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Advanced Dungeons & Dragons®

WORLD OF GREYHAWK™

Fantasy World Adventure

Mordenkainen's Fantastic Adventure

by Robert J. Kuntz and Gary Gygax



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Advanced Dungeons & Dragons

WORLD OF GREYHAWK™

Fantasy Word Adventure

Mordenkainen's Fantastic Adventure

by Robert J. Kuntz and Gary Gygax

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Special Thanks to "Mordy and
the gang"; may they soon
adventure again!

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PECIAL PREFACE

The module you are about to read contains the basis for one of the most difficult adventures that my character, Mordenkainen the Mage, ever underwent. The characters and the events were slightly different from what is presented here; for, after some time, Rob Kuntz and I sat down together as co-DMs of the Greyhawk Campaign to revise and expand the scenario. You now have substantially what we created at that time.

For those who wonder about the outcome of the actual adventure, Mordenkainen and Bigby the Magic-User initially went it alone. The terrible iron golem on the first level spelled petrification for Mordenkainen, and Bigby teleported out in great haste to bring reinforcements. With the aid of Yrag and Rigby, the monster was finally destroyed, and Mordenkainen was restored to flesh again.

Thereafter, the quartet proceeded to investigate the lower dungeon levels to see what they could discover. With a bit of luck and a lot of hard work, they managed to clear out the whole place. Of course, they expended many potions and a *wish* or two in the process.

Just to set the record straight, the statistics shown for the four are not entirely correct. Similarly, the magic items shown are not the ones that they actually took with them when adventuring in this dungeon. The information was changed for one principal reason—I still have all four of the characters interacting in the Greyhawk Campaign, and I even play one or another on occasion. The Citadel of Eight is a serious force in the events of the WORLD OF GREYHAWK™, and the four characters are amongst the eight principals of the fortress.

You will note that this is what is generally termed a “hack-and-slash” module. There is plenty of real thinking necessary, but the action is nearly non-stop, so the former term is not inaccurate. If you are interested in developing a bit more background for the scenario to work it into the whole of your personal campaign, a little effort will suffice to accomplish the task. There are so many obvious reasons for regular characters to journey to the area that a listing would be superfluous. On the other hand, here is a chance for players with lower level characters to try their hand at some “high level” play.

Whatever approach you decide to take, Rob and I sincerely hope that you will enjoy this “Fantastic Adventure” as much as we have!

Gary Gygax

NTRODUCTION

This dungeon was originally designed for the members of the Lake Geneva Tactical Studies Association (LGTSA) back in 1972-1973. Primarily, although not exclusively, I created my Castle, “The Ruins of El Raja Kye,” from which this dungeon is derived, for Gary Gygax, who deserved an opportunity for some extensive play because of all the judging (in between all the writing) he had done for the players in his Greyhawk Campaign. These levels were originally adventured in by Gary’s player characters: Mordenkainen the Mage, after whom this module is named, Yrag the Lord, Rigby the Patriarch, and Bigby the Wizard, and later by many others. All the characters mentioned above, except Yrag, were described in the AD&D™ **Rogues Gallery**, a TSR games booklet. When Gary took me in as co-DM of the Greyhawk Campaign, these levels became part of that world. Since that time, this scenario has undergone little change, although the characters have been modified to ensure compatibility with the AD&D™ game system.

This module is designed for four or more characters of at least 8th to 14th level. The four original characters of Gary Gygax are included as pre-generated characters for your use. If you elect to use other characters, be sure that such characters possess equal levels and corresponding spells and magic.

The Dungeon Master should read and study the contents of this module carefully, for many new monsters, magic items, and encounters are included herein.

The abbreviations appended below are used throughout this module:

AC	= Armor Class	MV	= Move
HD	= Hit Dice	F	= Fighter
hp	= hit points	MU	= Magic-User
#AT	= Number of Attacks	C	= Cleric
Dmg	= Damage	T	= Thief
SA	= Special Attack	A	= Assassin
SD	= Special Defense	S	= Strength
MR	= Magic Resistance	I	= Intelligence
MS	= Move Silently	W	= Wisdom
HS	= Hide in Shadows	D	= Dexterity
HN	= Hear Noise	Con	= Constitution
CW	= Climb Walls	Ch	= Charisma
DMG	= Dungeon Masters Guide	PH	= Players Handbook
MM	= Monster Manual		

It is strongly recommended that those people wishing to play in this module read no further! Which is more fun: knowing everything in advance, or discovering the tricks, traps, and treasures as you adventure along?

This is one of a continuing series of modules specifically related to the WORLD OF GREYHAWK™ Fantasy Game Setting. This scenario places the adventurers in the vicinity of Maure Castle, located on the WORLD OF GREYHAWK map at grid coordinates X3 86.

Robert J. Kuntz

D BACKGROUND FOR THE UNGEON MASTER

Maure Castle has long been a "quiet instigator" of wonderment, adventure, and mysterious happenings in the Flanaess. The castle is located south and east of the Free City of Greyhawk, surrounded by an admixture of hills, sparse trees, and brush. Rivulets run down from the uplands of the Cairn Hills to form fens and bogs about the strange castle. It is a forlorn and forboding place.

Legends tell little about the history of Maure Castle or of its reportedly strange inhabitants. What little is known is told by sages and adventurers to all those who would listen. Rumors about Maure Castle are always rife in the cities of Greyhawk and Hardby, although with so many in circulation it is often hard to tell which of them are true.

Of late, a strange story concerning the castle has run rampant throughout the countryside around Greyhawk and Hardby. Though widespread, this story has remained for the most part unchanged, although its originator is nowhere to be found, and therefore cannot substantiate its content.

The story begins thus: An unknown and currently unlocatable adventurer descended into the depths of Maure Castle via a downward slanting corridor that had been hidden by brambles and brush. Several smooth-hewn passages were discovered and briefly investigated. One of them led to two large iron doors—doors without latch, lock, handle, or any other visible means of opening. The mysterious adventurer returned to the City of

Greyhawk, spread his tale, and then disappeared without a trace.

Several adventurous inhabitants of the Cairn Hills area have subsequently found the same passageways, but all have returned to say that the iron doors were indeed unopenable!

Because of these mysterious discoveries, an influx of adventurers has been noted about the Greyhawk/Hardby area. Among them is one man, a powerful wizard, who, with his partners in adventure, deems this rumor interesting enough to warrant further investigation . . .



the DVENTURE BEGINS

Mordenkainen the Mage and his boon companions, Yrag, Riggby, and Bigby (see APPENDIX 3 for complete character information) have been tempted to explore Maure Castle because of the widespread rumors concerning the "unopenable" doors. Preferring not to attract attention, they have traveled from their abode, the Citadel of Eight, upon Mordenkainen's *carpet of flying*. The party has encamped roughly a mile north of the castle. Riggby has used the clerical spell *Speak With Animals*, and has been told the general direction and distance to the downward slanting passage leading to the doors. The party decides to rest for the night and plans to proceed afresh the following morning.

Encounters During the Night

Yrag elects to stand guard during the night, for he is oftentimes uncomfortable and cannot sleep before undertaking a dangerous adventure. He will maintain a quiet and careful watch for the six hours remaining until daylight, intently surveying the terrain comprising the Maure Castle environs.

DM: Roll 1d6 each hour; consult the table and explanations that follow below if the roll is 6.

Nighttime Encounters Table

- 1 A passing owl or nightbird is heard.
- 2 Torchlights can be seen to the south, heading east toward Maure Castle.
- 3 A wild animal is heard moving near the encampment.
- 4 A large winged shape passes in front of the moon, casting its shadow earthward.
- 5 A strange floating light appears within 10 yards of the camp.
- 6 Strange grating noises can be dimly heard below ground and to the south.

Encounter Explanations

- 1 **Owl or Nightbird:** The bird flies above the encampment and emits a reverberating screech. Yrag is startled and all characters are awakened.
- 2 **Lights:** Lights are seen heading east toward the castle at a steady pace. They are torch and lantern lights held by 2-5 lepers (Level 0 humans) who roam the upper extremities of Maure Castle. These outcasts will deftly avoid the

adventurers if approached, and have no useful information if they are somehow captured.

- 3 **Wild Animal:** Heavy movement and occasional animal noises are heard at a distance of 10-60 yards from the camp. Roll 1d4 and consult the listing below for animal type and statistics. If left undisturbed, the animal will leave the encampment area in 1-3 turns.

- 1 **Bear, Black** (AC 7, MV 12", HD 3-3, hp 21, #AT 3, D 1-3/1-3/1-6, SA hugs for 2-8)
- 2 **Boar, Wild** (AC 7, MV 15", HD 3-3, hp 16, #AT 1, D 3-12)
- 3 **Horse, Wild** (AC 7, MV 24", HD 2, hp 12, #AT 1, Dmg 1-3)
- 4 **Wolverine** (AC 5, MV 12", HD 3, hp 17, #AT 3, D 1-4/1-4/2-5, SA +4 on "to hit" rolls, squirts musk)

- 4 **Winged Creature:** Roll 1d4 to determine the type of flyer: 1 = Wyvern, 2 = Dragon, 3 = Griffon, 4 = Roc. This monster is unconcerned with the characters unless accosted, but will fight if attacked. The flyer will be of neutral or evil alignment.

- 5 **Strange Light:** This is a will-o-wisp (AC 8, MV 18", HD 9, hp 57, #AT 1, Dmg 2-16, SD only affected by *Protection From Evil*, *Magic Missile*, and *Maze* spells) that has come upon the camp while dimmed and invisible. This creature will surprise Yrag or any others watching on a roll of 1-4 on 1d6 since it seemingly pops into existence in a twinkling of an eye. It will attempt to lure all those that might follow toward the fens to the north (see the MAURE CASTLE ENVIRONS MAP), hoping to trap its prey there. If the attempt fails, it will attack. If confronted in force, it will retreat, never to return. If near death, it will reveal its treasure, described below, in exchange for its life. The box is hidden in a hollow log near the fens (see Key #T, MAURE CASTLE ENVIRONS MAP).

Iron Box (1 cu. ft.): This box is rusted shut and must be pried open. It contains a scroll and four gems.

Scroll of *Create Food and Water* and *Find the Path*, both at 20th level. (If Riggby uses the latter spell, there is a 10% chance of spell failure because of the difference in levels). The scroll is signed "Igniss Fatuus".

Gems: 1 amethyst (500 gp), 1 diamond (1,000 gp), and 2 emeralds (5,000 gp each).

- 6 **Grating Noise:** A sound like the grating of iron on stone seems to originate beneath the ground. If the characters investigate, they will discover that it issues from the slanting passage that leads down to the Unopenable Doors.

The Next Morning

The characters awaken at dawn and may then proceed on the next leg of their adventure. Each carries provisions for a journey beneath the ground.

Mordenkainen:	3 days' food and water
Bigby:	3 days' food and water
Riggby:	6 days' food and water
Yrag:	7 days' food and water

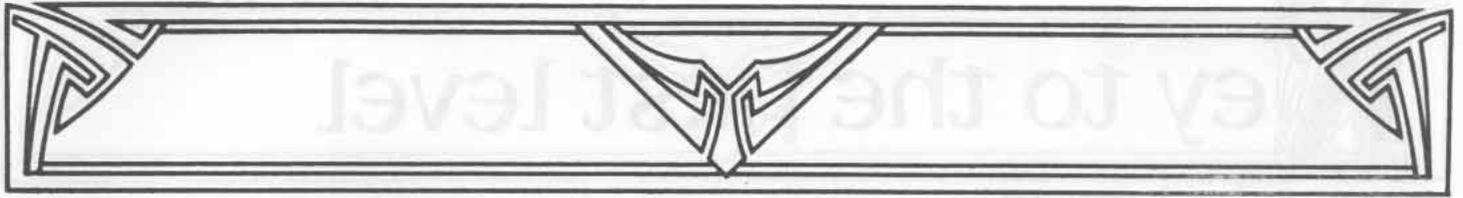
If direly pressed, Riggby can magically create food and water. Mordenkainen or Bigby can *teleport* out and return with ample provisions to sustain the whole party for 3 days' time. (If a *teleport* spell is used, the DM should ensure that the spell caster teleports to a well-known destination, and returns to a carefully studied locale).

Entering the Level

The party discovers a passage heading east, slanting down at about a 30 degree angle, based on the information gained by Riggby. They proceed along this 8 ft. wide, 2,000 to 3,000 ft. long passage for some time. Unless the characters map, they will not be able to tell how deep this passage goes. If the players map, increase the amount of time taken to cover the distance involved (PH, p. 102) and increase the number of wandering monsters encountered. This may speed them up considerably!

After a long while, the adventurers will come to a corridor branching north and south (refer to MAP OF THE FIRST LEVEL, Key X) The northern passage ends after a short distance.

Characters who examine the floor here will note that there is an eight-pointed star chiseled into the stone. The points of the star are entirely cleaned out, as if something is supposed to be set into them. The "something" which is meant to be inset is a set of eight metal triangles, each about the size of a half-ling's hand and each of a different hue. In the Greyhawk Campaign, each plate was enchanted to a different plane, typically a special demi-plane or similar place. Thus, a dou-



ble adventure was set up for each of the eight triangles. First came the search for the metal plaque, and then came the adventure of traveling to the destination encoded on the plaque, exploring, and finding a way back. When the whole **WORLD OF GREYHAWK Campaign series** is eventually completed, the eight triangles will be placed therein, as will the destinations encoded upon them. Until such time, you may either leave the eight-pointed star as an enigma, or else decide for yourself the locations of the plates and their mysterious destinations. Then, either in this dungeon complex (or in another), your adventurers may find a special treasure—an explanation of the power of the eight-pointed star and its metal pieces, and a clue as to where one of them might be found. Thereafter, you have a whole new set of adventures for your campaign!—EGG

The passage south leads to the **Unopenable Doors (Level #1, Key #1)**. DMs! Man your calling stations! Thus begins:

Mordenkainen's Fantastic Adventure!





Key to the first level

General Notes

All inhabitants of this dungeon complex are chaotic evil in alignment unless noted otherwise. They will not take prisoners unless to sacrifice them to their deity on Level 3. The morale of the inhabitants varies, though they are more secure knowing that these are "their levels."

The stonework on Level 1 is of ancient workmanship and typically made of granite. The floors are smooth-hewn and lightly covered with dust. Unless otherwise noted, corridor width remains a constant 10 ft. Height varies where noted but is usually 20 ft. Doors are of oak and metal-bound, or of bronze-wood, 7 ft. wide, 6 in. thick. They open inward unless specified otherwise.

I. THE UNOPENABLE DOORS

These massive doors are each 4 ft. wide and made of 2 ft. thick iron. The doors and floor in front of them are scraped and scratched, as if someone had unsuccessfully tried to force them open. No handles, keyholes, latches, or hinges seem available for their expeditious opening. It seems that they open inward, but even this is debatable.

These doors are of magical manufacture. No amount of pushing, pulling, shoving or ramming will open them. "Opening" spells (*Knock*, *Passwall*, *et al.*) have no effect upon them. Spells or items that cause damage will merely rebound and ricochet off these doors, and will do no harm to them. Items or spells that allow astral or ethereal travel will, however, provide passage. A *wish* will also cause the doors to open. If the *Silver Key of Portals* touches the doors, they will immediately swing inward to allow ingress.

2. ROOM OF MISPLACED FORTUNES

This room is empty and a bit dusty. Nine 2 ft. round by 2 ft. deep holes are aligned at perfect intervals about the periphery of the room. Characters who enter the room immediately feel a slight "tingling" sensation, and must make a saving throw vs. spells. Those who fail their saving throws will become misguided in their thoughts and actions for the next 1-6 segments. The DM must roll 1d10 for each affected character and consult the table below. Once the room's effects are com-

pleted, the characters lapse back to their normal selves, with (no doubt) great misgivings about their lost items. Each character may be affected only once by this room; no additional saving throws are required, whether or not the first save was made.

Disposal Table

- 1-5 The character drops one magical item of worth into the nearest hole. An item in hand will always be dropped first; if nothing magical is in hand, the most accessible item of worth will be dropped.
- 6-9 The character drops 2 magical items of worth, as above.
- 10 The character starts dropping all items of worth in descending order of value: magic, weapons, maps, food, water, torches, lanterns, clothes, etc.) at the rate of 1 item per segment.

The holes will instantly contract to "crunch" all items disposed, with no saving throws allowed. The holes will open again 1 round later, exposing the mangled items. The items will be forever useless.

3. FIGHTER FRESCOES

This room is lit by four small candles placed just inside each door. The inside of each door is painted in reds, purples, and yellows, and depicts a fresco of a fighter in full chainmail. Each fighter seems to be awaiting an onrushing enemy, although no enemies of any type are shown.

If any candle's flame is extinguished, the fighter painted on the door behind it will come to life, jump down from its fresco, and attack as a *hasted* Champion (F 7, AC 2, MV 18", hp 39, 40, 45, 50, #AT 2, D 4-11; S 16, D 16; *longsword* +2, normal chainmail and round shield).

There are three ways that the candles may go out:

- 1. characters may blow or snuff them out;
- 2. each candle will go out on a roll of 1-2 on 1d6, one chance for each candle once every two rounds spent by any character in the room;
- 3. all of the candles will automatically go out after one full turn spent by any character in the room.

These fighters will fight to the death, pursuing the characters automatically, no matter where they attempt to flee.

4. RUG ROOM

This room is lit by two *continual light* spells in the NE and SW corners. A variety of rugs are lying about, both flat and rolled up.

No.	Size	Make	Design	Gp Value
1.	6' x 3'	silk	floral	1,150
2.	6' x 4'	silk	geometric	1,300
3.	8' x 4'	wool	floral/ geometric	2,000
4.	9' x 5'	silk/ cotton	hunting scene	3,500
5.	9' x 6'	silk/ linen	geometric	special*
6.	9' x 15'	cotton	floral	2,600

* Rug #5: This rug has a two-inch long golden pin stuck in it and the word "Aelem" embroidered beside it.

These rugs are the only valuable and possibly dangerous items in this room. Rug #5 is effectively the largest variety of *flying carpet*, and can hold up to four persons while flying at a 24" movement rate. Its command word ("Aelem") will control it, although its movement will seem a bit sluggish. One drastic difference exists between this carpet and the standard variety: the golden pin (worth 100 gp) is magical, although the magic on it cannot be distinguished from the carpet's magic. This pin holds a captured air elemental (AC 2, MV 36", HD 16, hp 72, #AT 1, Dmg 2-20, SA +1 bonus to hit and +2 to damage when fighting in the air, whirlwind for 2-16). While a prisoner in the golden pin, Aelem will obey those who speak his name, transporting them about as does a normal *carpet of flying*. If the pin is removed, both it and the carpet will become forever non-magical, and Aelem will escape. He will come forth from his century-long internment with great fury, attacking all those before him. If he should escape in the presence of Arley the Weaver (Key #5), he will direct all attacks against the Weaver, for it was Arley who captured and imprisoned him.

5. WEAVER'S CHAMBER

This room is well-lit by *continual light* spells. Sitting on a stool before a table laden with cloth is a fat, jovial-looking old man, rosy-cheeked and balding. To his left is a loom, with bolts of linen, wool, and silk spread before it. To his right is a spinning wheel. Next to this is a medium-sized box, piled high with many colors of spooled thread. The room radiates magic everywhere.

Arley the Weaver is actually a *polymorphed* ogre mage (AC 4; MV 9"/15"; HD 5+2; hp 32; #AT 1; Dmg 1-12; SA 1/day *charm person, sleep, cone of cold* for 8d8; SD *regenerate 1 hp/round, at will; fly, polymorph* to humanoid form, become *invisible, cause darkness 10' radius, 1/day assume gaseous form*).

Arley will immediately turn and welcome the characters when they enter his room. He will introduce himself by name, and explain his presence by briefly telling them, "I am a lowly weaver, forced to do evil in this forsaken place because of an evil enchantment laid upon me by a wizard who was none too pleased with a robe I fashioned for him." Arley will then proceed to produce his "valuables," which he claims to have "fashioned for all those who would trade for them." He will attempt to turn aside or brush off any questions.

He will open the box next to the spinning wheel and bring forth the eight items listed on the table below. He will attempt to trade with the characters for these items, garnering an "equal item" in return. The trading is rigged against those who partake, however, for all of the following items are evil or cursed, and Arley will be more than happy to part with them.

If Arley is caught during one of his ruses, if his alignment is detected, and/or if the players do not believe his "evil enchantment" story, he will assume *gaseous form* or turn *invisible* to escape. He knows Level #1 well, and if followed he will lead the players to Key #19

(75%) to activate the golem or to Key #7 (25%), to lure them into the pool of the het-fish. If all else fails, he will fight to the death!

Arley's Boxed Items:

1. **Girdle:** Arley says it is a *girdle of stone giant strength*. It is actually a *girdle of femininity/masculinity* (DMG, page 145).

2. **Cap:** Arley says it is a *cap of quick action*. It is actually a *cap of evil*, and will change the wearer's alignment to evil (similar to a *helm of opposite alignment* (DMG, page 146).

3. **Gauntlets:** Arley says they are *silken gauntlets of swimming and climbing*. They are actually *envenomed gauntlets*; the linings have been treated with a contact poison. A saving throw vs. poison is required when they are put on—failure means death!

4. **Slippers:** Arley says they are *slippers of speed*. They are actually *slippers of slowness* (treat as a *slow* spell for as long as they are worn). They cannot be removed except by the use of a *dispel magic* spell, by a *remove curse* at 12th level of spell use, or by a *wish*.

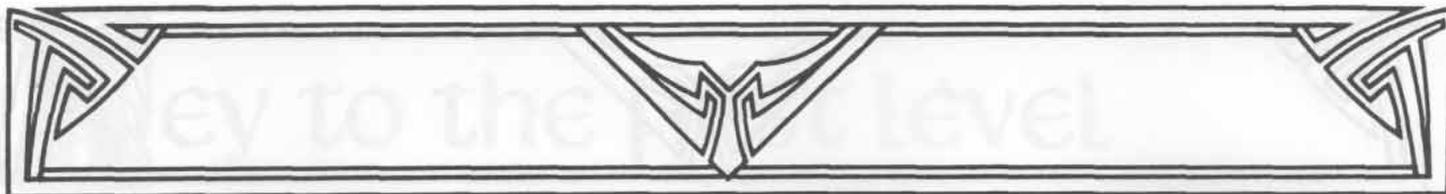
5. **Robe:** Arley says it is a *robe of eyes*. It is actually a *cursed robe of serration*. When the robe is donned, the wearer will not see "magical eyes" at all; instead, hundreds of half-inch mouths, sporting tiny teeth, will appear. They will bite the victim for 10 points of damage (total) per round that this robe is worn. The

robe will wrap around whomever dons it, and cannot be removed if the victim's strength is 14 or less. A character having a strength of 15 or more may break this devilish robe's hold upon him in 10 rounds, sustaining only half damage while doing this. Alternately, a *remove curse* spell will utterly destroy the item, leaving nothing but a heap of smoldering rags upon the floor in its place.

6. **Sash:** Arley says it is a *silken sash of wishes*. It is actually a *sash of immolation*. Once wrapped around the waist, the *sash* will explode in a sheet of whirling flame about the wearer. This item causes a total damage of 21-30 (1d10+20) points and then "burns out," falling to the ground in a stream of black ash.

7. **Socks:** Arley says they are *socks of fire walking*. They are actually *socks of sweating*. They appear to be the only good item out of the bunch; when worn, they will actually protect the wearer from fire, just as would a *ring of fire resistance* (DMG, page 130). This protection, however, lasts but six rounds. At that time, the wearer will start sweating profusely, losing 2 hit points per round to dehydration. Additionally, for every 6 points of damage accrued in this manner, the character's strength, constitution, and charisma scores are each reduced by 1 point. If any score drops below 2, the character is incapacitated. If any score drops to 0, the character is dead. Lost ability points return in 1 day. These socks will continue to cause the character to





sweat as long as they are worn. The continuous intake of water will lessen the damage dealt by 1 hit point per round, and will negate the loss of the aforementioned ability score points.

8. Kaftan: Arley says it is a kaftan (sweater) of *protection from evil*. It is actually a *kaftan of ogrishness*. When worn, this sweater will not actually protect anyone from evil. A peculiarity will shortly be noted by the wearer. After a character wears the garment for one full day, he will start having cravings for progressively rawer meat, and will be heard to mumble occasionally while leering at others. From time to time, the wearer will be noticed drooling. The wearer will still remember his duties and his companions, although he will begin to talk to friends less and less frequently.

The kaftan is easily removed. If the wearer of the item removes it before the end of three days, the effects will be reversed, and the character will return to normal within 1-6 hours. Otherwise, the character will be subjected to the full effect of the kaftan's curse.

The Curse of the Kaftan: On the second day of wearing the garment, highly noticeable physical and mental effects will be apparent. The character's bulk will increase by 20-50 lbs.; height will increase to 6 ft. + 1d12 in. (if the character was originally under that height); the eyes will appear squinty and filmy, the tongue purplish-brown, the nose longer and rubbery, the skull more bulbous, the talk slower and more guttural, and the walk will be reduced to a stiffer, more lumbering gait. Strength will increase to 18/00, but intelligence and wisdom will decline by 6 points each, or to a score of 7, whichever is lower. Dexterity will drop to 7-9 (6+1d3), constitution remains unchanged, and charisma changes to a range from -3 to 2 (1d6 roll). During this time, the wearer will barely remember events of only one or two days previous. His mistrust of others will greatly increase—there is a 50% chance that the victim will wander off, not trusting his associates any more. Once departed, the victim will either avoid or attack former companions (50% chance of each) if they approach.

On the third day of wearing the kaftan, the victim irrevocably becomes a full-fledged ogre! All previous knowledge and lifetime experiences are wiped clean. The victim will think, act, eat, etc., as does an ogre. Alignment will, of course, change to chaotic evil. Nothing less than a *wish* or divine intervention will restore the character to his or her former self.

6. TAPESTRY ROOM

This room is illuminated by two lamps suspended from pegs on the northern and southern walls. Strewn about and hung from the walls and ceilings are many beautiful tapestries.

The lamps have enough oil in them to stay lit for 3-30 turns each. The six tapestries listed below have no special value other than their aesthetic and/or monetary worth.

No	Size	Make	Design	Gp Value
1.	3' x 3'	linen	floral	460
2.	3' x 5'	silk/ gold thread	geometric	780
3.	4' x 4'	cotton	floral	800
4.	5' x 5'	woolen/ silver/ gold thread	hunting scene	1,275
5.	5' x 5'	cotton/ silk/ platinum thread	floral/ hunting scene	2,560
6.	6' x 6'	silk/ crushed & mixed gemstones	mosaic/ floral	3,100

7. THE AMBER POOL

The water of this round pool is amber in color, a bit murky, and moves just slightly, as if a small but constant tidal influx were at work upon it. Its bottom cannot be seen because of a haze caused by an admixture of the coloration, the murkiness, and the light shed by a chalice which is set upon a raised 20 ft. round area at the center of the pool (see Key #8).

This 10 ft. deep pool is inhabited by hetfish (see Appendix 2; AC 5, MV 15" swimming, HD 1-3, hp 8-24 each, #AT 1-20 fish swarm victim, Dmg 1-20 heat damage). If the pool is entered, 1-20 of these fish will swarm each character. No "to hit" roll is needed by the fish, for their mode of attack (merely brushing up against or ramming the target) allows instant contact and heat damage. If the characters do not immediately eliminate these fish in melee, more and more fish will swarm to the attack (1-20 additional fish per melee round), until the entire pool is embroiled in a thrashing, scorching uproar. Hetfish appear virtually identical to piranha, but with many knobs and lumps protruding above the surface of their scales. Their size varies from 1 to 3 ft. There is nothing of value in the pool.

8. THE EVER-CHANGING CHALICE

When first seen, this appears to be a 3 ft. tall, 9-inch round silver chalice. It is enchanted, and will appear, by illusion, to change color. Roll 1d6 once per turn per character to determine what color is seen by each character that turn. The characters may see the chalice in different colors.

Colors:

- 1 = glistening silver
- 2 = pale green
- 3 = radiant amber
- 4 = warm red
- 5 = cobalt blue
- 6 = sparkling gold

The chalice has a worth of 6,000 gp if sold to those interested in such illusions. It has no other properties except as described.

9. EMPTY CHAMBER

This room is unused and dusty.

10. DECORATED CHAMBER

Painted upon the north, east, and west walls of this 30 ft. x 30 ft. room are frescoes of servile ladies lying upon many-colored furs near a fountain. The fountain water is depicted as bubbling lava, with a scaled, fire-enveloped hand reaching forth from it.

This is an artist's symbolic representation of the pool (Key #7) and the danger it represents. The ladies represent the laxness of those dealing with it carelessly. The scaled hand signifies the hetfish, while the bubbling lava denotes the fiery inclination of these creatures.

11. EMPTY CHAMBER

12. EMPTY CHAMBER

13. BRONZE STATUE ROOM

One bronze statue is placed in each of the room's corners (NE, NW, SE, SW). Each is 6 ft. high and appears to be a grim fighter, bedecked in plate mail and holding a long spear. They are positioned so that each is pointing its spear toward the center of the



room. In the middle of this room is a 1 ft. round blood mark, dried and aged-looking, as if someone from eons past had bled here.

These are just statues, nothing more. The plate mail and spears are cast as part of the figures and are not removable. The blood mark radiates magic. Any character who steps in, touches, or moves over this mark will gain the benefit of being unaffected by the spears loosed from the trap at Key #15. The blood is not useful in any other way. It cannot be removed.

14. EMPTY CHAMBER

This room appears to be empty and unused. A secret trap door leading down is located in the northeast corner. It opens easily, allowing space for one person at a time to descend. A passage at the bottom leads off to the east for 30 ft., ending at a trap door set into the ceiling, which leads to Key #15.

15. DESERTED CHAMBER

This room seems like the others, dusty and unused. Examination of the 10 sq. ft. alcove in the southeastern portion of this room will reveal a door to the north.

When the door is opened, six bronze spears shoot forth from a slotted trap on the far western wall. The slots open as the door does, so unless the players specifically check for traps on that wall they will not see the slots. The spears will hit anyone standing in the intervening space between the door and the western wall. (Divide the spears equally among potential victims, randomly rolling for spears or victims left over.) All those characters who did not gain the benefits of the blood mark at Key #13 will be automatically hit by these

spears. Damage caused is 2-8 points per spear. Those characters who gained the protection of the blood mark will find that these spears do no harm, merely bouncing off them.

These 6 ft. long bronze spears radiate a dim magic. If used in combat, they will automatically hit, scoring 2-8 points of damage. Against unarmored or lightly armored opponents, they do normal damage. When employed against metal-clad opponents, or those beings with equivalent armor class ratings, there is a 50% chance per use that they will break, doing no damage in the process.

16. THE GREAT DRAPERIES

These curtains divide this great room in half. They are made from black satin and are suspended from numerous 20 ft. tall wooden columns.

The ceiling south of the curtains is vaulted, extending some 30 ft. upward. The whole of Areas #17-19 is continuously lit by a dim, purple *faerie fire* spell effect. A magical aura permeates the entire area.

17. IVORY PILLARS

Keys #17a-f are each 30 ft. high, 5 ft. diameter ivory pillars—possibly carved from huge elephant tusks! Each pillar is sculpted to resemble a male figure.

These pillars will seem to come to life when the iron golem moves to attack intruders (see Key #19d, "Room Conditions during Golem Attack," for details).

- This carving resembles a nobleman in robes, looking straight ahead.
- This carving resembles a scowling fighter type, looking directly north.

c. This carving resembles a scholarly man who seems to be deep in thought.

d. This carving resembles a lithe man in fashionable dress, possibly a representation of a bard or poet. He has a thin smile on his face and a dreamy expression.

e. This carving resembles a sneering, regal person. His eyes are turned upward, as if he were above all who pass.

f. This carving resembles a beggar. He looks off at an angle toward Key #19.

18. VIEWING STANDS

These two areas are raised 15 ft. above the main floor, with steps leading to the seats above. The stands seat a maximum of 60 people (4 booths, 15 per booth), and are tiered so as to allow easy viewing of the area in front of them.

The stands will seem to have a variety of beings in them when the iron golem attacks. (See Key #19d.)

19. THRONE/STATUE AREA

This 50 ft. x 70 ft. raised area has 3 statues upon it. Two stand on either side of the stairs, each raised 5 ft. above the floor. The other, more ominous, statue is seated upon a granite throne at the top of the stairs, 15 ft. above the floor.

If this area is entered or touched (*i.e.*, if the characters attempt to walk or climb on any of the raised areas, or touch the statues, or use spells on any part of the throne area, etc.) the iron golem described below will animate and immediately move to attack the characters. (See Key #19d, "Room Conditions during Golem Attack.")

19A. FIGHTER STATUE

This statue is made of iron, and depicts a swarthy fighter in elaborately crafted plate mail armor. His visor is open, and he stares downward. He holds an out-thrust longsword in his right hand.

If the adventurers attempt to remove the sword, which seems to be part of the whole statue, the statue's right hand will momentarily turn to flesh and release its grasp upon the sword. This sword is one of the only two weapons that may harm the iron golem. Against a golem, this weapon gains a +3 bonus to hit and inflicts 3-30 points of damage per hit, plus any other bonuses applicable. It is otherwise a normal *longsword* +1.

If this half-ton statue is somehow moved, a small cavity below it (3 ft. deep, 1 ft. diameter) will be revealed. In the cavity is a copper urn containing 11 pieces of jewelry worth 2,000-5,000 gp each, 27 gems (24 black opals and 3 diamonds, worth a base 1,000 gp each), and 1,275 pp.

19B. MAGIC/USER STATUE

This iron statue depicts an old, bearded magic-user, clothed in traditional garb. He holds a dagger in his left hand, and peers down with a vengeful cast to his eyes.

If the adventurers attempt to remove the dagger, the statue will transform to flesh and come to life. Instead of attacking, however, it will immediately kneel and, with both hands, present the dagger to the character in front of it. It will then stand, resume its original position, and turn back to iron, winking to the recipient just before the flesh-to-iron transformation is complete.

This dagger is the second of the two weapons that may harm the iron golem. Against a golem, this weapon gains a +2 bonus to hit and inflicts 2-16 points of damage, plus any other bonuses applicable. In addition, if the "to hit" roll is a natural 19 or 20, a second attack may be made during the same round. It is otherwise a normal *dagger* +2.

If the right hand of the magic-user statue is grasped and pulled down, the statue's head will loosen and fall to the floor. The head is hollow, and contains a scroll of 3 clerical spells: *neutralize poison*, *raise dead*, and *heal*.

19C. CREATURE STATUE

This iron statue is seated upon a granite throne. It holds a crystal, iron-hewn sword in

its left hand, and a whip of long, broad, interwoven feathers in its right hand.

This is the terrible iron golem (AC 3, MV 6", HD 15, hp 85, #AT—see below, D—see below, SA poison sword, flaming breath, whip petrifies, SD automatic *levitation* at 2"/turn as desired, MR immune to all physical and magical attacks except from the "statue weapons" detailed above). The golem will animate as described in Key #19 above.

The golem stands a full 8 ft. tall. Its head is that of a regular iron golem, except that its maw is wider and a small flicker of flame may be seen therein.

This monstrosity is exceptionally powerful and terrible indeed. It may perform up to three attack functions per melee round; roll 1d6 and apply the results from the table below.

- 1-2 Attacks with sword only
- 3-4 Attacks with sword and whip
- 5-6 Attacks with sword, whip, and flaming breath

Sword: This 5 1/2 ft. long sword is wrought from crystal-encased iron. A greenish, viscous fluid appears to be on its surface. This substance is poison. When the golem scores a hit, its victim takes 2-24 points of immediate damage and must make a saving throw vs. poison or die.

Whip of Feathers: This 6 ft. long whip is fashioned from many cockatrice feathers. Upon each successful hit, the victim must make a saving throw vs. petrification or be turned to stone. The whip is actually non-magical, but a rare technique of preserving cockatrice feathers has been employed here, thus making it usable as a weapon.

Flaming Breath: A fiery sheet of flame, 12 ft. long and 2 ft. wide at its base, shoots forth from the golem's mouth. It may hit several grouped opponents at once (1-4 in a mass ranked or packed column). If the golem is involved in one-on-one melee, its breath is capable of hitting one person only. The golem is extremely accurate with this breath, requiring no "to hit" roll, nor may the targeted victim make any saving throw (although protections against magical fire do apply). The damage inflicted is 5-30 points per breath.

Once animated, the iron golem will pursue and attack all intruders who still roam this dungeon level. It will seek out such interlopers everywhere, tirelessly tracking them down. If the characters descend to the lower levels, the iron golem will stand guard at either Key #14 (50%), Key #19 (25%), or

Key #1 (25%), awaiting their return. If the characters flee from the dungeon, it will wait for their return at Key #1 for 1-4 days, unemotionally clanking back to resume its "sleeper position" on its throne after the passage of time is complete.

19D. ROOM CONDITIONS DURING GOLEM ATTACK

The Ivory Pillars (Keys #17a-f) and the viewing stands (Key #18) seem to come to life, initiated by the activation of the iron golem. A strong, ingrained magic motivates and sustains these grand *illusions* and *audible glamers*. Whatever the state or actions of the characters, these sight and sound occurrences will seem real to them. Although the illusions cannot be dispelled or disbelieved, they are more "bark than bite," and cause no real harm.

When the golem is defeated through combat, or when the characters quit this area and the golem returns to its former state of dormancy, these illusions will cease to function.

The Pillars (Keys #17a-f)

The pillars now seem to be fleshly versions of the original carvings, moving and speaking to one another as if they were heavenly beings, viewing and wagering upon the outcome of this contest. Each watches the battle in progress closely, talking and comparing notes with others all the while. Each seems to look at the characters, some pointing at times, some merely observing intently, perhaps saving their comments for the eventual outcome of the battle.

Viewing Stands (Key #18)

These once-empty viewing stands now appear to be filled to bursting with many characters of dead, living, ethereal, earthly, demonic, and angelic visages. The living, earthly, and angelic types are heard to shout encouragements to the characters such as: "Get that rust bucket! Don't let him whip yah! Get behind him!! GO! GO!" The dead, ethereal, and demonic types will boo the characters and shout evil suggestions to the golem such as: "Melt that magic-user! Crunch that cleric! Killing's too good for them!!"





Key to the second level

General Notes

The stonework here seems quite old and, as on the first level, is composed of granite. The floors are damp, but not overly so, and appear mildewed in places. Unless noted, the corridor width remains a constant 10 ft. and height maintains a consistent 20 ft., as on the first level. Doors are made of metal-bound oak, and are 7 ft. wide and 6 in. thick, opening inward unless indicated otherwise.

20. ENTRY

There is an 8 ft. x 10 ft. rough-hewn hole to the south.

A tyrg (see Appendix 2; AC 5, MV 15", HD 5, hp 32, #AT 1, Dmg 1-12, SA howl equals minor stunning within a 20 ft. radius; save vs. wands or penalties of -1 to initiative, -2 to hit, lasts 3 rounds) stands a vigilant watch here. This giant mammal, which resembles a grey, black, and white-speckled wolfhound, leaps out at anyone coming within 10 ft. of its den. The tyrg will howl incessantly, causing all those failing their saving throw vs. wands to be affected as noted above. Saving throws must be made for each round of howling. The effects of the howling attack are not cumulative, and a character may only be affected a second time if three consecutive rounds of stunning have previously occurred. The howling will alert the occupants of Room #21, and they will arrive in 1 round to do battle.

This hound's lair contains scraps, bones, and dung. There is nothing of use or interest to adventurers here.

21. GUARD ROOM

Herein are eight fighters, who are lounging, standing, cleaning weapons, and so forth. Some of them are reclining on bunks along the southern and western walls.

These are the guards of the entryway to this dungeon level (F 4, AC 4, hp 30, 28, 26, 22, 21, 20, 20, 19, #AT 1, Dmg 1-8, all average ability scores, chain mail armor, shields, light crossbows, broadswords, and 2-20 gp each). They wear black surcoats with a blazon of a silver sun. Since they were provided with a puppy tyrg which eventually grew to become the beast at Key #20, they have done less of the guarding, allowing the tyrg to be their warning system. If the characters do not disturb the tyrg in their approach, there is a 50% chance that these fighters will be surprised for 5 segments by anyone entering their room. If the characters disturb the tyrg,

the fighters will rush to Key #20 to kill or capture the characters. After an initial discharge of crossbow bolts, they will attack with broadswords; those unable to change weapons will continue firing crossbows.

Note that each Guard must also make a saving throw vs. the tyrg's howl. They have not grown accustomed to the awful noise.

In all cases, these fighters will do battle until their numbers are reduced to four or below, and will then attempt to flee to inform their Lord at Key #24. They know this dungeon level well, and if followed will dodge around corners and double back to elude the adventurers while proceeding to their lord.

22. HUGE TAPESTRY

A thick and very well-made 30 ft. x 10 ft. tapestry is hung along the southern wall. Depicted upon a field of black are many strange beings in very unusual surroundings. A great city dominates the majority of this tapestry, with two huge, bronze, tuskless elephants positioned before its wide gate. The city itself seems lifeless. A single domed building with cupola is shown jutting above the city's battlements. The sky above the city crackles with silver lightning. Two heads appear among the bolts. One is of a larger-than-normal wolf's head, its fur black and thick and its eyes like two silver pools of menacing thought. The second is of a man, gaunt and intense in features, who smiles as he looks down upon the city.

This tapestry was woven by Arley, and depicts the Lost City of the Elders, located in a dimension accessible only through the use of a certain dagger guarded by Kerzit the Demon (see Appendix 1, TOME OF THE BLACK HEART). It radiates a faint magic of an indeterminate sort, but does nothing. The tapestry is worth 10,000 gp, but it weighs 150 pounds and requires three strong characters to carry it even at encumbered speed.

23. HALLWAY

The middle 10 ft. expanse of this 20 ft. wide hall is taken up by a pool of water. Its surface is still and nothing lies within it. It appears to be only 1 to 2 ft. deep at most, but closer examination (within 1 ft. of the edge) is required to verify this.

When viewed from no more than a 1 ft. distance, a vision appears upon its surface that can be seen by all those watching. The picture takes the form of a purplish object, possibly a large rock or stone. It definitely appears to be

oblong or ovoid in shape. All those who look upon this vision for more than one full round will acquire a directional "feeling." A character who attempts to follow this "feeling" will be led to Key #47, THE PURPLE STONE.

24. OCCUPIED ROOM

This room is well lit by a *continual light* spell. A man wearing grey and black robes can be seen standing next to a table with many objects on it. This man begins to gesture at the characters as they enter.

This is the "Lord" Hubehn, who is the right-hand man of Eli Tomorast (see Key #38).

Hubehn has the following statistics: M-U 8, AC 5, MV 12", hp 31, #AT 1, Dmg 2-5; S 10, I 16, W 14, D 14, Con 15, Ch 9; *robe of protection +1*, scroll of three spells: *comprehend languages*, *Rary's mnemonic enhancer*, *distance distortion*; a small sack containing four sprinkles of *dust of dullness*, and a *dagger +1* hidden beneath his robe; SA spells. See Appendix 1 for a full description of *dust of dullness*.

Hubehn's spells:

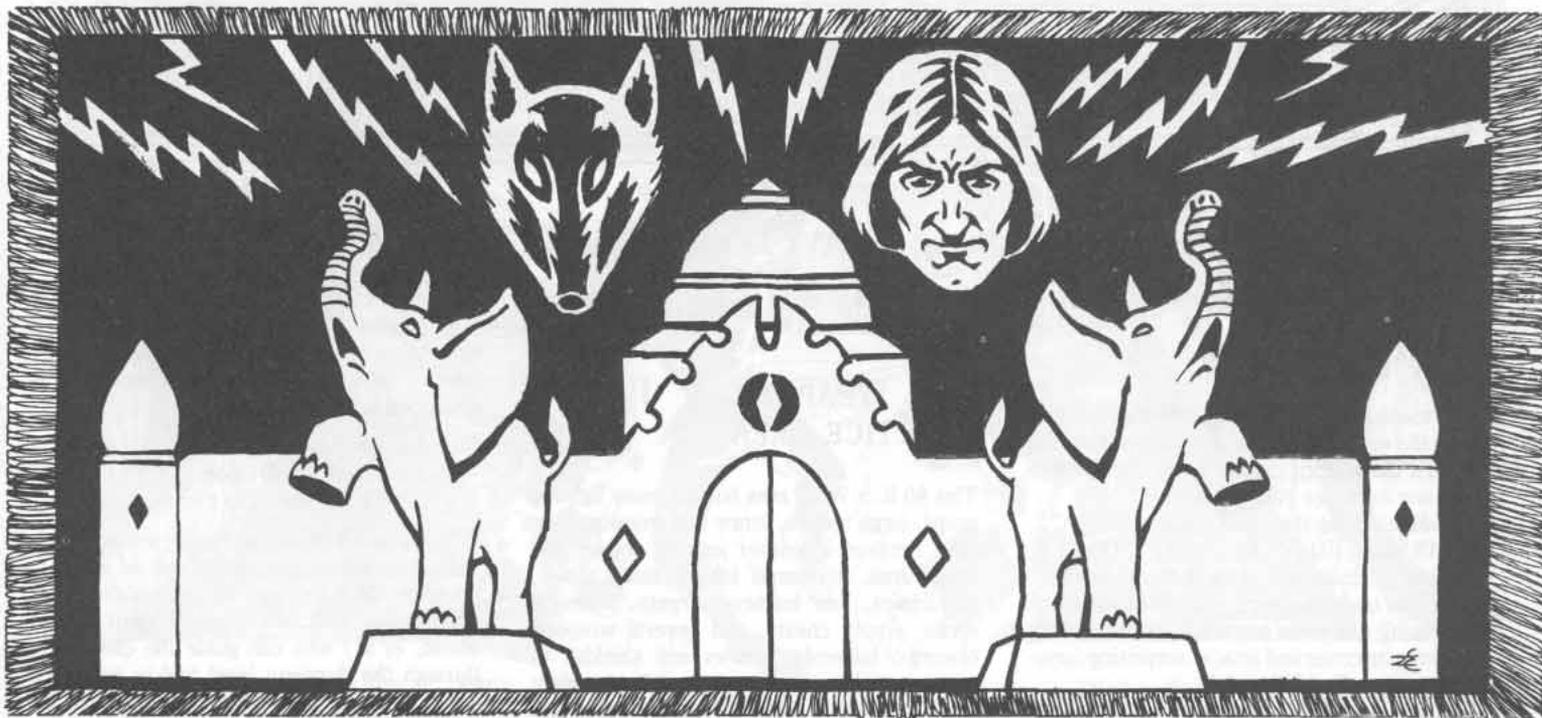
Level 1: *hold portal*, *magic missile*, *shocking grasp*, *spider climb*

Level 2: *invisibility*, *shatter*, *web*

Level 3: *haste*, *hold person*, *slow*

Level 4: *dimension door*, *polymorph other*

Hubehn will be awaiting the characters if he has been alerted by his guards (Key #21). He will not be surprised by their entrance (unless the characters use magic, such as *dimension door*, shrinking down and slipping under the door, etc.) and gains a bonus of +2 on all initiative rolls because of his dexterity and preparedness. If he has not been alerted, normal surprise and reaction rolls apply. Hubehn will cast *haste* on himself and any other compatriots present (maximum of 8), and will attempt to subdue as much of the party as possible with his *hold person* spell. If this fails to stop at least half of those attacking him, he will cast *dimension door*, go behind the secret door to the south, and await the adventurers there. If he hears them poking around this door, he will cast *invisibility* and *spider climb* on himself, and then crawl to the ceiling to hide, judging the right time and distance between the party and himself to either ambush them or escape. If he is discovered, he will fight with all means available, first throwing his *dust of dullness* upon the adventurers. If he escapes, he will



flee to Key #38 to warn his master, Eli Tomorast, of the intrusion. In this event, the whole of the 2nd and 3rd dungeon levels will be alerted and prepared for the characters' approach.

This room contains a simple bed and a table with chair. There are a variety of objects on the table, including a bowl with dried fruit, a jug of thin wine, half a loaf of hard bread, a normal knife, a clay cup, and a small wooden box (where Hubehn stores his change) containing 12 cp, 20 sp, 8 gp, 3 ep, and 2 zircon gems (worth 10 gp each). Otherwise this room appears empty and seldom used.

25. STORAGE ROOM

This rough-hewn place is a closet. Piled in front of and around a 6 ft. round by 5 ft. deep pit are 8 crates and boxes and 3 casks.

The boxes contain foodstuffs (dried meat, flour, dried fruit, salt, etc.), but the casks, which contain beer and wine, are nearly empty. The last barrel contains a fine wine and honey mix (mulse). The pit descends 5 ft. and connects to a 5 ft. x 7 ft. passage going west-southwest. The passage ends after 40 ft., and there is a 6 ft. x 5 ft. chimney above the far end.

26. CHEST ROOM

The chimney at Key #25 leads up to another rough-hewn area. Within this area are two large chests, positioned across from each other along the east and west walls. Each chest is 4 ft. long, 2 ft. high, and 2 ft. wide.

If the chests are examined (approached, prodded, opened, etc.) there is a 75% chance

that the thin wire between the two will be broken and the trap described below sprung. Normal trap detection (by spell, item, or thief ability) may detect this, but such attempts will fail if those attempting them are adversely affected by the *dust of dullness*. The DM should determine the exact location of each character when the trap is triggered. The trap consists of eight arrows from each chest: four straight out to the front, two straight up, and two to either side. Each arrow has a 50% chance of hitting a victim within the area specified. The arrows are poison-tipped, inflicting 1-6 points of damage plus 1-8 points of poison damage unless a saving throw vs. poison is made for each hit.

The chest along the west wall is empty. The east chest contains 1,652 sp, 3,075 gp, and a map revealing the route to Key #27.

27. DEAD END

This appears to be a dead-end corridor, with no visible exits. If the characters are following the map from Key #26, they will find that the trail seems to end here, although the map appears to continue. A secret door to the west leads to a passageway south toward the stairs leading down to Level #3.

28. STINKING CHAMBER

The air here smells acrid and stale. The floor is stained and pitted as if eroded. The shaded area shown on the map is from the constantly exploding, bubbling acid pit to the north. If the residual "film" on the floor here is checked for taste, it will be bitter and will burn the mouth.

29. UNWHOLESOME POOL

This 20 ft. wide pool is filled with a blackish, smoking, acrid-smelling, gurgling brew. The smell is awful and causes dizziness, accompanied by a burning sensation in the eyes, nose, and mouth.

This is a pool of concentrated acid under constant pressure from streams passing beneath Maure Castle. If touched by flesh, the minimum damage inflicted is 2-7 points, no saving throw. All those thrown in or immersed are slain immediately, no save. The pool will explode 1-6 rounds after the characters arrive, and again every 0-9 (1d10-1) rounds thereafter. Each explosion will spray all those standing in the outlined area (see map) for 4-16 points of acid damage each (no save, but items carried need not be checked). All those standing next to this pool and/or viewing it closely (within 5 ft.) will also be blinded for 1-6 turns or until the acid is washed from their eyes. Any fully helmeted character is protected from this blinding.

30. CHAMBER OF FUMES

This area seems to be rather hot. Smoke can be seen rising from the corners of the floor and collecting near the ceiling.

The patterned area (see map) is a fire-pit trap. If walked upon by any character, the floor will collapse, hurling all those upon it 20 ft. down into a raging fire pit. All within it take 2d20 points of fire damage per segment (20d20/round). This fire pit will destroy nearly anything within it in two rounds; all

items must save vs. magical fire with a -8 penalty to the roll. A *wish* can restore an incinerated character, but without items carried.

31. ROOM OF ROBES

This room is filled with racks of robes hanging from the ceiling and walls. Because of this, the room's dimensions cannot be properly made out, nor its entire contents viewed.

Hidden among the robes is a spectre (AC 2, MV 15"/30", HD 7-3, hp 45, #AT 1, Dmg 1-8, SA energy drain, SD +1 or better weapon to hit). This undead creature will wait for those examining this room to pass it by. It will float out from its cover and attack, surprising opponents on a roll of 1-3 on 1d6.

There is nothing of value or interest here except the robes, which are worth 1 cp each. Characters may take robes for themselves if they like. Each adds 50 gp encumbrance.

32. SPECIAL GUARD ROOM

Upon entering this room, the characters see two knightly figures in black armor. Emblazoned upon their breastplates are silver suns. They draw longswords and attack immediately.

These two fighters (F 7, AC 2, MV 6", hp 47, 44, #AT 1, Dmg 2-9; Strength 17, plate mail and shield) are fanatical followers of Tomorast. Once engaged in combat, they will fight to the death. They will be of no help to the characters if they are captured; instead, they will lead them astray toward areas other than their master's.

This room contains two bunks. All that these fighters own is stored in a box near one of the bunks. Within the box are two small pouches, each containing four rubies worth a base 1,000 gp each. Everything else is of normal manufacture (towels, cups, a glass mirror, rations, etc.)

33. SOUTH STORAGE ROOM

This room contains three large kegs, five boxes, three casks, three large sacks, and an intricately carved coffer. The kegs contain wine, water, and vinegar water. The five boxes contain dried fruit, vegetables, dark cheese, salted meats, and nuts. The sacks contain flour, salt, and beans. The small coffer (made of ironwood and festooned with miniature flowers, worth 55 gp) contains a variety of spices including sage, pepper, nutmeg, mustard, dill, and basil.

34. HEAVY DOOR

Beyond this door is a spiral staircase that descends to Level #3.

35. WEAPONS PRACTICE AREA

This 80 ft. x 70 ft. area houses many fighting props, large stones, straw and wooden dummies dressed in leather jerkins, copper and brass urns, two small tables, three stools, two chairs, four bullseye targets, boxes of rocks, empty chests, and several weapons (swords, halberds, arrows and shields). It appears to be a place where fighters might work to improve their skills. A 2 ft. diameter hole is on the west wall, 7 ft. up; it will not be noticed unless the room is carefully examined.

This is actually a magical practice area for Tomorast (Key #38) and his apprentice Hubehn (Key #24). In here they practice mock battles and hone their dexterity and timing. The eastern wall has obviously been "blasted" a number of times, as the holes and singe marks silently attest. Some blood marks are also here, left by those prisoners who were given a weapon and "let loose" upon one of the two mages to meet a swift death by spells. Except for the weapons present (two bastard swords, three halberds, fifteen arrows, and two target shields) nothing is of value or further interest.

If the hole in the western wall is checked, peek holes #K and #L will be seen (see Key #41).

36. LONG CORRIDOR

As the characters walk down this 20 ft. wide corridor, which appears to extend to the south for a considerable distance, they are suddenly faced with a dead end!

The characters have actually been *teleported* from Key #36a to Key #36b. No matter which way they go, they will always be *teleported* back to Key #36b. The easiest way to escape this trap is to walk backward to Key #36b, thus reversing the magic and allowing the characters' return. Other ways to foil this trap require the employment of magical spells or items that allow *teleportation* or other methods of magical passage. A *dispel magic* or similar abjuration will "calm" the teleporter for 1-3 rounds, allowing those who pass during that time to avoid being sent back to Key #36b.

37. BLACK HAND

This 25 ft. x 25 ft. hexagonal room has a 3 ft. x 7 ft. imprint of a black hand near its center. Anyone touching this hand will have an instantaneous mental contact with another being, as described below. Roll 1d6:

- | | |
|-------------------------------|---------|
| 1-3 a. Eli Tomorast | Key #38 |
| 4-5 b. Kerzit the Demon | Key #67 |
| 6 c. One of the party members | |

a. Tomorast will telepathically speak to his contactor, attempting to find out as much as possible. He will use every ruse in the book, even saying that he is a good spirit (ki-rin, shedu, *et al.*) who can guide the characters through the dungeon level and to safety or riches if they so desire. If they listen to his advice, he will either guide them to an ambush (where he, Hubehn, and his special guards will be waiting—see Keys #24 and #32), or give precise directions to the fire-pit trap (Key #30) to destroy the party. If the characters ignore this advice and/or "call his bluff," Tomorast will gather the aforementioned forces and immediately proceed to this room, attempting to track the adventurers by the mental contact.

b. Kerzit the Demon appears as a picture in the contacting character's mind, but no communication occurs. The image is greatly forbidding, depicting a wolf-headed, tentacled being. The image is quite distorted and somewhat disproportionate, so the contactor will see little else depicted besides this.

c. A telepathic link is established with a randomly selected party member. This link will remain in effect as long as the two in contact do not leave this room (Key #37).

Unless specified otherwise, any contact will remain for only 2-7 (d6 +1) rounds. The link is then broken, and the only way to reestablish it is to again touch the black hand. Communication with Tomorast or with a character may extend up to 1 mile, as long as the spell is in effect. The hand does not provide communication with anyone else.

38. ROUND CHAMBER

The characters see a wizardly figure bedecked in black, grey and silver garb. His overall visage is glaring, and he quickly examines the group's position within his quarters. This room is laden with many objects, but there is no time to study the place. The robed man raises his odd-looking hands, gesturing



and making strange signs in the air before him. As he does, his luminous amber eyes seem to burn into your souls. The battle is joined at last!

This is Eli Tomorast, wizard, artificer, and madman. His statistics are: M-U 14, AC varies—see below, MV 12", hp 45, #AT 1, Dmg 3-6, SA spells and see below, SD see below; S 14, I 18, W 10, D 17, Con 16, Ch 11, *dagger +2, ring of spell turning, potion of controlling damage.* (See Appendix 1 for potion description.)

Tomorast will attack all intruders with growing ferocity each turn. The characters will notice his hands immediately, for they are black and scaly, and have many unnatural spikes upon their surface. Tomorast's greatest weapons, outside of his spells, are these hands, described below.

Tomorast will use every contrivance available to him to kill the characters. Since he will be somewhat warded from spells due to his ring, he will lodge his first attacks upon fighters and clerics in the group, with the imagined hope of dispatching them and then concentrating, through melee with his hands, upon any magic-users present. He will always opt to use killing spells rather than slowing, controlling, or transformation-type dweomers.

If all else fails, and if he seems near certain death, he may (50%) continue the battle by *magic jar*, using one of the gems adorning the ceiling for soul containment. Otherwise (50%) he will *teleport* to Key #64, with which he is very familiar. Once there, he will rouse the entirety of Level #3 against the adventurers, positioning gnolls (Keys #35 and #38a) and assassins (Key #55) to guard the stairs down to this dungeon level. The magic-users (Key #60) will wait with Tomorast at Key #61, where the last stand for this dungeon will be made.

Tomorast's Spells:

Level 1: *affect normal fires, jump, magic missile (x2), protection from good*

Level 2: *darkness 15' radius, invisibility, levitate, web, wizard lock*

Level 3: *dispel magic, flame arrow, lightning bolt, phantasmal force, suggestion*

Level 4: *confusion, dimension door, polymorph other, wall of ice*

Level 5: *cone of cold, feeblemind, magic jar, teleport*

Level 6: *repulsion, spiritwrack*

Level 7: *monster summoning V*

Tomorast's Hands

Eli's original hands have undergone a grisly experiment, involving their removal and replacement by the strange appendages described below. These were grafted onto him, presumably by the same demon or nether-world creature that supplied them. When striking in melee, the spikes (12 per hand) will cause 1 point of damage per spike contacting the target. Roll 1d12 (or 2d12 if both hands hit) to determine the number of spikes connecting and damage subsequently caused. In addition to this melee capability, Tomorast has many other abilities inherent in these hands.

Left Hand: This hand can improve Tomorast's dexterity by 2 points (raising it to 18, adjusting his reaction die roll by +3 and improving his Armor Class by -2). To use this power, which lasts for 2-12 rounds, Tomorast need only touch his thumb to his index finger, but he can do no spell casting that round.

Right Hand: This hand automatically improves Tomorast's chance to hit by +3 while wielding weapons in his right hand. When used in combination with other spells or items, the total "plus" to hit may not exceed +6 due to the restraining nature of this hand.

Both Hands In Attack: When both unoccupied hands strike the same opponent simultaneously, two things occur:

1. The victim hit must make a saving throw vs. paralyzation or be immobile for 2-12 rounds, and:
2. The victim hit must make a saving throw vs. spell or lose one level of experience (as if struck by a wight).

Both Hands In Defense: When both hands are clasped in prayer, Tomorast accrues the following benefits:

1. Flitting non-corporeal black shadows hover between him and his opponents, giving him a -5 bonus to Armor Class; and
2. He immediately gains a temporary increase of 4-24 hit points, and
3. He gains a +3 bonus to saving throws vs. spell, and a +2 bonus on all other saving throws.

When his hands are removed from this clasped position, all benefits cease immediately. Tomorast may not cast spells nor carry on any other combative measures that require the use of his hands while maintaining this defensive posture. He may move, but only at a movement rate of 3" per turn slower than normal. If Tomorast's original hit points fall below zero during this period, he will die. Damage sustained when in defensive mode comes first from additional points gained. Defensive posture can be taken as often as desired.

Tomorast's Room

Since the adventurers will most probably become engaged in combat with Tomorast immediately upon entry to this chamber, they will probably not have a chance to examine the room extensively until the wizard is defeated. The area is plush, in its own way—the floors are carpeted in black, the walls are hewn from grayish stone, and the ceiling has many inlaid gems (700 sunstones, base 100 gp each), which sparkle like baleful demonic eyes when met by light. Many candelabra and cressets (bowl lamps) provide illumination. Positioned about the room are sundry objects, including an oaken table carved with spiraling columns for legs, a chair, a divan of cherrywood and black velvet, a bookstand with a large book upon it, a curved mantle hung on the north-east wall containing some miniature carvings, and a rug next to it. Positioned 5 ft. above the floor on the northern wall (see map) is a 2 ft. round, rough-hewn tunnel. It leads to the north for a short distance and then branches (see Key #39, peek holes A-F).

Oaken table: On this table is a pen knife, a quill pen, a bottle of scroll ink, 12 sheets of vellum, a bottle three-quarters filled with wine, and an incense burner. A small box on the table contains many teeth, scented powders, flora samples, glass and gem pieces, and other miscellany which could be spell components. A partial diary is next to the box, containing the information in "Tomorast's History," below. Nothing else of interest or value is in the box. The contents of the table might be sold to a person interested in magical supplies (apothecary, magic-user, etc.) for about 800 gp.

Chair: The legs of this chair are made of satinwood, the seat of teakwood, and the rest of rosewood. The faces of wolves and octopus tentacles are inlaid in sablewood. If sold to a wood craftsman, this chair can bring 1,000 gp or more for its originality and professional quality.

Divan: If the characters somehow remove this velvet-lined piece fashioned in cherrywood, it may be sold for 400 gp.

Bookstand: This has an atlas of Oerth detailing the geography of the Flanaess. Some areas on these maps are marked with an X, including the capital of the Great Kingdom, Rauxes. Whatever this may mean, it is not indicated here.

Curved Mantle: Set upon this are six 3" x 6" miniature coral reliefs. These depict various portions of Level #1: the pool of hetfish,

the pillars, the viewing stands, the iron golem, the fighter and magic-user statues, and the weaver Arley (as he appears in ogre mage form). Each carving will bring 200-500 gp if sold.

Rug: This rug is finely made from rich silks. Depicted upon its surface is an alien wilderness comprised of trees of a many-hued and rooted nature, with multi-headed animals and gaudily plumed saw-tooth birds among their crooked, dun-colored branches. Double suns, one red and the other white, can be seen rising, shedding their opulent, mingling hues upon a twisted, purplish river, which flows through greenish-yellow plants set along its banks. In the distance is a grandiose city, a miniature in perspective, but the distance to it seems endless, suggesting that the artist's depth is distorted or that the city is gargantuan in size.

This rug radiates magic and is actually an item known to Tomorast as "The Accursed Carpet." When handled, the rug takes on one of the following two aspects (50% chance of each):

A. The rug animates, moving and attacking of its own accord as if it were semi-intelligent. The rug's characteristics are: AC 5; MV 15" flying; HD 7; hp 40; #AT 1; Dmg 2-20 points smothering; SA once attached, smothers for automatic damage; SD see below. The rug flies about, attempting to land on and smother a victim below it. When it hits, it inflicts smothering damage automatically until destroyed. The victim trapped under it moves at half speed, has a -2 penalty to initiative, and if the weapon used is trapped inside the rug (50% chance), it may only inflict 1/2 damage.

B. In this aspect the rug remains where it is on the wall. Several strong, thick threads (2-12 strands, each 50 ft. long, of the carpet's frill-like edging). Attached to the end of each thread is a 1 ft. wide mouth with many teeth that seem especially made for severing and chewing. Each "mouth" will attack as a 6 HD monster, inflicting 2-7 points of damage per bite. Other statistics are as given in A, above.

DAMAGING THE RUG: In either aspect, this rug is immune to spell attacks. Fire and weapon attacks affect it as follows:

FIRE

Torch: 1-6 points per hit

Flask of burning oil: 2-8 points initially, 1-4 points per round for the following three rounds

Raging fire (bonfire, cask of oil, etc.): 2-12 points per round in the fire; rug catches fire for six rounds, 2-8 points per round

Magical fire: No effect!

WEAPONS

Pointed and blunt weapons inflict only the magical and character strength bonuses, if any. Sharp-edged weapons inflict those bonuses plus the following "normal" damage per hit:

Dagger:	1 point
Short sword/hand axe:	1-2 points
Long sword:	1-4 points
Bastard sword/edged pole arm:	1-6 points
Battle axe/broadsword/halberd:	1-8 points
Two-handed sword:	1-10 points

Tomorast's History

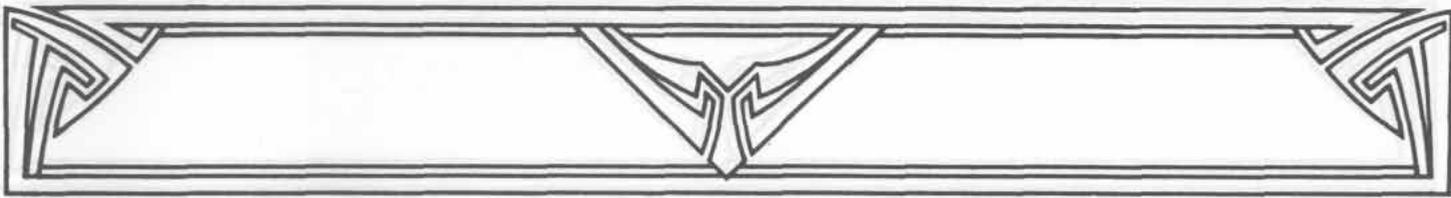
Tomorast apparently settled into a life of study and debauchery around Maure Castle nearly ten years ago. He chose to elaborate on these dungeon levels since they were removed from the Castle, yet close to it at the same time. Tomorast seeks more and more arcane knowledge. It is indicated in his diary/journal that he has traveled far for the mystical knowledge he owns and uses. He has been many places, including a long-past visit to the Forgotten Temple of Tharizdun (Dungeon Module WG-4) some years back, where he was instructed by priests concerning the ways of hidden knowledge as taught by the once-powerful Tharizdun. Recently, he sought to return to a place he chanced upon in the past, a place named in a forgotten rhyme as "The Lost City of the Elders."

It is written that the guardian demon Kerzit (Key #67), over which Tomorast holds sway, was captured by him at this Lost City—though the location of that unearthly realm is not given. Tomorast tinkers with artificing permanent enchantments. Most of the items (cursed, magical, or trapped) located on these levels were constructed and/or enchanted by him—including the iron golem, the ivory pillars, the accursed carpet, and the fire-pit trap.

39. PEEK HOLES (#A-F)

This area is lined with six round holes, each 6 in. across, 7 ft. above the floor, and spaced at the intervals indicated on the map.

These are the peek holes belonging to Rel (Key #40), Tomorast's unique familiar, who uses them to spy upon the corridors and



rooms surrounding Tomorast's chambers. There is a 75% chance that Rel is here at one of the spy holes (roll 1d6 to determine which). He is otherwise located at Key #41, spying there.

40. STUDY AND WORK AREA

This is Tomorast's area for study and storage. Located here are two copper urns, one small box, four barrels, four coffers, and a desk and chair.

There is a 25% chance that Rel (AC 5, MV 9", HD 5, hp 31, #AT 1, Dmg 2-7, SA surprise from behind on 1-4, *pendant of invisibility*, chain mail armor, spiked hammer) is hiding here behind the second copper urn. If Rel is not here, then he is at one of the peek hole areas (Key #39). Rel looks like a 2 ft. tall cyclopean dwarf with an amber tint to his skin. He wears a light suit of chain mail. Rel will try to surprise individuals when he attacks with his light spiked hammer. He will not attack unless the odds are in his favor (usually one-to-one) or if he is cornered, which is not likely. Rel has a *pendant of invisibility*, a magically enchanted diamond (worth 5,000 gp) set on a silver chain (worth 60 gp) and hung about his neck. Treat this item as an *invisibility* spell, except that Rel need only touch the gem to activate the power. Rel may disappear up to three times daily by using this device, but he usually reserves it for spying upon or escaping from unwanted and/or unannounced "company." There is a good chance (80%) that he is aware of the characters' contest (if any) with his master, Tomorast.

Rel is much interested in living (like quasits or imps) and will not sacrifice his life needlessly. He will remain hidden in this room until it is apparent that he is about to be discovered. He will then turn invisible and make a dash for the peek hole tunnel, hoping to hide therein. If this fails, he will try to get past the intruders and into the remainder of the dungeon level. He will continue to follow the adventurers once they leave this area, seizing nearly any chance to damage them, and informing other dungeon inhabitants of their location.

Item Descriptions

Copper urn #1: This urn contains about 20 pounds of black, sweet-smelling powder. A note, in the common tongue, lies atop the stuff, and clearly says "DO NOT EAT THIS!"

This is actually a massive amount of drugged incense. If characters breathe the fumes rising from this urn for more than two rounds, a saving throw vs. poison is required. All those inhaling the fumes who fail their save will fall unconscious to the floor in a dream-like stupor. They will automatically awaken 1-3 hours later, or when seriously prodded into wakefulness by their fellows by repeated slaps and dousings with water.

The powder tastes delicious. If a handful or more is eaten, a saving throw vs. poison is required. If this is failed, the consumer dies immediately. If the save is successful, however, the character will walk about in a dream-like trance for 2-8 hours. During this time, he will not be able to perform even the most simple tasks. Conversation will be limited to a few garbled words. Attack or defense by the affected character is out of the question. If those in this hapless state are left alone, they could easily fall prey to beings inimical to them. If those affected are not continuously prompted to stay awake or to move (at half speed) they will fall to the floor and pass into a coma-like sleep, which is 50% likely to be fatal.

Those eating less than a handful of this incense will undergo severe stomach cramps (no saving throw), and a general giddiness will be noted. Dehydration could occur, at a 40% chance per turn for 1-8 turns after ingestion. If dehydration occurs and if water is not consumed (at least a pint per turn), dehydration will cause 1-3 points of damage each turn.

Surprisingly, when the powder is burnt and smelled, no ill side effects will be noted. If sold, the 320 ounces present are worth 21-30 gp per ounce.

Copper urn #2: When and if the players come near this urn, Rel (who may be hiding here) will turn *invisible* and make a dash for freedom. There is nothing in the urn.

Small box: This box opens easily. It contains 10 silver rings, worth 15, 30, 35, 70, 100, 150, 160, 200, 210, and 225 gp. The 35 gp band radiates magic if checked for, and is a *ring of weakness* (DMG, page 132).

Four Barrels: #1 contains dried fruit; #2 contains salted meat; #3 contains pickled vegetables; #4 has a cup set atop the openable lid, and contains water.

Coffer #1: This contains 750 sp, 376 ep and 500 gp.

Coffer #2: This contains 282 gems: 50 tourmalines (base 500 gp), 32 peridots (base 100 gp), 47 zircons (50 gp each), and 103 tiger eyes (10 gp each). The listed values for the zircons and the tiger eyes have no chance of increasing.

Coffer #3: In this are many ring-mail links. These radiate magic and actually make up a whole suit of disassembled *ring mail* +3. If reconstructed (at the cost of hiring an armorer and tailor), it may be worn by a human.

Coffer #4: Wrapped in black felt is an *amulet of inescapable location* (DMG, page 137).

Desk and chair: These are located against the southern wall. The chair is of normal make and nearly valueless. The desk has quill pens, bottles of regular ink, a box with white crystals (salt for the inks), a tube containing crushed and mixed gemstones (for book or scroll decoration) atop it, and many sheaves of papyrus are spread about. The drawers contain the same sort of miscellany. However, a small secret compartment (located on the desk's underside) contains an ebony ring carved from obsidian, which radiates magic. One charge from this ring will protect the wearer against either physical or magical attacks (wearer's choice) from things demonic or diabolic (demons, imps, *et al.*) for 1 turn. Thus, all physical blows from a demon could be negated during a round, not harming the wearer of this ring. Magical attacks could be likewise negated for the same period of time. This ring has 23 charges left. It functions but once every 7 days, during the interim being useless. It is worth 10,000 gp if sold to those interested in such magics (those of lawful good alignment in most cases).

41. PEEK HOLES (#G-L)

These correspond to the peek holes listed and described at Key #39. There is a 25% chance that Rel will be here if he is not at Key #40. He is otherwise at #39.

42. OLD PRISON ROOM

The doors to this room are padlocked and rusty. Inside are the long-dead skeletal remains of three humans, shackled to the wall. Scratched upon these walls are various graffiti and a date, CY (common year) 457.

43. ABANDONED ROOM

This dusty circular chamber has a chest near its center. There is nothing else here except doors to the east and west.

This 20 ft. diameter room is avoided by the inhabitants of this dungeon level. The 5 ft. radius area about the chest is an inlaid pressure-sensitive plate. When the plate is stepped upon, sleep gas starts issuing from around the sides of the chest, filling the room in three segments. Those within its confines must make a saving throw vs. spell or fall to the floor for 2-4 turns of slumber. There is nothing in the chest, but if moved, the players will note two 1/2 in. round holes beneath it, obviously from which the gas issues. This trap automatically resets itself every three hours, but if the holes are exposed, the room will become permanently filled with the gas.

44. CHAMBER OF BLACK SMOKE

This area's dimensions cannot be easily ascertained, for it is enveloped in a thick fog of black smoke that does not extend beyond the room's perimeter!

Directional mapping in this room is impossible without the aid of spells. The smoke is heavy upon the lungs of the characters, but does not seem to adversely affect them. It will be noted that a higher concentration of this smoke is to the north (left, as the adventurers enter the room). Though unaided vision beyond 1 ft. is impossible, spells which aid or increase sight will function normally here. Bright light near the characters will blind them for as long as the light remains about them. As the party investigates these confines, three slow-shadows (see Appendix 2; AC 8, MV 12", HD 4, hp 15, 21, 23, #AT 1, Dmg 1-4, SA attachment equals *slow* spell until removed, SD +2 or better weapons to hit) will attach themselves to the unsuspecting characters. These things will move onto the characters unnoticed due to the obscurement of the fog. They will cause an initial 1-4 points numbing damage (DMs should convince those so attacked that it may have been a portion of the room or smoke that they stepped in or through); the attachment is then complete. The slow shadows will blend into the characters' clothing, undetectable as natural shading among the folds of the material. They will also *slow* their victims by 50% for as long as they remain attached, and inflict 1-4 points of cold damage per round.

This room contains nothing besides the smoke and the shadows.

45. MUD ROOM

This 25 ft. diameter circular room appears to be covered from top to bottom with mud or dirt. The room emits a chill which is transmitted to all as the door is opened.

This is actually a gargantuan deposit of brown mold (AC 9, MV 0", #AT 0, SA 4-32 points of frost damage to all within 5 ft., SD affected only by magical cold; growth will move the mold mass 5 ft. into the hallway) to which Tomorast feeds prisoners to increase its size.

Because of the size of this colony, all heat sources (lit torches, lanterns, etc.) in the front rank will go out as the door to the room is opened. Characters in the front rank will sustain 4-32 points of damage during the first round, and the mass will move closer. The adventurers must retreat to avoid certain death.

Nothing of value exists within the room.

46. FIGHTERS' QUARTERS

This room is well-lit by torches and lamps. Gathered around a table heaped with food and drink are many staunch fighter types (F 4, AC 6, MV 9", hp 20, 21, 22, 23, 24, 25, 26, 27, 28, #AT 1, Dmg 1-8, average abilities, studded leather armor, round shields, longswords, daggers, 40-160 (4d4 x10) gp each) wearing leather jerkins. Bunk beds and other paraphernalia are positioned about the room.

Roll 1d6. A result of 1-4 indicates that one randomly chosen fighter is in transit from Key #33 with tonight's dessert. If so, he will arrive 1-4 rounds after the party's entrance into this room, joining the other eight fighters. The fighters will engage the characters in combat, but will flee or surrender if their numbers are reduced by half.

Each fighter has something of value hidden in the room. Most of these items have been secreted, for these men do not trust one another.

Fighter #1 has a gold cup worth 275 gp hidden in a pillow on his bunk.

Fighter #2 has an earring on his left ear which is hidden by his shaggy hair and helmet. It is fashioned from platinum and inset with a sapphire, having a total value of 1,570 gp.

Fighter #3 has hidden a vial (potion of *undead control*) in a hollowed leg of the dinner table.

Fighter #4 has a small gold plaque hidden in his right boot. It has some gibberish written

upon it which may appear to be a spell or runic inscription of some sort. It is worth 290 gp.

Fighter #5 has a silver and gold bracelet (worth 400 gp) about his wrist, covered from sight by his jerkin's cuff.

Fighter #6 has a small sack containing 127 pp hidden beneath a heap of clothes near his bunk.

Fighter #7 openly wears a gem-studded gauntlet (cheaper cuts of topaz) worth 865 gp.

Fighter #8 has an ebony-capped teakwood walking stick, worth 170 gp, next to his bed.

Fighter #9 has, hidden on his body, a map that shows the way to the secret stairs down, 20 ft. south of Key #38. It is in an ivory case worth 175 gp.

47. THE PURPLE STONE

Behind this secret door is a 10 ft. long, 4 ft. high, 3 ft. wide oblong purple stone. It seems to pulsate with an inner light shed dimly from it as the room is entered.

When characters approach within 2-5 ft. of this stone, a purple light will issue forth upon them. Find each character's intelligence and consult the listing below for the effects caused by this illumination.

Intelligence

Score Result

3-12	The character sees visions of an undecipherable future event. Some of these visions indicate that a dark foe is following the party; others point toward a possible renegade/turncoat among them who will desert or harm one or more of the party members in the near future. Although these visions are morbid and seem revealing to the players, they are not true.
13-15	The character receives one of the abilities given below. The ability is usable 4 times, and then dissipates and is forever gone. Roll 1d4: <ol style="list-style-type: none">1. <i>ESP</i> as per the spell.2. <i>Clairaudience</i> as per the spell.3. <i>Clairvoyance</i> as per the spell.

4. *Commune* once per day as per the spell.

16-18

The character is prompted to ask one question. The stone will communicate its answer telepathically to the character. Areas of questioning are limited to this dungeon and those beings, items, places, or general knowledge regarding its history, and so forth. If the player asks a question such as "Where is the closest set of stairs down?" the stone will grant this knowledge in the form of a telepathic vision that will remain in the character's memory. However, if the player becomes greedy and asks a question such as "What are all of the locations of every creature on this level and how can we easily kill them?" the character will receive a short telepathic insinuation which

resembles "You must be kidding!" This counts as a question answered. The stone will answer but three questions in all. If any character gets no answer due to this limitation, an ability will be given instead, as detailed above.

19+

The character is much respected by the stone, which will allow him to ask ten "yes/no/maybe" questions that pertain to the three levels of this complex. The "maybe" (or "you're getting warmer") answers should be hints or suggestions toward another line of questioning which might lead to the answers sought.

Each character may gain one of the above listed powers, information, visions, etc., a maximum of once per week. The stone will not react to further pleas from those wanting more. If the stone is threatened with may-

hem, it will unleash as many *feblemind* spells as there are attackers. There is no saving throw or protection against this effect. The Purple Stone always wins initiative, no matter what numbers or types of dexterity and/or magics are involved, for it is always aware of the characters' thoughts and remains ultimately one step ahead of their actions. The Purple Stone can sustain 32 hp of damage and is AC 3. If destroyed or removed from this room, it will immediately cease to function, and all knowledge and/or powers gained through its actions will be wiped clean, as if they had never existed.





Key to the third level

General Notes

The overall appearance of this level suggests that the stonework here is relatively new (12 years old). The granite seems less worn by time, and is better worked than on the previous two dungeon levels. Corridor width remains the standard 10 ft., while the ceiling height is 15 ft. unless specified otherwise. All doors are 7 ft. wide, fashioned from 3 in. thick oak bound with metal, and open inward unless noted otherwise.

48. SECRET ROOM

A small podium is located at the center of this room, and wooden benches are placed along the north, northeast and south walls. Many wooden pegs are driven into the walls above these benches.

This is a secret congregation room for all those who follow Tomorast's fake religion. The pegs are obviously meant to hang articles of clothing upon. On the podium is a scroll fashioned from what appears to be reptile skin of some species unknown to the characters. A chant of some sort (written in the evil alignment tongue) appears on its surface. If interpreted, most of it merely offers a welcome to those new "initiates" who follow the Cause of the Elders. The ending seems to be the most interesting:

"May those who don Masks of Chaos
THE ELDERS by names transcended
darken paths by which to guide us
lighting those that blaspheme others
that is known to us save one—
KERZIT! KERZIT!! KERZIT!!!"

49. GNOLL ROOM

This room reeks of dung and decayed refuse. Within is a large grouping of gnolls who readily attack intruders.

The 16 gnolls (AC 5, MV 9", HD 2, hp 12 each, #AT 1, Dmg 2-7, leather armor, wooden shields, flails) are more of Tomorast's servants; they dig tunnels for him to increase the dimensions of the stronghold. These creatures will attack until reduced 50% in number. The remainder will then attempt an orderly retreat out of the room, and exit out the secret door to the north. Those who escape will unite with the gnolls at Key #52, where they will all wait to ambush the characters near Keys #52 and #53. Whether the characters fight them or not, the gnolls will alert those in Keys #38a and #40 to the intrusion

(and only those, for the gnolls are too scared of the colchiln at Key #54 and too distrustful of the magic-users at Key #60 to bother them).

There is a great quantity of dung, bones, skulls, moldy furs and vegetable matter, and an assortment of other broken, discarded and unusable material located here. It will take the characters 2-4 turns of digging to discover that the articles here are all worthless.

50. STORAGE ROOM

This room is heaped with three boxes, four chests, three kegs, twelve beams of wood, a number of picks, shovels, hammers, axes, crates, a variety of weapons, and dungeoneering equipment that includes sacks, poles, backpacks, rope, and two block and tackle sets.

The boxes and chests are empty except for a few shards of wood and metal in each. The twelve 15 ft. long beams are made of stained black mahogany. Each is notched at the ends, obviously intended to be used as a crossbeam support for a room. The crates contain disassembled, sanded and crafted teakwood church pews. The three kegs have the following contents:

1. 20 gallons of wood lacquer finish
2. 3 bolts of black cloth, 30 ft. x 20 ft. unrolled
3. Thousands of wooden pegs, bronze bolts, and iron nails.

The remaining room contents include:

three picks	seven shovels
five axes	three longswords
four bardiches	seven thrusting spears
eight throwing spears	twelve light crossbows
two quarrel cases	ninety-six quarrels
four long daggers	two small sacks
three 10-foot poles	twelve large backpacks
120 ft. of rope (3 coils)	
two block and tackle sets with an extra 20 ft. of rope each	
one normal lantern with no fuel	
one bullseye lantern with a three hour supply of fuel	

51. REFUSE PIT

This well is 8 ft. across and can be seen to disappear down and out of sight. A strong stench is rising from below.

This 80 ft. deep pit was once used as a well, but has been subsequently filled in and used as a disposal pit for garbage and corpses. If a character climbs down to the bottom of this foul place, a tangle of garbage, dung, bones, bodies, and other refuse may be found. Some of the bodies were apparently sacrificed 1-3 days ago, and all their important organs are missing. Those staying near the bottom of this pit for more than three rounds may contract a disease (saving throw vs. poison to avoid) which, over four days, will cause the loss of all hair, a yellow skin discoloration, and will necessitate two system shock rolls. If one roll is failed, the character loses 1-4 points of constitution permanently. A second failure causes immediate death. Even if both of these rolls are successful, the character will die 3-30 days later unless healed by a *cure disease* spell.

There is otherwise nothing of use or interest here.

52. EMPTY ROOM

This area seems unused. A smell of charred meat and smoke issues from the northern corridor.

This is an ambush area that will be used by the gnolls in Key #53. Half of the remaining gnolls may be encountered here.

53. RED-LIT CHAMBER

This room is smoke-filled, and the dying embers of a recent fire can be seen near a pile of wood in the center. The smell of burnt meat permeates the air. Many tall, dark figures can be seen about the interior.

If these gnolls were alerted during the intrusion of the characters at Key #49, they will have an ambush ready at Key #53 with half of their numbers, the other half remaining alert and in reserve here. In this case, the gnolls cannot be surprised, since they are fully prepared.

The 16 gnolls (AC 5, MV 9", HD 2, hp 12 each, #AT 1, Dmg 2-8, flails, leather armor, and wooden square shields) have just finished a feast of roast meat. They will immediately attack, shouting wild and evil curses at the party while so doing. As these gnolls have no possible escape route, they will fight to the bitter end, their morale unaffected by any losses. Other than their weapons and a scrap or two of unidentifiable meat, they hold nothing of worth.



54. JUNK ROOM

This room is laden with all kinds of junk and some useful-looking material, but before the characters may view the contents of the room fully, they are leapt upon and attacked by eight silent blackish figures who have been hidden unnoticed.

These 8 colchiln (see Appendix 2; AC 4, MV 10", HD 6, hp 20, 24, 24, 27, 28, 30, 30, 32, #AT 2, Dmg 4-9 per claw, Str 18/75 but with no bonus to hit, SA surprise $\frac{2}{3}$ of the time because of silent movement, SD 20% magical resistance) are demonspawn, the guardians of this room. Each monster is a 4 ft. tall bipedal black humanoid with scaled skin, lidless white bulbous eyes, and a mouth which sports a serpent-like, forked red tongue but no teeth. Its four-fingered hands have claws with the hardness of iron. These creatures will aggressively fight to the death, having a limited mind and will that is controlled by a more powerful creature (such as a demon or like denizen of the Outer Planes of Existence).

Upon inspection, this room seems to be a littering ground for junk objects, much too numerous for the characters to examine fully. Some of the more interesting items are three broken jugs (two wooden, one clay); three small cushions (roughly 2 ft. square), which will require one full round each to check; four large (6 ft. x 4 ft. x 2 ft.) chests; one broken wine cask; three rolls of cotton-like material (see below); two broken swords (see below); four glass bottles (see below); one 5 ft. x 5 ft. x 3 ft. iron-banded crate (see below); a shattered spear; two sheaves of smudged and partially burnt papyrus; two pairs of moldy boots (one boot missing a heel); a flattened, crushed object which at one time could have been a workable lantern; and a small pouch with spoiled onions and garlic within it.

Cotton-like material: Hidden inside the second roll are potions of *cloud giant strength* and *treasure finding*. After the material is fully described, note whether the characters examine it immediately. If they do not, and continue with other objects, there is a 25% chance that the roll containing the potions will be stepped on and the bottles broken.

Broken swords: 1) Shortsword; its blade is broken, but imbedded in its hilt are seven aquamarine gems (base value 100 gp). 2) Longsword; this is broken at the lower grip ring. Its hilt lies next to the blade, and appears to be filigreed platinum, worth 557 gp.

Glass bottles: One is broken, two contain stagnant water, and one is stoppered and has within it a clear but unstable liquid. When unstoppered, this acidic substance starts to bubble and fizz. Even if the bottle is immediately re-stoppered, this liquid will cause an explosion in a 10 ft. radius in 1-8 segments. Those within this area take 1-10 points of damage each (no saving throw).

Iron-banded crate: This crate appears to contain nothing. A board on the inside bottom is loose, and, if this is found by a successful check for secret doors and pressed down upon, an unseen spring mechanism will be activated, loosening one of the crate's corners. If this corner is subsequently checked, a 4 ft. section will feel noticeably loose. Once this piece is detached, a compartment is revealed. Inside is the *Sword of the Ebon Flame* (described in Appendix 1).

55. TORTURE CHAMBER

This appears to be a classic torture chamber. Two hooded figures in black robes stand before an older man who is strapped in a chair. This ancient fellow appears to be battered and bruised.

These torturers are Killers (A 6, AC 3 from armor and 18 dexterity, MV 12", hp 24, 26, #AT 1, Dmg 1-4 or 1-8, MS 47%, HS 37%, HN 20%; CW 92%; other abilities average, SA poison daggers: 2 throwing daggers each, poisoned daggers in boots; longswords, 1 vial each containing 3 applications of contact poison for daggers, SD studded leather armor beneath robes).

These no-goods will flee if outnumbered by 2 to 1 or more. They will hide in any part of this dungeon from where they can view the characters leaving their chambers. They will then follow, hoping for an opportunity to ambush the party. When the party is weakened or otherwise occupied, these unsavory fellows will backstab with poisoned daggers. Even if the party leaves this room by a door not watched by the assassins, it is 75% likely that they will be spotted and followed in 1-4 turns, since the assassins are very familiar with this dungeon level. It is 25% likely that the assassins will maintain pursuit to the upper levels. During such tracking and planned ambush, it is unlikely that these two will alert other inhabitants of this complex, preferring to "go it alone" for professional as well as egotistical reasons.

The room is lit by torches set in sconces, inside and to the left of each door to this room.

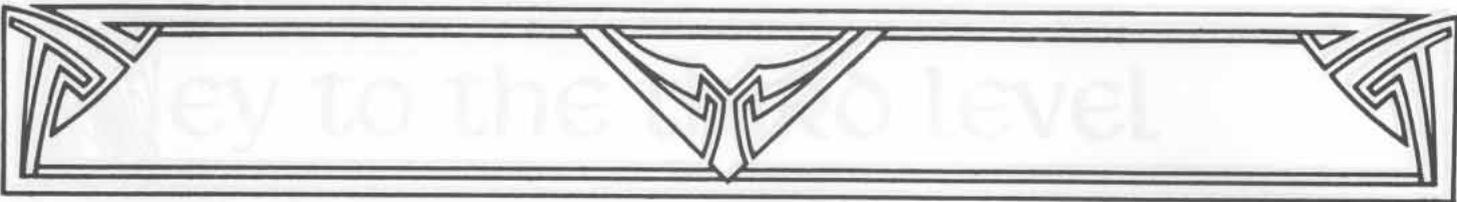
All torches are lit. The inner part of the chamber has a table with a brazier with unlit coals inside, a branding iron, and a hot poker set upon it. Strapped across a chair beside the table are leather thongs and a studded leather glove. Many shackles and ropes are hanging from the ceiling; a section of rope is suspended from a pulley. In the four odd-angled corners are the cells, empty at this time. The keys to these are kept out of reach on wall pegs next to them. The old man strapped in the chair will not speak, and is in a stupor. His head and neck appear greatly bruised, and his tongue is split; thus, he cannot talk even when revived.

Unless this man is healed within one day's time, he will die. A *cure serious wounds* spell applied to his tongue will serve to mend it, so that he may speak once again. He may not communicate otherwise, since he is unskilled and cannot read or write. If cured, he will explain that he is a common tinkerer named Arnelson, who was captured the week before while traveling from his home village, Orz (near Hardby), to the Free City of Greyhawk to attend the monthly merchant's fest common to that city. His cargo consisted only of copper pots and pans and other tinker's items, and he cannot surmise why he was kidnapped and tortured so, other than for the morbid entertainment derived by his captors from such an event.

Arnelson has learned such information as was discussed by the assassins. He knows that Tomorast's minions are few, and that the mage relies on many hidden powers and stratagems to help secure those things he covets or that he wishes removed from his sphere of influence. It was mentioned by his torturers that many of the wizard's servants have disappeared without a trace. Rumors about these events center around the idea that Tomorast might be sacrificing his own followers to an unnamed entity. He will reveal the direction to this entity, either south or west. He says that he learned this direction when he lay feigning sleep one day while the assassins talked. Arnelson will be very grateful when removed from the dungeon. He will invite the adventurers to drop in anytime at his "Tiny Tinkers" shop, located between the merchants' and peasants' sections of Orz.

56. ROBE ROOMS

These rooms have many black robes hung upon the walls. There are approximately 20 hooded robes per room, worn by followers of Tomorast; they are usually donned just before



proceeding to those various areas which are pre-ceremonial in nature (Keys #34 and #42b).

57. TORCHLIGHT

Upon reaching this spot, characters see light from torches (see Key #58).

58. TORCHES

This hallway is covered with thick black carpeting and illuminated by 24 sconce-held torches. Twelve are set upon the east wall and twelve upon the west wall, extending up the corridor at 2 1/2 ft. intervals.

59. ANTECHAMBER

This room contains a single torch that sheds its light upon a checkered glass mosaic along the northern wall. The light from the torches at Key #58 reflects off the mosaic, illuminating the room in a variegated mass of colors, including light reds, dull oranges, off-whites, stony greys, and soft blues. The floors are covered with the same black carpet seen in the hallway. Twenty large, black pillows are spread everywhere. Burgundy-stained

wooden stands adorn the corners; a brass incense burner is on each stand.

There is no one currently here, though if the characters remain in this room for more than three turns, one or more of the magic-users from Key #60 will arrive. Roll 1d6 and consult the table below for those who arrive and what the situation will be at that time:

1. One magic-user arrives (DM's choice); normal surprise and reaction rolls apply.

2. One magic-user (DM's choice) arrives and has seen the party from Key #58. He will cautiously investigate and enter the room with a spell ready, thinking that they might be other inhabitants of this complex.

3-5. Two to four of the magic-users (DM's choice) have seen the party. They will attack and may (50%) surprise the characters if the party has not taken precautions.

6. All of the magic-users from Key #60 arrive undetected outside the room. They will wait for the party to exit the room and will try to ambush them, surprising the party on a roll of 1-4 on 1d6.

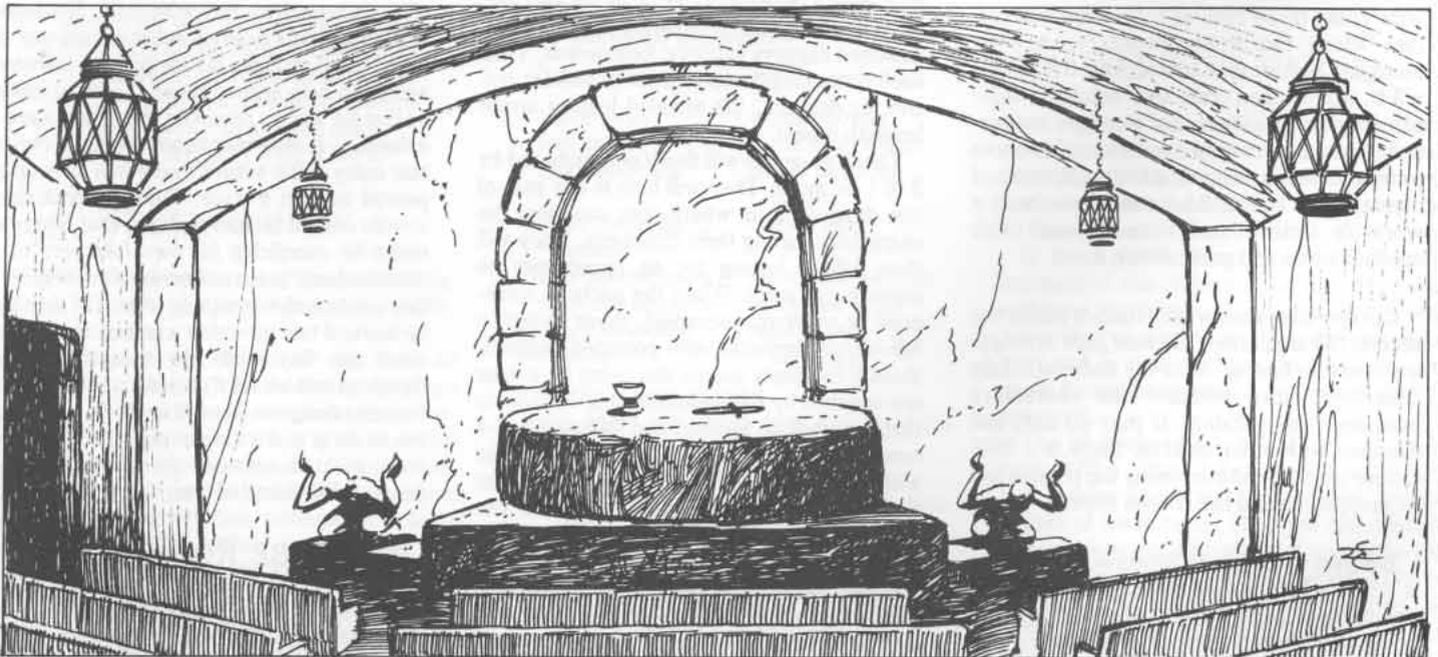
60. MAGIC-USERS' ROOM

This room is dimly lit by several candles located on a small table. Five men in magic-

user dress confront the characters as they enter.

Hogh, Shryg, Blanesh, Dovrah, and Iksil live a secluded and rigidly ascetic lifestyle here. When and if intruded upon, they will react accordingly, throwing such spells that are proper for the situation. Hogh is the most experienced of them all and has a *fireball* spell at his disposal. He has always wanted to use this magnificent "fire bomb" (as he calls it) when bragging to his companions, but has never had the opportunity to do so.

When the characters open the door to this room, Hogh will immediately (without another thought) throw his *fireball* down the hallway behind the characters, knowing that the blast will conform to that area. Hogh will receive a +1 bonus to initiative to do this, for he has studied and practiced this spell repeatedly. However, because of this "rushing" of the spell, Hogh may fail to complete the verbal and somatic parts of it correctly (roll 1d4 to determine a 10-40% chance of failure, then roll d% to determine whether the spell fails). If failure is indicated, roll 1d20 and then d% to find the end result; if "Reverse Effect" is indicated, the *fireball* goes off behind Hogh, in the room!



Dice Roll	Spell Fails	Reverse Effect
1- 3	01-95	96-00
4- 6	01-85	86-00
7- 9	01-75	76-00
10-12	01-65	66-00
13-15	01-50	51-00
16-20	01-30	31-00

Shryg, Blanesh, Dovrah, and Iksil will not be slow in reacting to the menace. They will use every spell they carry to control, damage, and kill the party. If their numbers are reduced to below 50%, they may attempt to flee or surrender. However, if they have somehow deduced that their assailants are of lawful good alignment, they will fight to the death rather than give in to "these swine!"

All of the magic-users are of high intelligence, with other ability scores average unless noted otherwise. Each wears normal robes (MV 12") and has a normal dagger (Dmg 1-4/1-3).

Hogh: MU 5, AC 8, hp 13, D 16.

Spells:

Level 1: *jump, magic missile (x2), shield*

Level 2: *invisibility, pyrotechnics*

Level 3: *fireball*

Shryg: MU 4, AC 9, hp 11, D 15, W 18 (+4 bonus).

Spells:

Level 1: *charm person, friends, protection from good*

Level 2: *levitate, web*

Blanesh: MU 2, AC 9, hp 6, D 15.

Spells:

Level 1: *burning hands, magic missile*

Dovrah: MU 2, AC 7, hp 5, D 17.

Spells:

Level 1: *hold portal, push*

Iksil: MU 1, AC 10, hp 3, D 11.

Spell:

Level 1: *unseen servant*

Contained here are five small beds of straw, a small table, five wooden stools, and a coffer. Inside the coffer are the collected possessions of these magic-users, including 150 cp, 370 sp, 86 gp, two loaves of stale bread, dried vegetables, a small cask of water, and five tin drinking cups.

61. THE CHAPEL

This entire area is lit by lanterns suspended from the ceiling at 20 ft. intervals. Pews are arranged facing a raised pulpit and altar area. There are four sections, each with five pews that seat six per pew, for a total capacity of 120 people. The first three rows of pews look more worn and used than the remainder, suggesting that the congregation is scanty at best.

62. PULPIT/ALTAR AREA

Stairs lead up to a pulpit where services for the followers in this complex are held. To the right and left of the pulpit are 3 ft. tall granite statues depicting slaves bowing in submission. Behind these is a granite altar. The altar is 10 ft. long by 4 ft. wide, and has a silver ewer and an obsidian ritual dagger upon it. The ewer and altar are caked with dry blood, while the dagger has been used often and retains some stains. (If cleaned and sold, the ewer will bring 220 gp but the dagger is only worth 35 gp.)

63. WALKWAY

A 5 ft. high raised walkway leads south from Key #62. This walkway ends in front of two 2 ft. tall statues standing against the southern wall.

These statues are carved from a greenish porphyry and depict two wolf-headed men. Each holds a whip shaped like an octopus tentacle. If the statues' whips are both pulled down, a 6 ft. wide secret door located between these statues will swing open, revealing a 10 ft. wide passage heading south.

64. MARBLE FRESCO ROOM

The walls and floor here consist of carefully inlaid 5 ft. x 5 ft. square slabs of black marble. A large silver and black fresco covers the entire eastern wall. Depicted here is a silver masked human who is offering a bowl to an amorphous black shape. This entity's full features cannot be deciphered due to a (deliberately?) poor rendering by the artist. This tall, many-armed creature appears to be in a waiting pose.

65. DRESSING ROOM

This appears to be a preparation room of some sort. The table here bears several objects.

This is where Tomorast readies himself to visit Kerzit, the demon of the caverns. Tomorast always dons the vestments seen on the table: a pure black undecorated robe, a solid silver face mask (worth 450 gp) carved in the likeness of a leering wolf-headed being with black fangs, a long iron *dagger* +3, a solid black onyx ring (worth 236 gp), and a pure silver staff capped with an onyx skull (worth 1,212 gp). The weight of all these items slows Tomorast's movement rate to 9". During his slow procession through these caverns, Tomorast must chant a repetitive verse (known to him alone) containing the demon's name. As long as he continues this incantation, the demon will remain at a safe distance from him (10-30 ft.) and not attack.

His first task when he visits Kerzit is to render a sacrifice to the demon, and then, still chanting, proceed to Key #67b to recover the *Tome of the Black Heart*, as he has done many times in the past. He then returns, still chanting, to Key #66, and reads this volume for three days without rest. Then, resuming his chant, he returns it to Key #67b. His stamina wanes—if he makes a but a single mistake (1% chance upon initial entry and 2-12% upon his return), the demon will attack him with great vigor.

66. STUDY

A simple black curtain covers the entrance to this room, which is painted dull black. Located here are a small table, a chair, several candles, a scattering of scrolls and small librams, a cask of water, and a silver cup.

Tomorast uses this fasting and study area after he has procured the *Tome of the Black Heart* from the caverns (see Key #45a). Sequestered here, he reads and studies this volume for three days straight, partaking of nothing but water from the cask. The silver cup is the only valuable item here (worth 50 gp). The scrolls and tomes are all discarded materials from earlier studies. None make sense or have any power or value.

67. CHARNEL CAVERNS

This area is rough-hewn and reeks of charnel stench. Bones, skulls, and some complete skeletal remains are present. Rats mingle in



this ghoulish debris, but scamper off at the slightest movement or sound.

Roll 1d10 to determine the current whereabouts of Kerzit the Demon. (For complete statistics and a description of this horrible demon, refer to Appendix 2.)

Dice Roll	Demon Location
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1- 2	Key #67a
3- 4	Key #67b
5- 6	Key #67c
7- 8	Key #67d
9-10	Key #67e

If Kerzit is at Key #67a when the characters arrive, it will immediately engage them in combat (see details below). Otherwise, for every 50 ft. the party moves within these caverns, roll 1d6; if the result is 6, Kerzit finds the party. They will become aware of the demon's approach unless they are extremely noisy, for an audible clicking sound resonates within 20 ft. of the demon due to its taloned paws on the stony floors.

Attack Routine: This demon relies on overpowering its opponents through melee. It is intelligent and, although protected from

spells to a certain extent, will always be cautious and wary of spell casters. If confronted in force by fighters and spell casters at once, Kerzit will *gate* lesser demons to combat them. Kerzit always concentrates its efforts upon the seemingly strongest adversary. If met with too strong a battle, the demon will *teleport* away, ending the encounter.

If the adventurers flee, Kerzit will pursue them while they remain in its caverns. It will not proceed beyond the rough-hewn area (see map) unless Tomorast is killed or the book is stolen. If Tomorast is killed, Kerzit will lose its sole purpose for remaining on this plane, and may (75%) *teleport* with the Tome to parts unknown, or (25%) rampage through the dungeon complex for one full day, killing all living creatures it encounters, and then depart with the book. If the Tome is stolen or destroyed, Kerzit will be driven insane, having lost the purpose for which it was summoned. In this case, it will vent its fury upon the inhabitants of these dungeon levels (although it will not attack the iron golem) and then proceed to the outdoors, heading toward (roll 1d6): 1-3 = Greyhawk City, 4-5 = Hardby, 6 = the Bright Desert (see THE WORLD OF GREYHAWK™ Fantasy Game Setting).

67B. DEAD-END

Several bones are heaped about this dead-end area. Rats scuttle into holes. A square iron box, 18 in. x 18 in. x 18 in., lies upon a slab of stone near the northwestern wall.

If Kerzit is not here, the characters may immediately view the contents of this iron box. Inside is a damp, leather-bound volume. Its timeworn title is barely visible on the cover: *The Tome of the Black Heart*

This book has no named author, and although evilly wrought, it may be handled by a member of any class or alignment without fear of harm. A short history of the Tome is given in Appendix 1. Interested DMs may expand on the information given, for many an adventure could be garnered from its mere perusal!





Appendix 1: Magic Items

DUST OF DULLNESS

This appears to be normal, silty dust. One large pinch will affect one man-sized creature; a handful can affect 2-5 man-sized creatures. It may be thrown up to 10 ft., cascading down upon intended targets. When this dust is cast upon any living creature with senses (sight, taste, hearing, touch, smell, and/or a "sixth sense" such as psionics or magic that provides unusual sensory capabilities): Roll 1d6, and consult the table below. The number rolled affects all senses with a number equal to or lower than the result. (Example: A roll of 3 would affect Sight, Taste, and Hearing.) Consult the descriptions that follow for the full effect.

1	Sight
2	Taste
3	Hearing
4	Touch
5	Smell
6	"Sixth Sense"

Sight: Vision is blurred for 1-6 hours. Roll 1d10 to determine the severity:

1-3	-3 penalty to hit
4-8	-5 penalty to hit and -3" penalty to movement rate; attempts at faster movement result in a stumble and fall, for no damage.
9-0	Blinded

Taste: The victim loses all ability to taste things for 1-6 hours.

Hearing: The victim is deaf for 1-6 turns; a -1 penalty applies to all initiative rolls, and the victim suffers a 50% chance of being surprised in situations where sound (footsteps, howling, etc.) is the primary factor. Unless some non-aural signaling method is used, the victim will not react to unseen situations until after a 1-4 segment delay (or until physically warned by other characters).

Touch: The victim cannot feel anything for 1-6 turns, including being touched, burned, frozen, etc. A penalty of -3" applies to the movement rate, and any attempt at running results in a stumble and fall (for no damage) within one round. Dexterity is temporarily penalized by -2 points. When holding objects in hand, there is a 30% chance per object held of dropping it, checked each turn and whenever an item is used.

Smell: The victim loses all olfactory faculties for 1-6 turns, and cannot smell anything (a boon when investigating garbage heaps!).

Sixth Senses: The victim may not receive, transmit, use, or interpret psychic, magical, or psionic powers for 1-6 turns. All those functions related to dreams, intuitions, "hunches," extra sensory perceptions, and/or magical spells or items that would produce, heighten, or elaborate upon these areas are "wiped clean" from the victim's mind. No telepathic or empathic communication is possible. Spells affected are listed below. Magical items that resemble these spells are treated in the same way, and their use is not possible.

Spells affected/negated:

Cleric: All *detect* spells, *find traps*, *know alignment*, *locate object*, *divination*, *commune*, *true seeing*, *find the path*, and *stone tell*.

Druid: All *detect* spells, *locate animals*, *locate plants*, and *commune with nature*.

Magic-user: All *detect* spells, *identify*, *locate object*, *clairaudience*, *clairvoyance*, *ESP*, *suggestion*, *wizard eye*, *contact other plane*, *telekinesis*, *legend lore*, and *mind blank*.

Illusionist: All *detect* spells, *non-detection*, *suggestion*, *mass suggestion*, *true sight*, and *vision*.

POTION OF CONTROLLING DAMAGE

This potion is usable by all classes. When it is imbibed, the effects are realized immediately. Damage to the user is lessened by 2 points per hit die of any damage dealt after drinking the potion, including damage from spells, weapons, falling, etc. When damage caused by combat is given only as "points," and not "hit dice of damage," the potion negates one-third of the total. The duration is 3-24 rounds.

SWORD OF THE EBON FLAME

This *longsword* +2, +4 vs. *lawful good* alignment, is evil, usable by all evil alignments. It is not intelligent, although it can communicate through empathy. It has no ego at all. The sword's face and edge have many small black flickering flames upon it, though these do not radiate warmth. When used in combat, the sword bursts forth in black flame, which runs

from pommel to tip but does not affect the wielder in any way. Any victim hit by the sword must make a saving throw vs. wands or be burned for 1-10 points of damage in addition to normal sword damage plus magic and strength bonuses, if any. A person burned by the sword will catch fire, taking 1-4 more points per round until the fire is extinguished. The burning victim makes another saving throw each round; if the save is successful, the flame is extinguished. The ebon flame cannot be doused by any non-magical means, including water.

When unsheathed and held, this weapon gives the wielder *infravision* with a 9" range. The wielder is also harder to surprise, and receives 1d8 for surprise checks instead of the usual 1d6.

Each Sword of the Ebon Flame comes complete with a *curse*—determined individually by the DM. Normally, the curse of the sword consists of penalties "to hit" when fighting some type of creature or alignment. For example, one sword might be -3 against lawful evil creatures while another might be -3 against demons. Creatures named in the curse of the sword will become instantly aware of it when they come within 60 ft. of it! There is a base 50% chance that these beings will attack the sword wielder because of this weakness, even if they had been neutrally disposed to begin with.

In addition to the above limitation, the sword inflicts 1-4 fewer points of damage than normal against water- and fire-type creatures, such as serpents, mermen, elementals, fish, dragons, and salamanders. All fires started by the sword will burn for only one round and then will automatically extinguish.

It is thought that several varieties of these swords were made by some great artificer for all alignments. If researched by the player characters, the history surrounding their placement in the Flanaess will be scarce and unreliable, indicating instead that the swords might be more likely found in the outer realms.

TOME OF THE BLACK HEART

This book was written by several evil magi, whose time of existence upon Oerth is not recorded, save that they dwelt near the Valley of the Mage. The Tome was lost during those years when the Mage of the Valley brought down a great ruin upon these evil ones. The Tome slipped from the ways of dread for a time, only to be located by Tomorast in a curio



shop in the City of Greyhawk! The legends do not tell how it came to be there, but it was truly lucky for Tomorast that he found it, for it contained what he had always sought: power and arcane knowledge to procure still more power. He has read extensively from this book, although he is forced to offer a sacrifice to Kerzit every time he peruses its worm-eaten pages.

Through the use of the Tome and his own baleful spells, Tomorast has created and brought to life many of the objects that reside on the dungeon levels beneath Maure Castle. His greatest artificing was performed, using the knowledge imparted by the Tome, in the creation of the iron golem (Key #19). Through the use of the Tome, he has summoned many evil and knowledgeable spirits to guide him in acquiring knowledge of the Outer Planes of Existence, and how to traverse this realm while remaining in his physical body. Tomorast has yet to use all of the Tome's powers and secrets, for his servants have of late become suspicious of him and his so-called "service" to the elder gods. Thus, Tomorast has had to stop sacrificing his followers, and now resorts to using hired assassins to find offerings for Kerzit.

The Powers of the Tome

The *Tome of the Black Heart* is written in magical script of the chaotic evil alignment tongue, and is comprised of many and varied powers and summonings. Each area covered is listed hereafter.

Pages 1-12: These pages describe the summoning of the guardian demon Kerzit, and those words of power that may dismiss it. This summoning requires an evil magic-user of the 12th level or higher, 10,000 gp in crushed black opals, a sacrifice, and two weeks of preparation and meditation. Appropriate vestments must be acquired and worn, and the words, "Kerzit the Mighty, Kerzit the Strong, Kerzit the Guardian, Kerzit! Kerzit!! Kerzit!!!" must be chanted. This chant protects the summoner from Kerzit's attack. Every time the Tome is used, a sacrifice must be offered to the guardian demon, and the precise ritual must be repeated.

Pages 13-50: This is the history of the Tome as recorded by its unknown authors. Tomorast's scrawl can be identified, as he keeps updating the Tome as he learns from it.

Pages 51-120: These pages describe the making of a special iron golem. The crafting of

this golem requires 6 months of time, 150,000 gp, and the following:

1. A *fireball* spell must be cast on this creature once complete. This imparts its fiery breath.
2. A *levitate* spell must be cast on the creature, making this form of movement possible. The spell must be cast while the golem is still inanimate.

The Whip of Cockatrice Feathers and the poisoned crystal-and-iron sword are both optional. DMs should decide upon the availability of these items, perhaps sending those characters desiring them on yet another fantastic adventure!

Pages 121-200: These pages describe the making of an item known as the *Dagger Obelisk*. This requires a magic-user of the 12th or higher level, 3 months of preparation time and magical investigation, and a 30,000 gp sacrifice to the lesser gods Fharlanghn (horizons, distance, travel) and Celestian (stars, space, wanderers). The following elements are also needed:

3 pounds of hornblende.

A *teleport* spell, cast by a 12th or higher level magic-user.

An *extension III* spell.

A *plant growth* spell.

One 95%-flawless sapphire.

The hornblende must be shaped into a normal dagger by a lapidary. The spells are then cast into the dagger in this order: *plant growth*, *teleport*, and *extension III*. The sapphire is finally set in the pommel to boost the dagger's magical powers (and what a boost this will be!). The sacrifice to Fharlanghn and Celestian may be made at any time, but must be performed at a church of those who profess neutral alignment.

The last passage in the Tome about this dagger instructs the creator in its use. Once having created and enchanted the dagger, the magic-user must thrust it into the ground up to its hilt. This done, a rumbling will be heard and the ground will begin to part, making way for a green, spiraling, 30 ft. x 8 ft. plant stalk that will push up out of the ground and stop in front of the character. A grotto near the front of this stalk will appear to be a passageway. This is, in fact, a transportation device to the Lost City of the Elders.

Pages 201-268: These pages cover several names of spirits that can provide informa-

tion about the other Planes of Existence, if conjured or summoned:

RAR-TUM, Spirit of the Elemental Planes
KESH-GURH, Spirit of the Para-Elemental Planes

SHA-DUAN, Spirit of the Plane of Shadow
MEZZIK, Spirit of the Demi-Plane of Knowledge Concerning the 666 Layers of the Abyss and the Layers of Tarterus.

[This last entity will only be summonable 50% of the time. If successfully *gated*, it will appear as a Type I demon with bright red and light green colorings (feathers). It is actually an imp with a minor *shape change* ability, which allows it to appear as and fight as this demon for six turns only. This creature will lie to those of any alignment save chaotic evil, and will leave of its own volition after only 3-12 rounds spent on the Prime Material Plane.]

GENERAL NOTES: To question these spirits, the character must first *gate* them in by spell or magic item. They may be asked direct questions, but will usually refuse to converse unless threatened by *spiritwrack* or similar magical means. Under such pressure, they will inform the querist of all they know concerning the particular plane from which they were summoned (20-80% veracity on all answers if the questions are detailed enough). They will answer as many questions as the querist can pose during a 24 hour period. After this time they merely "pop" out of this plane back to where they came from, cursing their summoner with many vile words and derisive comments.

DESCRIPTION: Rar-tum appears as an admixture of fire, air, water and earth. Kesh-gurh appears as flowing dust particles filled with ice, heat and vapor. Sha-duan appears as a 10 ft. high shadow, and talks in low sonorous tones when addressing its summoner.



Appendix 2: new monsters

DEMONS

Kerzit the Guardian (Major Demon)

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 12"

HIT DICE: 15 (112 hit points)

% IN LAIR: 65%

TREASURE TYPE: Special

NO. OF ATTACKS: 4+1

DAMAGE/ATTACK: 1-10/1-10/2-12/2-12
+ 2-24

SPECIAL ATTACKS: Poisonous bite

MAGIC RESISTANCE: Immunities
(see below)

INTELLIGENCE: High

ALIGNMENT: Chaotic Evil

SIZE: L (10 ft. tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/XP VALUE: X/13,800 • 20/hp
(16,040)

Kerzit is a special guardian, especially created by higher demons to serve the cause of chaos on the Prime Material Plane. It is thus most often encountered there, guarding some item or area of import.

Kerzit is currently the guardian demon of the *Tome of the Black Heart*, summoned forth from that volume by Tomorast, as a necessary prelude for the use of powers and other arcane knowledge contained within that leather-bound manual of black lore and demon-begotten magic. Kerzit maintains a watchful vigil over this tome, and, in return for this service, accepts sacrifices from Tomorast.

Kerzit may attack up to 5 times per round. Its tentacles (1d10 each) and saw-like arms (1d12 each) account for the majority of its melee capability. If both tentacles strike the same victim in a single round, the victim is dragged to Kerzit's waiting jaws for an additional bite (normal "to hit" roll) of 2-24 points plus deadly poison (-3 penalty to saving throw).

Kerzit is immune to all 1st-3rd level magic-user and illusionist spells, 1st and 2nd level druid spells, and 1st level cleric spells. At will, it may create *darkness* 10' radius, use *detect magic*, *read magic*, *detect invisibility*, and *telekinesis* (maximum 7,000 gp weight) spells once per round. It can *gate* (70% successfully) a Type II (40%) or Type III (60%) demon, though it may only gate two demons of one type per day, as its abilities while on the Prime Material Plane are somewhat limited.

Description

Kerzit stands 10 ft. tall and 4 ft. wide at the shoulders. Its overly large wolf's head sports two menacing, silver eyes, and its jaws open wide to reveal ebon black teeth that drip a greyish fluid. The entire body is covered with matted black fur, and its upper appendages resemble 6 ft. long octopus tentacles, located upon its torso where a human's arms might be. Its lower torso has a pair of saw-like appendages, chitinous to a degree, but the black fur common to all parts of this demon's body (except the tentacles) is present here also. Kerzit's feet resemble 2 ft. long wolf's paws, with polished black six-inch long talons. These talons emit an audible clicking sound when the demon walks on a hard surface, which may give a warning of this horrific monster's approach to those who might be listening, negating surprise by the creature.



Colchiln



FREQUENCY: Rare (on the Prime Material Plane)
NO. APPEARING: 2-16
ARMOR CLASS: 4
MOVE: 10"
HIT DICE: 4-7
% IN LAIR: 60%
TREASURE TYPE: F
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-9/4-9
(plus strength bonus)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSE: See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: S (4 ft.)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/XP VALUE: (4 HD) III/130
+ 5/hp; (7 HD) V/500 + 10/hp

The Colchiln are a most uncommon demonspawn, set upon this world to assist high-level evil beings (demons or similar creatures). They may be found wherever major concentrations of evil are located, but are most often found underground in mountainous caves that extend into the inky depths of the earth, lower level dungeons where abominable rites are practiced and horned non-human deities are

worshipped. The colchiln are possibly created from larvae, but the complete process is unknown. Their mission is to serve and follow. They do this very well, for even if they are incapable of imaginative thought, they usually have a good memory and can follow orders explicitly. They are thus often incorporated into legions to fight subterranean wars to which those "evil ones of the pits and caverns" are accustomed.

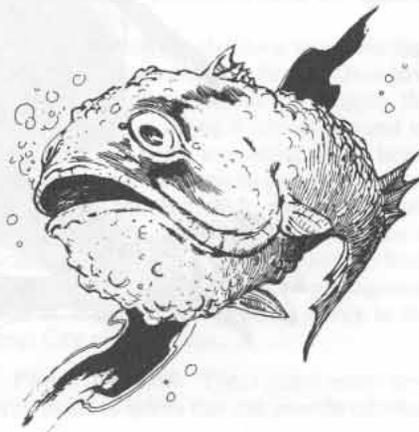
The colchiln attack with their iron-hard claws, but have no teeth. They usually (55%) move silently, and when set for ambush, surprise their victims two-thirds of the time.

Their strengths range from 18/01 to 18/00, but the creatures gain only the +3, +4, +5, or +6 damage bonus (add to the base 1d6+3 points of damage) and not the corresponding "to hit" bonus, as they are rather uncoordinated. However, their appearance provides no indication of their great strength. They never check morale, and will impassively fight to the death in all situations.

Description

A colchiln is black in color, bipedal, with scale-like skin and lidless, bulbous white eyes. Its mouth sports no teeth, but its red forked serpent's tongue is used to sense things. Its four-fingered hands have iron-hard claws, adamantite-hard in larger varieties of colchiln.

Hetfish



FREQUENCY: Uncommon
NO. APPEARING: 20-70
ARMOR CLASS: 5
HIT DICE: 1-3
% IN LAIR: 70%
TREASURE TYPE: Q (x3)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1 per fish
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: S (1-3 ft. long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/XP VALUE: (1 HD) I/14 + 1/hp;
(3 HD) II/50 + 3/hp

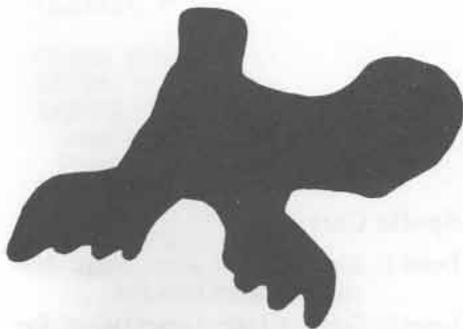
Hetfish are found in both fresh and salt water, and in any clime from arctic to boiling hot springs. These fish have super-heated bodies (350 degrees Fahrenheit), which can actually burn objects touched. Their sizes range from 1-3 ft. long, and each attacks as a 1-3 hit die monster. Length determines attack probability. Their great maneuverability and speed in the water account for their armor class rating and attack capability. These fish are attracted by motion in the water. When their "den" is disturbed, they swarm *en masse* to meet the intruder. Their mode of attack is to bump or ram their intended targets, inflicting 1 point of heat damage per touch per fish. Hetfish have been known to continue these swarming attacks indefinitely. A victim may be "boiled alive" due to the proximity of great numbers of these fish heating the water nearby. Hetfish have been known to ram small ships and other waterborne vessels. Wooden ships sustain 1 point of structural damage per 30 small (1 ft.), 20 medium (2 ft.) or 10 large (3 ft.) hetfish attacking.

These fish have been known to bring a good price (10-100 gp each, depending on their size and condition) when captured alive and sold to men of wisdom (sages, alchemists, certain priests and mages, *et al.*), as these scholars have yet to learn about this fish's strange properties, which resemble the fire-breathing dragon or the remorhaz.

Description

General coloring of the hetfish is silver and orange. Many small bumps and unnatural-looking skin boils can be seen covering their bodies. They otherwise resemble piranha, though they have no teeth of note.

Slow Shadow



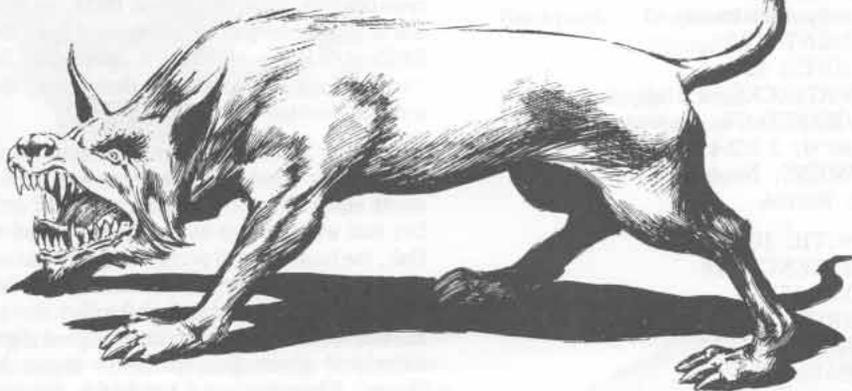
FREQUENCY: Rare
NO. APPEARING: 4-16
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 4
TREASURE TYPE: P, Y
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Slow
SPECIAL DEFENSES: +2 or better
weapon to hit
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
SIZE: M (4-6 ft. tall)
PSIONIC ABILITY: Nil
Attack Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/150 + 4/hp

Slow shadows are related to their cousins, the shadows. It is thought by those who study arcane fauna and undead creatures such as these that shadows (and particularly slow shadows) come from the Negative Material Plane. Some place their origin in Shadowland, but this is not substantiated.

Slow shadows typically attack by surprise, maneuvering from behind their intended prey. They attach themselves to the unsuspecting victims, causing an immediate 1-4 points of cold damage. The victim becomes *slowed* (as the spell) automatically, with no saving throw. For every round that the slow shadow remains attached, 1-4 points of additional cold damage is inflicted. Those killed by these creatures are transformed into slow shadows, but these usually remain within 40 ft. of where they were killed. This, of course, suggests that wandering slow shadows are created, or summoned, and those that stay within one area are past victims. In any case, these creatures are dangerous. They are not affected by cold, lightning, *hold*, or *charm* attacks. A *haste* spell directed at them will drive them away, but has no effect upon them once they

have become attached to their victims. These shadows are detectable only 10% of the time. During these periods they are seen as undulating, inky blobs, with amorphous twistings to their outline which make them appear to grow or shrink (between 4 ft. and 6 ft.) as they move.

Tyrg (Spotted Hound)



FREQUENCY: Rare
NO. APPEARING: 1-10
ARMOR CLASS: 5
MOVE: 18"
HIT DICE: 5-8
% IN LAIR: 30%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (6-9 ft. long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/XP VALUE: (5 HD) IV/130
+ 5/hp; (8 HD) VI/550 + 10/hp

The Tyrg is a cross between a dog (in watchfulness) and a tiger (in stalking ability). These creatures are often found in the mountains, but not too far from woods (wherein they prefer to hunt). When they engage prey in melee,

they emit fierce howls which will serve to mildly stun the victims engaged (-1 penalty to initiative, -2 penalty to hit) for the following three rounds. The effects of this stunning are not cumulative, and only after the first three rounds of stunning have worn off can those affected be stunned once again. After howling, a tyrg attacks. Tyrgs can move silently 75% of the time, and are surprised only on a roll of 1 on 1d6.

If encountered in their lair, there will be 1-4 young present (20-70% grown). These will fight with the adults to preserve the lair. All others in the lair will be adults, the majority male, though the sexes cannot be told apart because of a lack of general knowledge regarding these hounds.

Description

A tyrg stands 3 ft. tall at the shoulder and varies in length, as noted above. Its overall coloring is white with grey, black, and tan splotches. Its sleek stance while hunting is reminiscent of a cat, but its powerful jaws, containing many fangs, demonstrate its relation to the world of dogs.



Appendix 3: PRE-GENERATED CHARACTERS

General Note

Standard dungeon adventuring equipment should be assumed for all characters. Players may select whatever they wish within the normal limits of the game.

MORDENKAINEN THE MAGE (WIZARD, M-U 12)

CLASS: Magic-User
 LEVEL: 12
 ARMOR CLASS: 1
 Magic Adjustment: +6
 Dexterity Adjustment: +3
 MOVEMENT: 12"
 HIT POINTS: 52
 NO. OF ATTACKS: 2 (Dagger)
 DAMAGE/ATTACK: By weapon
Dagger +1: 2-5/2-4
 ALIGNMENT: Neutral
 DEITY: Boccob
 STRENGTH: 10
 INTELLIGENCE: 18
 WISDOM: 15
 DEXTERITY: 17
 CONSTITUTION: 17
 CHARISMA: 18

Mordenkainen appears to be a middle-aged man bedecked in simple grey robes, perhaps resembling a merchant. His face suggests age beyond his normal appearance, as if wisdom were a part of his charisma, thrusting out upon those that stand near him almost as much as do his bushy eyebrows. His hair is black and cropped, his beard black with silver streaks and well waxed. Mordenkainen has come well-prepared with many items, knowing full well that anything might lie beyond the Unopenable Doors.

Armor/Clothes Nil/Normal Dress
In Hand *Dagger +1*
Bracers of Defense AC 4
In Side Pouch *Wand of Fear*
Scroll of the Efreeti
Silver Key of Portals
In Portable Hole *Carpet of Flying*
Crystal Ball
In Belt Pouches Components for Spell Carried
Spells Known All of Levels 1-6

Carpet of Flying: This is of the largest variety, and holds four while flying.

Scroll of the Efreeti: This scroll appears wrought from some alien hide (actually a lesser demon's skin). Upon it are many flaming runes and sigils. In the possession of a magic-user, this scroll acts as a *ring of fire resistance*. If read, an efreeti (MM, pg. 37) will appear immediately, summoned from the Elemental Plane of Fire. It will serve its "master" for 2-5 hours and then leave; the scroll is then useless.

Silver Key of Portals: This item appears to be a regular-sized silver skeleton key (silver worth equals 33 gp). It is, in fact, a minor artifact that was found in an abandoned chapel to Dalt, the lesser god of portals and enclosures. (It is conjectured by Mordenkainen that this forgotten god led him to find the Key, for he has learned that Dalt is of a chaotic good alignment and gives generously to those he favors). When the key is touched to any portal, be it magical or other, the portal will slowly swing open. This key may be used to open four portals per day, and no more.

Spells Carried

- Level 1: *Charm Person, Jump, Magic Missile, Protection from Evil*
- Level 2: *Continual Light, Locate Object, Ray of Enfeeblement, Web*
- Level 3: *Dispel Magic, Fireball, Haste, Slow*
- Level 4: *Fire Shield, Ice Storm (x2), Wizard Eye*
- Level 5: *Monster Summoning III, Teleport (x2), Wall of Force*
- Level 6: *Globe of Invulnerability*

*Mordenkainen and his compatriots are unusual characters, since they come from a campaign of very long standing. As a result, they sometimes have abilities (such as knowledge of all spells at levels 1-6) that are not normally possible for ordinary AD&D® characters.



YRAG THE LORD (LORD, F 9)

CLASS: Fighter
 LEVEL: 9
 ARMOR CLASS: -4
 Magic Adjustment: +4
 Dexterity Adjustment: +2
 MOVEMENT: 12"
 HIT POINTS: 81
 NO. OF ATTACKS: 3/2
 DAMAGE/ATTACK: By weapon
 Longsword +1, Flame Tongue:
 2-9/2-13
 ALIGNMENT: Neutral
 DEITY: Zagyg
 STRENGTH: 18/46
 INTELLIGENCE: 14
 WISDOM: 14
 DEXTERITY: 16
 CONSTITUTION: 16
 CHARISMA: 17



Yrag appears as a stout and hardy man, flaxen haired, and normally dressed in grey and green robes. He stands over 6 ft. tall and is very broad-shouldered. Yrag is ever watchful of things about him, and usually prefers no new undertakings unless these are shared with those persons he knows and trusts. Yrag has come with many items:

Armor/ Clothes	<i>Plate Mail +2</i> <i>Shield +2</i> <i>Boots of Feather Falling</i>
In Hand	<i>Longsword +1, Flame Tongue</i> <i>Ring of Invisibility</i>
In Side Pouch	<i>Scroll of Protection</i> <i>from Elementals (all)</i>
Backpack	<i>Potion of Storm Giant</i> <i>Strength</i>

Boots of Feather Falling: Treat these boots as an unlimited duration feather fall spell.

BIGBY THE MAGIC-USER (NECROMANCER, M-U 10)

CLASS: Magic-User
 LEVEL: 10
 ARMOR CLASS: 1
 Magic Adjustment: +3
 Dexterity Adjustment: +3
 MOVEMENT: 12"
 HIT POINTS: 39
 NO. OF ATTACKS: 2 (Dagger)
 DAMAGE/ATTACK: By weapon
 Dagger +2: 3-6/3-5
 ALIGNMENT: Neutral
 DEITIES: Boccob & Zagyg
 STRENGTH: 8
 INTELLIGENCE: 17
 WISDOM: 14
 DEXTERITY: 17
 CONSTITUTION: 15
 CHARISMA: 12

Bigby's attire is unassuming: a simple hooded dark grey robe. When this hood is thrown back from the usual covering of his face (for Bigby is a somewhat retiring and secretive man), his lean but healthy features will be exposed: studious brown eyes, light brown hair, and a laugh that precedes jokes on almost a forced level. To those who do not know him

well, he might be viewed as oddly nervous (or paranoid), but this is nowhere near true. The mark to which Bigby adheres is simply "Caution." Bigby has brought along a few of his accumulated magic items.

Armor/ Clothes	<i>Nil/Normal Dress</i> <i>Ring of Protection +3</i>
In Hand	<i>Dagger +2, or</i> <i>Wand of Cold</i> <i>(12 charges)</i>
Side Pouch	<i>Potion of Animal Control</i> <i>Vial of Sweetwater</i>
Belt Pouch	<i>Components for Spells</i> <i>Carried</i>
Spells Known	<i>All, of Levels 1-5</i>

Spells Carried

- Level 1: *Affect Normal Fires, Hold Portal, Magic Missile, Shield*
- Level 2: *Detect Evil, Mirror Image, Rope Trick, Stinking Cloud*
- Level 3: *Fly, Lightning Bolt, Phantasmal Force*
- Level 4: *Charm Monster, Minor Globe of Invulnerability*
- Level 5: *Conjure Elemental, Teleport*



RIGGBY THE PATRIARCH HIGH PRIEST, C 9)

CLASS: Cleric
 LEVEL: 9
 ARMOR CLASS: -1
 Magic Adjustment: +2
 Dexterity Adjustment: +1
 MOVEMENT: 12"
 HIT POINTS: 51
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon
 War Hammer +2: 4-7/3-6
 ALIGNMENT: Neutral
 DEITIES: Boccob & Zagyg
 STRENGTH: 12
 INTELLIGENCE: 13
 WISDOM: 16
 DEXTERITY: 15
 CONSTITUTION: 15
 CHARISMA: 16



Riggby is normally dressed in light grey and off-white colored robes. His eyes are chestnut brown, his hair pure black, and his opinions are short and succinct—"Convert, or else!!" Riggby has been convinced that his

services will be a boon to his other companions, so he has opted to come along on this "stint" (as he refers to it). He has brought several items with him:

Armor/ Plate Mail +1
Clothes Shield +1
In Hand Staff of the Serpent
 (Constrictor)
 Ring of Free Action
Backpack Scroll of two spells:
 Cure Critical Wounds,
 True Seeing

Spells Carried

- Level 1: *Cure Light Wounds* (x3), *Detect Magic*, *Remove Fear*, *Sanctuary*
- Level 2: *Hold Person* (x2), *Find Traps*, *Resist Fire*, *Silence 15' Radius*, *Speak With Animals*
- Level 3: *Create Food and Water*, *Cure Disease*, *Remove Curse*
- Level 4: *Cure Serious Wounds*
- Level 5: *Raise Dead**

[* Note that the *Raise Dead* spell will not restore a character to effectiveness. Its primary use would be, for example, to learn the Command Words for the *Carpet of Flying* from Mordenkainen, should he be killed.]



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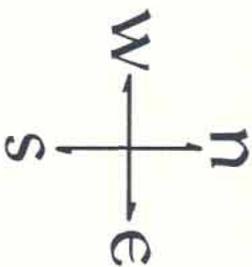
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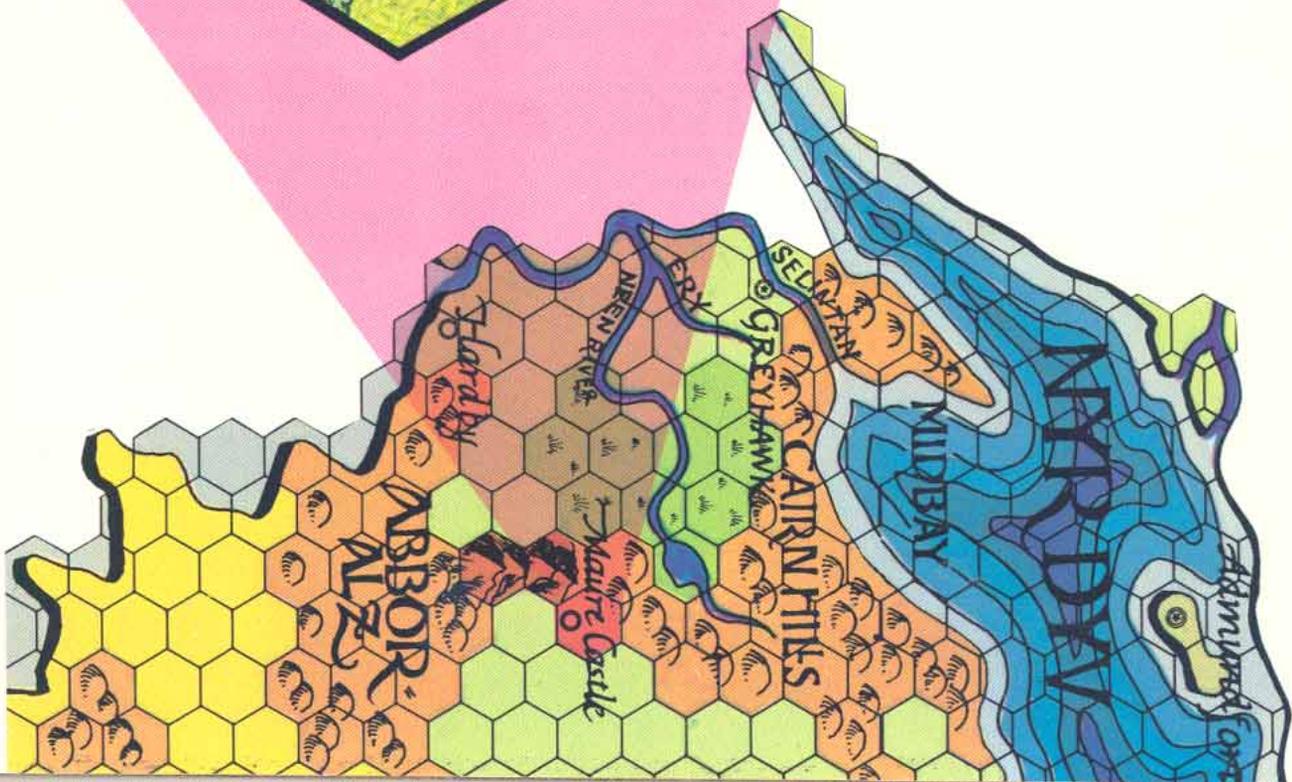
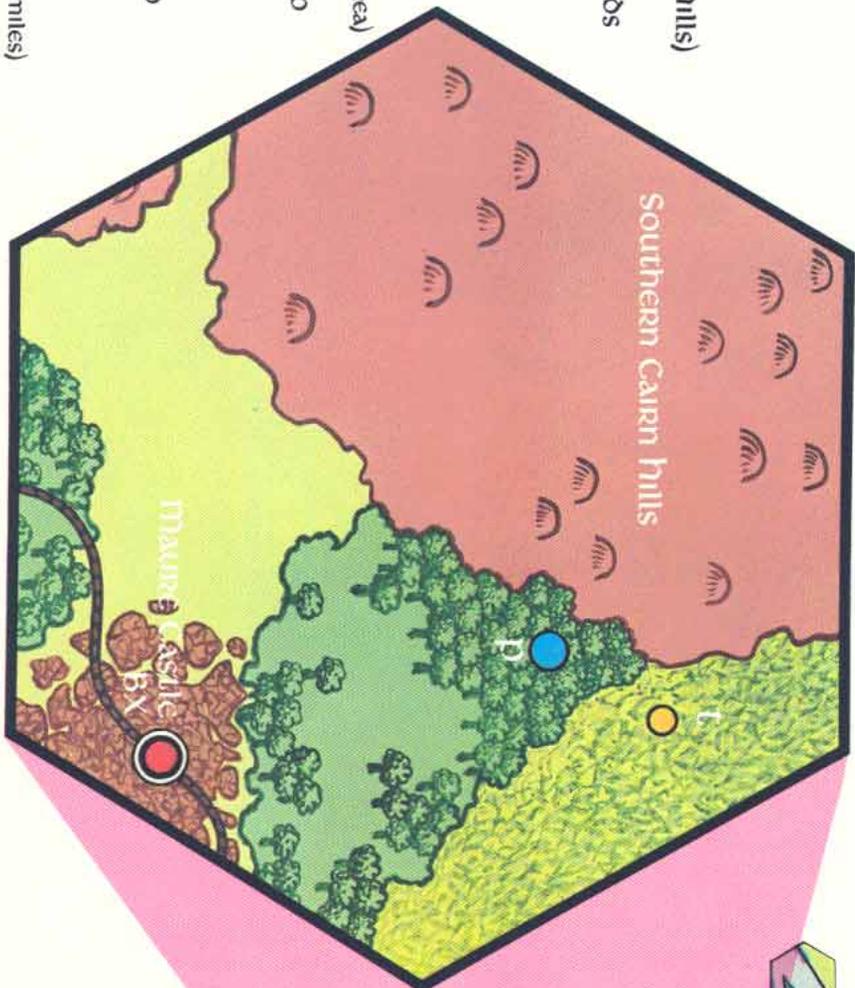
Mauve Castle environs map



key

-  highlands (hills)
-  Sparse Woods
-  fens
-  Castle
-  Brambles (level entry area)
-  Party's Camp
-  treasure
-  Rutted Road

1 hex = 10 leagues (30 miles)



Statues



Tunnel



Trap Door



Door



Secret Door



Fire Pit Trap



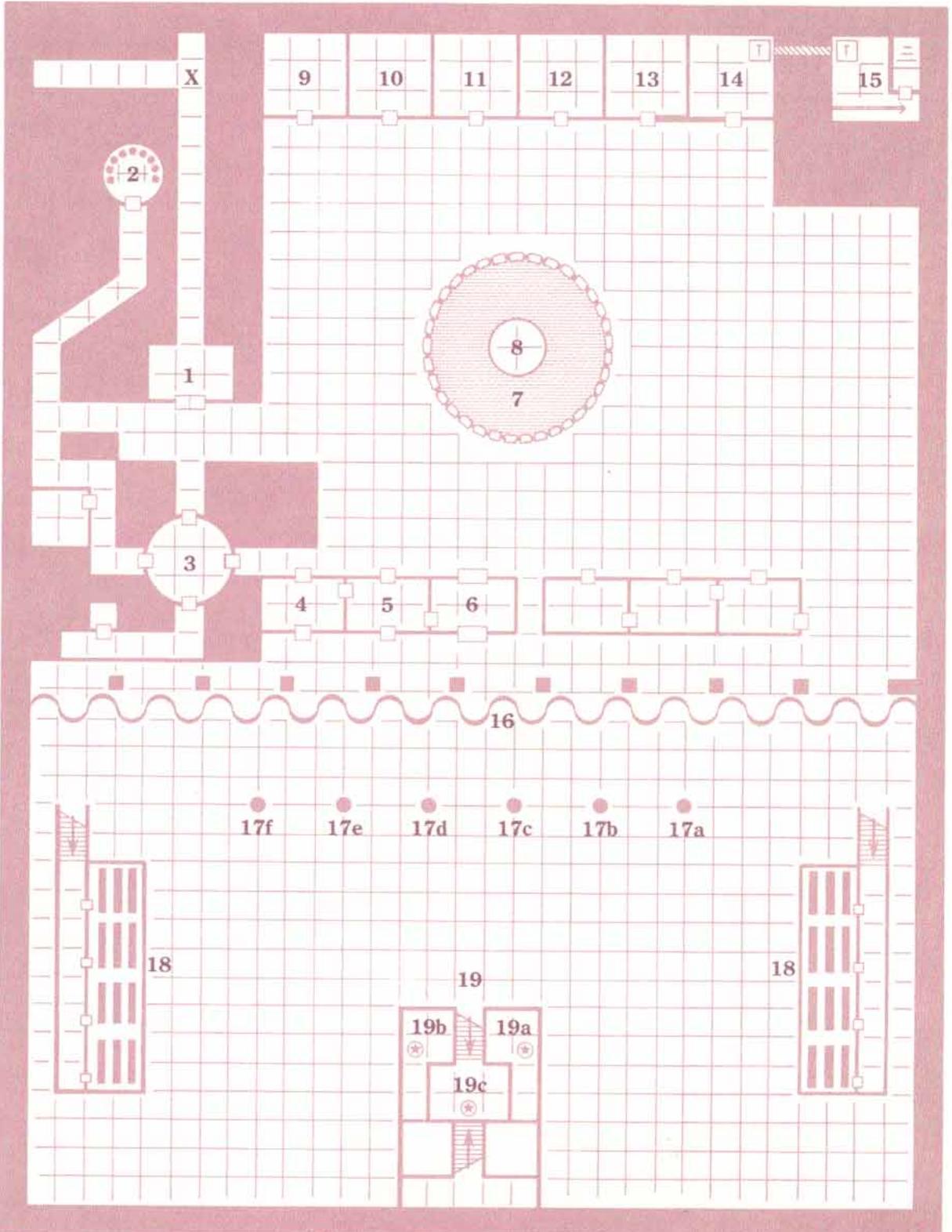
Barred Cell



Peep Holes



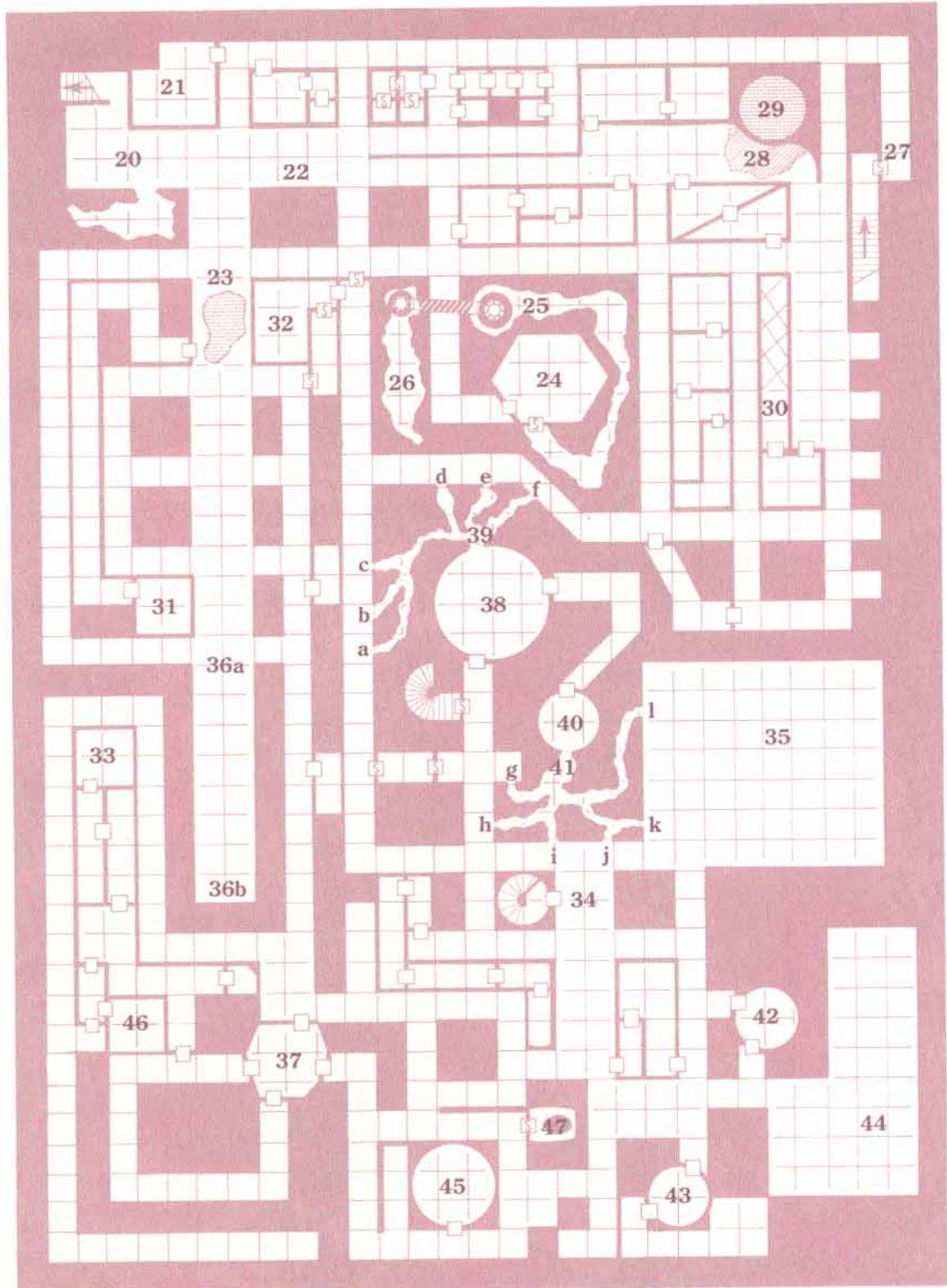
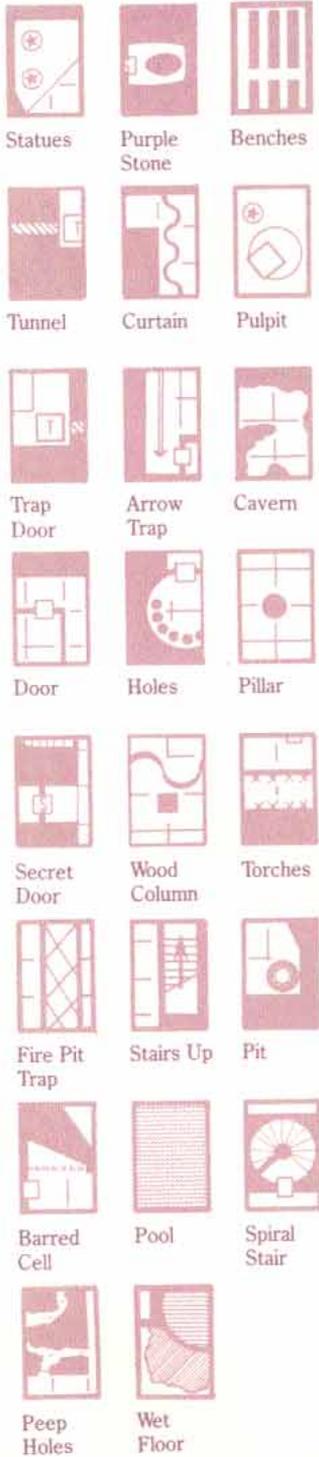
MAP OF DUNGEON LEVEL I



MAP OF DUNGEON LEVEL 2

KEY

1 square = 10 feet



MAP OF DUNGEON LEVEL 3

