

B3

**DUNGEONS & DRAGONS®
FOR
BASIC SET**

Dungeon Module B3 Palace of the Silver Princess

by Tom Moldvay and Jean Wells

INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



Not long ago the valley was green and animals ran free through golden fields of grain. The Princess Argenta ruled over this peaceful land and the people were secure and happy. Then one day a warrior riding a white dragon appeared in the skies over the castle and almost overnight the tiny kingdom fell into ruin. Now only ruins and rumors remain, and what legends there are tell of a fabulous treasure still buried somewhere within the Palace of the Silver Princess.

This module is for use with the D&D® Basic Set and is specially designed for beginning players and DMs. Contained within are maps of the palace and its dungeons, background information, new monsters and a special preliminary adventure for novice DMs and players alike.

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Special Instructional Module



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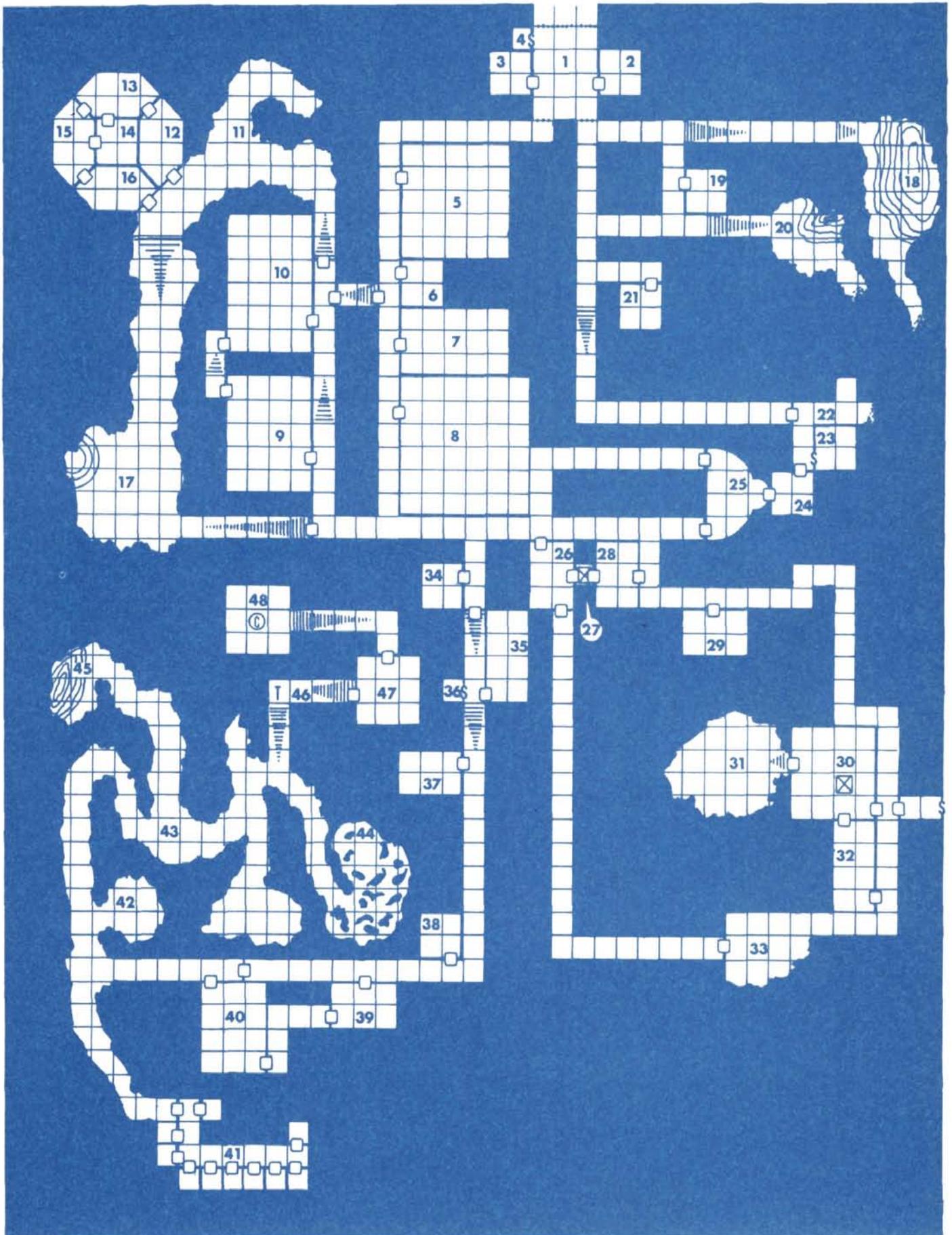
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FIRST LEVEL (Entrance)

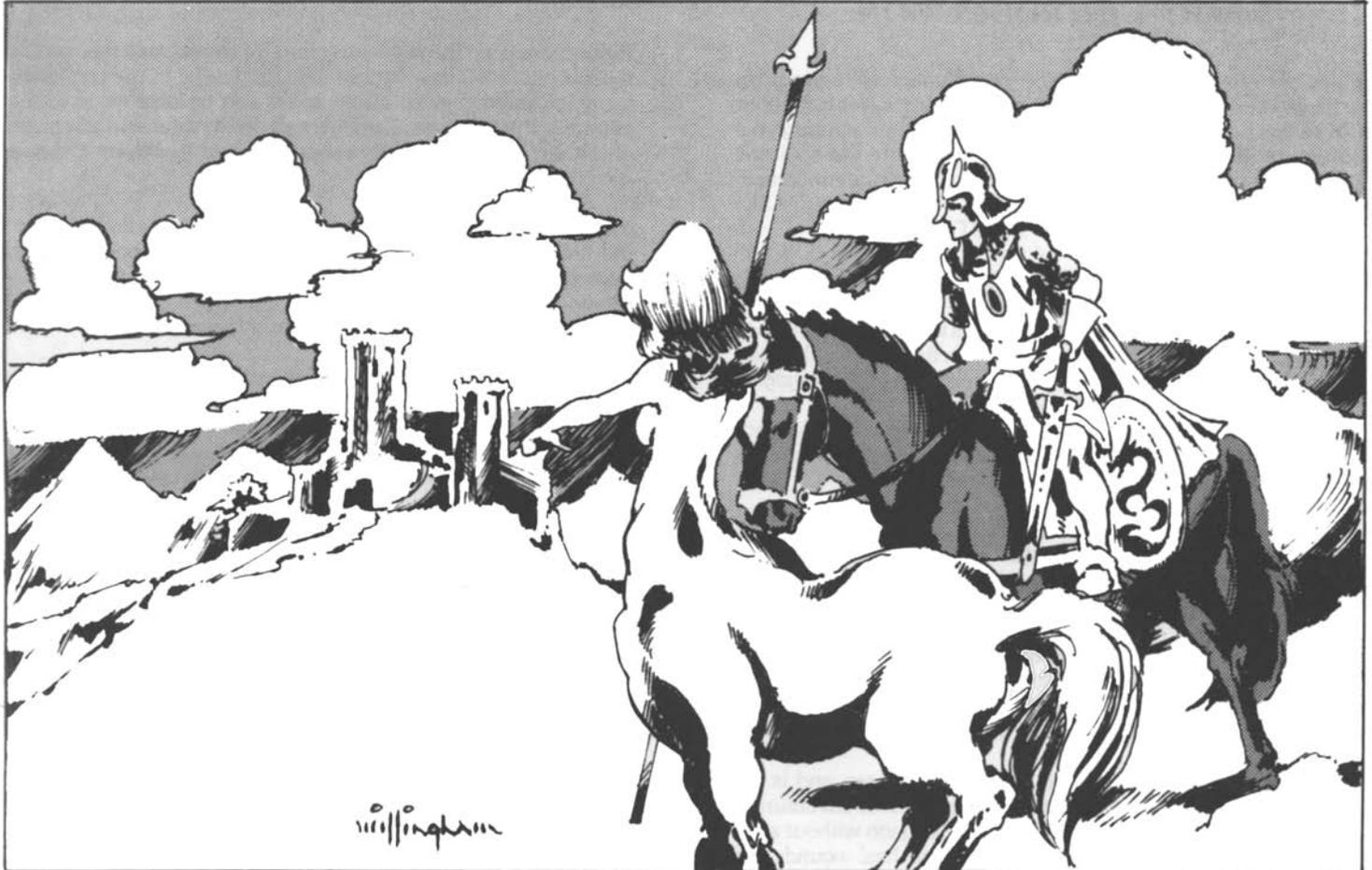


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Dungeons & Dragons® Basic Set

Dungeon Module B3

Palace of the Silver Princess

This module requires information found only in the **D&D® Basic** game rules, and cannot be played without a copy of those rules.

PART 1: INTRODUCTION

If you plan to play in this module as a character, please **stop** reading here. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and the excitement of the game for everyone concerned.

NOTES FOR THE DUNGEON MASTER

Palace of the Silver Princess is a dungeon adventure module made up of 6 parts — providing notes and reference information for the DM and keys describing the various levels of the dungeon.

Part One (this section) is an introduction that outlines the rules for the adventure and gives the DM background information on the dungeon.

Part Two is a special adventure which takes place in the palace gatehouse. This special adventure has been designed to introduce new DMs to the art of dungeon mastering.

Part Three describes the first level of the dungeon.

Part Four details the second level of the dungeon.

Part Five is a Glossary and defines some unfamiliar words found in this module.

Part Six details the new monsters used in this module.

To aid the DM, when unusual or unfamiliar words are used in the module, these words will be repeated and defined in **Part 5, The Glossary**. Words which are defined in the glossary will be followed by an asterisk (*) the first time they appear in the text.

Palace of the Silver Princess is a large dungeon and is not designed to be completely explored in one night of adventuring. Characters who try to explore the entire dungeon without stopping every so often and returning to town to heal wounds and regain spells will probably die. Players may recover hit points and spells either by leaving the dungeon entirely or by sleeping in a room inside the dungeon. Careful players will sleep in shifts, with at least one character always on watch to guard against monsters.

In general, a party should rest and sleep 8 hours in every 24. Characters will heal 1-3 points naturally every 24 hours of full rest. Checks for wandering monsters are up to the DM; if the party really needs to recover hit points or spells and they pick a secure, out-of-the-way location, a DM may decide no wandering monsters will disturb them. If the party has been defeating monsters easily or picks a room in an area with lots of monsters near, 1-3 checks may be made that night.

If a party chooses to rest and the adventure has lasted quite a long time, the DM may choose to end that game session. Players can continue from where they stopped whenever they choose to play again.

The DM should always give the player characters a reasonable chance for survival. The emphasis is on “reasonable”. Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should cooperate to make the adventure as much fun as possible.

Before beginning the adventure, the DM should read this module thoroughly to become familiar with its details. In the encounter keys, information given inside boxes can be read aloud to the players at the right time. The DM must decide when and how much of the rest of the information should be told to players and how much should be kept secret.

Most of the monsters in this module are found in the 2nd edition of the **D&D® Basic** rule book (the red-covered book). Enough information will be given in the room descriptions and Wandering Monster Tables so that DMs with the 1st edition (the blue-covered book) will be able to use all monsters in this module.

For the convenience of the DM, when monsters or NPCs are described in the text, important information will be listed, in parentheses, in the following order after the name:

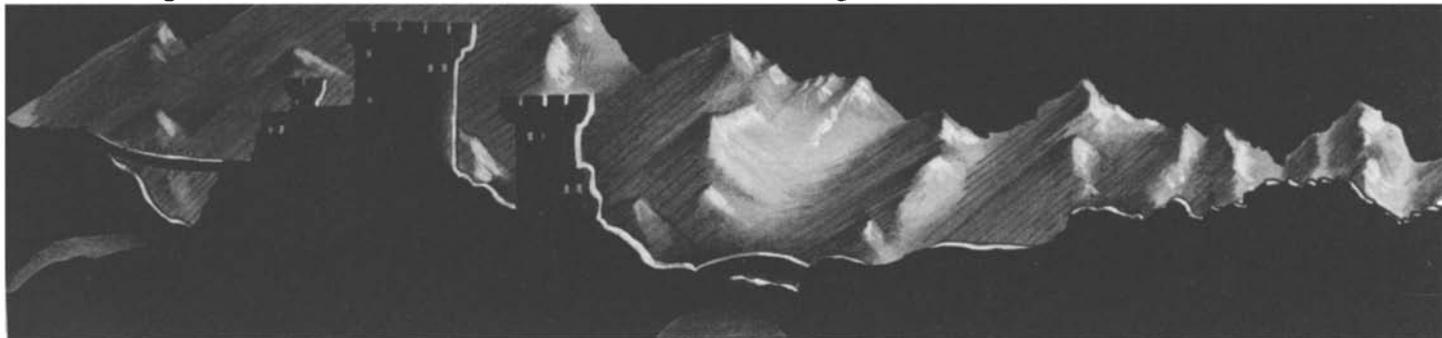
Name (Armor Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; Alignment; and Abilities for NPCs, if necessary).

Abbreviations which are used are:

Armor Class = AC; Hit Dice = HD; Class: Cleric = C, Dwarf = D, Elf = E, Fighter = F, Halfling = H, Magic-User = M, Thief = T, Normal Man = NM; Level = some number; hit point = hp; Movement = MV; Number of Attacks = #AT; Damage = D; Save As = Save; Morale = ML; Alignment = AL; Abilities: Strength = S, Intelligence = I, Wisdom = W, Dexterity = D, Constitution = C, Charisma = Ch.

Class/Level is used only for NPCs, while *Hit Dice* is used for all other monsters. Movement is given only for combat rounds. Movement in a game turn is three times the movement given for one round.

This module has been designed for a party of 6 to 10 player characters. Each character should be between the 1st and 3rd levels of experience at the beginning of the adventure. It is suggested that the party have at least one elf or a magic-user with a **sleep** spell. A party which contains many different classes will have a better chance of success as they will have more varied talents to rely on. It is also suggested that, if most of the characters are above 1st level, the DM may wish to make the encounters slightly more difficult. For example, a monster with 9 hit points may be given 10 hit points or when 5 monsters are encountered, the DM may change the number of monsters encountered to 6.



READY-TO-PLAY CHARACTERS

Sometimes, players wish to begin play immediately without taking the time to create player characters. The following first level characters are given so new players can start play quickly. If the players create their own characters using the **D&D® Basic** rules, the DM may name and use the characters given below as NPCs if desired.

Armor Class and hit points have already been adjusted for Dexterity and Constitution bonuses or penalties in the list below. Any ability with bonuses or penalties which also should be used, will be shown with an asterisk. If the characters are used as NPCs, they can be made higher level by rolling additional hit dice and adding any constitution bonuses.

Class	AC	hp	Str	Int	Wis	Dex	Con	Cha	Weapon/Armor
1. Cleric	3	4	14*	9	16*	14*	10	8	mace/chain mail & shield
2. Cleric	4	6	9	10	18*	9	10	13	mace/chain mail & shield
3. Dwarf	2	5	16*	7	9	13*	11	13	battle axe/plate mail
4. Dwarf	4	8	15*	13	14*	10	17*	7	war hammer/chain mail & shield
5. Elf	5	5	17*	12	7*	9	12	15	sword/chain mail & shield spell: charm person
6. Elf	6	4	14*	16*	9	13*	9	13	spear, bow & 20 arrows/ leather armor, spell: sleep
7. Fighter	2	6	15*	11	12	9	9	11	sword/plate mail & shield
8. Fighter	4	7	16*	6*	8*	11	10	14	sword/chain mail & shield
9. Halfling	2	6	14*	10	8*	16*	12	10	mace/sling & 30 slingstones chain mail & shield
10. Magic-User	8	4	11	16	12	13	10	8	dagger/none spell: magic missile
11. Magic-User	9	3	9	17	10	9	10	13	dagger/none spell: sleep
12. Thief	5	4	11	8	10	16*	9	10	sword, sling & 30 slingstones leather armor
13. Thief	5	3	12	11	14*	17*	11	16	sword/leather armor

*Special bonus or penalty. See the **D&D® Basic** rulebook, p. B7.

Ready-To-Play Equipment: In order to begin play even sooner, some standard equipment packs are given below. If characters do not wish to spend time buying their own equipment using the **D&D® Basic** rules, they may simply choose one of the standard packs. Thieves and clerics must take Pack C.

PACK A	PACK B	PACK C
Backpack Large Sack Lantern 2 Oil Flasks Tinderbox Wineskin (full) 12 Iron Spikes Small Hammer 10 gp	Backpack 2 Large Sacks 6 Torches 1 Oil Flask Tinderbox 10' Pole Rations (normal) 50' Rope Waterskin (full)	Backpack 4 Small Sacks 50' Rope 12 Iron Spikes Mirror Rations (normal) Wineskin (full) Holy Symbol and Holy Water Vial (cleric) OR Thieves' Tools (thief)

Player's Background (Read to players)

The valley of Haven was a peaceful land. Its crops were abundant, its citizens prosperous. Elves, Dwarves, Halflings, and Humans lived together in harmony. Hidden away in the heart of the Thunder Mountains, Haven was a safe place to live. The rivers were sweet and pure; the weather was pleasant and warm.

One reason Haven was so peaceful was due to the presence of the Protectors, a magical race, from the land of Faerie*. These mysterious green beings are a gentle folk and their magic helps ward off evil. They helped the crops to grow and the land of Haven to prosper.

The ruler of Haven was the fair Princess Argenta. She lived in a palace made of white shining marble, which when the sun set, glowed like silver. Princess Argenta was beloved by all her people. She was just, fair and friendly to all.

One day, the dwarves of Haven found a ruby the size of an apple while digging in a new mine. As a token of their devotion, they gave the ruby to Princess Argenta. The dwarves named the ruby "My Lady's Heart". The princess was so pleased with the gift that she invited all the realm to attend a celebration to see the wondrous gem. The dwarves were to be the guests of honor. It was to be a grand day of feasting and fun.

The day before the celebration a strange visitor arrived. He flew into the valley riding a white dragon. The rider was dressed all in black. He had pale skin, long blond hair, and a short blond beard. Since Haven was noted for its hospitality, the princess invited the stranger to stay at the palace. She also granted his request to escort her to the celebration.

At midnight, disaster struck. Dark clouds hid the moon and a freezing wind blew through the valley. The crops withered in the fields. Cattle grew sick. The valley began to die.

From the palace came an explosion and parts of the walls came tumbling down. When the dust cleared it could be seen that a ruby glow surrounded the entire palace.

Haven now lies in chaos. Raiding bands of orcs, goblins, and hobgoblins terrorize the countryside. The disaster happened so suddenly that the citizens are confused and helpless. Without their leaders, who are trapped in the palace, they have no courage to fight back. Even the Protectors have disappeared. The situation has become desperate.

Each player character has had the same dream. In the dream, a Protector came to the person and pleaded for help.

"Haven is in dire trouble," the Protector said. "We do not know what caused the disaster, but we do know that the reason can be found somewhere in the palace. Allies of the evil that has attacked Haven have challenged the Protectors and we are under siege. We cannot help Haven, but you can. The princess needs you; the people of Haven need you. You are Haven's only hope. We beg you to find the source of the evil that has overtaken Haven, and destroy that evil. If you will go, you will meet a band of friends outside the palace at noon tomorrow. We will open the way into and out of the palace for you. We will also give you all the help we can, but our power is limited. The future of Haven is in your hands."

Dungeon Master's Background

The Eye of Arik

The disaster that has struck Haven has been caused by the ruby which the dwarves found. The ruby is magical. While it was called "My Lady's Heart" by the people of Haven, its true name is "The Eye of Arik".

Arik* is an ancient, evil being of great power. He is also known as Arik of the Hundred Eyes, and is sometimes worshipped as a god. For his many crimes, Arik was banished to a special dimension centuries ago to be imprisoned there for all eternity.

Arik has been seeking to escape from the prison dimension through the ages. And he desires to take over Haven and enslave all its people. He has at last managed to send one of his eyes across the dimensional barriers into the heart of the mountains. There, the dwarves found Arik's ruby eye and brought it to the palace, not knowing the evil they were bringing to their beloved kingdom. The ruby, though larger than most gems, looks like any other ruby and though the Protectors would have sensed the evil, by the time they saw the ruby it was too late. Arik had already struck.

The ruby is linked to Arik. It has allowed him to channel some of his evil magical power past the dimensional barriers into Haven and the power of the ruby attracts evil, chaotic monsters. Arik hopes to use the ruby "eye," when the time is right, to open the way and cross the dimensional border to rule Haven.

The power of the ruby has killed the crops and brought disease to the animals. It has drawn orc, goblin, and hobgoblin hordes into Haven to fight for its master. It has even teleported the evil cleric, Catharandamus* into the palace, to prepare the ceremony that will allow Arik to cross the dimensional barriers. The ruby has turned many of the palace inhabitants to stone and trapped the princess and the mysterious stranger inside the ruby. Finally, the ruby has created a magical force field around the palace to prevent help from arriving and stopping Catharandamus.

The Protectors will open a way through the ruby glow, and will also open a safe passage out, if the party chooses to leave the palace to rest and recover spells and hit points. They will, however, state that it is a drain of their power and they can only manage to open the way a few times.

Ellis the Strong and Arikbane

The mysterious stranger in black armor who arrived just before the disaster struck is named Ellis the Strong (AC 2; F 3; hp 21; #AT 1; D 1-10 +3; MV 20'; ML 9; AL L; S18, I9, W12, D13, C16, Ch15). Ellis is a Knight of the White Drakes, a special band of fighters who ride white dragons and are dedicated to defeating evil wherever it





exists. He wears black plate mail armor and wields a two-handed sword. His dragon steed is known as Arikbane* (AC 3; HD 6; hp 30; #AT 3; D 1-4/1-4/2d8; MV 30', Fly 80'; ML 8; AL N). Ellis and Arikbane came to Haven because they had heard of the great ruby and suspected that the ruby was one of the legendary eyes of Arik. Before they could be sure, they were caught by the power of the ruby and defeated. Ellis is now trapped inside the ruby with Princess Argenta. Arikbane has been banished to the Dimension of Ice.

Destroying the Ruby

The party must, at some point during the adventure, discover or figure out how to destroy the ruby Eye of Arik. There are several clues and aids throughout the dungeon. However, if through bad luck the party appears to be missing most of these, "a vision from a Protector" can be used to give hints to steer them in the right direction.

There are three ways that the party can destroy the "Eye of Arik" and defeat the evil. The name Arikbane means "the ruin of Arik". And if the dragon is freed it can use its frost breath, if the dragon wishes, to destroy the ruby without harming anyone near the ruby (or trapped inside it). The ruby can be shattered by using the Sword of Arik, if this can be found. Catharandamus is using the sword as part of the ceremony to free Arik. If the sword is used to shatter the ruby it will be destroyed at the same time. Finally, two notes played on the Ice Harp will summon the minstrel Rowena (see room 32). Rowena is one of the legends of Haven. She was a famous minstrel who left Haven to live in Faerie. Time does not flow the same in Faerie as in the outside world. Though she has lived in Faerie for hundreds of years, she is little older than the day she left Haven. Rowena knows the proper notes to play on the Ice Harp to shatter the ruby.

If the ruby is destroyed, by any one of the three possible means, the evil curse which has befallen Haven will be lifted. Those people turned to stone by the ruby will return to normal. Princess Argenta and Ellis the Strong will be freed and return to normal size. If Arikbane has not already been freed from the Dimension of Ice, the dragon will be freed when the ruby is destroyed. The hordes of chaotic monsters invading Haven will flee in terror. The crops will grow again and the animals will be cured. A grateful Princess Argenta will reward the characters with a special medal of honor plus 3,000 gp each.

PART 2: THE GATEHOUSE (Programmed Adventure)

Part 2 is a short adventure specially designed to introduce new Dungeon Masters and players to the game. It can, however, also be played by more experienced players and their DM. The type of adventure used in Part 2 is known as a programmed adventure. In a programmed adventure the players are given certain choices as adventure the is described to them. Each choice that the players make will determine what will happen next in the adventure.

This short programmed adventure is a good way to introduce new gamers to role playing. It presents the players with the kind of choices they *should* be making during play. It also shows the DM the type of decisions he or she will be expected to make in response to players' actions.

All the DM has to do is read the information to the players in the entries* marked Start and 1. The players will then be presented with several choices. They can only select one choice at a time. At the end of each choice is a number in parentheses. This number is the number of the entry that the DM should next read to the players. The process continues until the party has adventured beyond room 3 and is ready to start Part 3 of the adventure.

Because of the structure of the programmed adventure, it is important to realize that entries are not read in the order of appearance, only in the order indicated by the players' choices. Entry 2 is not read after entry 1 unless the party tells the DM that they are choosing the option marked (2).

The programmed adventure will include at least one combat between characters and monsters. If the DM is not familiar with how to judge a combat, it is suggested that he or she read the special combat section which follows. Since certain minor changes have been made between the two D&D® Basic rules editions, it is also suggested that DMs using the rules edition with the blue cover read the special combat section.

COMBAT

Combat occurs when characters fight monsters or other characters. Combat includes throwing or shooting weapons, such as spears and bows, casting spells, and meleeing or fighting with hand-to-hand weapons such as swords and maces. The following sequence is used to resolve combat.

Combat Sequence

- A. Each round, each side rolls for initiative (1d6).
- B. The side that rolls the higher number acts first. If there is a tie, both sides perform all attacks at the same time.
 1. Morale checks are made, if needed.
 2. Movement per round. Meleed opponents may only withdraw or retreat. Spell casters may not move and cast spells.
 3. Missile fire combat (throwing or shooting weapons)
 - a. choose targets.
 - b. roll 1d20 to determine hit; adjust result by Dexterity adjustment, range, cover, and magic (if they apply).
 - c. DM rolls damage.
 4. Magic spells (roll saving throws, if needed, on 1d20).
 5. Melee combat (hand-to-hand combat).
 - a. choose (or be attacked by) opponents.
 - b. roll 1d20 to determine hit; adjust result by Strength adjustment and magic weapons (if they apply).
 - c. DM rolls damage; adjust result by Strength adjustment and magic weapons (if they apply).
- C. The side with the next highest initiative acts second, and so on, using any of the steps given above that apply (in order), until all sides have completed a round of combat.
- D. The DM handles any surrenders, retreats, etc. as they occur.

Morale (Optional rule): The morale rules given below are optional. Each DM should decide at the beginning of the game whether he or she wishes to use the morale rules or not.

Any creature in battle may try to run away or surrender. Player characters make their own choices. It is up to the DM, however, to decide whether monsters or non-player characters (NPCs) will run away or surrender. Morale refers to the decision to fight or run away.

Each monster is given a suggested morale score in the monster description. This score is a number from 2 to 12. The higher the morale score, the more likely a monster will stay and fight. A score of 2 means that the monster will **not** fight. A score of 12 means that the monster will fight to the death without checking morale. Creatures with a morale score between 2 and 12 will need to "check morale" at some time during a battle.

To check morale, roll 2d6. If the result is *greater than* the monsters' morale score, the monsters will try to run away or surrender. If the result is less than or equal to the morale score, the monsters will continue to fight.

Variable Weapon Damage Table

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow bolt)
1-6 (1d6)	Short sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole arm*
1-10 (1d10)	Two-handed sword*

*Two-handed weapon (attacker cannot use a shield, and attacker will always lose initiative, except vs. another two-handed weapon)

NOTE TO THE DM

The purpose of this short encounter is for the party to figure out how to raise the inner portcullises and enter the palace. Give the players a reasonable amount of time to figure out the problem. If they have explored every room and still can't figure out how to raise the portcullis, you will have to give them a hint. It is important that the party get into the palace to continue the adventure.

Allow one player character to have a "vision" from a Protector in which the Protector tells the character that the only way to open the portcullises is to raise both levers to the up position at the same time. This is what the clue "A+B" plus an up arrow written on each inner portcullis means.

Sometimes during the course of an adventure, the DM may find it useful to give the party important information they seem to be missing. The DM can always use the same technique of a vision from a Protector to give the party a hint, such as steering them into rooms that give clues about how to destroy the ruby Eye of Arik.

Whenever the party is offered a choice where the action will be performed by a specific character, it is important that the players tell the DM which character is doing which action. Make sure the players know that if they do not tell you what character is doing what, you will have to choose a character at random, by rolling dice, should trouble strike.

For example, the party wants to open a door. Behind the door a monster waits to attack. The character that opens the door will be the one who is first attacked (and the one that can fight the monster on the first round of combat). Sometimes it is necessary to remind the players that they have to be specific. Questions like "Who is opening the door" or "Which characters are checking for traps and who is checking first" are often useful.

Part 2 is a special adventure to introduce both players and the DM to the game. Normally the DM does not tell players what choices are available. It is up to them to *think* of the possible choices. Part 2 is the only part of the adventure where the DM will be directly helping the party. After Part 2 the DM should be neutral. He or she should let the players decide what actions their characters will take.

In general, morale is checked in critical combat situations. Two recommended times for morale checks are:

1. After the first monster or NPC dies in combat.
2. When half the monsters or NPCs have been incapacitated (killed, asleep due to magic, and so forth).

Monsters that successfully check morale twice will fight to the death.

How To Attack: In combat, attacks may be made with spells (magical attack), weapons that are shot or thrown (missile fire), or weapons that are held and swung (melee combat).

Spell attacks will automatically hit the chosen targets if the targets are within range or within the area of effect. There is, however, a chance that a character may escape all or part of the effects of certain spells. Such spells will always be designated as having a saving throw*.

A melee or missile fire attack does **not** automatically hit. The chance of an attack hitting or being successful is given as a number between 1 and 20 and is determined by comparing the attacker's level or hit dice to the defender's armor class (AC) on either the **CHARACTER ATTACKS** or **MONSTER ATTACKS** table. One table is used when characters (either player characters or NPCs) are attacking. The other is used when monsters are attacking. *Roll 1d20: if the result is equal to or greater than the number indicated on the chart, the attack has been successful.*

Both missile fire and melee combat use the same **Attack** tables. Missile fire may occur when the opponents are more than 5' apart, but only when a thrown weapon (a spear, for example) or a shot weapon (such as a bow) is being used. In missile fire combat, the score needed "to hit" may be adjusted by Dexterity, magical weapons, and missile range.



Melee combat may occur if the opponents are within 5' of each other. In melee combat, the score needed "to hit" may be adjusted by Strength and magical weapons. Unless missile attacks are mentioned in the monster description, monsters will **only** engage in melee combat.

Missile fire is never adjusted by Strength. Melee combat is never adjusted by Dexterity. A character may not attack more than once in one round.

Damage: If an attack hits, the DM must determine how much damage the attack has caused. Damage from attacks by monsters is given in each monster description. All weapon attacks by characters will cause 1-6 points of damage (possibly adjusted by Strength and magical weapon modifications), unless the **Variable Weapon Damage** system, below, is used. Variable weapon damage is an optional rule. The DM may choose to use it or not.

START.

Approximately a half mile from the palace you can see that part of its left side has been destroyed. Stone blocks and rubble cover the mountain side. You also see that almost all of the castle and many parts of the surrounding land glow a soft red. All plant life, except some strange looking thorn bushes and white roses, has died wherever the red glow radiates.

As you travel closer to the palace, a trail untouched by the red glow appears. The trail leads directly to the entrance way of the palace. The main entrance into the palace is the only part of the palace that does not glow red. The massive, barred portcullis* which usually blocks the entrance is raised.

Your party startles a rat near the entrance. It darts out into the red glowing area, and suddenly stops, shakes a bit, and then dies. You notice that other small, unfortunate creatures lie dead inside the red area.

Evil creatures of Arik (goblins, orcs, etc.) are immune to the effects of the red glow. Go to entry 1.



ENTRY 1.

You may walk to the open entrance way, being careful to avoid stepping into any area glowing red (2), or you may walk into an area glowing red (3).

ENTRY 2.

Your party has reached the entrance of the palace. The portcullis, a gate made of heavy iron bars, is raised. Entry into the palace seems clear. You may carefully search the area (4) or you may proceed into the dungeon (5).

ENTRY 3.

Each player that touches an area glowing red feels a numbing shock.

The DM should let each player who has touched a red area to make a save vs. Spells. If the save is unsuccessful, the character will take 1-6 (1d6) points of damage. If the save is successful, the character will take no damage.

You may remain in the area glowing red (3), or step out of the red area (1).

ENTRY 4.

You find a small, almost invisible wire stretched across the 30 foot wide entrance. The wire is 3 inches above the ground. You can walk into the dungeon and break the wire (5); touch the wire from a distance with a 10' pole or similar object (6); or step over the wire, avoiding contact with it (7).

ENTRY 5.

A small dart shoots out of a concealed niche in the rocks at the first player character.

The party has triggered a trap. The DM needs to roll a 10 or better "to hit" with 1d20 to see if the dart hits the first character. If the dart does hit, it will cause 1-4 (1d4) points of damage. Go to entry 7.

ENTRY 6.

A small dart shoots across the entry way and lodges in the wall.

Go to entry 7.

ENTRY 7.

You walk along the path, under the raised portcullis, and into the palace. Since the gateway is dark, you light your torches or lanterns. As soon as the last character enters the palace, the portcullis crashes shut behind the party. The red glow now covers the entire entrance way, blocking your exit. The inside of the palace does **not** glow red. You may try to raise the glowing portcullis behind you (8), or search the area (9).

ENTRY 8.

Any character that touches the portcullis feels a numbing shock. The portcullis does not budge.

The DM should let each player that touches the portcullis to make a save vs. Spells. If the save is unsuccessful, the character will take 1-6 (1d6) points of damage. If the save is successful, the character will take no damage.

You may try to raise the portcullis again (8), or step away from the portcullis and search the area (9).

ENTRY 9.

You are in an open area surrounded by 20 foot tall rock walls. The area is rectangular, 30 feet wide (east to west) and 40 feet long (north to south). There is a door in the west wall, 20 feet south of the entrance way. There is another door in the east wall directly opposite the door on the west wall. Both doors are made of wood reinforced with iron bars. There are also two smaller portcullises in the south wall. Each portcullis is 10 feet wide and 20 feet high. One is set in the westernmost 10 feet of the south wall. The other is set in the easternmost 10 feet of the south wall. There is 10 feet of solid stone wall between the two portcullises.

The gateway area is marked room 1 on the map.

Go to entry 10.

ENTRY 10.

You may search for secret doors (11). Or you may investigate the door in the west wall (20), the door in the east wall (40), the inner west portcullis (60), or the inner east portcullis (63).

ENTRY 11.

The DM should roll 1d6 for every character who would like to search for a secret door. A roll of 1 for clerics, fighters, magic-users, or thieves means they have found the secret door to room 4. A roll of 1 or 2 for dwarves, elves, or halflings means they have found the secret door to room 4. There is only *one* chance per character to find the secret door; however, if the party goes

elsewhere and returns later wishing to search again, the DM may allow it.

If any party member finds the secret door to room 4, go to (12). If no one finds the secret door to room 4, go to (13).

ENTRY 12.

You find that one of the stones in the west wall, near the outer portcullis, is loose. Pushing on the loose stone looks like it will open a secret door. You may try to open the secret door (14), listen carefully for any sounds behind the secret door (15), or return to (10) and choose again.

ENTRY 13.

No one finds a secret door. Return to (10) and choose again.

ENTRY 14.

A secret door, 5 feet wide by 10 feet tall, opens in the wall next to the loose stone. You may search the area beyond the secret door (16) or return to (10) and choose again.

ENTRY 15.

You hear nothing. You may try to open the secret door (14) or return to (10) and choose again.

ENTRY 16.

You find a small, square room. Each wall is 10 feet long. The secret door is in the center of the east wall. Inside the room are two complete outfits for warriors. Each outfit contains a suit of chainmail, a shield, a sword, a crossbow, and 20 quarrels (crossbow bolts). You may check the outfits for possible traps (17), search the small room for secret doors (18), split up the equipment among any characters who could use it (19), or return to the gateway (10) and choose again.

This room is marked as room 4 on the map.

ENTRY 17.

The equipment seems safe to use. Return to (16) and choose again.

ENTRY 18.

You do not find any other secret doors. Return to (16) and choose again.

ENTRY 19.

The armor fits any characters who can use it. The rest of the equipment seems in good condition. The equipment is standard gear for palace guards. Return to (16) and choose again.

None of the equipment is magical, but it might prove useful to beginning characters who could not afford to buy all the equipment they wanted.

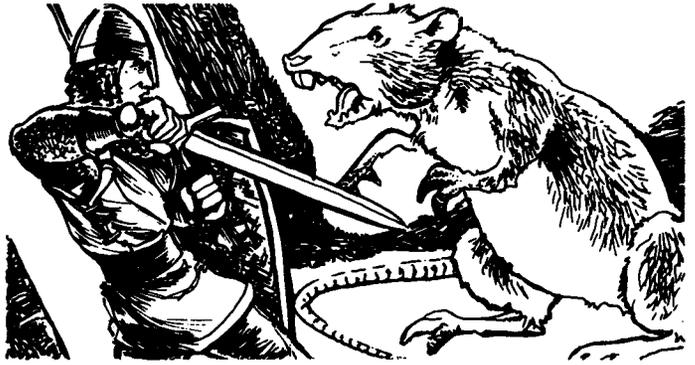
ENTRY 20.

The west door is closed. You may listen at the door to try to hear any noise from behind the door (21). You may open the door (22). Or you may return to (10) and choose again.

ENTRY 21.

For each character listening at the door, the DM should roll

1d6. A result of 1 (1 or 2 for demi-humans) means that the attempt is successful. If the attempt is successful, read (23). If the attempt is not successful, read (24).



ENTRY 22.

The DM should roll 1d6 to see if the party is surprised. The party will be surprised on a roll of 1 or 2. The DM should also roll 1d6 to see if the giant rat in this room is surprised. The giant rat will be surprised on a roll of 1 or 2. If both the giant rat and the party are surprised, or if both the giant rat and the party are not surprised, read (26). If the party is surprised, but the giant rat is not surprised, read (27). If the giant rat is surprised, but the party is not surprised, read (28).

ENTRY 23.

You hear a scratching noise and a squeaking sound coming from behind the door. You may open the door (25) or return to (10) and choose again.

ENTRY 24.

You hear nothing. You may open the door (22) or return to (10) and choose again.

ENTRY 25.

Since the player characters are forewarned that the room is not empty, the party cannot be surprised. The giant rat in the room can still be surprised. Roll 1d6. If the giant rat is surprised (a roll of 1 or 2), read (28). If the giant rat is not surprised, read (26).

ENTRY 26.

Surprise is not an important factor in this encounter. The sequence of actions in this encounter will be guided by *initiative*. One player should roll 1d6 for the party's initiative. The DM should roll another 1d6 for the monster's initiative. If both die rolls tie, roll again until the tie is broken.

If the player rolls higher than the DM, read (28). If the DM rolls higher than the player, read (27).

ENTRY 27.

The giant rat has gained the initiative (either through surprise or a higher initiative die roll). To see how the rat reacts to the party, roll 2d6. On a roll of 2-5, read (29). On a roll of 6-8, read (28). On a roll of 9-12, read (30).

ENTRY 28.

You see a 3 foot long, giant rat with gray fur backing away from the door. The rat appears to be confused and half-starved. You may throw the rat some food (31), immediately attack the rat (32), or ignore the rat (27). You may also shut the door and return to (10) to choose again.

ENTRY 29.

The giant rat attacks the first party member it sees. The DM should conduct combat, keeping in mind that this round the rat will strike first. If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since there is only one rat, the DM should roll morale after the first time the rat takes damage (if the rat is still alive). When the combat is over (the rat either dies or runs away), read (33).

The giant rat's statistics are (AC 7; HD ½; hp 3; #AT 1; D 1-3 + disease; MV 40'; ML 8; AL N). A giant rat normally has a 1 in 20 chance of carrying disease. This particular giant rat does not carry disease and its bite causes only 1-3 points of damage if successful.

ENTRY 30.

A 3 foot long, giant rat with gray fur cowers in a corner of the room. The rat seems half-starved, and too scared of your party to attack. You may throw the rat some food (31), immediately attack the rat (32), ignore the rat and search the room (33) or shut the door and return to (10) to choose again.

ENTRY 31.

The rat squeaks once, then begins to gobble down the food. It looks like it is too interested in eating to bother attacking you. You may attack it anyway (32), ignore the rat and search the room (33), or shut the door and return to (10) and choose again.

ENTRY 32.

The party has gained the initiative (either through surprise or a higher initiative die roll). The DM should conduct combat allowing the party to strike first the first round. If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since there is only one rat, the DM should check morale for the rat after the first time the rat takes damage (if the rat is still alive). When the fight is over (the rat either dies or runs away), read (33).

The giant rat's statistics are (AC 7; HD 1; hp 4; #AT 1; D 1-3 + disease; MV 40'; ML 8; AL N). A giant rat normally has a 1 in 20 chance of carrying disease. This particular giant rat does not carry any disease and its bite will cause only 1-3 points of damage if successful.

ENTRY 33.

You see a square room. Each wall is 20 feet long. The door is in the center of the southern 10 feet of the east wall. In the center of the south wall of the room is a lever. The lever has two positions: up or down. The down position is unmarked. The up position is marked "A". The lever is pushed down. There is nothing else in the room. You may search for secret doors (34), check the lever for possible traps (35), raise the lever to the up position (36), or return to (10) and choose again.

If the rat was ignored, it will run away, into a rat hole. This room is marked on the map as room 3.

ENTRY 34.

You do not find any secret doors. Return to (33) and choose again.

ENTRY 35.

The lever does not appear to be trapped. Return to (33) and choose again.

ENTRY 36.

You push the lever up.

If the party has already raised the *other* lever (in room 2) and it is in the up position (marked "B") there will be a grating, grinding sound, read (37). If the other lever (in room 2) is not up, read (38).

ENTRY 37.

Both of the inner portcullises rise at the same time.

The party is now ready to venture further into the dungeon. **Part 2 is over; Part 3 is ready to begin.**

ENTRY 38.

Nothing seems to happen. You may lower the lever (39) or return to (33) and choose again.

ENTRY 39.

Nothing seems to happen. You may raise the lever (36) or return to (33) and choose again.

ENTRY 40.

The east door is closed. You may listen at the door to try to hear any noise from behind the door (41). You may open the door (42). Or you may return to (10) and choose again.

ENTRY 41.

For each character listening at the door, the DM should roll 1d6. A result of 1 (1 or 2 for demi-humans) means that the attempt is successful. If the attempt is successful, read (43). If the attempt is not successful, read (44).

ENTRY 42.

The DM should roll 1d6 to see if the party is surprised. The party will be surprised on a roll of 1 or 2. The DM should also roll 1d6 to see if the skeletons in this room are surprised. The skeletons will be surprised on a roll of 1 or 2. If both the party and the skeletons are surprised, or if neither are surprised, read (46). If the party is surprised, but the skeletons are not surprised, read (47). If the skeletons are surprised, but the party is not surprised, read (48).

ENTRY 43.

You hear the rattling of chains coming from behind the door. You may open the door (45) or return to (10) and choose again.

ENTRY 44.

You hear nothing. You may open the door (42) or return to (10) and choose again.

ENTRY 45.

Since they are warned in advance that the room is not empty, the party cannot be surprised. The skeletons in the room can still be surprised. Roll 1d6. If the skeletons are surprised (on a roll of 1 or 2), read (48). If they are not surprised, read (46).

ENTRY 46.

Surprise is not an important factor in this encounter. The sequence of actions in this encounter will be guided by *initiative*. One player should roll 1d6 for the party's initiative. The DM should roll



another 1d6 for the monster's initiative. If both rolls are a tie, roll again until the tie is broken.

If the player rolls higher than the DM, read (48). If the DM rolls higher than the player, read (47).

ENTRY 47.

The skeletons immediately attack. The DM should conduct combat, allowing the skeletons to strike first this round. Besides normal combat, the players have the option of trying to **Turn** away the skeletons, if there is at least one cleric with the party (see entry 49).

If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since skeletons have a morale of 12, the DM will not need to check morale. If a cleric does not **Turn** away the skeletons, they will fight to the death. When combat is over (the skeletons are either dead or have been **Turned** away), read (51).

The two skeleton's statistics are (AC 7; HD 1; hp 5 each; #AT 1; D 1-6; Save F1; ML 12; AL C). Skeletons are not affected by **sleep** or **charm** spells.

ENTRY 48.

You see two man-sized skeletons. Iron shackles and lengths of chain are fastened around the skeletons' wrist bones. The skeletons hold swords and are advancing to attack. You may attempt to have a cleric in the party **Turn** away the skeletons (49). You may attack the skeletons (50). Or you may shut the door and return to (10) to choose again.

ENTRY 49.

When a cleric encounters an **undead** monster, such as skeletons, the cleric may attempt to "**Turn**" (scare) away the monster. If a cleric succeeds at **Turning** any undead monster, the monster will not touch the cleric (or his or her party) and will flee from the area if possible.

When a cleric attempts to **Turn** one or more of the undead, consult the Clerics vs. Undead table below. Cross-index the cleric's level with the type of undead encountered. The result will be "**no effect**", a **number**, or a **T**.

"**No effect**" means that the cleric cannot **Turn** that type of undead monster (the cleric has not yet gained enough experience to do so).

A **number** means that the cleric has a chance of **Turning** some or all of the undead monsters. If the player rolls the given **number** or greater on 2d6, then **some** of the undead monsters are **Turned**. If the cleric rolls **less than** the given number, the attempt to **Turn** the undead monster fails (as in "no effect").

A "**T**" means that the cleric automatically **Turns** **some** or **all** of the undead monsters.

If a cleric is successful at **Turning** some undead monsters, the player must roll 2d6 again to find how many total hit dice of undead monsters are **Turned**. A successful attempt at **Turning** undead will always affect **at least one** undead monster, no matter how few hit dice are affected. Since skeletons have only 1 hit die, and the lowest number that can be rolled on 2d6 is 2, if the attempt at **Turning** is successful, both skeletons will be **Turned**.

Cleric's vs. Undead				
Cleric's Level	Skeletons	Zombies	Ghouls	Wights
1	7	9	11	no effect
2	T	7	9	11
3	T	T	7	9

If the skeletons are successfully **Turned** and run away, read (51). If not, read (47), keeping in mind that one cleric may only make one attempt per encounter to **Turn** one type of undead monster.

ENTRY 50.

The DM should conduct combat, allowing the party to attack first this round. If the DM is unfamiliar with combat, he or she may wish to read the special combat section included in the module. Since skeletons have a morale of 12, the DM will not need to check morale. If a cleric does not **Turn** away the skeletons, they will fight to the death. When combat is over (the skeletons are either dead or have been **Turned** away), read (51).

The two skeleton's statistics are (AC 7; HD 1; hp 5 each; #AT 1; D 1-6; Save F1; ML 12; AL C). Skeletons are not affected by **sleep** or **charm** spells.

ENTRY 51.

You see a square room. Each wall is 20 feet long. The door is in the center of the southern 10 feet of the west wall. On the south wall of the room is a lever. The lever has two positions: up or down. The down position is unmarked. The up position is marked "B". The lever is pushed down. There is nothing else in the room. You may search the room for secret doors (52), check the lever for possible traps (53), raise the lever to the up position (54), or return to (10) and choose again.

If the skeletons are **Turned**, they will run away.

This room is marked on the map as room 2.

ENTRY 52.

You do not find any secret doors. Return to (51) and choose again.



ENTRY 53.

The DM should roll 1d6 for each character looking for a trap. On a roll of 1 (1 or 2 for dwarves) the character will discover a trap, unless the character is a thief. The chance to find a trap for a thief, is equal to their "Find Traps" special ability. Roll percentage dice for each thief looking for a trap. First level thieves have a 10% chance of finding a trap. Second level thieves have a 15% chance of finding a trap. Third level thieves have a 20% chance of finding a trap. If the trap is found read (55). If the trap is not found read (59).

ENTRY 54.

You feel a stabbing pain in one fingertip.

The individual moving the lever is pricked by a poison needle trap. The character must save vs. Poison or die. Once the trap is sprung, it will be safe to move the lever. Go to (56).

ENTRY 55.

You have found that the lever is trapped with a poison needle. You discover that a hidden button near the base of the lever looks like it will make the trap harmless. You may press the button and raise the lever (56) or return to (51) and choose again.

ENTRY 56.

The lever now stands in the up position.

If the party has already raised the *other* lever (in room 3) and it is in the up position (marked "A"), there will be a grating, grinding sound, read (37). If the *other* lever (in room 3) is not up, read (57).

ENTRY 57.

Nothing seems to happen. You may lower the lever (58) or return to (51) and choose again.

ENTRY 58.

Nothing seems to happen. You may raise the lever (56) or return to (51) and choose again.

ENTRY 59.

The lever does not appear to be trapped. Return to (51) and choose again.

ENTRY 60.

You see an iron portcullis blocking the way into the palace. It looks too heavy to lift open. The letters "A+B" are marked on the portcullis along with an arrow pointing upward. Beyond the portcullis you see a corridor leading into the palace. You may try to lift the portcullis (61), check the portcullis for traps (62) or return to (10) and choose again.

ENTRY 61.

You try as hard as you can, but the portcullis does not move. Return to (60) and choose again.

ENTRY 62.

You do not find any traps. Return to (60) and choose again.

ENTRY 63. Go to (60).



PART 3: DUNGEON LEVEL ONE

DM's NOTE

Part 2 was a special adventure to introduce DMs and players to the gaming system. For the rest of the adventure, the DM will be playing his or her normal role as referee. The DM should let the players *choose* what actions to take. The DM guides the adventure along, playing the roles of the monsters and acting as an impartial judge. The DM will also have to describe corridor and room dimensions for the mapper. For example, the party enters room 10 through the west door. The DM would look at the map and tell the party that the room was 60 feet long north-south, and 40 feet wide east-west. The door they entered through is in the east wall, 10 feet north of the south wall. There is another door across the room in the southern-most 10-foot section of the west wall. If the party walked across the room and opened the western door the DM would tell them they saw a 10-foot-wide corridor leading south with stairs going up.

The DM may expand on the detail of this dungeon, by describing what rooms and items found look like; what do the floor and walls look like, what are they made of, what is in the room? He or she may also wish to change or add things to this dungeon. But, be careful that any changes made, do not make the dungeon too dangerous or give the players treasure that makes them too powerful.

WANDERING MONSTERS

Every other turn, the DM should make a check for a wandering monster. A roll of 1 on 1d6 indicates an encounter has occurred. The monster will first be seen 20-120 (2d6x10) feet away when encountered, though the monster may surprise the party by stepping through a door, or waiting around a corner. Use the special table given below to determine the type of monster encountered.

Wandering Monster Table: Level 1 (Roll 1d6)

Die Roll	Wandering Monster	No.	AC	HD	Damage	MV	Save	ML	AL
1	Acolyte	1-8	2	1	1-6	20'	C1	7	C
2	Bandit	1-8	6	1	1-6	40'	T1	8	C
3	Bear, Black	1	6	4	1-3/1-3/1-6	40'	F2	7	N
4	Kobold	4-16	7	½	1-4	40'	NM	6	C
5	Orc	2-8	6	1	1-6	30'	F1	8	C
6	Skeleton	3-12	7	1	1-6	20'	F1	12	C

Acolyte — Acolytes are 1st level NPC clerics. The acolytes encountered as wandering monsters will all be clerics of Arik. If there are 4 or more encountered they will be led by either a 2nd or 3rd level cleric. To determine which, roll 1d6. A roll of 1-4 indicates a 2nd level leader. A roll of 5-6 indicates a 3rd level leader. The DM may choose any clerical spells for the leader, or they may be rolled at random.

The clerics of Arik all wear blood-red robes. The robes have large hoods that hide the faces of the clerics and are decorated with 100 eyes. Beneath the robes the clerics wear plate mail. They all carry shields painted with a single large red eye.

Bandit — Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans, lost and wandering in the palace, in order to surprise their intended victims. These particular bandits have been drawn to Haven by the Eye of Arik. If the DM chooses, the bandits may be led by a 2nd or 3rd level thief.

Bear, Black — Black bears have black fur and stand about 6' tall. They are omnivorous (will eat almost anything), but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. This particular black bear had wandered into the caverns-below the palace and was trapped there by the red glow from the ruby. The bear is extremely hungry. If the party gives him food, he will not attack.

Kobold — Kobolds are explained in both editions of the D&D® Basic rules. These particular kobolds have been attracted by the "Eye of Arik". They hope to join in on the looting and pillaging when Arik takes over the kingdom.

Orc — Orcs are explained in both editions of the D&D® Basic rules. These orcs have gathered to fight for Arik when the monster finally enters Haven. They will help any clerics of Arik, if the clerics are in trouble.

Skeleton — Skeletons are detailed in both editions of the D&D® Basic rules. The Eye of Arik has released hordes of undead usually kept away by the Protectors.

Key to Dungeon Level One

5. LIBRARY

Reed pens, dried ink wells, and scraps of paper litter this large room. There are several huge oak tables overturned in the southeast corner. This room appears to have been some kind of study, classroom or library. You do not see any books or scrolls, however.

Hidden behind the tables is a family of five kobolds (AC 7; HD ½; hp 3 each; #AT 1; D 1-4; MV 40'; Save NM; ML 6; AL C). If the party decides to search the room, or they discover the kobolds by accident, the kobolds will fight to defend their lair. Otherwise, they will remain hidden until the danger passes. Buried in the litter are 50 copper pieces.

6. STOREROOM

This room looks like a storeroom. The shelves are filled with large sacks. A dozen barrels are stacked against one wall.

If the players examine the sacks, they will find the sacks are filled with grain. The barrels are filled with beer. Except for the stored goods, the room is empty.

7. PANTRY

This area looks like a pantry. Wooden plates, spoons, knives, and other utensils are scattered around the room. Broken pots litter the floor. You see five small, incredibly ugly human-like beings opening drawers and cabinets and tossing things on the floor. The creatures have pale earthy colored skin. Their eyes are red and glow in the dark.

The 5 human-like creatures are goblins (AC 6; HD 1-1; hp 4 each; MV 20'; #AT 1; D 1-6; Save NM; ML 7; AL C). The goblins are looting the kitchen for valuables. So far they have found nothing. As a result, they are very angry.

Goblins normally live underground. In full daylight they fight with a penalty of -1 on their "to hit" rolls. Torch light, lantern light or a light spell is not equal to full daylight and will not affect them. Goblins hate dwarves and will attack them on sight.



8. DINING HALL

This room appears to be a dining hall. Seated around a large table are twenty statues. The statues look like men and women eating supper. One statue is cutting meat, another is drinking from a wine cup, and so forth. The food on the table is not stone. The food is cold and stale, but not moldy or decayed.

When Arik sent his power to this dimension through the ruby, his power turned most of the palace inhabitants into stone statues. This group of people were eating supper at the time. There is neither monster nor treasure in the room.

9. HOBGOBLIN BARRACKS

This room holds six beds. Musty, ragged blankets lie on the beds. Six footlockers (small wooden chests) rest at the foot of the beds. A half-dozen creatures sit on the beds arguing. The six creatures are human-like and man-sized, though incredibly ugly. Their skin is an earth color and they appear very brutish.

The six creatures are hobgoblins (AC 6; HD 1+1; hp 6 each; MV 30'; #AT 1; D 1-8; Save F1; ML 8; AL C). The hobgoblins have moved into the old barracks which once housed the palace guards.

If the party listens at the door first, they will hear the hobgoblins arguing, since their voices are louder than usual. No roll for listening needs to be made.

10. DESERTED BARRACKS

This room contains the remains of bunks, blankets, wooden tables and stools which have been broken. Five corpses litter the floor. Two of the bodies are human, dressed like palace guards. The other three corpses are of a small human-like race with grotesque faces and livid gray skin.

This room was a barracks for palace guardsmen. The two dead men had been patrolling outside the palace when the disaster struck. They managed to rush back inside before the red glow surrounded the palace. Unfortunately they ran into a party of goblins who sneaked into the palace through the lower caverns and were looting the barracks.

After a short bloody fight both men were killed, but not before they killed three goblins. The remainder of the goblins, in a fit of rage, smashed all the furniture in the room. The room is presently empty of treasure and live monsters.

11. CAVERN ENTRANCE

Wind whistles softly through this dark damp cave carrying with it a musky smell. Straw is scattered about the floor, along with jagged bones. Chained to one wall is a large ape with pale white fur. As soon as it sees you it begins to rattle its chain and roar.

The white ape (AC 6; HD 4; hp 18; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N) used to guard the entrance to the caverns. It was fed regularly and became something of a pet. It would not attack anyone wearing a guard uniform. Unfortunately, the white ape has not been fed for many days. If the party gives the ape food, the white ape will not attack. The ape's chain is long enough that there is not enough room to pass without being attacked.

12. OAKEN CABINET

An oaken cabinet sits against the west wall of this hexagonal room. The cabinet is carved with scenes of springtime in Haven. The floor of the room is white marble, veined with black and gold.

The cabinet is filled with pale green towels and pink bars of soap carved into dolphins. Hidden under the towels is a spitting cobra (AC 7; HD 1; hp 3; #AT 1; D 1-3 + poison; MV 30'; Save F1; ML 7; AL N). The cobra is asleep. It will attack if it is disturbed, otherwise it will remain quiet.

A spitting cobra is a 3' long, grayish-white snake which can spit a stream of venom up to 6'. It aims for its victim's eyes. If the spit hits, the victim must save vs. Poison or be blinded. If the DM wishes, he or she can have the cobra bite, instead of spit poison. The damage caused (1-3 points) refers only to when the cobra bites. If the cobra bites instead of spitting, the victim must save vs. Poison or die in

1-10 turns (instead of being blinded). Next to the spitting cobra is a large golden key worth 150 gp.

13. SUNKEN BATH

This hexagonal room contains a large sunken bath filled with water. The sunken bath is made of white marble veined with black and gold. The walls of this room are lavishly decorated with murals of water nymphs, ponds with long reeds, and hunters stalking water birds. In one corner of the room are seven flasks and a large peacock feather fan. Flying above the bath you see five birdlike creatures. The creatures resemble small feathered anteaters, because of their long noses.

The 5 birdlike creatures are stirges (AC 7; HD 1; hp 5 each; MV 60'; #AT 1; D 1-3; Save F2; ML 9; AL N). When a stirge attacks a creature, it tries to thrust its beak into the victim's body to suck out blood for 1-3 points of damage. A successful hit means that it has attached itself to the victim and will automatically suck blood for 1-3 points of damage per round until either it or its victim is dead. If its victim dies, it will leave. A flying stirge gains a bonus of +2 to hit on its first attack against any one opponent, due to its speed.

If the party investigates the seven flasks, they will find that six of the flasks contain scented bath oil in different colors. The last flask is a potion of ESP.



14. PINK PEDESTAL

Upon entering this room, the first thing you notice is a small, pink marble pedestal five feet tall. Any light entering the room will gleam off of a small object atop the pedestal. The object is silver in color. Other than the pedestal the room seems to be empty.

When a character gets within one foot of the pedestal, a green glow will surround the pedestal. In the midst of the glow you see the face of a transparent green man, a Protector. The Protector warns the party to "Beware!" then he disappears along with the green glow.

On top of the pedestal is a small silver pendant on a silver chain. If a character reaches out to touch the pendant he or she will hear hysterical laughter which seems to come from the pendant. Any character that actually touches the pendant must make a save vs. Spells or be driven insane. The insanity will mainly consist of suicidal bravery, always charging into deadly battles, accompanied by hysterical laughter. There is no known cure for the madness (unless the DM chooses to make one up).

The silver pendant once belonged to Silverheart the alchemist*. When used by Silverheart, the pendant was magical because it contained part of his spirit. The power of the Eye of Arik warped the magic of the silver pendant. Through Arik's evil influence, the pendant drove Silverheart insane.

At the time that Silverheart went insane, he was in the midst of an important alchemical experiment. Because of Silverheart's insanity, the experiment produced disastrous results. The entire section of the palace (on level 2) where Silverheart was working exploded. Silverheart and those people in that section of the palace at the time were all killed. All that remains of the section of the palace where Silverheart worked is rubble. The only thing to survive the explosion was the pendant which was teleported to the pedestal by the power of the Eye of Arik. The pendant sits and waits for more victims.

15. MOSAIC ROOM

This hexagonal room is decorated with mosaic tiles. The mosaic covers the entire room, the walls, the floor and the ceiling. One scene shows a man in black plate armor riding a white dragon. A young woman wearing a golden crown is riding in front of the man. Another scene shows elves playing in some woods while a white dragon watches them from a hiding place behind two tall pines. On another wall is a scene showing a pool of bright blue water. Several mermaids swim and frolic in the water. The design on the floor shows the crowned maiden, the man in black armor, and the white dragon asleep around a key hole. All the mosaics look new.

Once the party has entered the room, if they examine the mosaic, the keyhole in the floor will emit a blue white glow which will last until a key is placed into the keyhole. If the players use any key other than the gold key from room 12, or fail when trying to pick the lock, a stone slab will fall from the ceiling over the spot where the keyhole is located. Any character caught by the stone will suffer 2-12 points of damage.

If the gold key is placed in the keyhole, another keyhole will appear on the east wall. The second keyhole is also opened by the gold key. Once the key is placed in this second lock and turned, the mosaic, keyhole, and key will vanish. A long silvery sword, floating in the air, will appear in their place. The sword glows with a bright blue white light. If a character reaches out to touch the sword, the man in black plate mail will suddenly appear beside the sword and attack the person who was attempting to take the sword. The man will attack like a 10 hit dice monster.

The man is an *illusion* and will disappear after 4 rounds or when it is touched by a character. Touch does not mean hitting it in combat, it means touching the illusion with a bare hand. Characters hit by the illusion will believe that they have actually taken damage and will feel "hurt", though no damage will actually be taken. The illusion cannot be hit in combat.

Once the illusion disappears, the sword will drop to the floor. It still glows. All characters will immediately discover that they took no damage, and characters who may have been "killed" will discover that they are actually alive and were only asleep. If the characters decide to touch the sword again, nothing will happen to them and the sword will "feel good" in their hands. The sword will always glow when not sheathed. There is no sheath for it in this room, nor will it fit into a sheath not specifically made for it. The magically glowing sword is a +1 weapon. It casts enough light to see for 30'. The weapon belonged to Ellis. He still wears the sheath (he is trapped inside the Eye of Arik).

16. STEAM ROOM

This room is filled with a thick mist. The room seems hotter than normal.

The mist is actually steam and is safe to walk through. This is a steam room. The steam rises from a geyser underneath the room. Once inside the room, the party will find that there are wooden



benches along the walls. The room holds no monsters, traps, or treasure.

17. CAVERN TEMPLE

The cavern opens into a large cave. The cave floor and walls have been polished smooth. Several statues once rested on a raised platform along the west wall. The statues seem to have been of three Protectors kneeling in front of a veiled woman. The woman was bestowing gifts on the Protectors. Now however, the statues have been smashed. In their place is the crude clay statue of a large eye. The eye has been painted blood red.

Hidden under the rubble of the broken statues is a giant centipede (AC 9; HD ½; hp 2; MV 20'; #AT 1; D poison; Save NM; ML 7; AL N). If a character tries to move the rubble by hand, the giant centipede will be disturbed and attack. If the rubble is moved from a distance (with a spear, pole or similar item), the centipede will scurry out of the room without attacking.

18. UNDERGROUND POOL

Most of this cave is filled with a pool of water. A small ledge circles the pool, running along the east wall of the cave. The ledge is only wide enough for one person to walk along it without falling into the water. In the middle of the pool you see a disturbance in the water. There are several 3' long creatures swimming toward you. The creatures look like weasels.

The disturbance is caused by 3 giant ferrets (AC 5; HD 1+1; hp 6 each; MV 50'; #AT 1; D 1-8; Save F1; ML 8; AL N). Giant ferrets usually hunt giant rats underground. Unfortunately, their tempers are highly unpredictable, and they may attack the party if their reaction to the party is low enough.

The water in the cave is fresh. The pool is fed by a stream which enters from the south. The ledge ends where the stream enters the pool. The party can go no further along the stream for it has the same red glow as the land outside.

19. GREEN SLIME

The walls of this room are covered with green oozing slime. Except for the slime, the room appears to be empty.

The oozing slime is green slime (AC can always be hit; HD 2*; hp 9; MV 1'; #AT 1; D special; Save F1; ML 12; AL N). Green slime can be only harmed by fire or cold; it cannot be hurt by any other attacks. It dissolves wood and metal (in 6 rounds), but cannot dissolve stone. Once in contact with flesh, green slime will stick and turn the flesh into green slime. It cannot be scraped off, but must be burnt off. If it is not burned off, the victim will turn completely into green slime 1-4 rounds after the green slime first came into contact with the flesh. Burning green slime while it is on the victim causes ½ damage to the slime and ½ damage to the victim.

20. SULFUR POOL

This small cave is largely filled with a bubbling gray pool of liquid. The cave smells foul. The pool is surrounded by coarse red sand. The sandy ledge surrounding the pool on the south and west sides, is only wide enough for one person to stand on without touching the liquid.

The liquid is water, but the water has a very high content of sulfur. Because of the sulfur bubbles, the air here is not safe to breathe for long periods of time. Anyone staying in the room for one full turn will begin to feel dizzy. If they do not leave in the next round they will take 1 point of damage for each round they remain in the room

without getting fresh air. If the party searches the room they will find that some unfortunate individual once fell into the pool. The victim is now nothing but bones. The victim clutches a leather bag. The bag is filled with 133 gp and a silver wolf-headed ring with two small sapphires for eyes (worth 300 gp).

21. STOREROOM

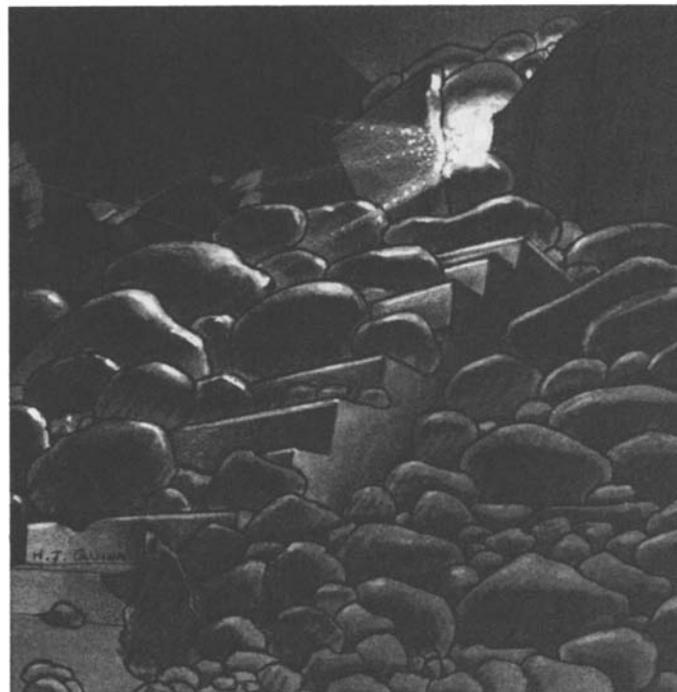
This room contains shelves along the south and west walls. The shelves are filled with wooden crates. Otherwise, the room appears to be empty.

The crates are filled with iron rations. Each week's worth of iron rations is packed in a separate tin. The iron rations were used by the palace guards when they went on long patrols through the countryside. Except for the iron rations, the room is empty.

22. BLOCKED EXIT

This area seems to have been in some kind of explosion or earthquake. Stairs once led up out of this area. Rubble covers the floor and blocks the stairs. Through cracks in the rubble, you catch a faint glimpse of a red glow outside the palace.

This is part of the area devastated by the alchemist Silverheart when he went insane and his experiment proved a disaster (see room 14). Though this area is actually below the experimental rooms, it was still caught in the explosion. Even if the characters clear the rubble, they would still have to face the red glow which surrounds the palace if they tried to use this exit.



23. SECRET ROOM

Four statues dominate the room, one in each corner. Each statue is of a young girl in a different pose. No two statues look alike. Between the two statues on the east wall is a plush chair. Four smaller chairs surround the central chair. A leather-covered book rests on the central chair. Between the statues on the north wall you see a 4' long beetle with a striped shell resembling a tiger's skin.

The monster is a giant tiger beetle (AC 3; HD 3+1; hp 15; MV 50'; #AT 1; D 2-12; Save F1; ML 9; AL N). Tiger beetles are carnivorous (meat-eaters) and have been known to attack humans when starving. They attack with a pair of powerful mandibles*.

The book on the chair is the diary of Princess Argenta. It stops on the day before disaster struck Haven. The final entry reads:

"Today my love arrived riding his noble dragon like the great hero he is. He swept me into his arms and proposed marriage. Naturally I acted reluctant. It wouldn't do to seem too enthusiastic. But when I saw the forlorn look on his face I immediately relented. We kissed, then set the wedding date. We will be married in two weeks, when Ellis' service with the Knights of the White Drakes ends. We will invite the entire kingdom."

This was one of the rooms where Argenta often went to escape the duties of court life. When the disaster struck Argenta, along with Ellis, were magically shrunk and trapped inside the ruby. Both of them are still alive and will return to normal if the ruby is destroyed. The four statues in the room are Argenta's ladies in waiting who were turned to stone when the disaster struck.

24. FOUNTAIN ROOM

There is a small fountain of water in one corner of this room. Tapestries hang along both the north and south walls; one shows a scene of a young maiden with golden hair sitting on a silver throne. Upon her head rests a crown of silver and rubies. In one hand she holds a silver scepter and in the other she holds a large ruby. The other tapestry shows a warrior in black plate mail resting casually in a wooden chair decorated with carvings. His feet are propped upon a stool.

The two tapestries show Princess Argenta and the warrior Ellis the Strong. Except for the fountain, the rest of the room is empty. The fountain contains only water.

25. ANTEROOM

In this room is a 10' wide semi-circular alcove. On either side of the alcove stands the statue of a warrior.

The two statues are actually living crystal statues (AC 4; HD 3; hp 14; #AT 2; D 1-6/1-6; Save F3; ML 11; AL L). Living crystal statues are life forms made of crystals, instead of flesh. While they look just like normal statues, they are actually living beings. Whenever this room is entered the DM should roll a monster reaction (2d6). On a roll of 5 or less, the statues will attack.

26. SCHOOLROOM

The room contains several wooden desks and chairs. Against one wall is a blackboard.

This room was a schoolroom for the children in the palace. It is empty of monsters or treasure.

27. TRAPPED PASSAGE

This small chamber is more of a passageway than a room. It is very cramped and there are several sets of empty shelves on the walls.

The pit trap in the floor of this storage passage will be activated by the first person to step onto it, and triggered by the second one who steps onto it. Once triggered, the floor will swing open and drop whatever is on it into a 10' deep pit. The cover will then swing back and lock shut. Anyone falling into the pit will take 1d6 points of damage.

If the first person who walks across the trap door is at the other side before the second one tries, only the second person will fall in, otherwise both will fall in.

After one round, small openings will appear in the pit walls, and oil

will pour into the pit. The oil will continue to pour forth until it fills the floor of the pit 1' deep. Another wall opening will now appear and a torch (unlit) will fall into the oil. (When the palace was occupied, the torch would have been lit.)

The pit cannot be opened from inside. It can be opened from the outside using release mechanisms hidden inside secret compartment on the inside of either doorway. Check to see if any party member discovers the secret doors of the compartments. The release mechanism is a simple button that needs to be pressed. The stone cover will then slide back. If the party decides to try to smash the stone cover, it will take 10 turns to do so; roll for wandering monsters five times before the pit is opened.



28. LIBRARY

You see shelves covering most of the walls. The shelves are filled with books and scrolls. There are also a number of wooden tables and chairs in the room. You notice that the room has more candles to light it than is usual. The candles are not lit at present. Against the south wall is a fireplace which is also unlit.

This room is the palace library. Since the students sometimes used the library both day and night, there are extra candles in the room.

Clinging to the ceiling is a giant crab spider (AC 7; HD 2*; hp 9; MV 40'; #AT 1; D 1-8 + poison; Save F1; ML 7; AL N). Giant crab spiders have chameleon-like powers and can change their color to blend into their surroundings. They will surprise the party on a roll of 1-4 on 1d6. After the first attack, a crab spider can be seen and attacked normally. Crab spiders are carnivorous (meat-eaters). Any victim bitten by a crab spider must save vs. Poison or die in 1-4 turns. However, their poison is weak, and the victim may add +2 to the saving throw roll.

If the party searches the books and scrolls carefully (which will take a full 3 turns), they will find that one scroll is a magic-user/elf spell scroll. The scroll contains the second level spell: **web**.

29. FITTING ROOM

In the center of this room is a folding screen with three panels. The screen is five feet high and six feet wide. From behind the screen you hear a forlorn wailing sound. Behind the screen you see two vaguely human-like shadows. The shadows are about four and one half feet tall and have no heads or arms. Their legs are indistinct. The eerie shadows dance wildly about.

The shadows are caused by a lit lamp behind the screen, shining on two dressmakers' dummies. Each dummy has a sleeveless dress on it ready for alteration. The dummies themselves are merely carved wooden torsos mounted on platforms of metal rods so that they stand roughly the height of a woman. Since the dummies have no heads or arms they do not cast shadows of heads or arms. The shadowy legs are indistinct because of the dress hanging down.

The shadows are dancing because a breeze is blowing through the open door making a forlorn wailing sound.

The screen is a dressing screen. Members of this palace family and their retainers dressed behind it during fittings. The rest of the room contains bolts of cloth, ribbons, pin cushions, needles, etc.

30. BUTCHER'S ROOM

The floor of this room is covered with sand. The sand is bloodstained. A rack on the north wall holds a number of large knives and meat cleavers. In the center of the room is a large wooden block about 2' high, 3' long, and 2' wide. The wooden block is also bloodstained.

This room is a butchering room. Meat is butchered here, then stored in the ice cavern (room 31). Underneath the sand is a pit trap door in the floor. The trap door stands in front of the butcher's block. Anyone who walks on the door has a chance of accidentally causing it to open. Roll 1d6 for each character walking over the trap door. It will open if a 1 or 2 is rolled. The trap door is used to get rid of refuse. The door opens to a chute which leads below to an underground river. Anyone opening the door will fall down the chute to the river below. The river is only 2' deep, but anyone falling down the chute will take 1d6 damage from the fall.

The underground river channel is blocked by a heavy iron grill. Anyone falling into the river will be swept against the grill by the powerful current. Fortunately the grill is too small for characters to be swept through it.

Three giant rats (AC 7; HD 1/2; hp 3 each; MV 20'; #AT 1; D 1-3; Save F1; ML 8; AL N) are also trapped in the underground passage. They are desperate and in a state of panic. They will immediately attack. There is a 1 in 20 chance that any one of the giant rats carries a disease. If an individual is bitten by a diseased rat the victim must make a save vs. Poison. If the save fails, the victim will either die in 1-6 days or be sick in bed (unable to adventure) for one month. Roll 1d4; the disease is only deadly on a result of 1.

If the underground passage is searched, the characters will find the dead body of an unfortunate victim. The body will be only a skeleton. The individual was carrying a sack of mixed coins (10 gp, 8 sp; and 9 cp) plus a jade ring with dragons carved into it worth 250 gp.



31. ICE CAVE

As you walk down the stairs you notice a rapid drop in temperature. The temperature is nearly freezing at the bottom of the stairs. You notice that the walls of the large cave at the foot of the stairs are covered with a thin layer of ice. Hanging from hooks in the ceiling are slabs of meat.

This room is an ice cavern, a natural underground cave which stays cold all year round. Meats and other foods are kept stored here. Except for the stored meats, the room is empty.

32. ROWENA'S ROOM

Upon entering this rectangular room, the first thing you notice is a tapestry hanging on each wall; they show scenes from the life of a female minstrel. In front of each tapestry is a couch. Pillows of various sizes are scattered on the couches. Empty wine goblets and wine bottles are piled into one corner of the room. Decorative candle holders filled with candle stubs sit on small tables near each couch. In the center of the room is a decorative wheel painted on the floor. The wheel is 5' in diameter. In the middle of the wheel is a small lap harp made of crystal with strings of spun silver.

The crystal harp is known as the Ice Harp. It belongs to the minstrel Rowena. Rowena is one of the legends of Haven. Her music was so melodic that she was invited by the Protectors to live in the land of Faerie. Faerie is an enchanted realm, a magical land of peace and joy. Time does not flow the same in Faerie as in the outside world. Though Rowena has lived in Faerie for hundreds of years, she is still a young woman.

If the party plays two notes on the Ice Harp, Rowena will appear. She will know about the Eye of Arik and will be able to tell the characters what happened to cause the disaster to Haven. She also knows the proper sequence of notes to play on the Ice Harp to shatter the ruby. She will show the party which notes to play.

Rowena cannot remain outside of Faerie for too long or her real age will catch up with her and she will wither away to dust. She will explain what needs to be done, then she will return to Faerie. If the party attacks her for some reason, she will return immediately to Faerie. The proper sequence of notes which destroys the ruby is too complicated for the party to accidentally discover. For the short time she is in this world, Rowena is protected against all attacks. Thus it makes no difference what her characteristics or statistics are. She will not attack, nor can she be harmed. If the party attacks her she will leave because she deems the party unworthy of her help.

The Ice Harp is magical. If the phrase "For the memory of Rowena" is chanted, the Ice Harp will play some of her most famous tunes. Princess Argenta often held parties in this room. The guests sat and drank wine while listening to the Ice Harp.

33. ZOMBIE CHAMBER

This room has been partly cut from the surrounding rock. The stone work is cruder than is usual for the rest of the palace. On a table in the corner of the room is the small silver statue of a dragon readying for flight. In front of the statue, acting as guards, are five humans. Each human guard has a gaping wound. The wounds look serious enough to kill any person who suffered them.

The five guards are zombies (AC 8; HD 2; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C). Zombies are undead monsters and may be "turned" by a cleric. They are not affected by **sleep** or **charm** spells or any form of mind reading. Zombies are slow fighters and always strike last in a round (no initiative roll is needed). The

zombies are guarding the silver dragon statuette and will attack on sight and fight to the death if not **turned** (no morale roll necessary).

The silver dragon statuette is one of three identical statuettes. On the base of the statuette is the phrase "Ariksbane, Destroyer of Evil". If any two statuettes are brought within 30' of the Eye of Arik, the dragon Ariksbane will be released from his imprisonment in the Dimension of Ice and appear. The dragon's frost breath can destroy the ruby Eye of Arik without harming anyone near the ruby (or trapped inside the ruby).

The silver statuettes are worth 500 gp each. If two of them are used to free Ariksbane, the statuettes will disappear. Ellis the Strong and Ariksbane will give the party 1,000 gp to pay for the statuettes that disappear.

34. CAPTAIN OF THE GUARD'S ROOM

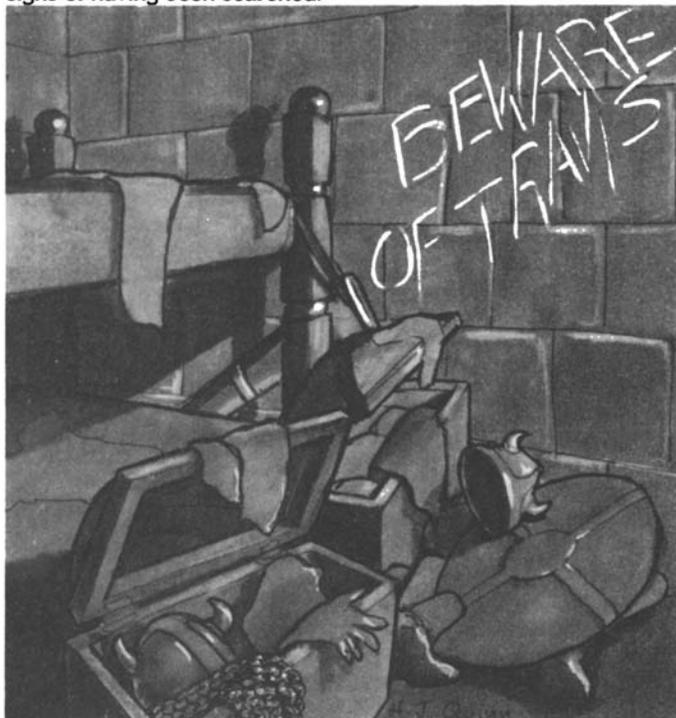
This room contains a bed, a small oak table, a wooden chair, a wooden footlocker and a pile of papers. The table has been toppled over, the chair has been smashed into pieces, the footlocker has been broken open, the papers are scattered over the floor, and the bed covers are smeared with blood stains.

This room used to be the quarters for the captain of the guard. Just before the disaster struck, the captain was murdered by one of his own men. The murderer, Travis, had been driven mad when he saw the Eye of Arik. He now serves Arik, leading some of Arik's orcs. The papers scattered on the floor are weekly reports which the guard captain had to fill out.

35. BARRACKS

You see five double bunk beds in this room. At the foot of each bed are two footlockers. On the east wall, near one of the beds, a message has been scrawled. The letters of the message are too small for you to read at this distance.

The message has been scratched onto the wall with the point of a dagger. It reads: "Beware of Travis". Except for the beds and footlockers, the room is empty when the party enters. The footlockers contain spare guard's uniforms. The footlockers show signs of having been searched.



One round after the party enters the room, the crazed guard Travis will enter. Travis has been driven insane by the sight of the Eye of Arik. Travis (AC 3; F3; hp 16; #AT 1; D 1-4 (+2) or 1-8 (+2); MV 20' Save F3; ML 12; AL C; S 17, I 13, W 9, D 12, C 15, Ch 8) will attack the party on sight. First he will throw his magical **throwing dagger +2**. The dagger is, of course, +2 to hit. On the second round of combat, Travis will draw his sword and attack. He still wears his guard's uniform over plate mail (hence his armor class of 3).

While Travis fights, he will scream at the characters, "You'll never get my treasure! Thieves! Everywhere I look, thieves are trying to steal my treasure. You all must die! I'll never let you steal my treasure!"

Travis will fight to the death. The only treasure that can be found on him or in the room is the magical **throwing dagger +2** is +2 only when thrown. If used in melee it is +1.

36. SPY ROOM

You see a small room here. The only furniture in the room is a wooden stool. There is a small spy hole in the secret door that lets someone inside the room see the corridor outside. A rope bell pull hangs from a hole in the ceiling.

This is the room where Travis was hiding. The room is normally used as a watching post in times of invasion. The bell rope runs up through the rock to a bell in room 78. When a guard pulls the rope, the bell will ring, alerting the court of danger. The room is now empty. If the party should open the secret door before going into room 35, Travis will still be in this room and will attack. (for details of the encounter see room 35).

37. ARMORY

Inside this room you see ten statues of guardsmen standing at attention. On the floor is the corpse of a guard captain. Along the walls of the room are empty racks which look like they might have once held weapons.

This room was the armory. The ten statues are guardsmen that were turned into stone by the Eye of Arik. The dead guard captain is the person who was murdered by Travis (see room 34). The room holds no treasure or monsters.

38. TRAVIS' ROOM

As soon as you open the door, the character who opened the door is attacked by a wild-eyed wolf.

The wolf (AC 7; HD 2+2; hp 11; MV 60'; #AT 1; D 1-6; Save F1; ML 12; AL C) used to be Travis's pet dog. When Travis was driven insane by the Eye of Arik, his dog was turned into a wolf. Since the dog was magically transformed into a wolf who serves Arik, the animal has a Chaotic alignment instead of the usual Neutral alignment for wolves. The wolf is as insane as Travis. Travis is the only one who is safe with the wolf. The wolf will attack the party on sight and fight to the death. It has heard the party outside the door and was waiting to attack as soon as the door was open. This is a special case where the DM need not roll for surprise, and even listening at doors will not be successful, since the surprise element has been determined in advance. It is still a good idea for the DM to pretend that he or she has checked for surprise and/or listening at doors by rolling a few dice. If the party kills the wolf and looks into the room read them the following room description:

A small bed of fresh straw lies in the northwestern corner of this room. A wooden plate, a pair of eating knives, and a bronze

wine goblet rest on a table in the center of the room. Under the table is a wooden bowl filled with meat. Several old tapestries have been hung on the walls, and bits of fur and other types of floor coverings form a makeshift carpet. A lit lantern hangs over the table.

This is the room where Travis and his wolf live. Most of the furniture in the room has been brought here by Travis. The wooden bowl is filled with food for his wolf. On the east wall, behind one of the tapestries is a peephole Travis uses to spy out into the hallway. If the party has not yet encountered Travis (see room 35), he will be following them. Travis will attack the rear of the party on round 2 of the combat with the wolf. For details of an encounter with Travis see room 35.

Travis' treasure is concealed in this room. His treasure is hidden beneath the bed, under a loose stone in the floor. The treasure is kept in a small wooden case. The treasure consists of 2 sapphires each worth 300 gp, 1 large emerald worth 2,000 gp, and a gold ring with the initials "DB" carved on the inside. The treasure once belonged to his fellow guardsmen.



39. TRAVIS' OFFICE

Directly across the room from the door in the north wall is a huge wooden table. Behind it is set an ornately carved wooden chair. On the table is a candlestick, a feathered quill pen, and several pieces of parchment.

Travis used to hold court in this room. He would review his orc troops here. Since Travis had seen his captain fill out reports, he too has filled out reports on the conditions of his troops. But Travis does not know how to write his reports, and they are a meaningless jumble of scribbles which no one can read (except Travis). The room is empty of monsters and treasure.

40. ORC BARRACKS

This room holds four double bunkbeds. Seated on the beds are eight human-like creatures who look like a combination of animals and men. Despite their weird looks, the creatures are all wearing the uniforms of palace guards. The uniforms do not fit properly.

The human-like creatures are orcs (AC 6; HD 1; hp 4 each; #AT 1; D 1-6; Save F1; ML 8; AL C). The orcs were led by Travis who had them dress up in the uniforms of guards.

Orcs are nocturnal, usually sleeping in the day and active in the dark. When fighting in full daylight, they must subtract 1 from their "to hit" roll. The orcs' treasure totals 12 gp, 38 sp, and 56 cp.

41. JAIL CELLS

This area is a group of jail cells. In the aisles between the cells you see two large apes with white fur.

The large apes are white apes (AC 6; HD 4; hp 18 each; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N). The white apes will beat their chests and growl as the party enters the room. If their threats are ignored, they will attack.

Three of the cells contain statues of men dressed in everyday clothing. The rest of the cells appear empty. Hidden behind a statue inside one of the cells is a small wooden chest. The chest holds 1,000 cp, 400 sp, and 200 gp. This money is used to pay the guards. Travis hid the chest in the cell.

42. CAVE OF THE STATUES

A number of life-sized stone statues of humans and dwarves have been piled in this cave. No attempt has been made to store the statues in any order. Some statues lean against the walls, others have fallen down, and some have been stacked on top of other statues.

The statues piled in this cave are humans who were turned to stone when the disaster struck. The orcs, goblins, and hobgoblins have been clearing out the rooms and carrying the statues to this cave. If the party takes the time to search the cave (5 turns) they will find a chest containing weapons, beneath a pile of statues. The chest holds 4 swords, 2 maces, and a battleaxe. One of the swords is a **sword+1**. It is indistinguishable from the rest of the swords unless a **detect magic** is cast on it. If the party decides to use the swords, number the swords 1-4 and let the magic sword be number 3. Make sure each character who is using a sword (or any other weapon from the chest) tells the DM which weapon he or she is using. For example, sword #2 or mace #1. Any character using sword #3 will discover it is magical the first time the sword is used in combat.

43. FUNGUS CAVE

This room is filled with a number of clay pots of different sizes. Plants were once planted in the pots but all the plants are now dead. Withered stalks, dead leaves, and brown dried flowers litter the floor. Though all plant life in the clay pots is dead, a vile-looking yellow fungus grows on the west walls.

The yellow fungus is yellow mold (AC — can always be hit; HD 2; hp 9; MV 0'; #AT 1; D 1-6 + special; Save F2; ML not applicable; AL N). Yellow mold can only be killed by fire. A torch will cause 1-4 points of damage to it each round. Yellow mold will eat through wood and leather, but does not harm metal or stone. It does not actually attack, but if it is touched, the touch may cause the mold to squirt out a 10' x 10' x 10' cloud of spores. There is a 50% chance per touch that the mold will squirt out this cloud. Anyone caught within the cloud must save vs. Death Ray or choke to death within 6 rounds.

44. CAVE OF THE LOCUSTS

This huge cave is filled with stalactites* and stalagmites* that glow blue. The stalactites and stalagmites in many places have grown together to form a single column growing together so closely, that in some places they almost form a wall from floor to ceiling. It looks like it is difficult, but not impossible, to move through the cave.

This cave is the home of 8 cave locusts (AC 4; HD 2; hp 9 each; MV 60'; #AT 1; D special; Save F2; ML 5; AL N). Cave locusts are 3' long, giant gray grasshoppers that live underground. They are herbivorous (plant-eaters) and often eat fungus such as yellow mold or shriekers. They cannot be harmed by most poisons. Cave

locusts are stone gray and may not be noticed until they move or until the party approaches within 20'. They are very nervous and will flee most of the time rather than fight. They flee by jumping up to 60'. Unfortunately, when they panic their only thought is to escape. There is a 50% chance that they will try to flee by jumping right through the party. If they try to jump through the party, choose a character at random and roll to see if that character has been hit. If so, the character takes 1-4 points of damage from being battered. The locust then flies away.

Cave locusts can also attack and bite for 1-2 points (but not when they are fleeing). When frightened or attacked, cave locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting wandering monsters to investigate.

If cornered, a cave locust will spit a brown gooey substance up to 10' at its attackers. To hit a character, the locust need only make an attack against armor class 9, no matter what type of armor the individual is wearing. A character hit by cave locust spittle must save vs. Poison or be unable to do anything for 1 turn due to the awful smell. After this time he or she will be used to the smell, but any character approaching within 5' of the victim must also save or be violently ill. This effect will last until the spittle is washed off.

The blue glow of the stalactites and stalagmites is caused by a type of moss. The moss is harmless. It can be used as a weak light source, casting light up to 10'. If the players search the cave they will find a small silver statuette of a dragon readying for flight. The statuette is in a niche along the north wall. The statuette looks the same as the one found in room 33 (for more details see room 33).



45. CAVE POOL

A large pool of pitch black water fills the room. You see the glint of gold coming from the far side of the pool. A hot wind blows through the cave. Moisture fills the air and tiny beads of water form on clothing, skin, and hair. The floor is damp and slick.

Once the characters have entered the cave they will be able to see the crowned head of a large statue of a man. The statue seems to be made of bronze. The eyes of the statue are small rubies (value 50 gp each). The glint of gold comes from a crown on top of the statue's head. The crown appears to be made of gold. The statue

really is bronze, but the crown is only gold paint.

The liquid in the pool is a kind of ink. The water of the pool is heated by hot springs. The hot water absorbs color from a particular kind of mineral lining the pool. The result is a deep purple ink. Anything which comes in contact with the ink will be stained purple. Since the ink is permanent it will have to wear off naturally (1-6 days). It will not stain non-porous surfaces which do not absorb water very well (such as steel). The ink will not harm characters.

Once the characters reach the statue they will find that the rubies can be pried out easily. If the party carefully examines the statue, there is a 50% chance they will discover that the head of the statue can be unscrewed. Hidden inside the head, packed in a protective oilskin bag, is a **ring of protection +1**.

46. BLADE TRAP

At the corner of the corridor is a trap. When a character walks over a pressure plate in the floor the trap might be sprung. Roll 1d6. The trap will be sprung on a roll of 1. Roll separately for each character that walks around the corner. If the trap is sprung, a weighted blade (like a guillotine blade) will fall from the ceiling causing 1-10 points of damage to the person who sprung the trap. The blade is hidden in the ceiling.

47. TROGLODYTE ROOM

In the center of the room you see three human-like reptiles with short tails, long legs, and a spiny "comb" on their heads and arms. They block the way out.

The human-like reptiles are troglodytes (AC 5; HD 2*; hp 9 each; MV 40'; #AT 3; D 1-4 each; Save F2; ML 9; AL C). Troglodytes are intelligent. They hate most other creatures and will try to kill anyone they meet. Hence they will attack on sight. Troglodytes have a chameleon-like power to blend into their surroundings (normally they surprise on 1-4 on 1d6), but they are not using the ability at the moment. Troglodytes secrete an oil when fighting which smells so bad that characters will be nauseated unless they save vs. Poison. Nauseated characters have a penalty of -2 on their "to hit" rolls while in melee combat with the troglodytes.

48. WATCH ROOM

This room is higher than the surrounding countryside so that guards could look out on the surrounding land when standing watch. There are windows in the west and south walls. You notice that the red glow still surrounds the palace. In the center of the room is an iron ladder. The ladder leads to a trap door in the ceiling. By the south wall you see a statue that looks like a cleric. He looks frightened and had apparently just finished scratching a message into the wall. The inscription reads:

Evil red eye, malefaction!
Sweet music from strings;
Priceless Blade of Destruction,
Salvation rides on dragon's wings!

The chief palace cleric had divined the evil intent of Arik when disaster struck. He hurriedly left the inscription — clues as to how to destroy the ruby — in the faint hope that it might help rescuers.

This trap door is the only way the party can reach the second level of the dungeon. It is important that the party reach the second level and finish their mission, but it is also important that they encounter a number of monsters and traps before reaching the second level. If they reached the second level too easily the adventure would not be a challenge. On the other hand, since they must reach the second level, the DM might consider sending the vision of a Protector to the party if they cannot find the way to this trap door leading to the second level.

PART 4: SECOND DUNGEON LEVEL

Wandering Monsters

The second dungeon level has its own wandering monster table. Check for wandering monsters every other turn. Roll 1d6: the party will encounter a wandering monster if a 1 is rolled. The wandering monster will be first seen 20-120 feet (2d6x10') away from the party when encountered, in any direction and doing anything the DM chooses. To determine exactly which monster is encountered, use the Wandering Monster Table: Level 2 below:

Wandering Monster Table: Level 2 (Roll 1d6)

Die Roll	Wandering Monsters	No.	AC	HD	#AT	Damage	Move	Save	ML	AL
1	Ghoul	1-6	6	2*	3	1-3 ea.	30'	F2	9	C
2	Goblin	2-8	6	1-1	1	1-6	20'	NM	7	C
3	Harpy	1-3	7	3*	3	1-4/1-4/1-6	20'	F3	7	C
4	Hobgoblin	1-6	6	1+1	1	1-8	30'	F1	8	C
5	Medusa	1	8	4**	1	1-6 + special	30'	F4	8	C
6	Zombie	2-8	8	2	1	1-8	40'	F1	12	C

It is suggested that the monsters *Harpy* and *Medusa* be encountered no more than once as wandering monsters. If the DM rolls a wandering monster encounter with a second *Harpy* or *Medusa* the DM should choose a wandering monster from the table for Level One instead. This is because both monsters are very difficult challenges. If encountered too many times, the encounters might upset the play balance.

All the monsters on the second level wandering monster table appear in both editions of the D&D® Basic rules. Only those monsters with unusual powers are described below.

Ghoul — A successful attack by a ghoul will paralyze any creature of ogre-size or smaller, except elves, unless the victim saves vs. Paralysis. Elves are immune to the paralysis, but still take normal damage from a ghoul's attacks. Paralysis lasts for 2-8 turns.

Harpy — Any character hearing the harpy's song must save vs. Spells or be charmed. Charmed individuals will move toward the harpy, resisting any attempt to stop them, but not otherwise attacking. If a character successfully saves the character will not be affected by the harpy song for that encounter. Harpies are resistant to magic and have a +2 on all their saves.

Medusa — Looking at a medusa will turn a character to stone unless the victim saves vs. Turn to Stone. A medusa can also attack with her snaky hair. The bite of the snakes is poisonous (save vs. Poison or die in one turn) and when the snakes hit they cause 1-6 points of damage. Anyone who tries to attack a medusa without looking at it must subtract 4 from their "to hit" roll. A medusa is resistant to magic and gains +2 on saves vs. Spells only, other saving throws are normal.

Key to Dungeon Level Two

49. WATCH TOWER

This watch tower has 6 windows overlooking the surrounding lands. There is a trap door in the center of the floor. A stone statue of a guard stands looking out each window. Except for the statues the room looks empty.

The room is empty except for the statues.

50. PASSAGEWAY

As soon as you open the door, bright lights flood the hallway. You see three swords fighting each other, as if being held by invisible men.

The fighting swords and bright light is an illusion placed there by the palace magic-user to frighten intruders who might enter the palace through the tower. The illusion is triggered by the door opening without the password "Argenta" being spoken. If any character touches the illusion it will be dispelled.

51. LABORATORY

You see a room filled with stuffed animals, shelves filled with books and scrolls, and jars of powders and herbs. Strange symbols* are painted on the walls. An iron statue of a warrior stands in the southeast corner of the room. A polishing cloth is draped over the warrior's shield.

This room was the palace magic-user's laboratory. The iron statue is actually a living iron statue (AC 2; HD 4; hp 18; MV 10'; #AT 2;

D 1-8/1-8; Save F4; ML 11; AL N). Living iron statues have bodies which can absorb iron and steel. When hit, they will take normal damage, but if a non-magical metal weapon is used, the attacker must save vs. Spells or the weapon will become stuck in the body of the living iron statue, and can only be removed if the statue is killed.

52. STOREROOM

This small room appears to be empty.

The room once held stores of various sorts but has recently been cleaned out.

53. MIRABILIS' ROOM

A plain bed and a huge wooden desk dominate this sparsely furnished bedchamber. A broom lies in one corner near a pile of dirt. A tattered pair of silk bedroom slippers lie on the floor near the bed. A small nightstand has been overturned. While you watch, a small black kitten races out from under the bed, bats one of the slippers around, then runs back under the bed.

The room is the bedroom of the palace magic-user. The black kitten is his familiar and pet. Three times a day the kitten can transform itself into a panther (AC 4; HD 4; hp 18; MV 70'; #AT 3; D 1-4/1-4/1-8; Save F2; ML 8; AL L). The transformation lasts 10 rounds. When in kitten form the creature is harmless. Note that while panthers are usually neutral in alignment, the kitten/panther is lawful because this magical animal is the familiar of a lawful magic-user.

If the party carefully searches the desk, there is a 50% chance that they will find a secret compartment. The secret compartment holds a potion of **invisibility**.

54. WASHROOM

A mirror is hung on the east wall. In front of the mirror is a wash stand. On top of the wash stand is a porcelain bowl filled with water. A statue stands in front of the wash stand. The statue is of an old man with long hair and beard. The man wears robes covered with magical symbols. The statue looks like a man trimming his beard with a pair of scissors.

The statue is actually the palace magic-user, Mirabilis, who was turned into stone by the Eye of Arik. Mirabilis was trimming his beard at the time.

55. STUDY

A statue of a young girl playing with a dove is in the southeastern corner of this oddly shaped room. A large handcarved bookcase stands next to the northeastern wall. Two wooden benches, one in front of each of the two southwestern windows, have scrolls lying upon them. Two women stand next to one of the benches. Both women wear leather armor and carry swords. One of the women has just unrolled a scroll and is reading it.

The statue in this room is one of Princess Argenta's ladies in waiting who was turned to stone. None of the scrolls in the room are magical, they are merely blank parchment on which court officials sometimes write letters.

The two women appear to be fighters, but are really thieves. They were trying to loot the rooms of Mirabilis before the disaster struck. Mirabilis caught them and put them to sleep with a sleep spell. He was going to clean up and then report them to the guards, but disaster struck first. The women thieves were not affected by the disaster. They have only recently awoken and are setting out to loot the palace. The scroll they are looking at is just a sketch of a black cat. The two women are named Candella (AC 5; T/2; hp 8; MV 40'; #AT 1; D 1-8; Save T2; ML 7; AL N; S 12, I 15, W 13, D 17, C 15, Ch 14), and Duchess (AC 5; T/2; hp 11; MV 40'; #AT 1; D 1-8; Save T2; ML 7; AL N; S 11, I 12, W 15, D 16, C 18 Ch 15). Because of their wisdom ability scores, both women gain a bonus of +1 on magic-based saving throws. The two thieves are both very attractive and will attempt to use this to their benefit.

These two thieves will act friendly toward the party. They will pretend to be young inexperienced fighters in search of adventure. They will politely ask to join the party, saying that they are not quite as tough or as prepared for adventuring as they had originally thought.

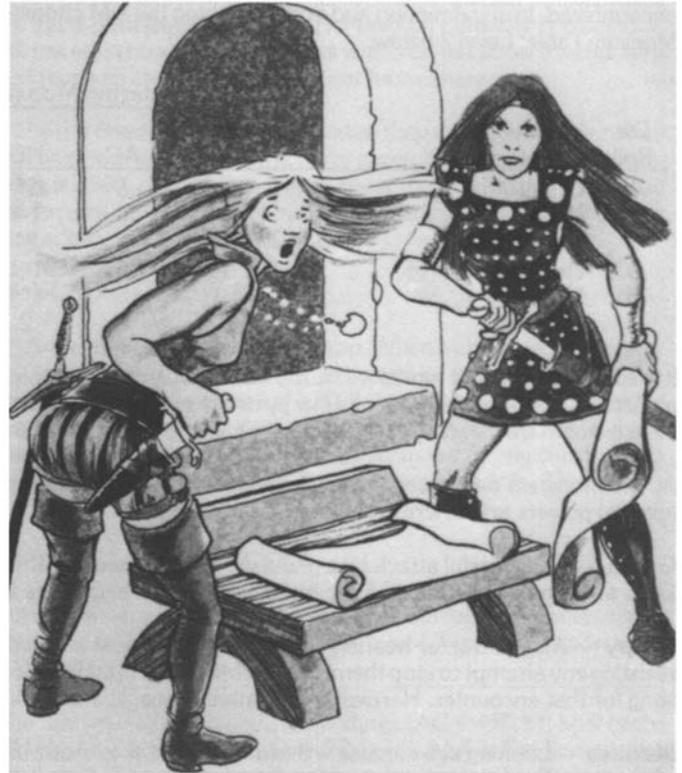
If they join the party the two thieves will wait for a good chance to steal whatever they can (either by trying to pick pockets or just grabbing any loot in sight), and then run away.

If the thieves are not allowed to join the party, but are not attacked, they will try to get close enough to a character to try to pick that person's pockets. If discovered, they will claim that the person made a mistake, that they merely bumped into the person by accident. If successful they will leave with their loot.

The thieves will have the following on them: dungeon pack C; 21 cp, 7 sp, 15 gp, wolfsbane (Duchess only), and a string of pearls worth 600 gp (Candella only).

When playing the roles of NPCs the DM should keep in mind that NPCs are reasonably normal persons. They seldom act suicidal,

usually fighting only if there is a chance to win. While they will take risks, they will seldom take unreasonable risks. In this particular encounter, the two thieves want loot. They are likely to try whatever method offers the best possibilities for gaining the most loot at the least risk.



56. MAGIC USER'S BEDROOM

In this room is a large canopy bed with heavy dark red curtains. The curtains are all closed. Three matching rugs lay side by side on the floor. The room also contains a long wooden dresser, a matching chest of drawers, and a large, stuffed easy chair.

If the party opens the curtains to the bed they will see an old man lying in the bed. The old man has a long white beard and hair. He is wearing robes embroidered with magical symbols. If the party asks, let them know that the man looks exactly like the statue in room 54. Even the clothing is similar.

The creature on the bed is not really a man, it is a doppelganger (AC 5; HD 4*; hp 18; MV 30'; #AT 1; D 1-12; Save F10; ML 10; AL C). Doppelgangers are man-sized, shape-changing creatures that are intelligent and evil. A doppelganger is able to shape itself into the exact form of any human-like creature (up to 7' tall) it sees. The creature is imitating the statue of Mirabilis. While the doppelganger can speak, it cannot cast spells (as Mirabilis could, if he were not stone). The doppelganger will try to join the party. Then, when it gets a chance and no one is watching, it will single out a victim. Just before it attacks, the doppelganger will turn into a duplicate of the victim. The doppelganger will try to secretly kill its victim so that it can take the victim's place.

If Duchess and Candella are with the party, the doppelganger may choose one of them as a victim or one of the party members. Of course, if the doppelganger succeeds in killing its victim, and hides the corpse, it will pretend to be the new character. Sooner or later someone should notice that Mirabilis has disappeared. The doppelganger will continue to kill characters secretly until caught.

Sleep and **charm** spells do not affect doppelgangers. When killed, a doppelganger will turn back to its original form, that of a human-like creature with blank features.

57. ALCOVE

This small alcove contains two large cushioned chairs. A small book lies on the floor between them.

The small book is a book of prayers. Someone has slashed the pages with a knife. The prayer book was slashed apart by the bugbears in room 59.

58. SANCTUARY

This large room looks like a temple where the gods of Haven are worshipped. A statue wearing clerical robes stands in front of an altar. More statues of people of many different ages, all dressed in normal clothing, sit on the wooden pews. Someone has splashed red paint over the altar and all the statues.

This room is the palace chapel. A service was being held at the time when the disaster struck. The cleric Branaur and the people attending the service were all turned into stone. The bugbears in room 59 have splashed red paint on the statues. If they check, the party will discover that the paint is still fresh.

59. CHAPEL

This room is filled with symbols holy to the gods of Haven. Three large, human-like individuals are splashing red paint on the holy symbols using large buckets of paint. The three creatures are extremely hairy and ugly-looking.

If the party has encountered goblins or hobgoblins, they will recognize a family resemblance between goblins, hobgoblins and the three human-like creatures. The monsters are bugbears (AC 5; HD 3+1; hp 14 each; MV 30'; #AT 1; D 2d4; Save F3; ML 9; AL C). Bugbears are giant hairy goblins. Because of their strength, they add +1 to all damage rolls with weapons (but not on their "to hit" rolls).

60. SECRET CLOSET

You see a number of clerical robes hanging up in this closet. Near the back of the closet you see a suit of armor and a mace.

Branaur keeps his spare robes and fighting equipment in this secret closet. The plate mail is **armor +1** and the mace is a **mace +1**.

61. GAME ROOM

A game table has been set up in the middle of the room. A chess set sits upon it, with a game apparently in progress. Two statues sit on either side of the chess board. One statue is of a man, the other is of a woman. On the north wall of the room is a mosaic map of Haven. The area on the map which represents the palace glows with a red light. The red light seems to be slowly expanding outward, covering more of Haven as you watch.

The wall map magically depicts the spreading influence of the Eye of Arik. It indicates that if the player characters do not succeed in their mission, Haven is doomed.

62. BALLROOM

This large ballroom is decorated in silver, red and blue. The two huge fireplaces are stacked with logs. A bell-shaped wire framework hangs from the ceiling, supported by four white marble columns. The framework is decorated with intertwined leaves and flowers. You hear the strains of eerie music. Two pale, shadowy apparitions* are dancing to the sounds of the strange music. The two figures are dressed in clothing that was popular more than three hundred years ago.

The ballroom had already been decorated for the grand dance to celebrate the finding of the ruby when the disaster struck Haven. The two ghostly dancers have haunted the ballroom since their tragic deaths nearly 300 years ago. The ghostly dancers were lovers who died on the eve of their marriage just before the grand ball to celebrate their marriage. Ever since then, they have haunted the ballroom at times right before a grand ball. They leave when the dance begins, but since the celebration has been postponed indefinitely, they continue to haunt the room.

Characters who look at the ghostly dancers must make a saving throw vs. Spells or run from the room in fright. Anyone who fails to save will run into room 63 (the garden). The ghostly dancers have no actual physical bodies. They cannot attack, nor can they be hurt by weapons or magic. If attacked, they will continue to dance on, completely ignoring the party.

63. PALACE GARDEN

This area is the palace garden. The garden is roofless and is lit from above by a blood red light. The garden has become completely overgrown with weeds. Except for a large stand of white rose bushes in the center of the garden, all the flowers that once grew here have died. One type of weed seems most common in the garden. The weed is a large bush. It has a dwarf-sized central trunk covered with sickly-looking green leaves. Growing out of the central, mound-like trunk is a tangle of many thorny brown branches. You see about a dozen of these plants. Beneath the weeds you can just barely see a cobblestone path that wanders through the garden.

Where Arik rules, normal plants do not grow. The normal flowers in the garden have all died. In their place now grow weeds and two monstrous types of plants.

The garden introduces two new monsters: archer bushes and vampire roses. The bushes with the sickly green trunks and thorny brown branches are archer bushes (AC 7; HD 2; hp 9 each; MV 1'; #AT 1; D 1-4; Save F1; ML 12; AL C). Archer bushes are carnivorous and can move slowly to reach dead prey. Hidden in the trunk, beneath the leaves, is a large mouth. The mouth holds extra hard thorns which the archer bush uses like teeth to devour prey once the prey is killed. Archer bushes attack by shooting a spray of thorns at their victims. The thorn spray is composed of several small thorns which become embedded in the victim's flesh on a successful "to hit" roll. The thorn spray causes 1-4 points of damage, and can only be directed at one target at a time. Archer bushes can shoot their thorn spray up to 20 feet away. Each bush can only fire three such sprays in a day.

The white rose bush at the center of the garden is a vampire rose bush. Vampire roses (AC 7; HD 4; hp 18; MV 10'; #AT 1 + blood drain; D 1-8; Save F2; ML 12; AL C) look like normal white rose bushes. Like the archer bushes, however, they can uproot themselves to move about slowly. Each 4 hit dice worth of vampire roses represents a single rose bush. There is only one vampire rose bush in this garden. The 10' long thorny stalks of a vampire rose can whip around a victim, inflicting 1-8 points of damage on a successful hit. Once the thorn stalk has struck and wrapped around a victim, the vampire rose will inflict 1-8 points of damage (blood-drain) each round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream. The victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. If the victim saves successfully, any character with normal strength can break free and try to run away. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for 1 day.

The archer bushes and the vampire rose bush work together. The vampire rose needs a victim's blood and the archer bushes need the



victim's flesh. On a pedestal 5' away from the vampire rose bush is a silver statuette of a dragon about to fly. The statuette is similar to the ones in rooms (33 & 43). The silver statuettes can be used to return the dragon Ariksbane from the Dimension of Ice. Ariksbane can destroy the Eye of Arik (see room 30 for details).

64. SILENT ALARM

Corridor: As the party steps under this archway, they will step on a hidden pressure plate that rings an alarm bell in room 65, warning the monster there of the party's presence.

65. GREAT HALL

This large dining hall is panelled with rough wood. Wooden bracing beams run from floor to ceiling along all four walls. Crossbeams run from the bracing beams, supporting the wooden ceiling. A large fireplace is set in the north wall. A long U-shaped wooden table dominates the center of the room. Stuffed animal heads, obviously hunting trophies, hang on the walls.

This dining room was used for grand feasts. The wooden beams were intended to give it a "rugged" look. Hanging from the ceiling beams, waiting for the party, is a new monster, a decapus (which was warned of the party's approach when they stepped on the pressure plate in area 64).

The decapus (AC 5; HD 4; hp 18; MV 1' or 30'; #AT 9; D 1-6 each; Save F2; ML 9; AL C) is a creature usually found in forests. It looks like a bloated, hairy globe with ten tentacles. Its hair is brown, and its body is green. In the center of the decapus's 4' wide body is a huge, toothy mouth.

Decapuses usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in

their tentacles. The tentacles are 10' long. They extend from all parts of its body. The tentacles are covered with suckers which the decapus can use not only to grasp prey, but to climb walls and ceilings.

The decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees). On the floor or ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these attacks do only 1/2 normal damage. When swinging through trees, the decapus can travel at 90' per turn, or 30' per round. On the ground the decapus can only move 3' per turn or 1' per round.

If the party searches the room they will find on the mantle a book which the orcs that serve Arik took from the library and brought to the decapus to guard. The book details what happens when Arik tries to break into another dimension in order to take control. The party will recognize the description as similar to what has befallen Haven. The book also details methods of destroying an Eye of Arik, including those methods given in the introduction. If the party is not already aware what their true mission is and how the mission can be accomplished, the DM should take this opportunity to inform them.

66. WASHROOM

This room contains a counter along the east wall. Beneath the counter top is a pair of sliding cabinet doors. The room otherwise appears to be empty.

This is a room where hunters clean up after the hunt. Beneath the counter are shelves filled with basins for holding water, bars of soap, and clean towels. The room is empty of monsters or treasure.

67. LOUNGE

This room holds piles of broken furniture. Standing among the remains of the furniture is a huge fearsome, human-like creature about 9' tall. The creature is wearing skins for clothing.

The human-like creature is an ogre (AC 5; HD 4+1; hp 19; MV 30'; #AT 1; D 1-10; Save F4; ML 10; AL C). The ogre is on a rampage and has just destroyed the furniture here for the fun of it. The ogre is carrying a leather sack with 300 gp in it.

68. SUMMONING ROOM

When you open the door you see a man chanting in some unknown language. The man is standing inside a blood red circle. Strange symbols have been painted around the circle. The man has long black hair and wears red robes. Hanging from his belt is a mace. A red eye has been painted in the center of his forehead. Inside the circle, in front of the man, is a strange looking sword. The sword appears to be made of ruby. It is resting on a plush black velvet cushion. As the man continues to chant, the sword begins to pulse with a crimson light.

The man inside the circle is Catharandamus, a cleric who worships Arik (AC 2; C/3; hp 15; #AT 1; D 1-6 +2 or by spell; MV 30'; ML 7; AL C; S 16, I 12, W 17, D 12, C 10, Ch 14). Right now, he is in the middle of a ceremony which will permit Arik to teleport from his prison dimension to Haven. The focal point of the ceremony is the ruby sword which is the Sword of Arik. This sword will act as a gate through which Arik will enter Haven if the ceremony is successful. As soon as Catharandamus sees the party he will yell "Help!" A voice from behind the left inner door (to room 69) will answer "Hang on, we're coming." Two rounds later the 7 orcs and the werewolf from room 69 will burst into the room.

Catharandamus has two spells: **darkness** and **cause fear**. **Darkness** is the reverse of the spell **light**. It will block all sight except infravision within a circle of darkness 30' in diameter. It will cancel a **light** spell if cast against it and vice versa. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the spell duration is reached (12 turns). **Cause fear** is the reverse of the spell **remove fear**. It will make any one creature flee for 2 turns unless a successful save vs. Spells is made. The spell has a range of 120'.

Beneath his robes, Catharandamus wears a suit of plate mail armor. He carries and will fight with his magical mace +2.

69. BEDROOM

This room contains a bed, a large wooden chest, a stool, and a wooden wardrobe.

The bedclothes are crumpled, as if a number of people had been sitting on the bed. The chest is filled with old nightshirts packed in mothballs. The wardrobe is empty. Normally this room is a guest bedroom. Recently, the room has been occupied by the bodyguard of Catharandamus, the cleric in room 68. The bodyguard is 7 large orcs (AC 6; HD 1; hp 6 each; MV 40'; #AT 1; D 1-6; Save F1; ML 8; AL C). The orcs all carry shields with a red eye painted on them. The leader of the orcs is Alha. She is a werewolf. When first encountered, she will be in human form but she will change into a werewolf to attack if she can. Alha (AC 5 [9 when in human form]; HD 4*; hp 18; MV 60'; #AT 1; D 2-8; Save F4; ML 8; AL C) will also be wearing a red robe and has an eye painted on her forehead.

If Catharandamus yells for help (from room 68), Alha and the orcs will yell back that they are on their way and rush to his aid. Alha will



turn into a werewolf and attack. Any human character who is severely hurt by her (losing more than half of his or her hit points) will become a lycanthrope of the same type in 2-24 days. The victim will begin to show signs of the disease (such as an appetite for raw meat) after only half that time. The disease will kill non-humans instead of turning them into were-creatures. However, if the Eye of Arik is destroyed as a result of the party's actions, any character with the disease of lycanthropy will automatically be cured.



70. TREASURE ROOM

This room appears to be bare except for a table and four chairs. A wooden chest sits on top of the table.

The wooden chest is a treasure chest. It is trapped with a poison dart trap. A close inspection of the chest will show that the lock is in the form of a screaming face. The two eyes of the face can be pushed in. If both eyes are pushed in at the same time, the chest will be safe to open. If not, a poison needle will shoot out of the mouth when opened. Anyone opening the chest without precautions will be hit by the needle and must save vs. Poison or die within 2 rounds. Inside the chest are 650 gp, 1,000 sp, and a pouch holding 10 fire agates (a type of gem stone) each worth 50 gp. The treasure belongs to Catharandamus and his bodyguard.

71. SITTING ROOM

Several chairs and tables form a semi-circle in front of the fireplace in this room. A worn rug lies rolled up in one corner. A knitting basket sits next to the rug. On a small table near the fireplace is a small tea cup on a saucer and a tea pot. Hanging over the fireplace is a portrait of Princess Argenta. She is holding a beautiful blood red ruby and size of an apple.

The tea cup is magical. If any character touches the tea cup it will speak reciting a riddle-type poem which gives the party hints on how to stop the disaster that has befallen Haven. The riddle is:

Three crystal notes;
Two Silver drakes*;
One ruby sword;
All will smash the Demon's Eye,
And lift the curse from Haven.

The riddle refers to the Ice Harp (room 32), the silver statuettes of the dragon Ariksbane (rooms 33, 43, and 63), and the Sword of Arik (room 68).

72. BATHING ROOM

The walls of this bathing room are painted with peaceful scenes of spring and summer. An ornate marble and silver bathtub sits against the eastern wall. A silver enamelled towel rack standing next to the tub holds a towel and wash cloth. A soap container of carved ivory sits on a stand next to the tub. At the head of the tub is a delicately sculpted tray. Sitting on the tray are three small gems. One gem is red, one is blue, the other is yellow.

This particular bath tub is magical. If the red stone is placed in the tub, the tub will fill with hot water. If the yellow stone is placed in the tub, the tub will fill with cold water. If both stones are placed in the tub at the same time, the tub will fill with warm water. If the blue stone is placed in a tub full of water, the water will disappear. These gems are only worth 100 gp each, and they will only work in this bath tub.

73. ARGENTA'S BEDROOM

A large ornate canopy bed sits in the middle of the room. The bed posts have been carved to resemble twining vines. The bed is covered with dull red velvet. Tapestries line three walls. They show typical scenes of life in Haven before the disaster struck. To either side of the double door is a hand-carved wooden chest of drawers. Both chest of drawers have mirrors on top of them. A small cushioned chair and matching footstool are at the end of the bed.

This was Princess Argenta's room. It is currently empty.



74. GUARD ROOM

The room contains a wooden table and several wooden chairs. Standing next to the fireplace is a man dressed in the uniform of the palace guard. The man's body has more than a dozen stab wounds, which would normally kill an individual.

The man in the guard uniform is a corpse. Living in the corpse is a particular kind of undead spirit known as a wight (AC 5; HD 3*; hp 13; MV 30'; #AT 1; D Energy drain; Save F3; AL 12; AL C). Wights can only be hit by silvered or magical weapons, or turned by a cleric. On a successful hit from a wight, it will drain life energy. Each hit drains one level of experience or hit die and any abilities gained for that level are lost. For example, a 3rd level fighter struck by a wight becomes a 2nd level fighter, keeping only enough experience points to be at the midpoint of 2nd level, and losing one hit die of hit points. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under the control of the wight who drained him or her.

Hidden behind a loose stone in the north wall is the wight's treasure: 2,000 gp and a crystal ball.

75. ALE ROOM

On a stand in the southeast corner of the room sits a cask. The cask has been tapped with a spout. A cabinet next to the cask holds dozens of glasses. The room also contains a half-dozen wooden chairs.

This room is an ale room. It is empty of monsters or treasure at present.

76. THRONE ROOM

An ornate throne of silver and oak sits atop a dais* along the center of the north wall. On either side of the dais is a tapestry showing the changing seasons in Haven. Spring and Summer are shown on the tapestry to the left of the throne. Fall and Winter are shown on the tapestry to the right of the throne. The room is filled with statues of men, women and dwarves. The statues are arranged to resemble a typical court scene (one statue kneels in front of the throne, statues of guards flank the throne, a statue of a councilor is leaning over, as if whispering to a person on the throne, etc.). Resting in the middle of the throne is a ruby the size of a large man's fist.

This is Princess Argenta's court room, the heart of the palace. The statues are people who were turned to stone when the Eye of Arik took control. If the party looks closely, they will notice that there appears to be two people trapped inside the ruby and it has a red glow. One is Princess Argenta, the other is Ellis the Strong, Knight of the White Drake.

As soon as the first character touches the ruby, red vapors will billow up from it and surround the dais, momentarily obscuring vision. When the smoke clears, several fighters in glowing red plate mail with red swords and shields will be standing there guarding the dais. The number of guards will always be exactly equal to the number of party members present when the encounter begins.

The glowing guards are **illusions**, similar to the fighter in room 15. However, they will not go away for 10 rounds or when they are actually touched by a hand (not hit in combat). They attack as 3 hit dice monsters (inflicting 1-10 points per hit), and no attacks from the party will hit or harm them. As soon as one illusion is touched with a hand, they will all disappear and the "dead" and "wounded" characters will realize that the damage they took in this battle was imaginary.

This is the key room in the party's quest. Their mission is to smash

the ruby, thus freeing Haven from the disaster that has overtaken the kingdom. The ruby can only be destroyed in three ways: (1) Three particular notes played on the Ice Harp will shatter the ruby. (2) If the party brings two (or more) statuettes of the silver dragon into the room, the dragon Arikbane will be freed from the Dimension of Ice. The dragon's breath will disintegrate the ruby (without harming anything else in the room). (3) If some character touches the ruby Sword of Arik to the ruby Eye of Arik, both will crumble into worthless powder.

As soon as the ruby Eye of Arik is destroyed, the disaster which has befallen Haven will not only be ended, it will begin to reverse. Sick cattle will recover, withered crops will grow green again. The orcs, goblins, hobgoblins and other evil creatures that invaded Haven at the call of the ruby will flee. The army besieging the Protector's will be scattered. Those people turned to stone will become flesh. Only those individuals unfortunate enough to die as a result of the disaster will not be restored to life. Otherwise, Haven will return to normal.

NOTE ON ASSIGNING EXPERIENCE POINTS

The DM should keep in mind that the player characters in Palace of the Silver Princess are supposed to be heroes trying to save the kingdom of Haven from an evil disaster. Heroes trying to save their kingdom do not usually loot the palace of their princess. Many of the monsters in the module have treasure that do not belong to the kingdom (for example, the insane guard's treasure in room 38, or the wight's treasure in room 74). Other types of treasure, such as the many tapestries belong to the princess.

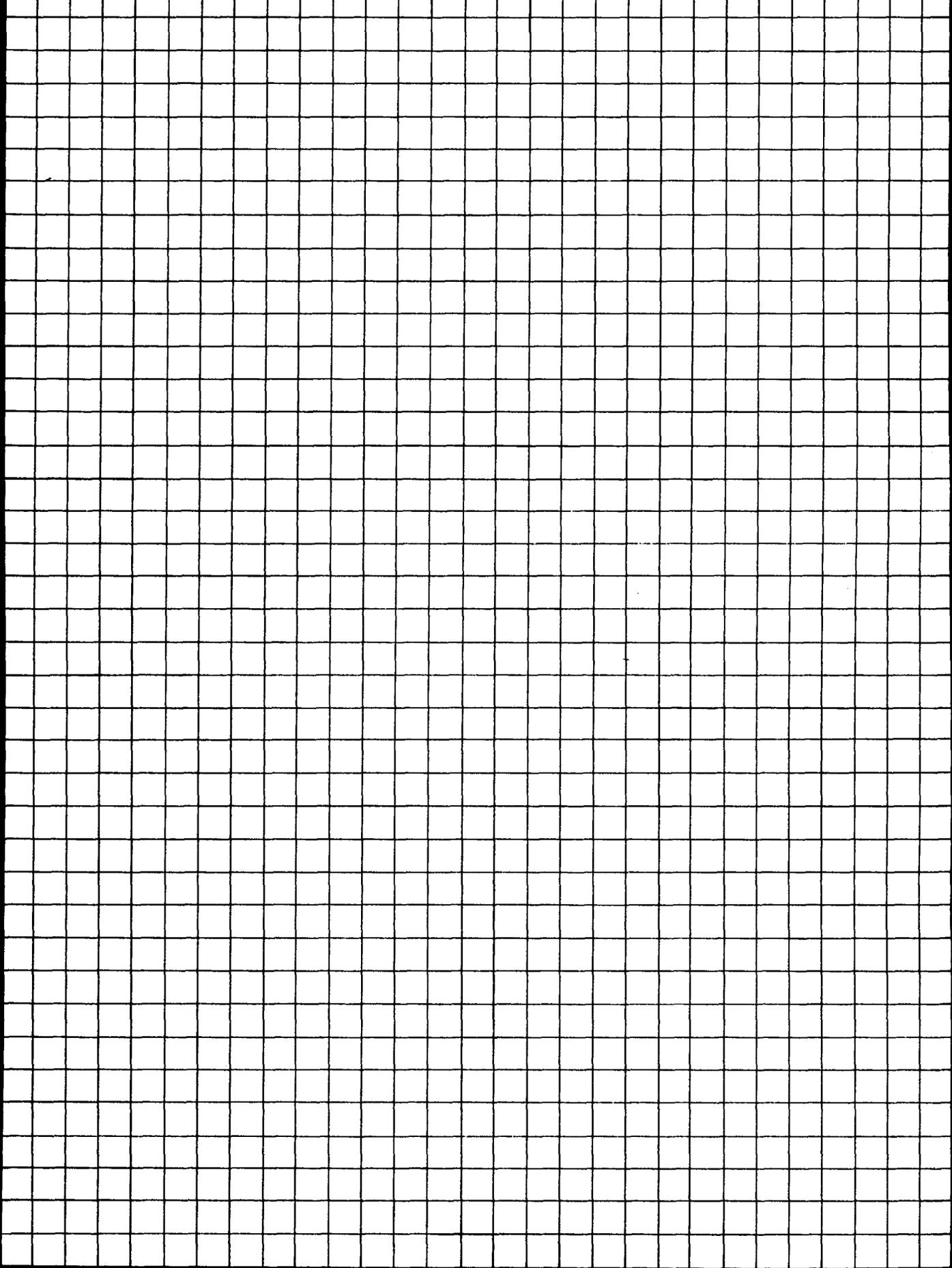
Normally, upon the successful conclusion of the adventure, the grateful Princess Argenta would give each surviving player character 3,000 gp. She would also declare a special week of thanksgiving in honor of the heroes who saved the kingdom. The height of the week of thanksgiving would be a special court ceremony where each hero will be given the highest award in Haven, the Silver Honor Medal.

If the party has looted her palace of its furnishings, Argenta is apt to be upset with the "heroes". She will only give each survivor 1,500 gp and will not order a week of thanksgiving or award them the Silver Honor Medal. In fact, she will ask them to return the stolen loot and leave the kingdom.

The 3,000 gp or 1,500 gp given to each player character should be figured in when the final amount of experience points is calculated.



This graph paper is provided so that the DM may expand the module, if desired. Possible areas of expansion include lower caverns such as areas 11, 17, 20, 45, etc.



PART 5: GLOSSARY

alchemist — An alchemist is a person who practices alchemy, a kind of chemistry practiced during the Middle Ages. Men who studied alchemy attempted to turn common metals into gold. They also tried to discover a magic substance that could cure all diseases and help people to live longer.

apparition — An apparition is a ghost or a strange image. For example, a house might be haunted by the apparition of its former owner.

dais — A dais is a slightly raised platform for a throne, a speaker's desk, or seats for guests of honor.

drake — Drake is another word for a dragon.

entry — Entry is a special term meaning option or choice used in programmed adventures. An entry is a complete step in a programmed adventure. Each entry has its own number. An entry should not be confused with a room number. Entry numbers are only used in *Part 2* of this module.

mandible — A mandible is each part of the pincerlike jaws of certain insects.

portcullis — A portcullis is a set of bars, usually of iron, set in a frame that hangs above an entrance and may be dropped to prevent passage.

programmed adventures — A programmed adventure is a special kind of adventure that does not require a DM, though a DM may still be useful. Players read numbered entries. Each entry will give the players a choice which will take them to another numbered entry. The process continues until the adventure is ended.

saving throw — A saving throw is the character or monster's chance (by dodging, luck, willpower etc.) to avoid or lessen the harmful effects of certain types of attacks.

stalactite — A stalactite is a piece of stone that looks like an icicle and hangs from the roof of a cave. A stalactite is formed by the dripping of water that contains lime.

stalagmite — A stalagmite is a piece of stone that is shaped like a cone and is built up on the floor of a cave. A stalagmite is formed by water that contains lime dripping from above.

tapestry — A tapestry is a heavy woven fabric that is decorated with pictures. Tapestries are normally used to decorate walls.

Cast of Characters (including important places and items)

Arik — Arik is an ancient, evil being who is currently trapped in a special prison dimension. Sometimes Arik is worshipped as a god. Arik is constantly trying to break free of his prison.

Ariksbane — Ariksbane is a white dragon. He got his name because his frost breath has the extra magical ability to destroy those rubies known as Eyes of Arik through which Arik hopes to break out of the prison dimension. Ariksbane is the steed and friend to the knight Ellis the Strong. Ariksbane was transported to and trapped in the Dimension of Ice to keep him from interfering with the ceremony that would allow Arik to enter Haven.

Branaur — Branaur is the chief cleric of Haven. He usually conducts services in the palace chapel.

Candella — Candella is one of two female thieves who are inside the palace after the disaster struck Haven.

Catharandamus — Catharandamus is an evil cleric who worships Arik. He is trying to perform a ceremony that would free Arik from the prison dimension and allow Arik to teleport to Haven.

Duchess — Duchess is the other female thief who is inside the palace after the disaster struck Haven.

Ellis the Strong — Ellis is one of the Knights of the White Drakes, a band of heroes and their dragon steeds dedicated to destroying evil wherever they might find it. Ellis is engaged to Princess Argenta and is trapped in the ruby Eye of Arik along with her.

Eye of Arik — Arik is known as Arik of the Hundred Eyes. His eyes are giant-sized rubies which can be detached. He managed to send one eye out of the prison dimension to Haven. The ruby was found by the dwarves of Haven who believed it to be nothing more than an ordinary ruby of large size. They presented the ruby to Princess Argenta. When it was ready, the magical eye brought disaster upon Haven. While they do not realize it at first, the player characters' mission is to destroy the eye.

Faerie — Faerie is a highly magical realm. Inside Faerie time has little meaning. Faerie is a land of peace and harmony, a land of eternal happiness. It is populated by many magical races such as the Protectors and certain High Elves.

Ice Harp — The Ice Harp is a crystal lap harp which was played by the minstrel, Rowena of Haven. When Rowena left for the realm of Faerie she presented the harp to the ruler of Haven. Three particular notes played in a chord on the Ice Harp have the power to shatter the ruby Eye of Arik.

Knights of the White Drakes — The knights are a group of fighters that ride white dragons. Both riders and dragons are dedicated to the destruction of evil in the world.

Mirabilis — Mirabilis is the court magic-user for Haven.

Princess Argenta — Princess Argenta is the ruler of Haven. She has recently become engaged to Ellis the Strong. Both Argenta and Ellis were shrunken and imprisoned inside the ruby when the disaster struck Haven. If the ruby is destroyed, the princess and the knight will be returned to normal. Argenta is sometimes known as The Silver Princess.

The Protectors — The Protectors are a magical race that live in the realm of Faerie. They take a special interest in Haven and usually manage to keep the country free of evil. Unfortunately the powers of Arik have proven to be too much to contend with. The Protectors are themselves currently under siege by evil forces. While they can give the player characters some help, the amount of help is limited. The Protectors appear as translucent green beings resembling elves.

Rowena — Rowena is a famous minstrel from Haven's past. Her music was so enchanting that she was invited to live in the land of Faerie where time has no meaning. If a character plays the Ice Harp, Rowena will return briefly to Haven to tell the party how to destroy the ruby and why the destruction of the ruby is important.

Silverheart — Silverheart was the palace alchemist. He was driven insane by the ruby. As a result, one of his experiments backfired, blowing up a section of the palace and killing him.

Sword of Arik — The Sword of Arik is a magic sword made of ruby. The sword is extremely delicate. Only Arik, because of his magical powers, can wield the sword. It is magically too heavy for anyone but Arik to use as a weapon, but it can be carried. If the sword is brought into contact with the ruby Eye of Arik, both items

will disintegrate. The princess and Ellis will be freed and Haven will return to normal.

Thunder Mountains — The Thunder mountains are the mountain chain which surrounds the valley kingdom of Haven.

Travis — Travis is a poor guardsman who was driven insane by the sight of the Eye of Arik. Travis killed his captain and looted the money of his fellow guardsmen who had been turned to stone by the Eye of Arik.

PART 6: NEW MONSTERS

Archer Bush

Armor Class:	7	No. Appearing:	1-20
Hit Dice:	2	Save As:	Fighter 1
Move:	3' (1')	Morale:	12
Attacks:	1 thorn spray	Treasure Type:	V
Damage:	1-4	Alignment:	Chaotic

Archer bushes have sickly-looking green leaves, dwarf trunks and thorny brown branches. The trunk looks like a 3' tall mound of leaves. Hidden under the leaves is a huge mouth. Archer bushes are carnivorous and can uproot themselves and move slowly towards their prey. The mouth is filled with extra hard thorns which the bush uses like teeth to devour prey once the prey is dead. Archer bushes attack by shooting a spray of several small thorns at their victims, causing 1-4 points of damage. Archer bushes can shoot their thorn spray at one target up to 20 feet away. Each bush can only fire three such sprays in a day.

Decapus

Armor Class:	5	No. Appearing:	1
Hit Dice:	4	Save As:	Fighter 2
Move:	90' (30') in trees or 3' (1') on ground	Morale:	9
Attacks:	9 tentacles	Treasure Type:	C
Damage:	1-6 each	Alignment:	Chaotic

The decapus is a creature usually found in forests. They look like bloated hairy globes sprouting ten tentacles. The hair is usually brown, but sometimes it is black. The body is normally green, although some purple or yellow decapuses have been found. In the center of the decapus's 4' wide body is its mouth. The mouth of a decapus is terrible to behold. It is very wide and has long yellow teeth and a horrible foul breath.

Decapuses usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in their tentacles. The tentacles are 10' long. They extend from all parts of its body. The tentacles are covered with suckers which the decapus can use not only to grasp prey but to climb walls and ceilings.

The decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees).

On the floor or ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these attacks do only 1/2 normal damage. When swinging from tree limbs, the decapus can travel at 90' per turn, or 30' per round. On the ground, the decapus can only move 3' per turn or 1' per round.



Vampire Roses

Armor Class:	7	No. Appearing:	1-8
Hit Dice:	4	Save As:	Fighter 2
Movement:	30' (10')	Morale:	12
Attacks:	1 + blood drain	Treasure Type:	Nil
Damage:	1-8	Alignment:	Chaotic

Vampire roses look like normal white rose bushes. They can, however, uproot themselves to move about slowly. Each 4 HD worth of vampire roses represents a single rose bush. The thorny stalks of vampire roses can whip around a victim, inflicting 1-8 points of damage. The thorns are hollow. Once a thorn stalk has stuck and wrapped around a victim, the vampire rose will drain 1-8 points of blood per round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream, the victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for one day.

CREDITS

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Development: Allen Hammack, Harold Johnson, Tom Moldvay, Brian Pitzer, Jean Wells.

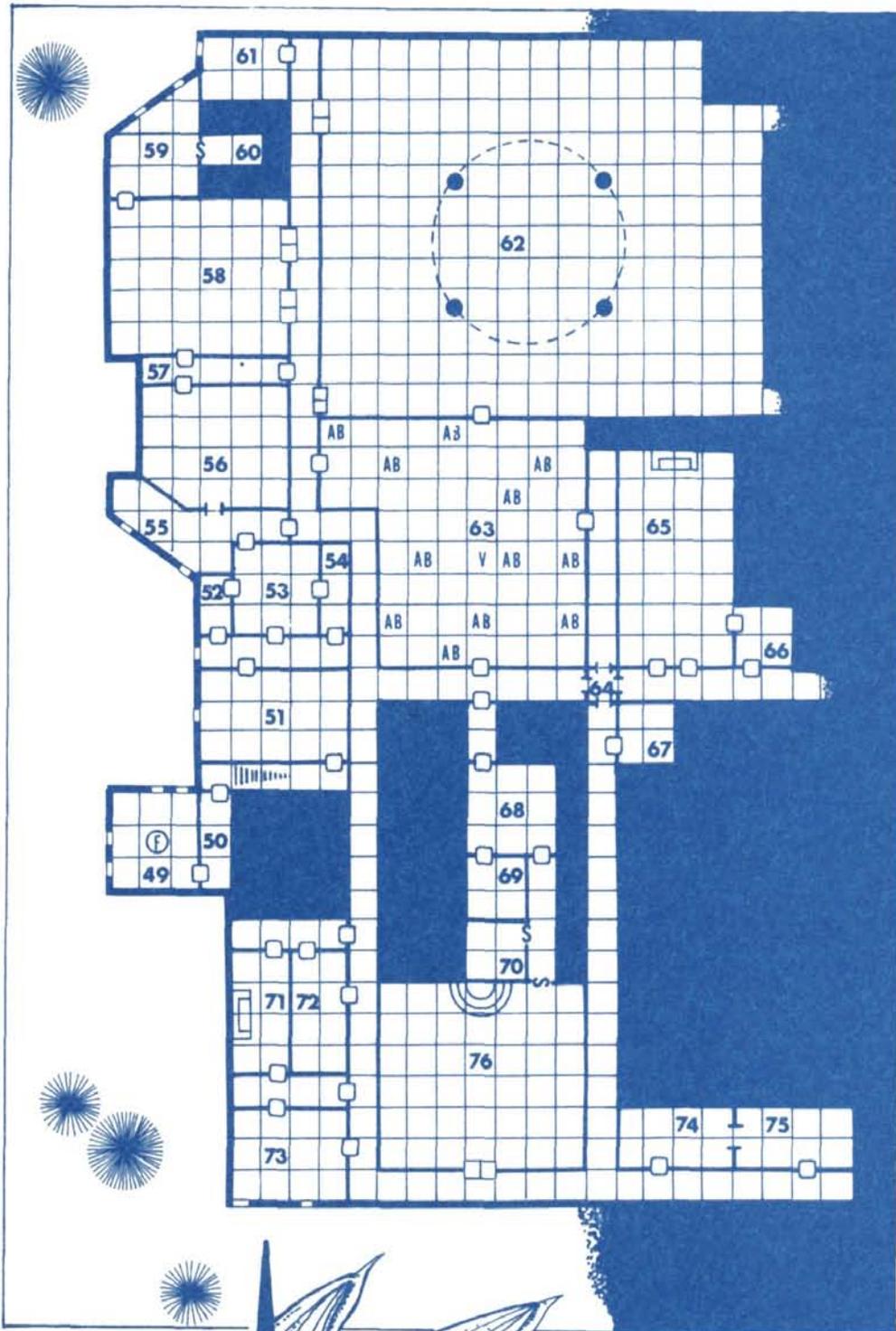
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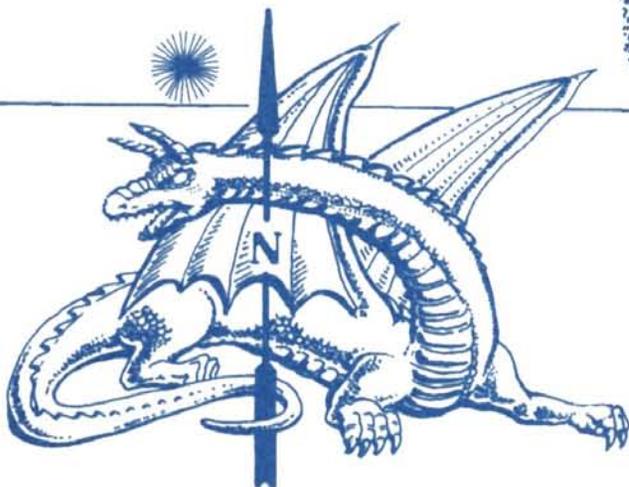
SECOND LEVEL (Upper)

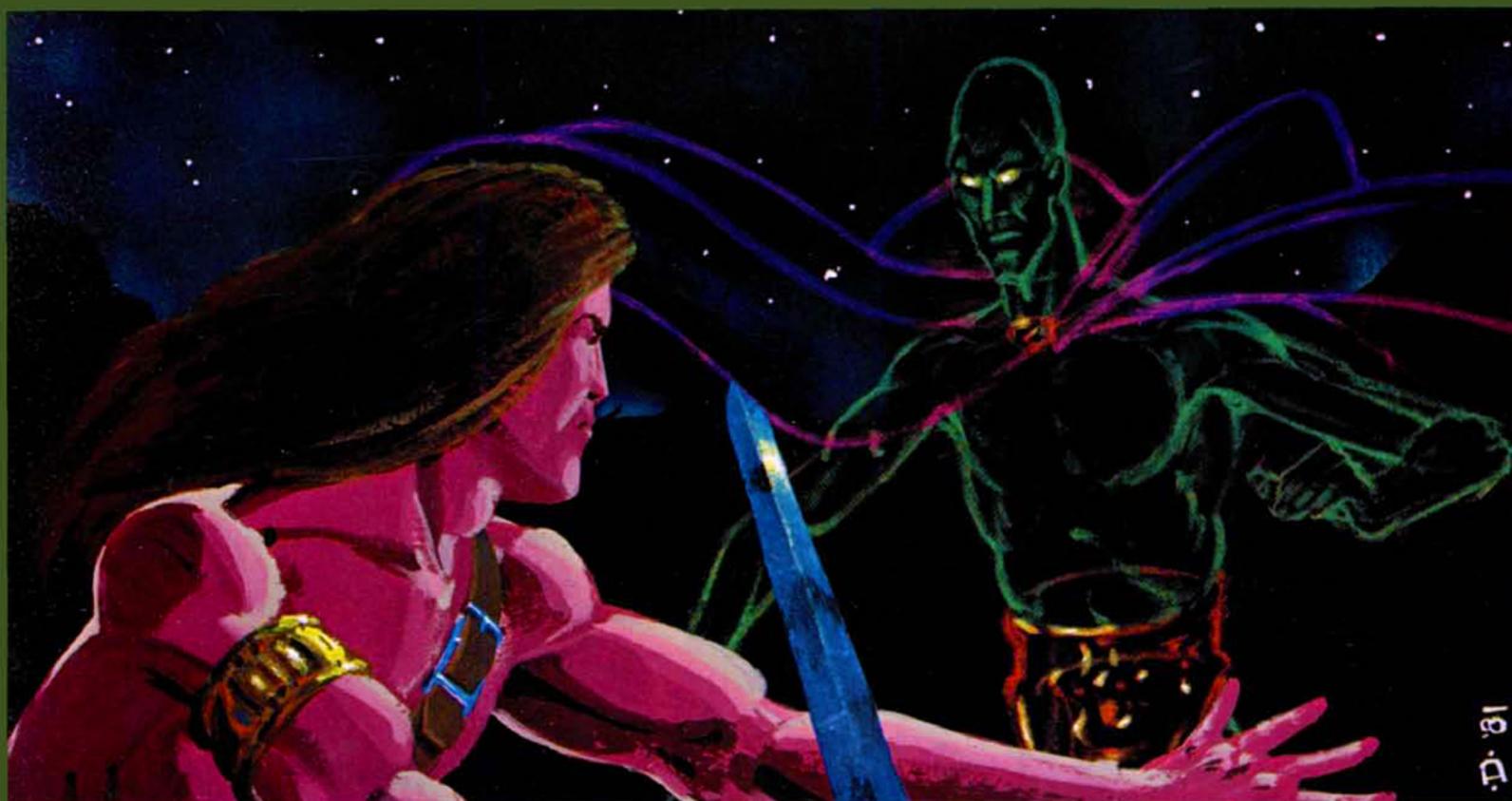


KEY:

-  Door
-  Secret Door
-  Archway
-  Window
-  Trap Door in Ceiling
-  Trap Door in Floor
-  Stairs
-  Pool
-  Pit
-  Dais
-  Archer Bushes
-  Vampire Roses
-  Trap

1 square = 10 feet





This item is only one of the many popular playing aids for the DUNGEONS & DRAGONS Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids currently available for the D&D game system include

DUNGEONS & DRAGONS Basic Set (contains everything DMs and players need to get started, explaining character creation, spells and dungeon levels 1-3)

DUNGEONS & DRAGONS Expert Set (designed to be used with the Basic Set, the Expert Set covers higher-level characters, deeper dungeon levels and adventure in wilderness areas)

Dungeon Module B1 (In Search of the Unknown)

Dungeon Module B2 (The Keep on the Borderlands)

Dungeon Module X1 (The Isle of Dread)

Dungeon Module X2 (Castle Amber — Chateau d' Amberville)

Monster and Treasure Assortment, Sets One to Three: Levels One through Nine (makes the job of stocking dungeon levels easy)

Dungeon Geomorphs (allows the DM to create thousands of different dungeon levels by arranging the geomorphs in different combinations)

D&D Player Character Record Sheets (allow players to record all important information about their characters in an easy-to-use format)

Other releases of additional items relating to the D&D game system are planned for the future. TSR Hobbies, Inc., publishes a complete line of games, playing aids and gaming accessories available at better hobby, game and department stores nationwide.