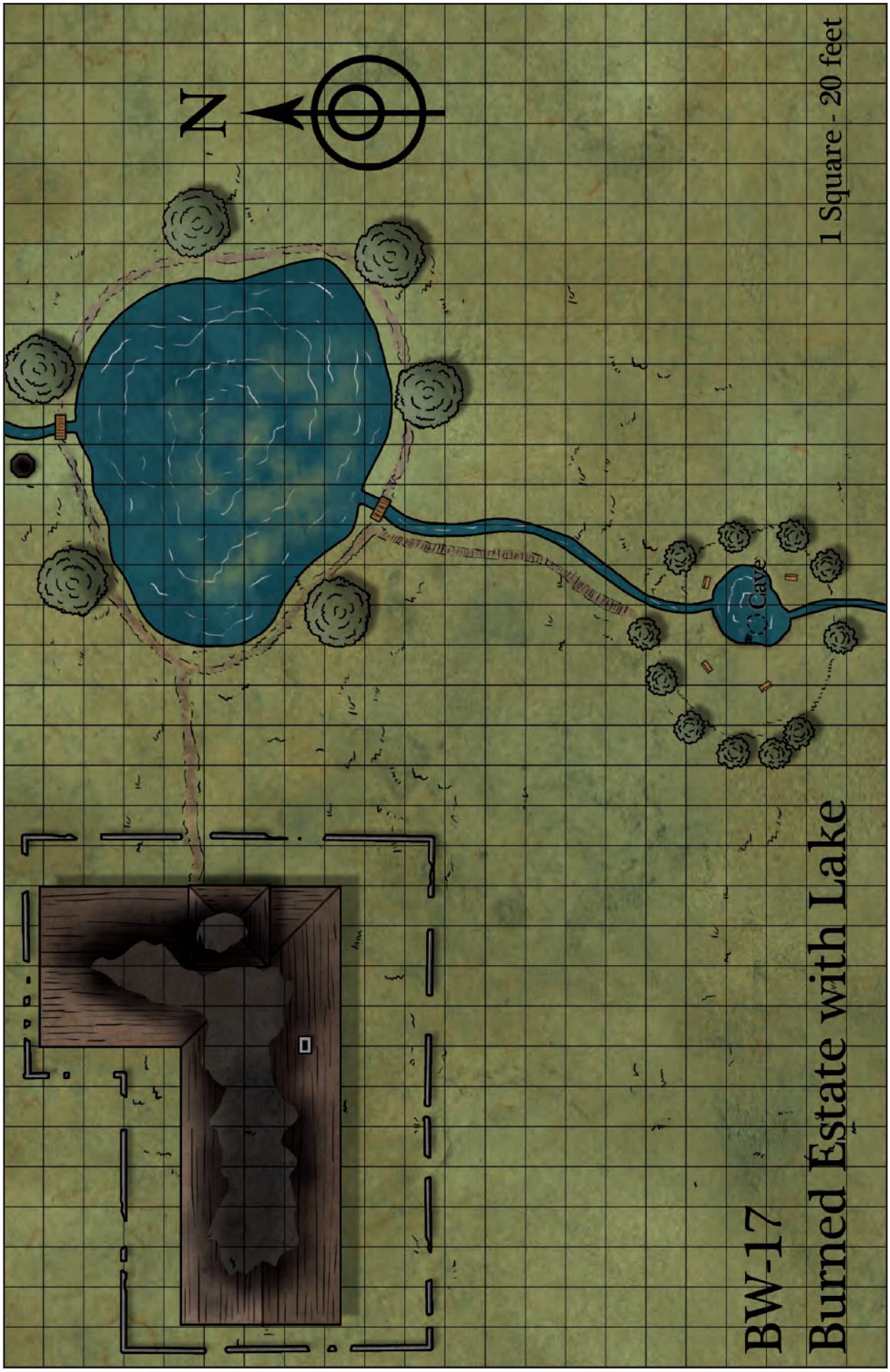

N
The Zones of Tsen
1 square = 10 miles
Tsen
Burning Wastes
Barrier Hills
Barrier Hills Pass

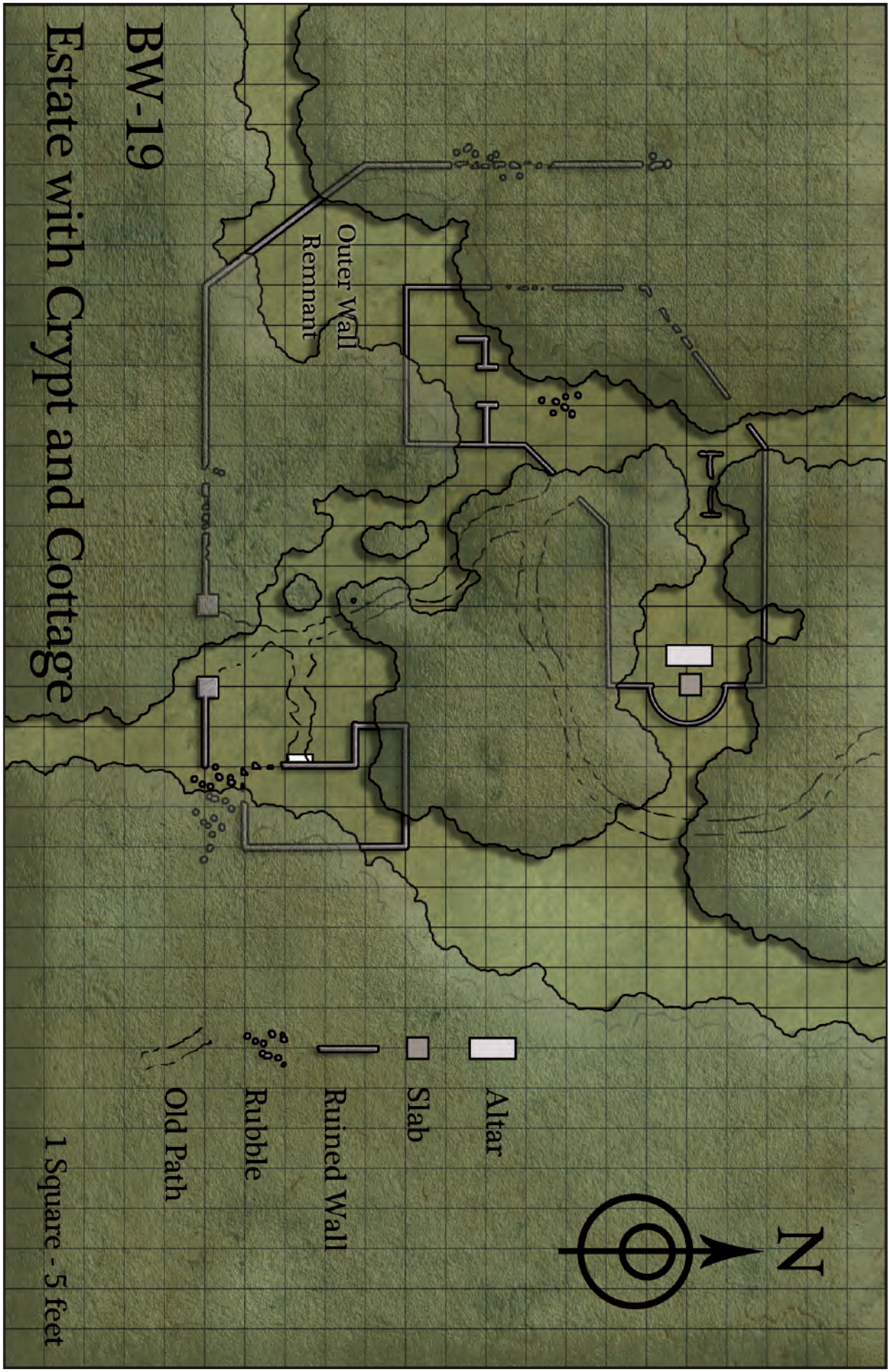

N
Level 1
Level 2
Stones and Oil
Level 3
Boxes and Crates
Barrels
BW-2 Trail with Guard Tower
1 Square - 10 feet

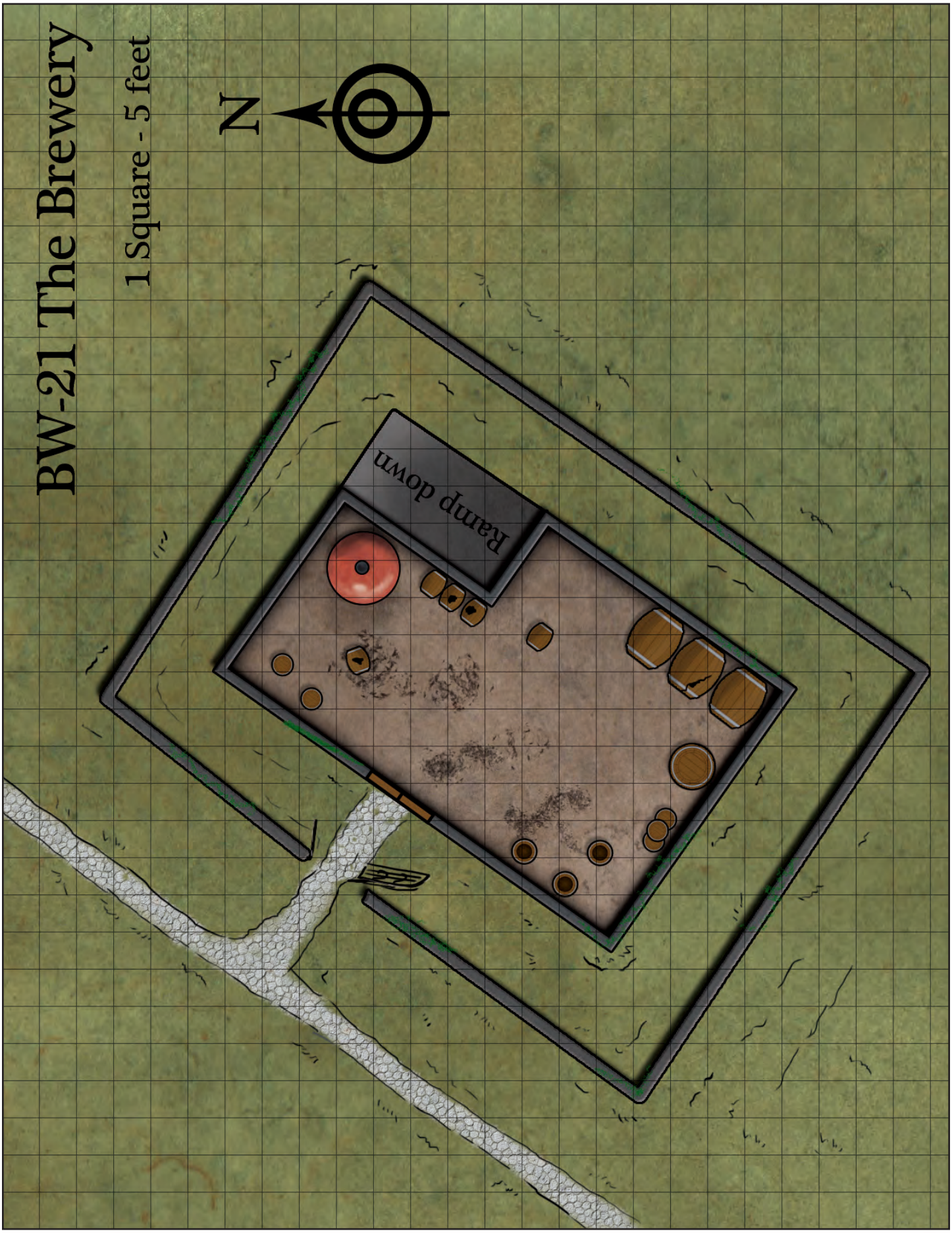

BW-14
Farm with Mutant Fruit
1 Square - 10 feet
N


BW-16
Farm with Guardian Geese
1 Square - 10 feet
N
Farmhouse
Barn

PLAYER MAP: BW-17 BURNED ESTATE WITH LAKE

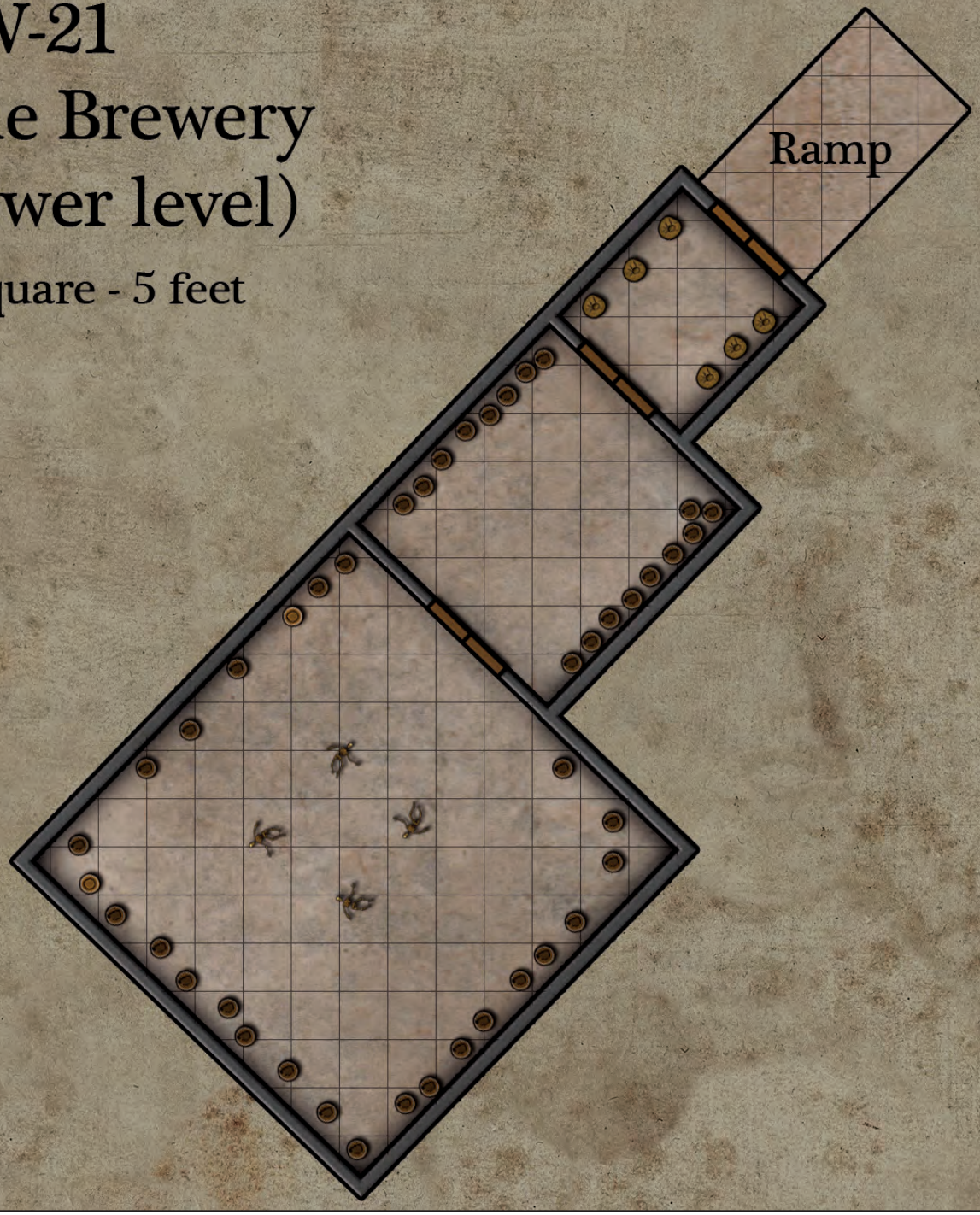



BW-19
Estate with Crypt and Cottage
Outer Wall Remnant
Altar
Slab
Ruined Wall
Rubble
Old Path
N
1 Square - 5 feet


BW-21 The Brewery
1 Square - 5 feet
N
Ramp down

BW-21
The Brewery (lower level)

1 Square - 5 feet



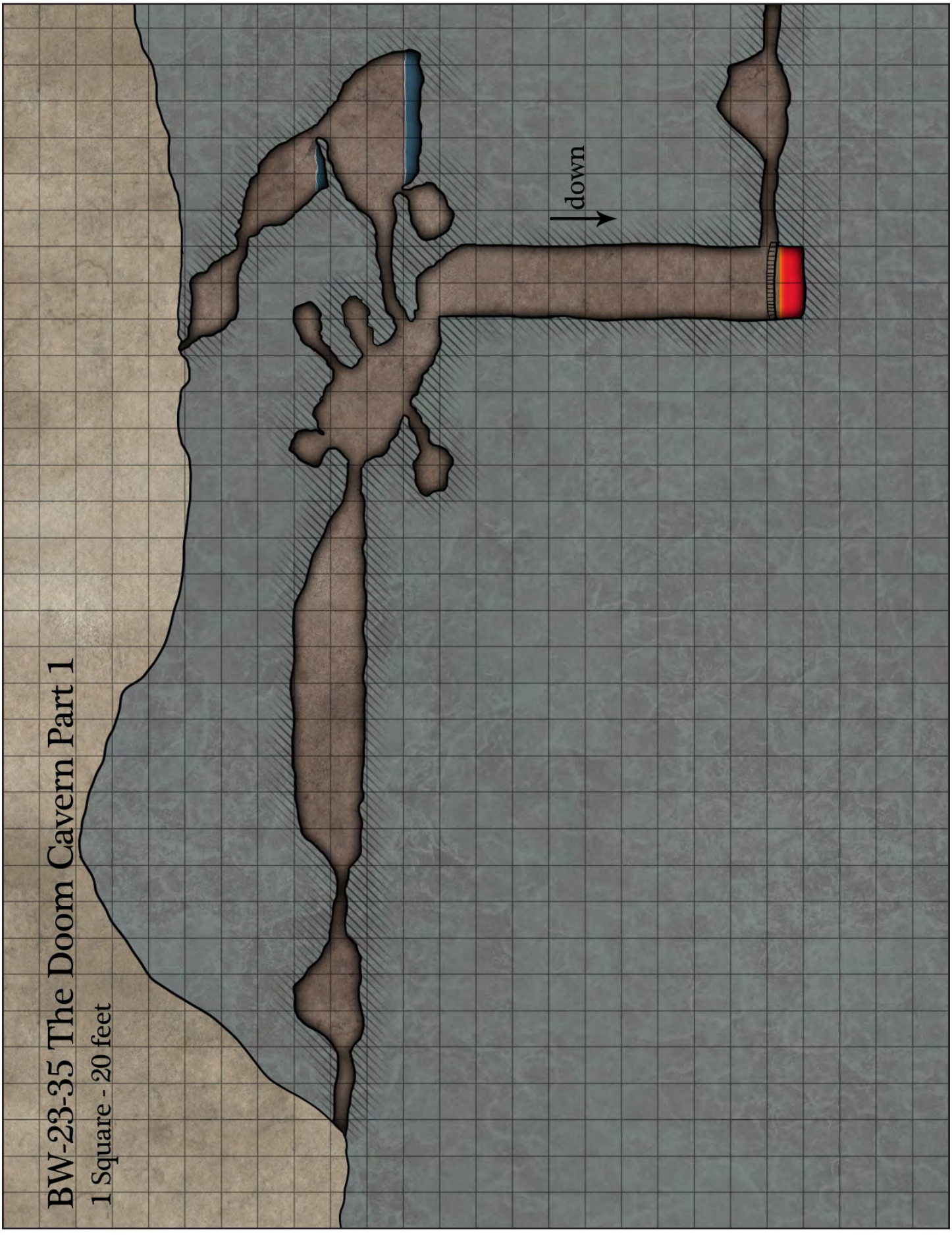
N

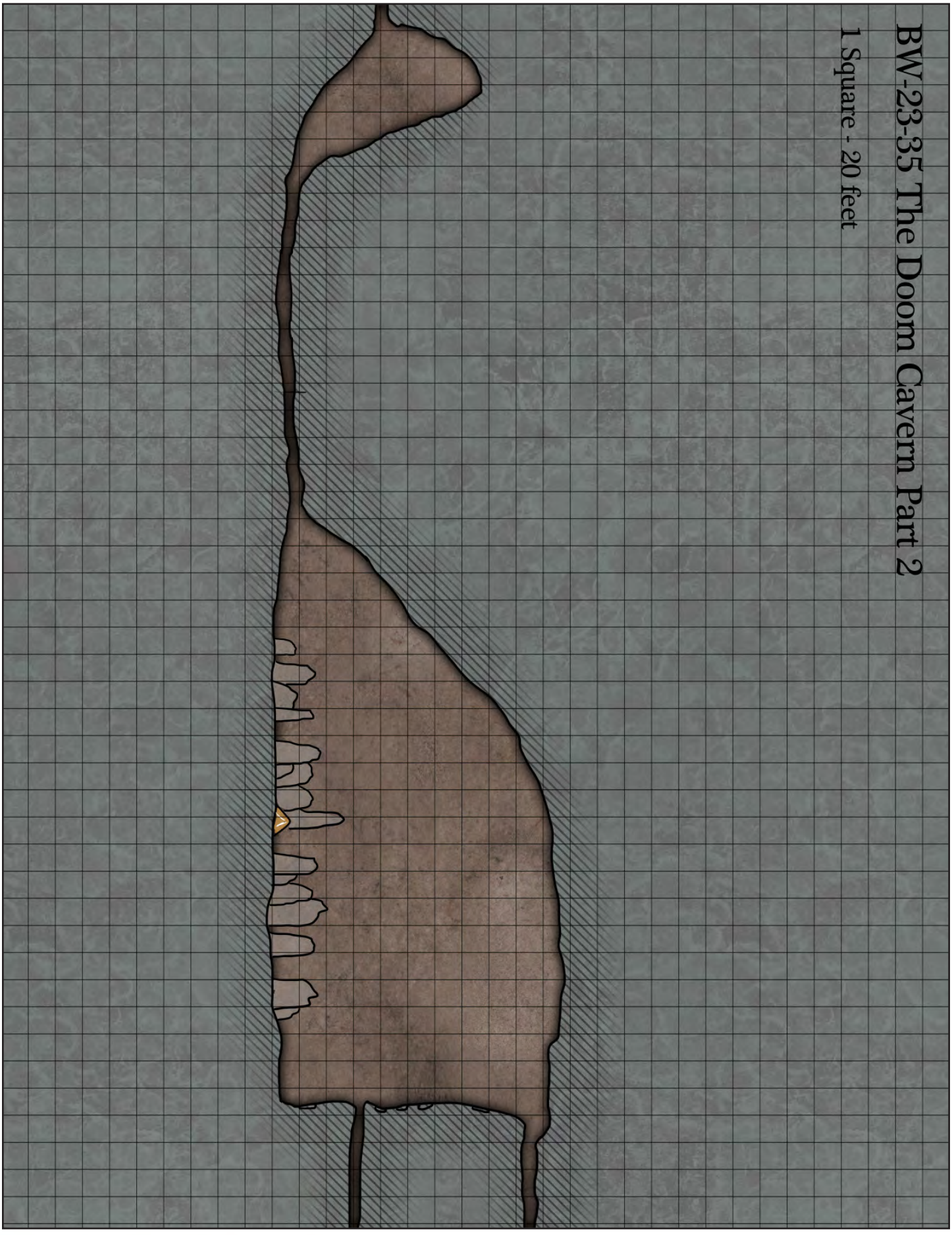
Rotten Sack

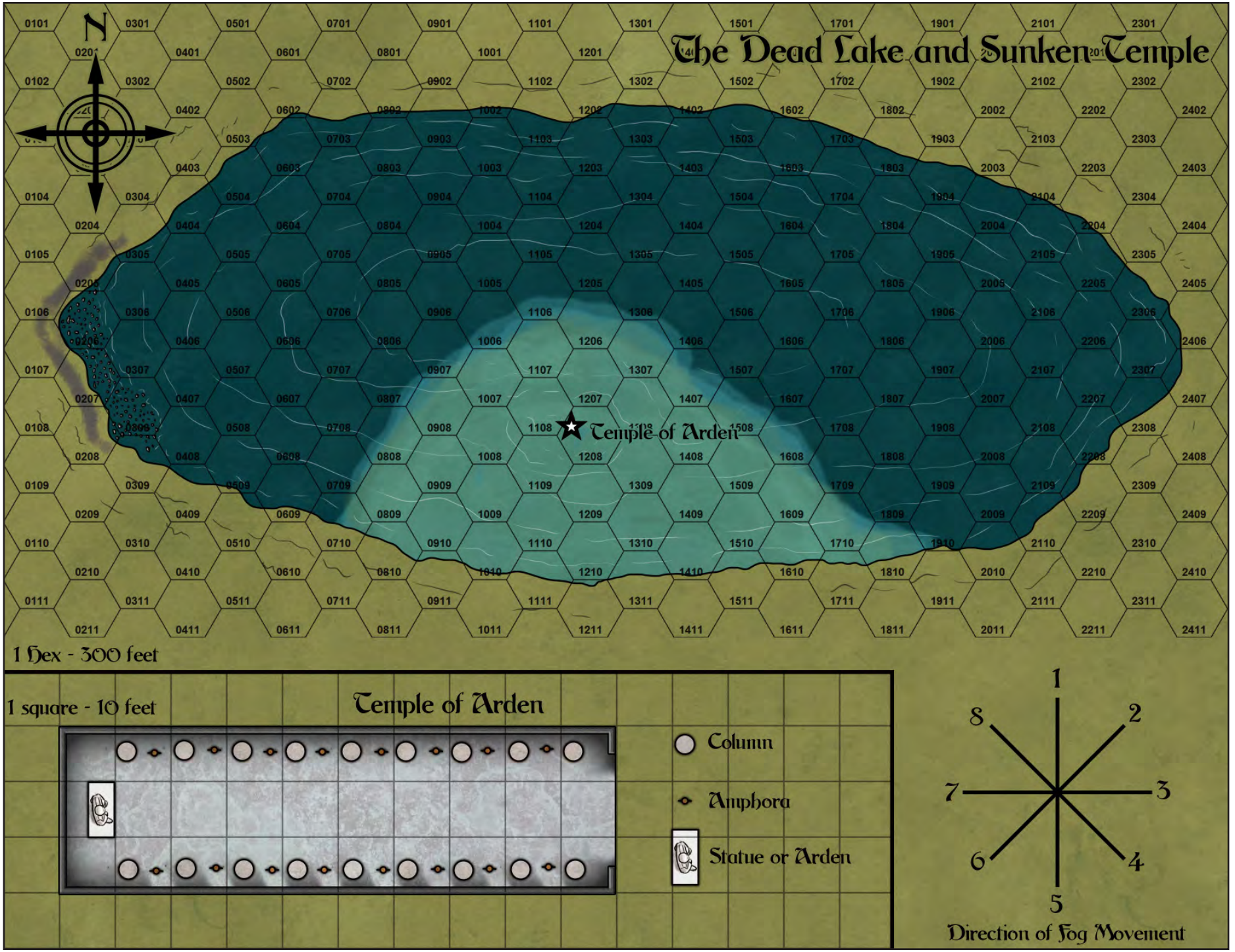
Smashed Barrel

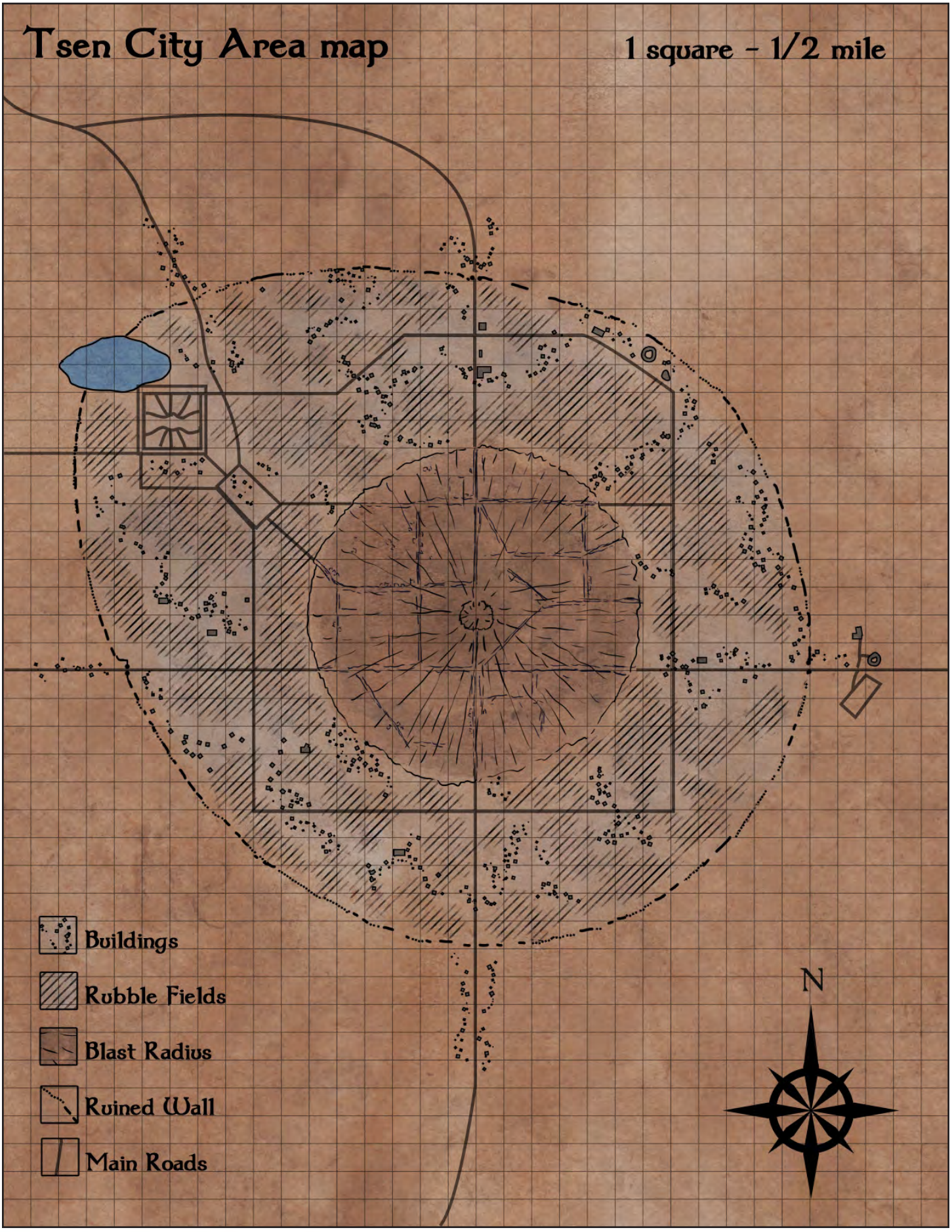
Intact Barrel

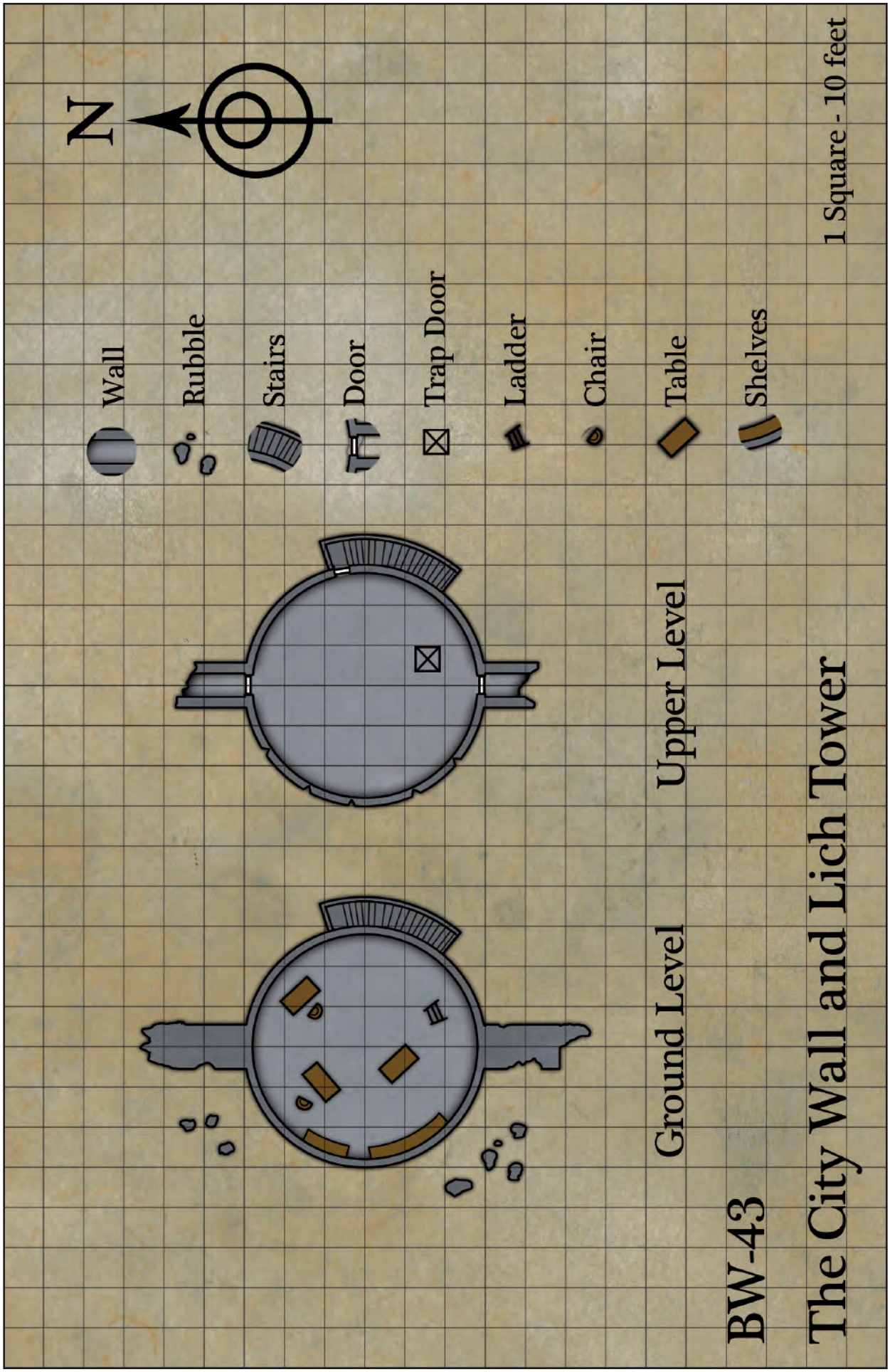
Skeletal Remains

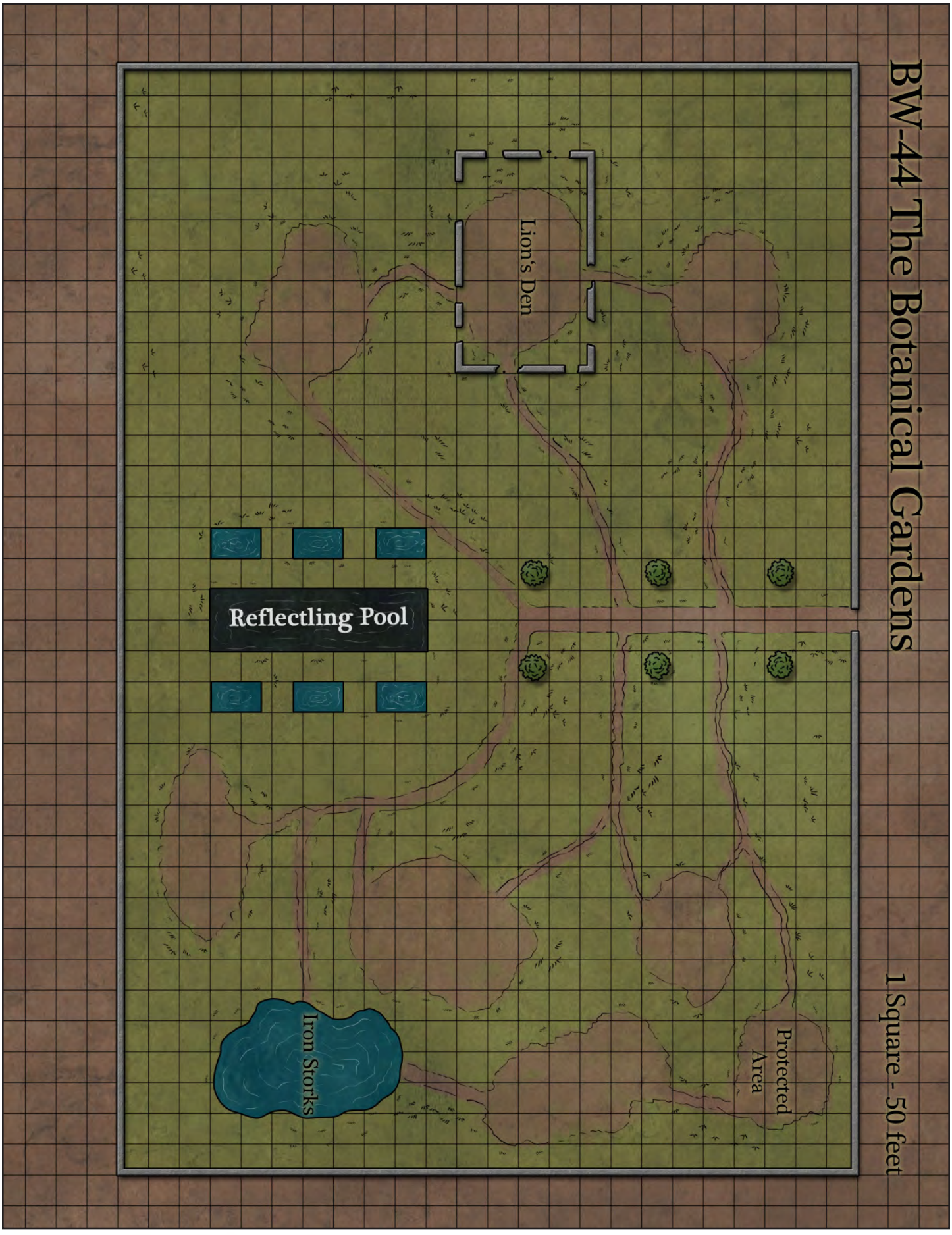

BW-23-35 The Doom Cavern Part 1
1 Square - 20 feet
down

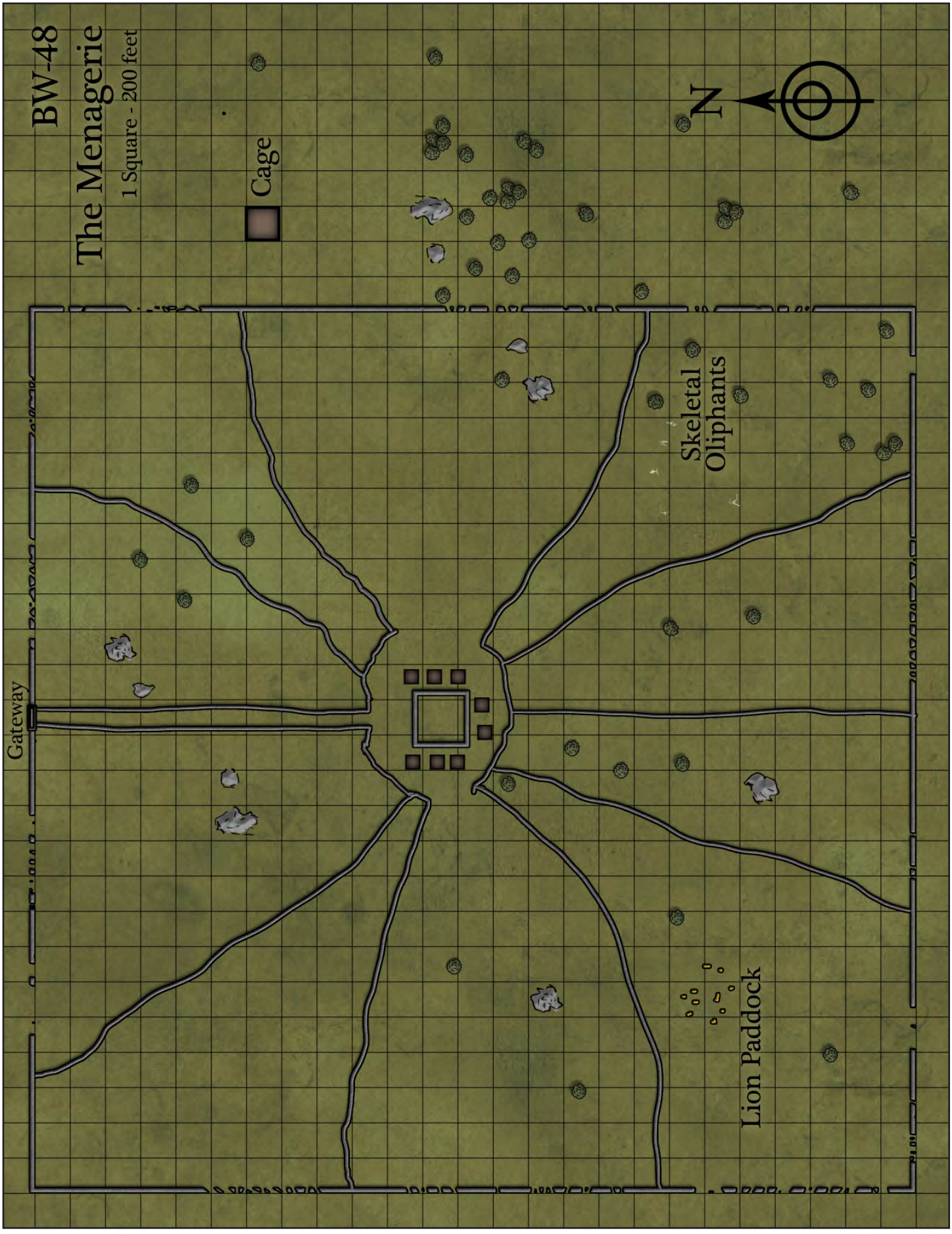

BW-23-35 The Doom Cavern Part 2
1 Square - 20 feet

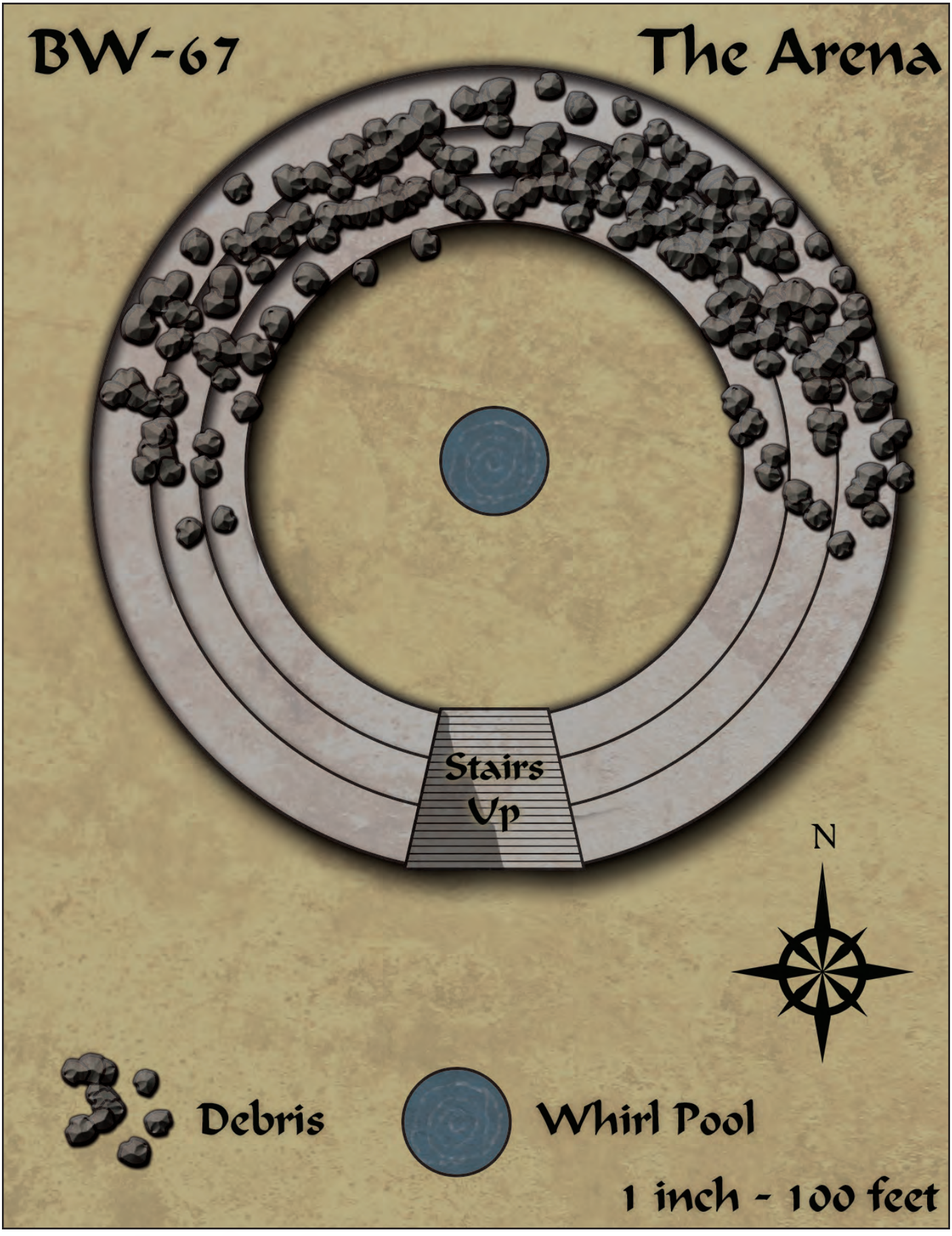

The Dead Lake and Sunken Temple
N
Temple of Arden
1 Hex - 300 feet
1 square - 10 feet
Temple of Arden
Column
Amphora
Statue or Arden
1
2
3
4
5
6
7
8
Direction of Fog Movement

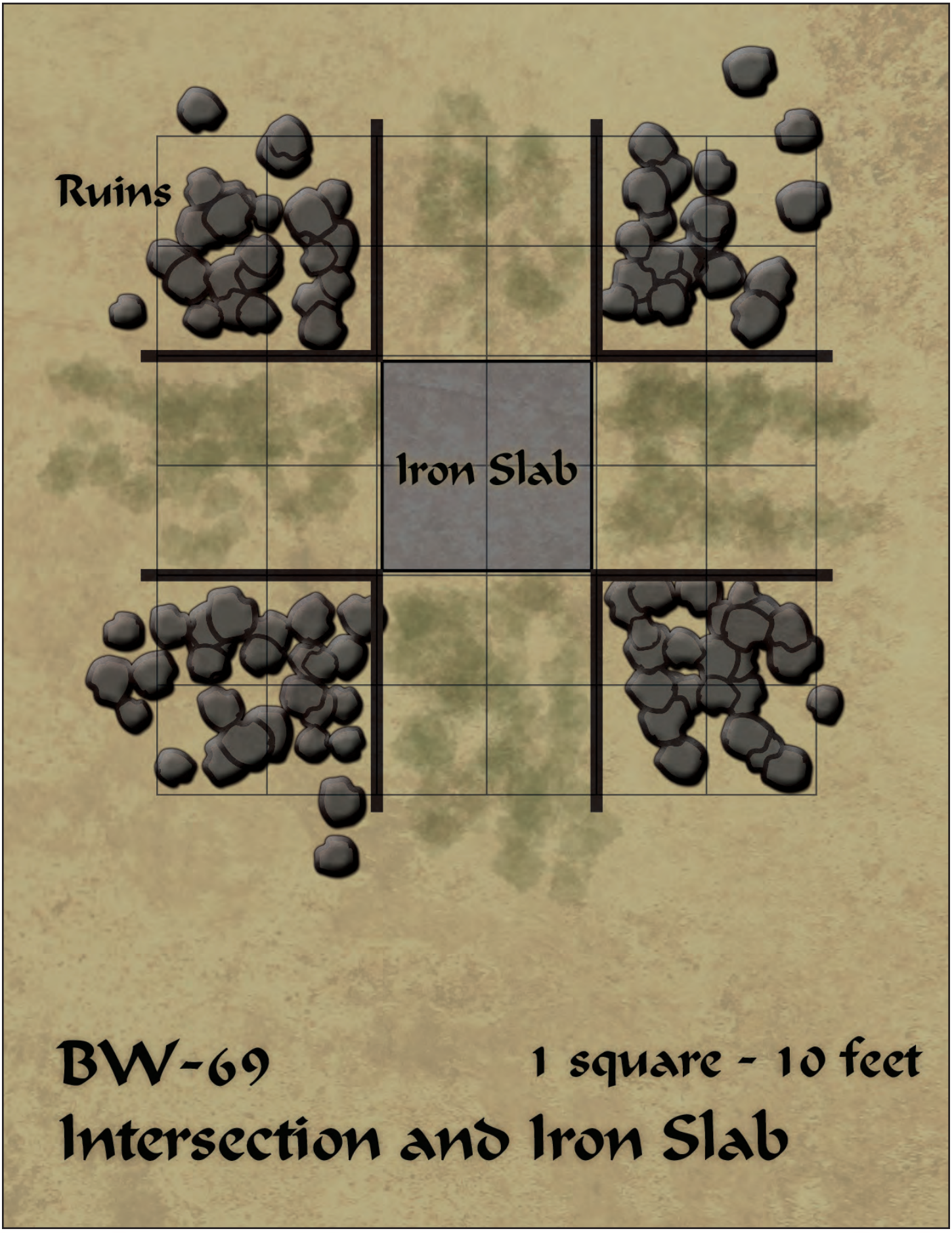

Tsen City Area map
1 square - 1/2 mile
Buildings
Rubble Fields
Blast Radius
Ruined Wall
Main Roads
N

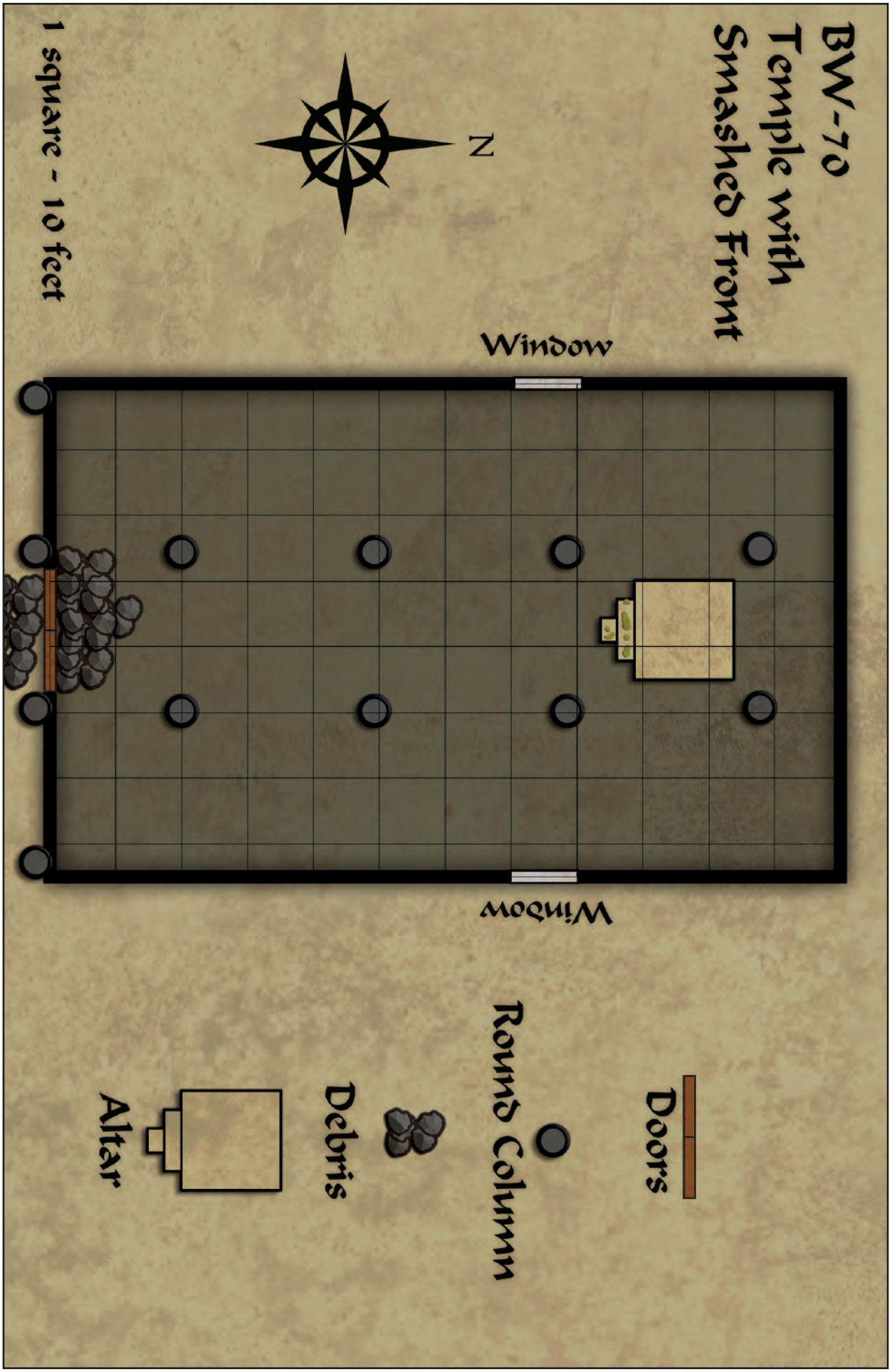

N
Wall
Rubble
Stairs
Door
Trap Door
Ladder
Chair
Table
Shelves
1 Square - 10 feet
Ground Level
Upper Level
BW-43
The City Wall and Lich Tower


BW-44 The Botanical Gardens
1 Square = 50 feet
Lion's Den
Reflectling Pool
Iron Storks
Protected Area


BW-48
The Menagerie
1 Square - 200 feet
Cage
N
Skeletal Oliphants
Gateway
Lion Paddock

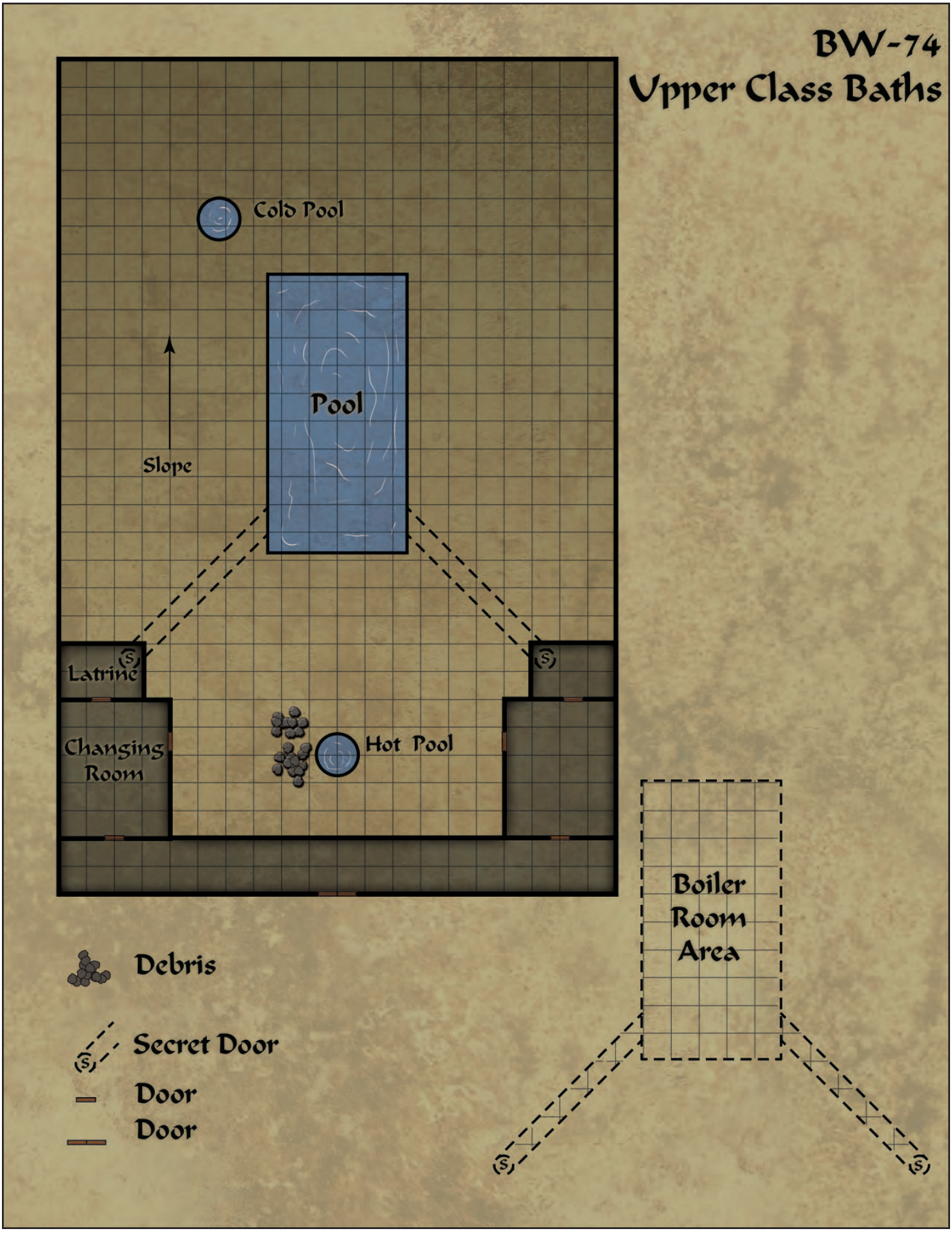

BW-67
The Arena
Stairs
Up
N
Debris
Whirl Pool
1 inch - 100 feet


Ruins
Iron Slab
BW-69
1 square - 10 feet
Intersection and Iron Slab


BW-70
Temple with
Smashed Front
N
1 square = 10 feet
Window
Window
Doors
Round Column
Debris
Altar

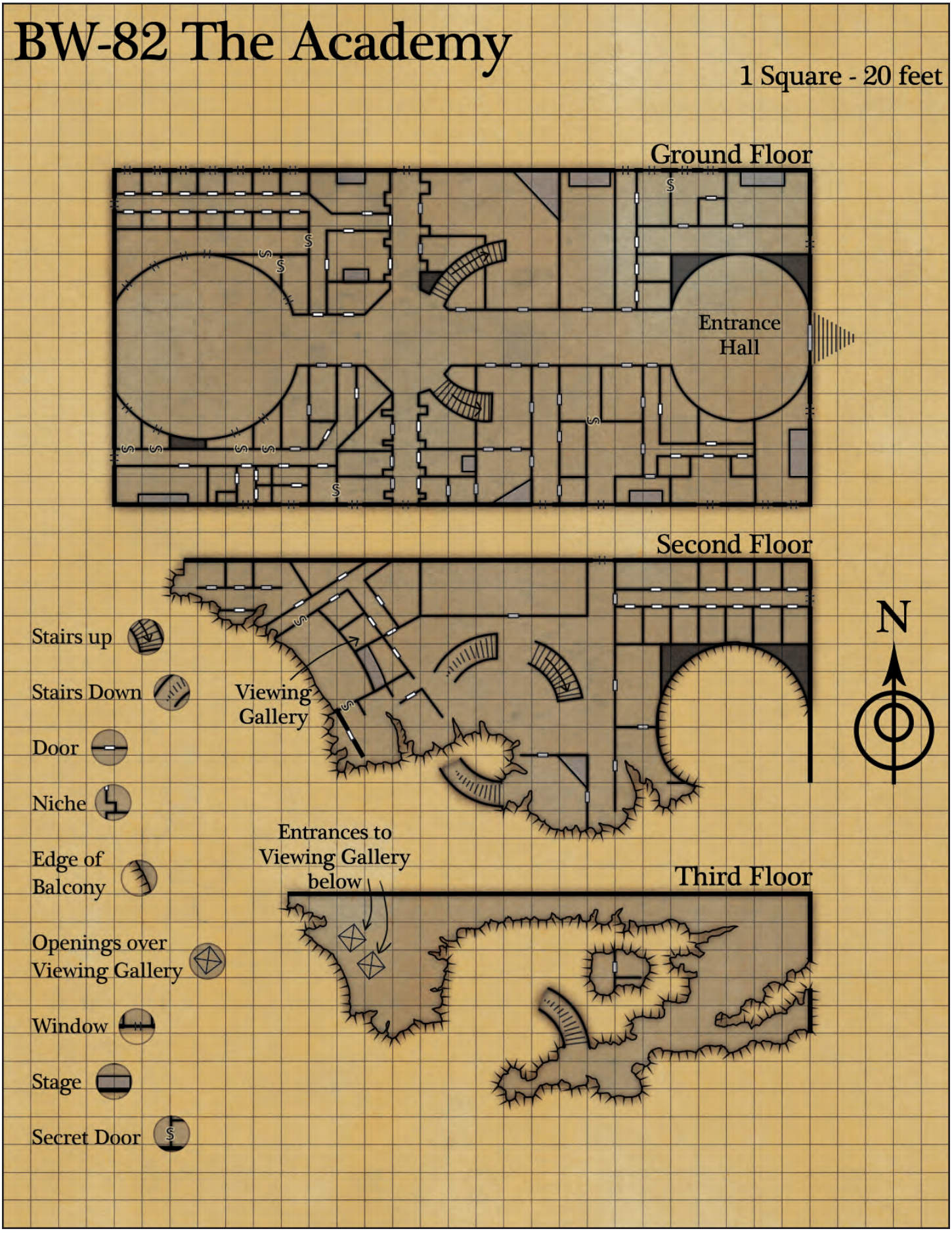
BW-71 Temple with Crushed Dome
1 square - 50 feet
1 square - 10 feet
Debris
Round Column
Door
Square Column
Front View
N

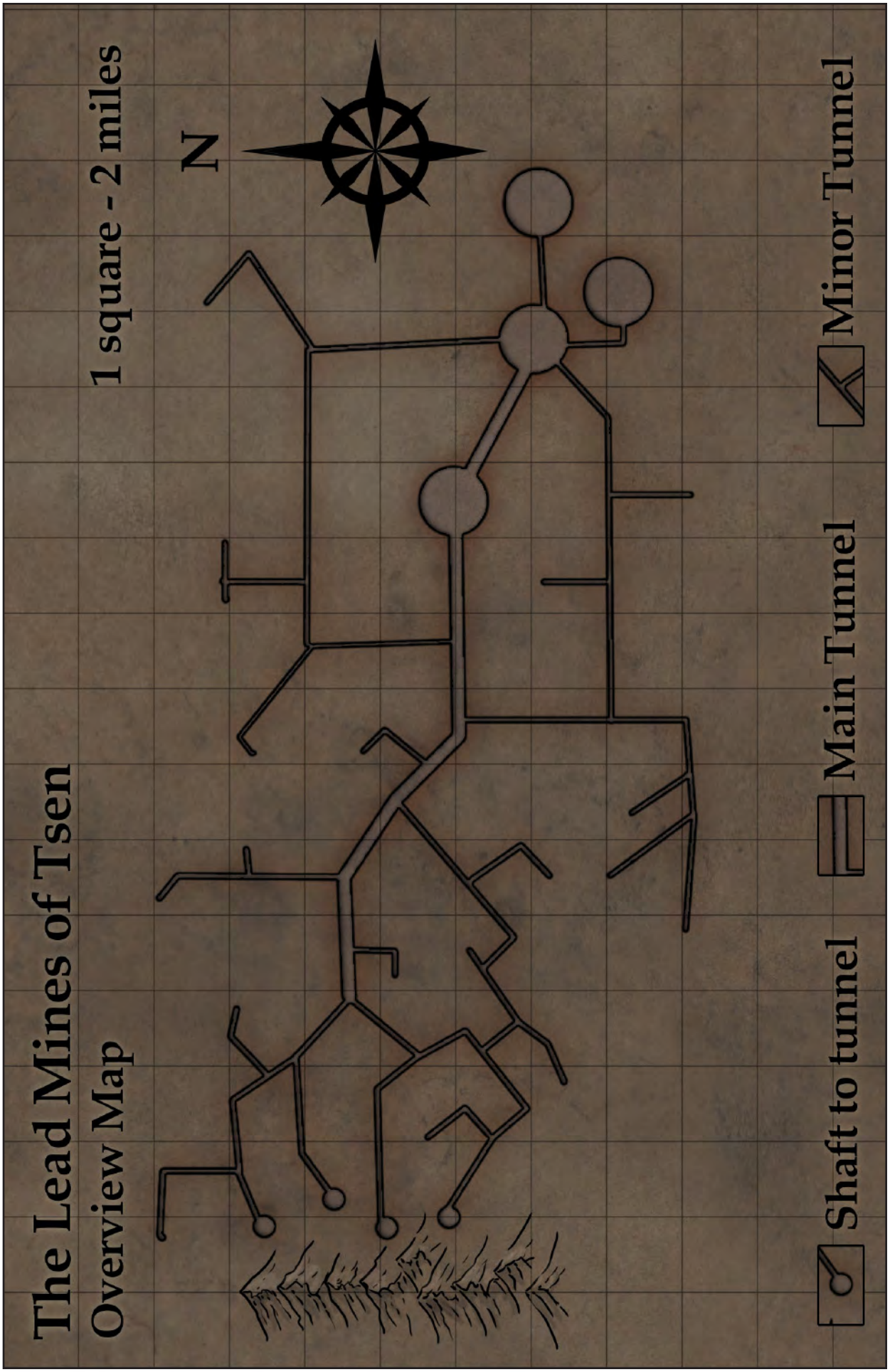

BW-72 Temple with Melted Back
1 square - 10 feet
Round Column
Melted Floor
Square Column
Melted Statue


BW-74
Upper Class Baths
Cold Pool
Pool
Slope
Latrine
Changing Room
Hot Pool
Boiler Room Area
Debris
Secret Door
Door
Door


BW-80 Monastery
1 square = 20 feet
N
Key
Dry Well
Surviving Wall
Old Path
Rubble

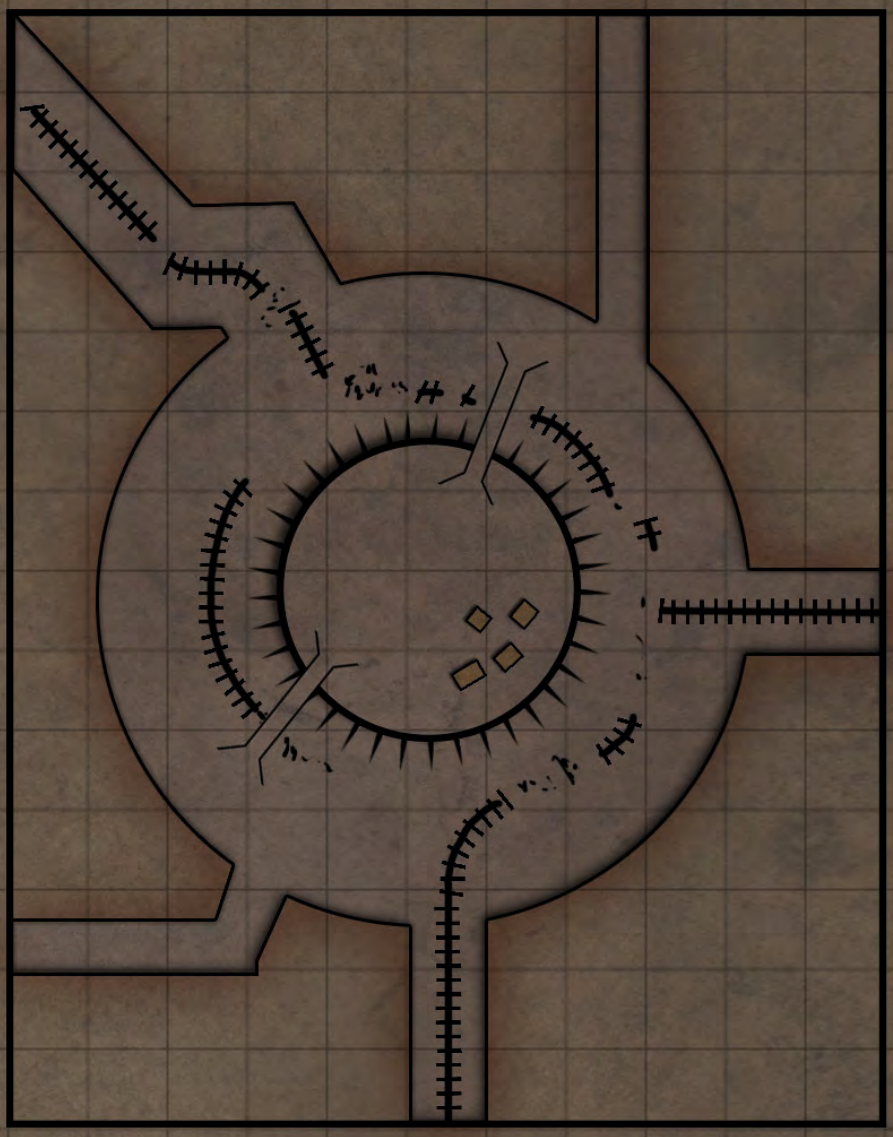
BW-81 The Warriors' Guild
1 Square - 10 feet
Ground Floor
Second Floor
Door
Window
Stairs Up
Stairs Down
Fountain
Fireplace
Mirror
Stair Room
Courtyard
Mirror Room
Open to Sky
N


BW-82 The Academy
1 Square - 20 feet
Ground Floor
Entrance Hall
Second Floor
Viewing Gallery
N
Stairs up
Stairs Down
Door
Niche
Edge of Balcony
Openings over Viewing Gallery
Window
Stage
Secret Door
Entrances to Viewing Gallery below
Third Floor


The Lead Mines of Tsen
Overview Map
1 square - 2 miles
N
Shaft to tunnel
Main Tunnel
Minor Tunnel

LM-2

1 square - 10 feet

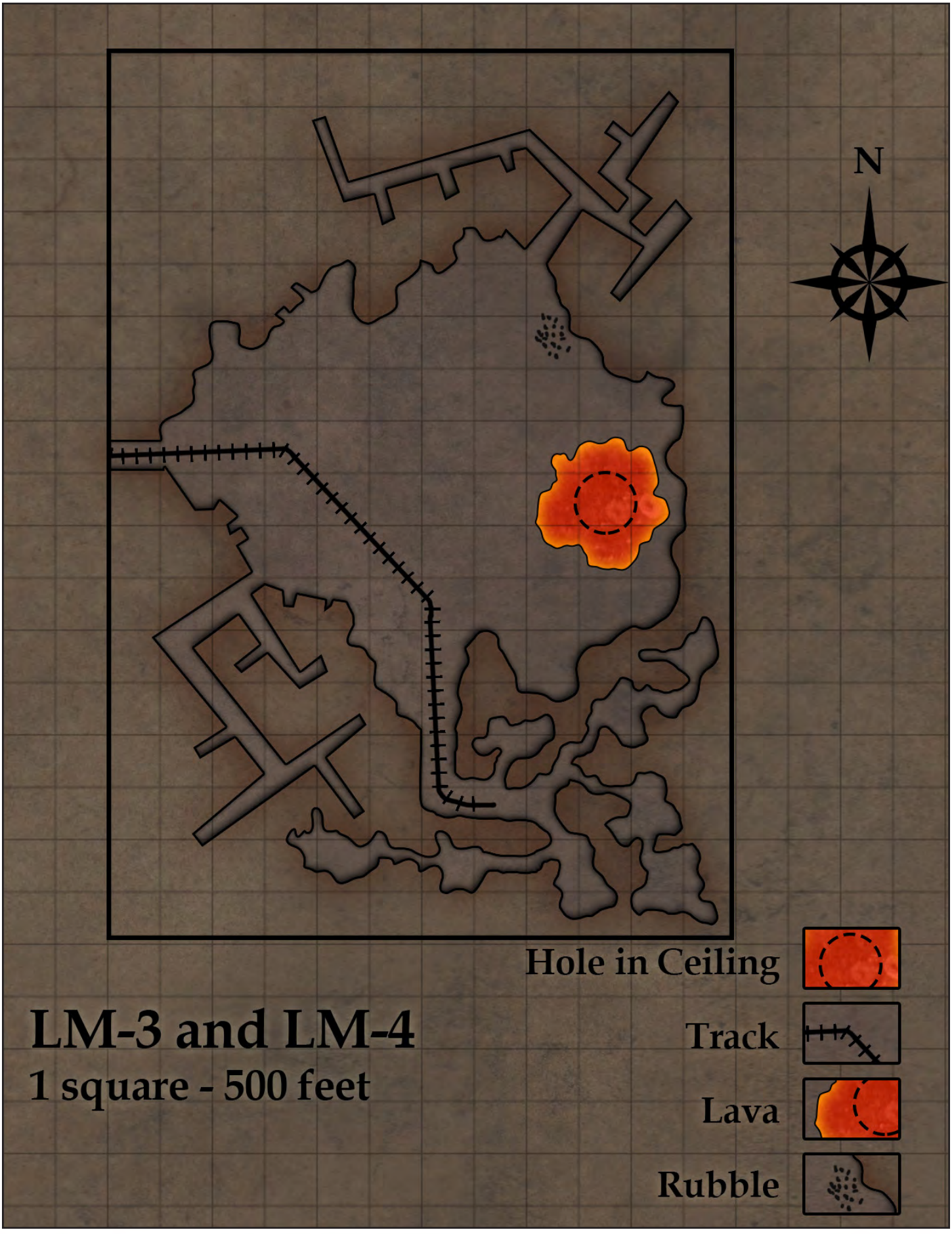


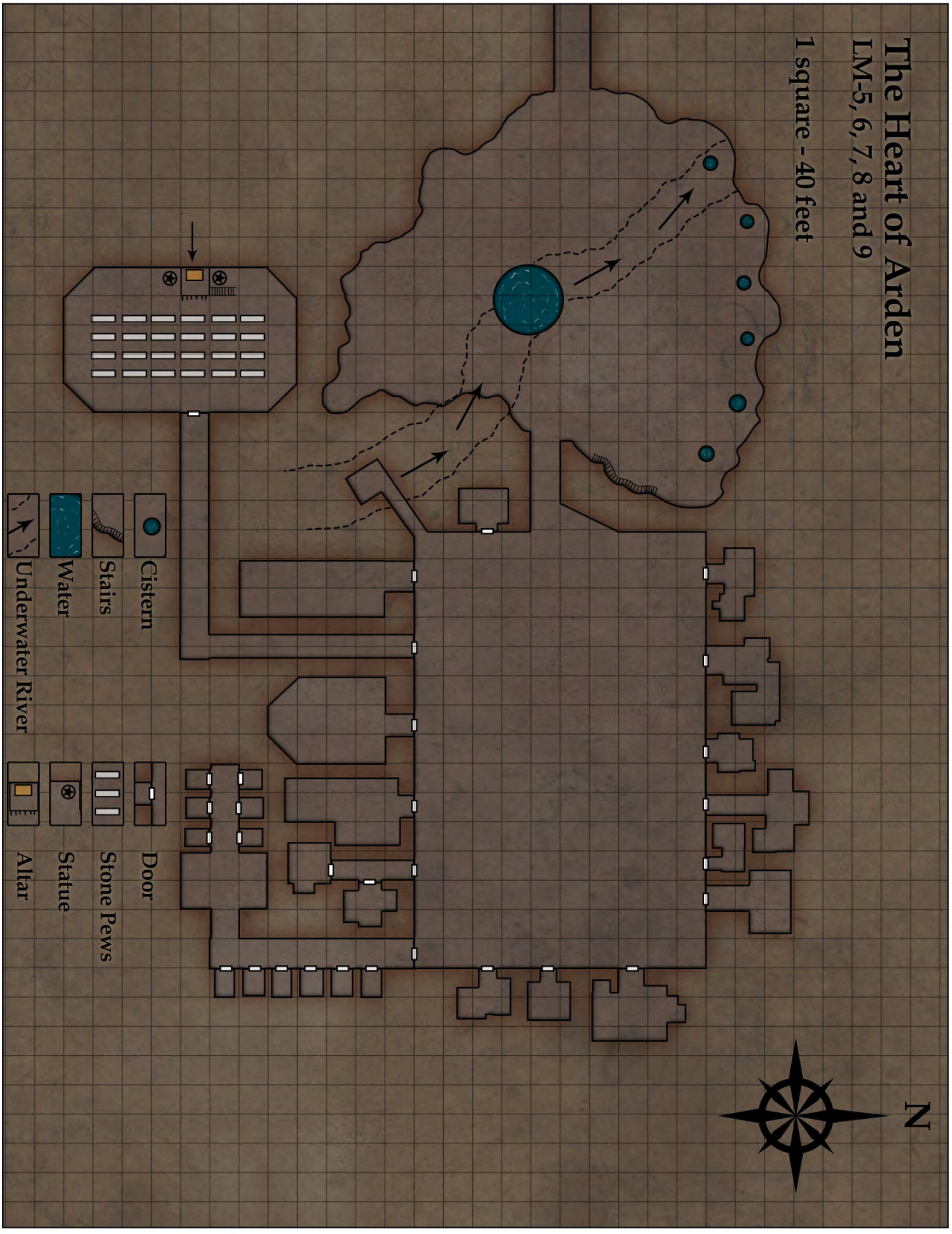
Ruined Tracks/Rails

Ramp over Track

Platform Edge (30 feet)

Cultist Camp


N
Hole in Ceiling
Track
Lava
Rubble
LM-3 and LM-4
1 square - 500 feet


The Heart of Arden
LM-5, 6, 7, 8 and 9
1 square - 40 feet
Cistern
Stairs
Water
Underwater River
Door
Stone Pews
Statue
Altar
N

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