

Advanced Dungeons & Dragons®

Official Competition Adventure

The Lost Island of Castanamir

Ken Rolston



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Adventure for Characters Levels 1-4

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How to Run the Adventure



When Castanamir withdrew from the Magicians' Guild, he was a wizard of the Eleventh Circle, and only a handful of mages were more powerful than he. He was renowned not only for his special spells, some of which remain secret to this very day, but also for his scholarship. He knew the legends of humans, demi-humans, giants, and goblins; theoretical and applied mathematics; dweomercraft; metaphysics; and secrets of the astral, elemental, and ethereal planes. He had also a sense of humor, and while a visit to his home may prove fatal, it is more likely to amuse. What mysteries does his island contain? And why have those who ventured there never returned?

THE LOST ISLAND OF CASTANAMIR is an adventure for 5 to 8 player characters of level 1 through 4, several of whom should be magic-users or clerics. The island consists of two series of rooms connected by means of magical portals which are described below. Unless PCs (player characters) manage to figure out the portal system, they will soon be hopelessly confused. However, a weak party of almost any character class combination may still escape the island—if they are not too greedy, and if they stick together and learn to cooperate.

If PCs are too greedy or eager to fight, they may not escape alive. Encourage them to think before they act and to substitute cleverness for strength. Discourage any attempts to split up the party as it will be weakened that way.

If a PC wishes not to believe what is happening at any given time, the attempt will take the entire round. No movement, spells, combat, etc., are possible during that time. Roll the die and then tell the PC he still believes. If the thing he has tried not to believe is real, the PC automatically fails any applicable saving throws.

Because this adventure takes place on an isolated island independent of politics, social organization, or related geography, it may be easily fitted into any campaign that can accept the existence of Castanamir. Once the players have completed this adventure, a number of follow-up adventures can be improvised.

How To Use This Module

In preparation, be sure you read the text carefully, taking special care to understand

the features of the one-way portal system. If you wait until play begins, you will delay the game too long trying to figure out where each character has been transported.

Adventure Sections

The setting: This section briefly describes each level and points out any special features.

Encounter key: The different rooms in which encounters take place are numbered and keyed to the maps.

Non-player characters and monsters: NPCs' and monsters' abilities are indicated where they first appear. New monsters are covered in detail in the appendix.

Adventure Maps

DM Map 1: Living Quarters: This map shows Castanamir's living quarters and those rooms used for entertaining guests.

DM Map 2: Laboratories and Workrooms: This map shows Castanamir's workrooms and laboratories, including a chapel, library, and exit to the island's surface.

Pre-Rolled Characters

Pre-rolled characters are provided. Your players do not have to use these characters unless they want to. Their abilities are given in the center of the booklet and may be cut into individual cards for convenience.

Non-Player Characters

Whenever NPCs or monsters appear in the text, their abilities are listed this way:

Name [No.]; race/class/level. AC; MV; HD; hp; AL; #AT; Dmg; SA; SD. Weapons; Equipment; Spells; other special as noted.

New Monsters

The gingwatzim, magical creatures who appear in three forms, are fully described on page 28. As they are complex, you should become familiar with them before beginning play. Other new monsters are also included in the appendix.

Magical Portals

The magical portals that connect all the rooms on the island are limited extensions

of the principles of the *teleport* spell. They will *teleport* anyone to a single predetermined location. When a character walks through one, he arrives in a completely different room. There is no clue that he has been *teleported*; the experience is indistinguishable from walking through a normal door. Since the PCs have no idea of where they really are after each *teleportation*, their mapping attempts will contradict the facts.

On the maps, the portals in each room are marked with a code that tells which door a character will actually emerge from, such as 5N, 6E, etc. The number refers to the room the character enters (to prevent confusion, numbers are used on DM Map 1 and roman numerals are used on DM Map 2). The letter part of the code tells which portal—north, south, east, or west—the character enters by. For example, on DM Map 1, a character leaving Room 1 by the southern portal (4E) will arrive in Room 4 through the eastern portal. There is no portal connection between the living quarters on DM Map 1 and the labs on DM Map 2. To go from one to the other, PCs must pass through a concealed opening in the ceiling of Room 7 and the floor of Room III.

Another feature of these magical portals is that they permit only one-way passage. No light, sound, magic, or material can return once it has broken the plane of the portal. Anything reentering a portal will emerge through the opening to which it is keyed. For example, if PCs try to leave through the portal that brought them to Room 1, they will find themselves at the western end of Room 2.

Sooner or later PCs are bound to discover that they are not where they thought they'd be. For example, they can walk south from room to room and eventually end up in the room they started from. However, you should not give hints as to the organization of the portals.

Abbreviations

The following abbreviations are used throughout this module:

AC:	armor class	XP:	experience points
HD:	hit dice	STR:	strength
hp:	hit points	INT:	intelligence
MV:	movement rate	WIS:	wisdom
#AT:	number of attacks	DEX:	dexterity
Dmg:	damage	CON:	constitution
AL:	alignment	CHA:	charisma
SA:	special attacks	d:	type of die
SD:	special defenses	r:	radius
L:	lawful	cp:	copper pieces
N:	neutral	sp:	silver pieces
C:	chaotic	ep:	electrum pieces
E:	evil	gp:	gold pieces
G:	good	pp:	platinum pieces



Castanamir's Living Quarters



Use DM Map 1: Living Quarters

Starting the Adventure

Read the following background to the players. If you are fitting this adventure into a campaign, place names may be changed to fit your world.

Five years ago in the Sea of Pastures an island mysteriously appeared. When adventurers attempted to investigate, their ships developed gaps in the hulls or were wrecked on invisible rocks. Those who managed to swim to the island were never heard from again. Those who clung to the wreckage and flagged down passing ships swore never to return. For a while no one dared go near the place. Then one day a young magician heard of the island and it reminded him of a legend he knew. After a little further investigation, he was almost certain the island belonged to Castanamir the Mad.

Castanamir was an 18th-level mage and hero of the Goblin Wars fought 200 years ago. For a while he led the Council of Twelve and the Magician's Guild, but he was a stubborn, willful mage and soon his popularity dwindled. Finally, feeling betrayed and resentful, he went to live on an island in the Sea of Pastures, and those who remained his friends reported that he was growing eccentric and had fallen in with characters of an unsavory reputation. Then one day his island just disappeared. Those who knew him were not surprised and they assumed he had cast powerful spells to ward off intruders. As the years passed, he was forgotten.

Castanamir was an acknowledged master of traditional spellcasting and a skilled enchanter. He was also a scholar interested in the abstract mathematics of network topology. Some of his works revealed a sense of humor, although those of a later date seemed rambling and confused. When his island disappeared he was a rich man and possessed a formidable collection of arcane lore.

Believing that Castanamir had either died or lost his faculties and that this accounts for the reappearance of the island, the magician hired your party of adventurers to explore it and bring

back whatever treasure you could find there. Since you were short on funds and winter was coming on, you decided to risk the attempt. You anchored your ship a distance away and swam to the island. The sea was rough, however, and much of your equipment and provisions was lost, and when you looked back, your ship was sinking.

At first glance the island is a disappointment. It is barren of all but rocks and short, wind-swept grass. There is no shelter, no edible plant life, and no wood for a fire. You are wet and hungry and a chill wind is blowing that promises to bring a storm with it. But just as darkness falls, you discover at the center of the island a shallow depression with a stone door. The door is unlocked and when opened reveals a descending stone stairway. At its bottom is another door of an unfamiliar material.

Castanamir is not on the island.

The Setting

Castanamir's living quarters are homelike. Although such things as books have collected dust, there are signs that someone may have been in the rooms recently.

Once inside, PCs may not return through the entry portal. If they attempt it, they are sent immediately to Room 2. The only exit to the outside is from Room III in the laboratory area, DM Map 2.

All ceilings are 16 feet high. Unless noted otherwise, light is continual and comes from fixtures about 30 feet apart along the walls at ceiling height. All fixtures have lead covers that may be turned to block the light.

Encounter Key

1A. Living Room

The room is dark green. On the walls are gold fabric wall hangings and paintings of wilderness landscapes. A watermelon-shaped metal object is moving back and forth across the floor in a regular pattern. It has two stubby legs and feet but no head or arms. Against one wall is a simple oak table next to a large corner cabinet of dull metal. In the other corner is a wooden closet door. A mirror on the opposite wall has a very heavy filigreed frame of unfamiliar metals. Two com-

fortable sofas and two chairs are arranged in front of a fireplace which glows with a fire. Across from the fireplace is what looks like a pitch-black doorway, and to the right a sort of hallway leading to another black opening. In the hallway is also a wooden door.

Anyone first entering this room does not notice that he has emerged from an enchanted portal unless he happens to turn around and look in that direction. The moving metallic object is a cleaning golem. It is equipped with a disintegrator ray for cleaning purposes but will not harm any but the most troublesome creatures. However, it is nearly indestructible, and will defend itself if attacked. Incredibly heavy, the golem seems rooted to the floor. It immediately cleans up all messes, including destruction, debris, and corpses, but not unconscious creatures or valuable-looking items.

It will not leave this room. If a character stands in its path it will stop, wait for a few rounds, and then detour around him and resume its regular pattern of movement.

Cleaning Golem [1]. AC 3; MV 2; HD 12; hp 52; #AT 1; Dmg disintegration (ray disintegrates everything in a cone with a radius of 6 inches at the source, 3 feet at the far end, and a range of 60 feet).

The door to the cabinet in the northeast corner is sealed with a strip of a rubber-like insulation. Inside the magically refrigerated cabinet, which has been cooled to -50 degrees Fahrenheit, are what appear to be clear crystal plates, goblets, and trophies, all inscribed in some unfamiliar language. The "crystal" is really ice and will melt if left too long outside the cabinet. The items will cause 1 point of damage if handled without protection. These are special trophies awarded Castanamir by ice creatures, and the inscriptions read "Thanks to Castanamir, true friend of cold."

The mirror detects as magical, although it appears perfectly ordinary, and permits one-way viewing from Room 1B. It is securely fastened to the wall and cannot be removed. If the mirror is smashed or damaged, only wall will be found behind it, and it will no longer function magically. It is surprisingly durable; it must take 10 points of damage in a round to crack, and 15 points to break.

The fireplace is false; there is no real fire, only a visual illusion. This will be suspected

by anyone who passes within a few feet of it. Inspection of the fireplace will reveal no route for smoke to escape—only solid wall.

Inside the closet is an incredible accumulation of assorted junk, and two leprechauns. The contents of the closet are blanketed by illusion upon illusion: what looks like a hat is a wool blanket, which is really a cookpot, which is really a dog collar, and so forth. The disguised objects in the closet include 22 gp, 280 sp, 290 cp, a sword +1, scroll of *protection from demons*, scroll of three spells (*tongues*, *invisibility 10'*, *fly*), a ring of *free action*, and a potion of *levitation*.

Leprechauns [2]; AC 8; MV 18; HD 1/2; hp 3,3; AL N; #AT 0; Dmg nil; magic resistance 80%; SA spells, 75% chance to snatch an object, 25% chance to drop if pursued, can't be surprised; Spells (as natural ability): *invisibility*, *polymorph non-living objects*, *create illusions*, *ventriloquism*.

If the door is opened, one leprechaun becomes invisible, dashes out, snatches an item selected at random from the nearest party member, and dances about the room, giggling and teasing the characters. The other leprechaun cackles with glee from the safety of the closet. If the party permits the escaped leprechaun to get back inside the closet, he may *polymorph* the stolen item into something unusual (for example, a butter churn) and stash it with the other goods. Unless the party captures a leprechaun and convinces him (by threat or persuasion) to give up the item, it may be lost forever. However, pleading with the little fellows is likely to soften their hearts, and they return any items the characters beg for. The leprechauns may also donate something from their own store if the PCs' argument is moving enough. However, using *polymorph* they can pass off a piece of junk as treasure.

These fellows were pets of Castanamir. They speak rapidly in high, squeaky, giggly voices, in the style of Mickey Mouse. They are not malevolent; snatching stuff is just a game with them and they are very puzzled if the PCs get upset about it. They know that this area was Castanamir's living room and that Castanamir hasn't been around in a long time. They can give a vague description of Castanamir—an old man with gray hair, a big nose, a good sense of humor, but no sense of fashion or taste in clothing. They can identify the cleaning golem and they know about the library (1B) which they've occasionally visited. Otherwise,

they have never been out of this room; the magical portals frighten them, because Castanamir told them never to go near them.

1B. Library

The scene described below should be read to PCs only as they enter the room from the Living Room for the first time. If they enter from a room other than the Living Room, the Library will be deserted.

There is a black portal in one wall. Bookcases line two walls, and in the center is a small table and four chairs. In another wall is a clear glass window through which the Living Room may be viewed. In a corner are a desk and chair. The desk is messed up as though someone has searched it. On the floor lies a human figure face down and motionless. The body has no visible injuries.

Two thieves are hiding in the room: Joblo is playing dead on the floor while Doblin hides behind the table with his bow ready. If party members survey the room for possible ambush, they will see Doblin hiding. Doblin waits until he has a clear shot at a party member and gets two surprise bow shots. In the next round Joblo gets up and runs for the black portal while Doblin tosses a potion bottle full of water on the floor in front of the party. The potion bottle is a bluff intended to make the PCs hesitate long enough for the robbers to escape through the portal.

The thieves only intend to weaken the party for the eventual kill. Then they hope to loot the bodies, looking for some magical item that will help them escape the island, where they've been trapped for several months. They haven't figured out the pattern of the portals yet, but they have a good idea where each portal in each room leads. They have not discovered the laboratories. Joblo and Doblin stay alive by hitting and running. They are effective scavengers, and they love to get someone alone for an intimate mugging. If captured, they will cooperate with a party that might be able to escape, but they will doublecross at the first opportunity. They are dangerous, treacherous, and sly, but far too smart to provoke an open confrontation with the entire party.

Doblin and Joblo; human/thieves/fourth level. AC 7; MV 12; HD 4; hp 12; AL LE; #AT 1; Dmg 1-6 or 1-4; SA strike from behind, double damage and +4 to hit.

Weapons: shortsword, short bow, dagger. Magical Items, Doblin: potion of *extra healing* (unmarked), two +1 arrows, a pouch of *dust of appearance* (two doses, negates *invisibility*), and 80 gp. Joblo: potion of *levitation* (unmarked), *javelin of lightning* (1d6 +20 electrical jolt damage, saving throw reduces damage to 10 points). Lightning bolt is 6 inches wide and 30 feet long. It works only once. If the bolt is reflected its backstroke causes 20 points of damage. Joblo will use the *javelin* only if cornered, wounded, and desperate. He does not know about the danger of a backstroke.

The desk contains none of Castanamir's private papers, and is intended for the use of visitors. There are supplies of paper, ink, and pens, but no personal clutter. It has been searched by the thieves who were looking for keys or plans to the dwelling.

The bookcases are full of light reading material on the following: the history of the Goblin Wars (in which Castanamir served with distinction, and is mentioned frequently); the folklore of pixies, elves, goblins, fairies, and other mythical creatures; and the conjuration of demons, spirits, and other powers.

If the party fails to kill or capture both Doblin and Joblo, there is a 10% chance that any room in the living quarters contains another hit-and-run ambush set up by the thieves. If seriously wounded, they retreat to Room 9E.

2. LOUNGE

This L-shaped room has light gray walls and a deep, comfortable floor covering. There are black openings in four of the walls. In one corner of the room is stacked a giant pile of furniture about 6 feet high. The stack of furniture seems carefully arranged. The floor covering shows signs of heavy objects having been dragged across it. In some places are stains which might be blood, and there is a foul odor here.

Heavy breathing can be heard on the other side of the pile of furniture. The pile is a barricade, behind which a group of hobgoblins have taken refuge. Also behind the barricade are cushions for sleeping and the evidence of several meals (bones and such, some human). The odor is garbage and offal.



Hobgoblins [15]; AC 5; MV 9; HD 1+1; hp 8 each; AL LE; #AT 1; Dmg 1-6; Weapons: short sword and javelin.

The hobgoblins arrived involuntarily in the Game Room about a month ago. There were 28 of them originally, but accidents, predators, and internal squabbles have taken their toll. They have taken over the lounge, and have been living on rats and other hobgoblins. They are too dumb to figure out their situation and adapt; their tribal traditions often get in the way of clear thinking. They are becoming increasingly desperate in their search for food, but their current leader still has them organized and obedient. The leader has a gold medallion worth 300 gp, a scroll with four clerical spells (*sanctuary*, *fire resistance*, *cure light wounds* (x2)), and a potion of *healing* (unmarked). He has no idea what his magic items are, though he has guessed they are valuable.

The hobgoblins are sleeping when the party enters the room, but they have five guards on watch standing on chairs behind the wall and certainly know about the party before the party discovers them. They are likely to break and run when 25% to 50% of their number are down. Once the party has physically intimidated them, they will be eager to make deals.

3. THE DINING HALL

A large U-shaped dining table and 12 chairs take up half the room. Tapestries that once covered the walls have been torn down and are mounded in one corner to a depth of about 4 feet, covering several of the chairs and part of the table. Giant rats sitting on the table scurry immediately for cover under it and the tapestries. The whole room is littered with rat droppings. Two fireplaces glow with fires. There are black openings in each of the four walls. A short, two-legged, watermelon-shaped, metallic object is partially hidden under the table.

Giant Rats [20]; AC 7; MV 12/6; HD 1/2; hp 2 each; AL N; #AT 1; Dmg 1-3 + 5% chance of disease.

The rats provide an emergency source of food, but Doblin and Joblo (Room 1B) really look on these beasts as their pets. The rats valiantly defend their home, but do not fight unless they have to. In the mound of tapestries the rats use as a den, the thieves

have hidden two gold statues (2,000 gp each, encumbrance of 1,500 gp each), a large steel pitcher (magical, fills with mead on command but has no directions for its use), a large brazier, and two arm-length *gloves of fire resistance* (protect wearer's arms from normal or magical fire; adds +2 to saving throws vs. magical fire damage).

The cleaning golem is broken and doesn't work.

4. THE KITCHEN

This room contains two stoves, a three-doored oven, two sinks, a long work table, and a giant spice cabinet. Pots and pans are strewn all over the floor. There are scraps of food lying about everywhere, parcels of food ripped open and sampled, then discarded, and partially gnawed bones. The contents of a spice cabinet can be seen in the rubbish. Moving across the floor is impossible without making noise. There is a black opening in each wall; a wooden door and a large metal door are on either side of one of the openings.

The wooden door leads to the pantry (the small room in the northwest) and the metal one is the icebox door. Neither detects as magical, but the portals do. The pantry shelves are filled with various kinds of food.

The supply replenishes itself every day. The freezer is likewise full of fresh carcasses of various animals, dressed and ready to cook; the freezer refills itself automatically. The oven and stoves detect as magical because they have a magical source of heat. The sinks are magical, too, because they drain into another plane and the water is created magically. By turning knobs and faucets the party can learn to operate this equipment by trial and error. The pans have been scattered about as a warning system for the two berserkers living in the pantry.

Berserker [2]; fighter/5th level. AC 6; MV 12; HD 5; hp 25, 36; AL N; #AT 3/2; Dmg 1-8+2 or 1-6+2; Weapons: ax and throwing ax; second berserker carries a *philter of love* and a potion of *climbing* but has no idea what they are, a jeweled dagger handle worth 300 gp, and 50 cp in cash; both keep fighting for two rounds after their hit points drop below 1, or until their hit points reach -10.

The berserkers are in a position of real power, since they control the source of food

on the island. They are very bored, however, and love to break the monotony by popping out of their stronghold and surprising humans or creatures, for fun and exercise. They are rather slow witted and will charge instantly into a fight, always giving a last hack at the enemy after he is down. For this attack they are 100% to hit and do the weapon's full damage. They will do this even if it means ignoring a dangerous opponent (who is then also 100% to hit, though he only rolls for his damage). These killers get two attacks every other round, and they battle as 7th level fighters. Their weapons cause only 1d8 and 1d6 in normal hands. They don't understand magic very well. The berserkers have only been here five days. They arrived through Room 5, and are terribly confused by the portals.

5. THE GAME ROOM

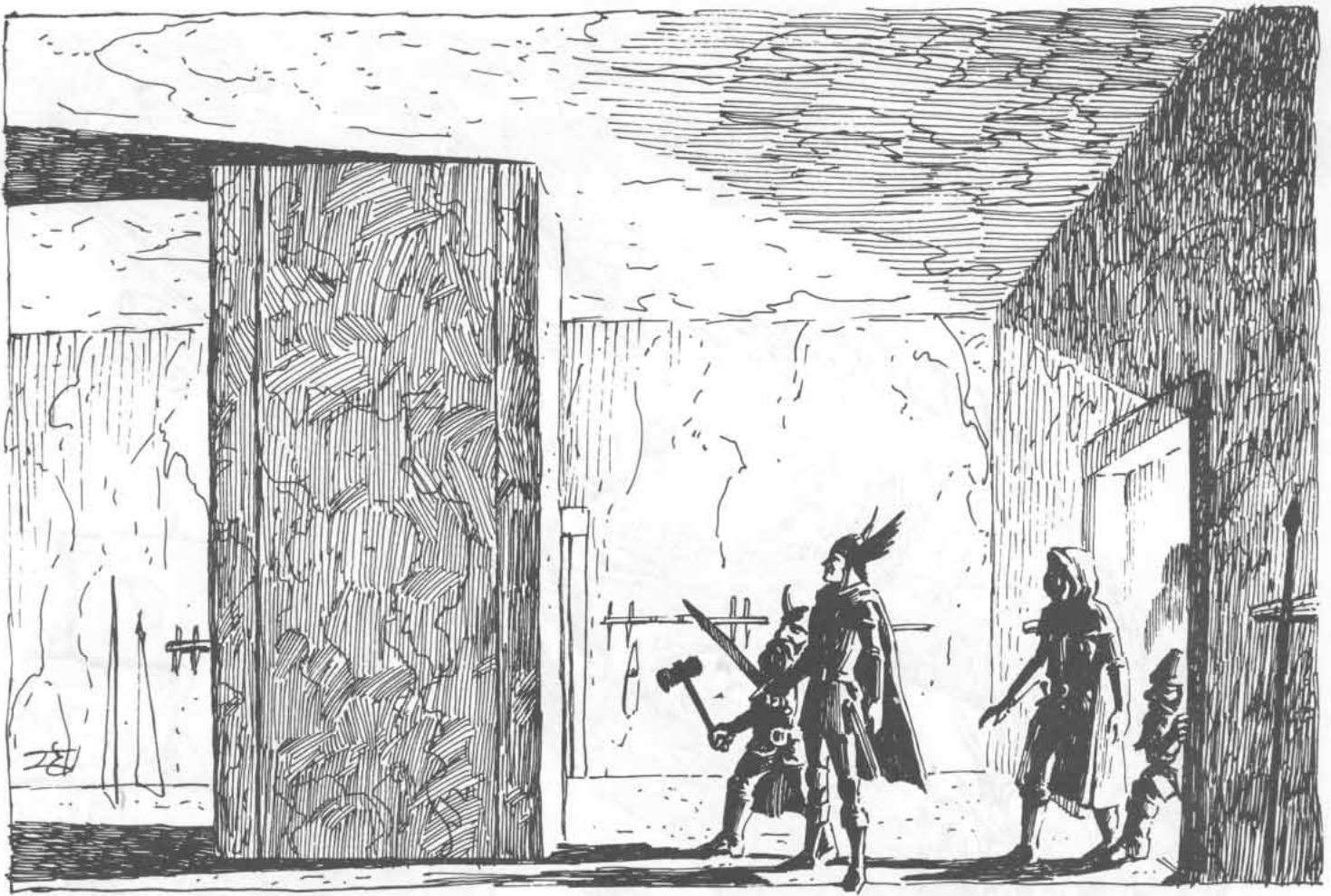
This is a large, empty room with an enclosed square area in the center which appears to have seams running from floor to ceiling. There is a black opening in each wall and a selection of weapons hanging on the left and right walls. The weapons include 4 throwing daggers, 2 normal daggers, 10 darts in a quiver, 1 shortsword, 2 quarterstaves, and 2 short spears. There are some vacant racks suggesting that other items have been removed.

The seams in the enclosure are for sliding doors. Sixty seconds in real time after one of the party enters this room, a monster is teleported into the enclosure from an unknown location and released by means of the sliding doors. Two north and south doors rise at once into the ceiling, leaving walls on the east and west. The monster arrives facing north. The teleport automatically resets itself, but will work only twice per day. Monsters are teleported in the following order:

Feral Slasher: AC 2; MV 24; HD 2+3; hp 15; AL CN; #AT 4; Dmg 1-6/1-6/1-4/1-4.

The slasher attacks the first creature it sees, but it is slow-witted—it reacts to a change in its situation on the round after the change. The feral slasher won't leave this room. Until it is killed, it is encountered whenever the characters enter the room.

Ogres [2]: AC 5; MV 9; HD 4+1; hp 25, 22; AL CE; #AT 1; Dmg 1-10.



The ogres do not attack immediately; they first try to go home, futilely searching for a path back through the teleport. They then turn to assess the party's threat. If the party attacks, of course, they return the attack. If the party seriously injures one of the ogres, it flees through one of the portals and becomes a wandering monster. There is a 10% chance to encounter one of these creatures thereafter in any room the characters enter, and there is also a 10% chance that the ogres will wander into any room where the party has been for 10 minutes of real time.

The game room was designed for recreation. Castanamir used as little magic as he could in fighting monsters teleported in, and often risked real harm. He usually returned the creatures to their planes, slightly wounded, terrified, and confused. However, the party does not know the commands he used, and the recall system which sends the monster back where it came from is only automatic after 10 minutes of game time (10 rounds). The command words for the room are: "start," which overrides the room entry control and immediately releases a creature; "end," which disarms the automatic release until the start command is used again; "file," which releases the most recently filed creature. Of course, it is doubtful that the party will guess these com-

mands, but an examination of rooms 8B and 8D may reveal them.

6. FANTASY ROOM

You seem to be in a closet-sized room with three blank walls facing you. When the walls are touched they seem insubstantial; anything that touches them seems to pass directly through and disappears.

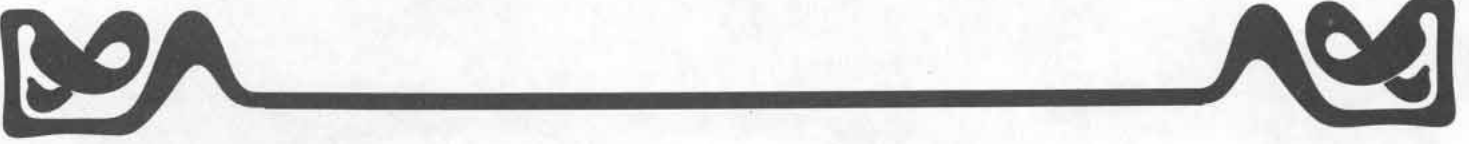
This is the equivalent of Castanamir's TV room, and he used it to produce some marvelous dramas of the imagination. Four powerful maronzim have been bound as small figurines that sit in the far corners. These spirits are compelled to provide illusions involving the greatest fears or desires of any being entering their area. The room is divided into four sections corresponding to four elemental human emotions: joy (northwest), despair (northeast), hate (southwest), and love (southeast). The illusion a being receives depends on his location. Once one is accustomed to the experience, it is possible to resist and shape the projections of the maronzim, but initially the experience is overwhelming, and no attempts at disbelief or dispelling the illusion affect it.

When a character sticks his head beyond one of the illusory walls, take the player aside and explain to him privately that his character is completely involved in a fantasy. The fantasy should be appropriate to the personality of the character. For example, a fighter receiving the illusion of Love might think that the woman of his dreams has been captured by a dragon and is beseeching his aid. The PC must make his saving roll against spells before he can tear himself out of the fantasy. He must repeat the roll once per round until he's successful.

If other party members try to drag the affected person out of the area, he struggles with them and tries to return. If they merely call to him, he does not respond. If the character is pulled from the area of effect, or leaves the area after he has saved successfully, the illusion ends and he may return to the other PCs. In either case, he should be prepared to answer any questions the party may have about what he saw. It is possible that two or more players may enter the same area at once. They will have their own private fantasies that are not related.

Party members may protect themselves from the full effect of the illusion by stopping their ears and covering their eyes. This will prevent them from being overwhelmed, but it will not confer permanent immunity.





If the player should reenter the area again without blocking his senses, he will be affected. Once a character has resisted one illusion, he will recognize the other illusions for what they are. However, recognizing that the experience is an illusion does not make it disappear; sights, sounds, and smells will persist, although he can use his sense of touch to investigate the surroundings.

The figurines/maronzim are located on shelves about 10 feet from the floor. They are concealed by the illusion and it is unlikely the party will discover them.

7. GINGWATZIM ROOM

A sign hangs from the ceiling in the center of this circular room which reads in common, goblin, and magic argot. Its top line reads: "Gingwatzim exhibit: DO NOT CROSS LINES." In each quadrant of the floor is a bright orange painted line extending in a semi-circle. Next to each is a sign. In the first quadrant behind the line is a glass cabinet. From it shines a blue globe of light with a radius of 5 feet, and it seems to contain a plant and an amulet. Two hobgoblins lie motionless at the foot of the cabinet. In the second quadrant is a glass cabinet containing a short staff and a globe of green light with a radius of 5 feet. Another green sphere floats here and there to the right of the cabinet but behind the line on the floor. In the third quadrant is a glass cabinet and a spherical grey light with a radius of 5 feet. There is a short sword in the cabinet and another lying on the floor to the right of the cabinet behind the warning line. In the fourth quadrant is an empty broken glass cabinet. No globe of light is visible. Four black openings are located at opposite points outside the warning lines.

On the wall in each of the four quadrants is a placard: "Tim," "Pakim," "Graegzim," and "Eoluzim." The center sign has more in small print: "In each area are found the three typical forms and one multiform example of the lower orders of Gingwatzim. Do not contact any objects or manifestations behind the warning lines."

The Gingwatzim are described in detail at the end of this adventure. The room is a display area for some of Castanamir's magical handiwork—the sort of thing he would share with visiting magic-users.

The first quadrant contains the tim exhibit. The multiform has disappeared. Remaining is the free form blue sphere, a tim bound in the form of the amulet, and a tim bound in the form of the yellow musk creeper with purple splotches. The free form attacks any character entering its area each round until successful, after which the victim becomes paralyzed and loses 1 point of strength per round until unconscious and exhausted. The amulet gives a +1 on saving throws vs. spells, and the creeper is harmless. The hobgoblins are dead.

Free Form Tim: AC 0; MV 16; HD 2; hp 9; AL N; #AT 1; Dmg special; SA strength drain; SD +1 or better weapon to hit.

The second quadrant contains a free form pakim (a green sphere), a bound pakim in the form of a *staff* +1, and a multiform pakim currently in its free form (the other floating green sphere). The free form pakim will attack any character entering its area each round until an attack is successful, after which the victim becomes paralyzed and loses 3 points of strength per round until he falls unconscious and exhausted. The multiform pakim in animate form is a baboon. If the pakim is under the control of a character, the baboon will follow that character's directions. In inanimate form it is a *dagger* +1, with no intelligence and weak empathy. This creature is able to change from the free form globe to a baboon or to a *dagger* +1 on the command word "Presto!"—a fact that may be revealed by the graegzim in the third quadrant, who has overheard the command numerous times. Anyone who handles the pakim in its inanimate form (the dagger) becomes its owner and may command it with or without the command word. It cannot change forms of its own free will.

Free Form Pakim: AC 0; MV 16; HD 2-4; hp 12; AL N; #AT 1; S special; SA strength drain; SD +1 or better weapon to hit.

Multiform Pakim: AC 7; MV 12; HD 1-1; hp 6; AL N; #AT 1; Dmg 1-4.

The greyish globe in the third quadrant is a free form graegzim. Any character entering the area of its grey globe will be attacked each round until an attack is successful, after which the victim becomes paralyzed and loses 4 points of strength per round until he falls unconscious and exhausted. In the cabinet is a graegzim bound as a *short sword* +2. The *short sword* +2 on the floor is

the inanimate, intelligent form of a multiform graegzim. In its free form it has the same abilities as the first graegzim. In animate form it is a fremlin. If a character takes possession of the graegzim in its inanimate sword form, the fremlin, too, will follow the owner's directions, though it will complain and drag its feet. Information gained from the fremlin form is essentially correct, but often twisted to suit the fremlin's humor. The owner may converse with it or command it at will. Its knowledge of this world is limited to what it has seen in this room, but it could certainly reveal the entry to Castanamir's laboratories and other interesting tidbits. Its self-knowledge is extremely limited. It only knows that it is a graegzim because it overheard Castanamir say so, and it has no notion of its origins or nature.

Free Form Graegzim: AC 0; MV 16; HD 3-6; hp 18; AL N; #AT 1; Dmg special; SA strength drain; SD +1 or better weapon to hit.

Fremlin: AC 6; MV 12; HD 3-6; hp 18; AL CN; #AT 1; Dmg 1-4; SD +1 weapon to hit.

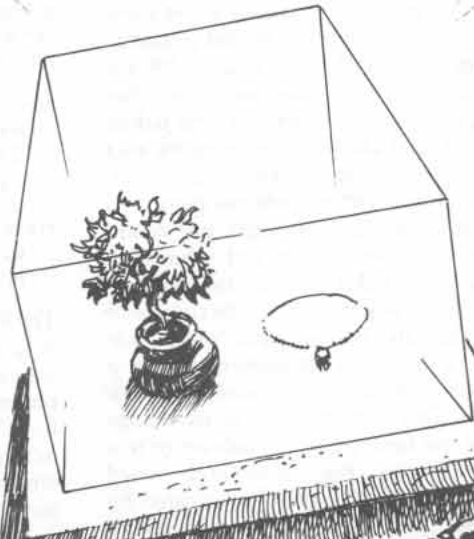
The fourth quadrant no longer contains any eoluzim. The access to Room III in the laboratories is through the illusory ceiling. Castanamir used a pair of *boots of levitation* to float through the ceiling illusion. This was witnessed numerous times by the graegzim, which may in turn impart the information to the PCs.

8A. GUEST ROOM CORRIDOR

Here are two black openings at either end of an apparently empty hallway. Two more black openings face one another halfway down the lengths of the longer walls. In each long wall is also a wooden door. The doors are across from one another and at one end of the length of the hall.

Both wooden doors have locks which seem to have been forced violently. One door seems securely barred from the inside. The door to Room 8D opens easily. The door to Room 8B, on the other hand, must be broken into. Even if the door is unbarred with a *knock* spell, it will require two characters with 16+ strength to force their way in.

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8B & 8D. GUEST ROOMS

The room has been exhaustively searched. It contains comfortable furniture and stacks of books which have been ripped apart and carelessly tossed in corners. The books are light reading material on various topics, probably selected with an eye to entertaining a guest. There is a wooden door in the far corner.

The furniture in Room 8B has been piled against the outer door. A doorbar was improvised from the leg of a broken chair. If the characters spend a total of two hours examining the books, they come across references explaining the function of the Fantasy Room (Room 6). Another half-hour will yield a description of the Game Room (Room 5), the necessary command words, and a caution about its dangers.

The lizard men from Room 8C will not bother anyone in Room 8B unless someone tries to force the door to where they are hiding.

8C & 8E. GUEST ROOM

This is an unremarkable, comfortably furnished bedroom. There are signs of a search and the beds have been used recently. The linen is very old and musty; it hasn't been changed in a long time.

Lizard Men [2]: AC 5; MV 6/12; HD 2+1; hp 10; AL N; #AT 3; Dmg 1-2/1-2/1-6; Intelligence High.

The lizard men hiding behind the bed leap out and hurl darts. They are rather puzzled, but are coping well. They are from a culture where magic is suppressed, and they assume that all magic is simply incredibly advanced technology. They are very intelligent, but they do not speak any language that a PC can recognize. Their culture is so vastly different that it is difficult for them to communicate at any level, even with the use of a spell. They fight only to defend themselves and steadfastly refuse to cooperate. They have stripped one of the weapon racks from Room 5 and have cached the weapons here. They are unfamiliar with the use of most of these arms but have tried the darts in desperation. They are not fighters in the culture they come from and are actually more effective fighting without weapons.

The lizard men defend their refuge as long as the PCs continue aggressive behavior, but will not pursue them if they break off

the attack and retreat. They want to be left alone. They attempt to communicate if the party shows signs of intelligence and peaceful intent.

9A. CORRIDOR TO SERVANTS' QUARTERS

There are two black openings at the ends of an apparently empty hallway. Two black openings face one another halfway down the length of the longer walls. In each long wall is a wooden door. They are situated across from one another toward one end of the hall. Both wooden doors seem to have been forced open violently.

Both normal wooden doors open easily.

9B. SERVANTS' QUARTERS: MONNE'S SITTING ROOM

The room has been exhaustively searched. It is filled with luxurious, overstuffed furniture and a host of tacky but expensive-looking trinkets and bric-a-brac: little statues, precious stone carvings, and so forth. The effect is similar to that of a souvenir/gift shop. There is a life-sized statue of a kobold in full battle array in a far corner. In the opposite far corner there is a wooden door. There are very few books—most of them full of colorful drawings. The majority are written in the Kobold language. There are many games and toys here and there.

9C. SERVANTS' QUARTERS: MONNE'S BEDROOM

This room is filled with chests—20 or more—stacked around the outer walls. The lids of many are open, revealing expensive and colorful clothes. The bed is a mess. There is a badly decomposed body in the far corner of the room, the species of which is unclear. Whatever it was, it was humanoid, short in stature, and shows no sign of a violent death. There is a paper on the floor with the following note written in common:

Master We kepe hows nice sins you bin gone. Kleko got sik and dide. Me burnd bahdee in oven. Me sik now. Not much time. Golum in dining hall broke. Monne

Monne and Kleko were Castanamir's goblin servants. Both died of a common goblin dis-

ease. There is nothing of value in this room, but anyone who handles the corpse will contract the goblin disease. The incubation period is one day. The second day after touching the corpse the character feels tired and ill, is incapable of strenuous activity like running or fighting, and has a mild temperature. The third day after he has touched the corpse he will wake with a high temperature, totally disabled, retaining only 50% of his normal hit points. This stage of the disease lasts for two days. On the fifth day after touching the corpse he will wake normal and healthy again.

9D. SERVANTS' QUARTERS: KLEKO'S SITTING ROOM

This room is dark. In the light from the hall you can see furniture and rubbish all over the floor. The light fixtures have been shuttered. Four heavy crossbows have been set up to face where you are standing. There is a wooden door in the far corner.

If the players don't check for traps, the crossbows fire when they step into the room. If they examine the rubbish on the floor carefully before entering, they will notice the crossbow trigger concealed there. Pushing a heavy weight through the door first will set off the trap. The trap attacks as a 4th level thief doing 2-5 damage for each of four bolts.

9E. SERVANTS' QUARTERS: KLEKO'S BEDROOM

The light fixtures have been shuttered. The room is dark. The walls are covered with colorful designs and there is a single cot in the center of the room. A crude door bar has been made for the door. The cot shows signs of recent occupancy. The wall designs, starting at the wall containing the door and proceeding clockwise around the room, show a small cottage with a real door worked into the composition and set in a forest clearing, a dense forest with great straight-trunked trees, a great cavern chamber, and moonrise over a forest river.

This is the hideaway of the thieves found in Room 1B. (See statistics on page 5.) If they were seriously wounded, they have retreated here. If found, they fight until killed or captured. Except for eight days' worth of cached emergency rations under the cot, there is nothing here of value.



ABNIR MREHOUSE

2nd level human Magic-User

STRENGTH 12

Weight Allowance 1600 maximum/1150 unencumbered
Open Doors 1-2
Bend Bars/Lift Gates 4%

INTELLIGENCE 15

Maximum Number of Languages 5
Chance to Know Each Listed Spell 65%
Spells/Level 7 minimum/11 maximum

WISDOM 11 (No adjustments)

DEXTERITY 15

Defensive Adjustment -1

CONSTITUTION 17

Hit Point Adjustment +2
System Shock Survival 97%
Resurrection Survival 98%

CHARISMA 10

Maximum Number of Henchmen 4

ARMOR CLASS 10/9 (dexterity)

BASE MOVE 12"

HIT POINTS 7

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BASE-TO-HIT AC:

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
11	12	13	14	15	16	17	18	19	20	20	20	20	20	21



RELEK NOSHOUSE

3rd level human Magic-User

STRENGTH 14

Weight Allowance 1700 maximum/1250 unencumbered
Open Doors 1-2
Bend Bars/Lift Gates 7%

INTELLIGENCE 17

Maximum Number of Languages 7
Chance to Know Each Listed Spell 75%
Spells/Level 8 minimum/14 maximum

WISDOM 7

-1 to saving throws vs. Mental Attacks

DEXTERITY 14 (No adjustments)

CONSTITUTION 15

Hit Point Adjustment +1
System Shock Survival 91%
Resurrection Survival 94%

CHARISMA 11

Maximum Number of Henchmen 4

ARMOR CLASS 10 (no armor)

BASE MOVE 12"

HIT POINTS 6

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BASE-TO-HIT AC:

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
11	12	13	14	15	16	17	18	19	20	20	20	20	20	21



SAVING THROWS

Paralyzation, Poison, or Death Magic 14
Petrification or Polymorph 13
Rod, Staff, or Wand 11
Breath Weapon 15
Spell 12

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
Dagger	1	1/2/3	N/A	1-4/1-3

Proficiencies: Dagger
Non-Proficiency Penalty: -5

MAGIC

Spell Use two 1st level spells

Spell Book

<i>Comprehend Languages</i>	<i>Hold Portal</i>	<i>Read Magic</i>
<i>Shield</i>	<i>Sleep</i>	<i>Unseen Servant</i>
<i>Identify</i>		

Magic Items

Rod of Spell Storing (non-rechargeable), has one each of the following spells, *detect invisibility*, *locate object*, *identify*, *ESP*.

LANGUAGES

Dwarven, halfling, goblin, orcish

EQUIPMENT

Dagger, spell book, components

Abnir Mremhouse is a specialist in detection, anti-magic traps, and defensive magic. He is against killing, but might join a melee to protect the party. His morale is high; he is independent and exercises initiative in emergencies. Otherwise, he looks to Paterno, the paladin, for direction. He is a scholar more than an adventurer, and he plays the role of peacemaker.

SAVING THROWS

Paralyzation, Poison, or Death Magic 14
Petrification or Polymorph 13
Rod, Staff, or Wand 11
Breath Weapon 15
Spell 12

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
Dagger	1	1/2/3	N/A	1-4/1-3

Proficiencies: Dagger
Non-Proficiency Penalty: -5

MAGIC

Spell Use two 1st level spells, one 2nd level spell

Spell Book

First Level Spells:
Affect Normal Fires *Magic Missile* *Shield*
Read Magic *Shocking grasp* *Sleep*
Unseen Servant
Second Level Spells:
Knock *Stinking Cloud* *Web*

Magic Items

Wand of Fireballs (2 charges)

LANGUAGES

Dwarven, elven, halfling, goblin, gnoll, hill giant

EQUIPMENT

Dagger, spell book, components

Relek Noshouse specializes in deadly magic, and has no qualms about killing evil creatures. His morale is only fair—not cowardly, but very conscious of his frailty. He tends to use up consumable magical items so fast that he is always short on magical support when he needs it. He is always eager to obtain new items, particularly destructive ones.

GENTON STLINDHOUSE

3rd level human Cleric

STRENGTH 12

Weight Allowance 1600 maximum/1150 unencumbered
 Open Doors 1-2
 Bend Bars/Lift Gates 4%

INTELLIGENCE 12

Maximum Number of Languages 4

WISDOM 15

Spell Bonus: two 1st level and one 2nd level spell
 +1 to saving throws vs. Mental Attacks

DEXTERITY 9 (No adjustments)

CONSTITUTION 10

System Shock Survival 70%
 Resurrection Survival 75%

CHARISMA 12

Maximum Number of Henchmen 5

ARMOR CLASS 8 (leather armor)

BASE MOVE 12"

HIT POINTS 19

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BASE-TO-HIT AC: (using magical mace)

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
8	9	10	11	12	13	14	15	16	17	18	19	20	20	20



"BEETLE" FARHILLS

2nd level halfling Thief

STRENGTH 12

Weight Allowance 1600 maximum/1150 unencumbered
 Open Doors 1-2
 Bend Bars/Lift Gates 4%

INTELLIGENCE 8

Additional Languages 0

WISDOM 13 (No adjustments)

DEXTERITY 18

Reaction/Attacking Adjustment +3
 Defensive Adjustment -4

CONSTITUTION 11

System Shock Survival 75%
 Resurrection Survival 80%

CHARISMA 11

Maximum Number of Henchmen 4

ARMOR CLASS 8 (leather armor)/4 (dexterity)

BASE MOVE 9"

HIT POINTS 8

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BASE-TO-HIT AC: (including reaction/attack adjustment)

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
8	9	10	11	12	13	14	15	16	17	18	19	20	20	20



SAVING THROWS

Paralyzation, Poison, or Death Magic 10
Petrification or Polymorph 13
Rod, Staff, or Wand 14
Breath Weapon 16
Spell 15

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
<i>Footman's Mace</i> +2	1	N/A	+2 (magic)	1-6 + 3/1-6 + 2

Proficiencies: Footman's Mace, Flail
Non-Proficiency Penalty: -3

MAGIC

Spell Use four 1st level spells, two 2nd level spells

Magic Items

Footman's Mace +2
Holy Ring (non-rechargeable), stores 1 each of the following spells: *detect evil*, *detect magic*, *protection from evil*, *sanctuary*

SAVING THROWS (+3 bonus if dexterity adjustment applies)

Paralyzation, Poison, or Death Magic 13/10
Petrification or Polymorph 12
Rod, Staff, or Wand 11
Breath Weapon 16
Spell 12

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
<i>Dagger</i> +1	1	1/2/3	+1 (magic)	2-5/2-4

Proficiencies: Dagger, short sword
Non-Proficiency Penalty: -3

THIEF SKILLS

PP	OL	F/R T	MS	HS	HN	CW
50%	49%	35%	41%	40%	15%	71%

+4 on attack from behind, double damage

LANGUAGES

Dwarven, elven, goblin

EQUIPMENT

Leather armor, holy symbol, flask of holy water, components

Genton Stlindhouse is a specialist in healing and protection, with some fighting ability. He is conservative and cautious, a team man with high morale, and he restrains the reckless impulses of others. He is lawful and frowns on theft and destruction. He tends to be stuffy and wordy, but a cool and reliable hand in combat.

RACIAL ABILITIES

Infravision 60'
Constitution bonus for saving throws vs. Poison
Determine if passage is up or down grade 75% of time
Determine direction 50% of time
If alone and not in metal armor, can surprise on d6, 1-2

MAGIC ITEMS

Dagger +1 (I 12, E2, semi-emphathetic, *detects magic* within 1" up to once per turn.

LANGUAGES

Dwarven, halfling, goblin, orcish, gnome, elven

EQUIPMENT

Leather armor, thief tools, rope and grappling hook

"Beetle" Farhills specializes in stealth, scouting, traps, and locks. He is independent, but understands his team role. He will avoid melee, but is willing to do what must be done. He has a high morale, and is more rash and impulsive than the others, but he is learning prudence through experience. He is eager to prove himself to his companions.

WATIM BERELSTANE

4th level dwarf Thief

STRENGTH 11

Weight Allowance 1500 maximum/1050 unencumbered
Open Doors 1-2
Bend Bars/Lift Gates 2%

INTELLIGENCE 13

Additional Languages 0

WISDOM 16

+2 to saving throws vs. Mental Attacks

DEXTERITY 15

Defensive Adjustment -1

CONSTITUTION 16

Hit Point Adjustment +2
System Shock Survival 95%
Resurrection Survival 96%

CHARISMA 10

Maximum Number of Henchmen 4



ARMOR CLASS 8 (leather armor)

BASE MOVE 9" (24" with boots of speed)

HIT POINTS 18

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o o o o o o o o o o

BASE-TO-HIT AC:

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
11	12	13	14	15	16	17	18	19	20	20	20	20	20	21

PORALL FREHOUSE

3rd level elf Fighter

STRENGTH 16

Damage Adjustment +1
Weight Allowance 1850 maximum/1400 unencumbered
Open Doors 1-3
Bend Bars/Lift Gates 10%

INTELLIGENCE 12

Additional Languages 0

WISDOM 15

+1 to saving throws vs. Mental Attacks

DEXTERITY 16

Reaction/Attacking Adjustment +1
Defensive Adjustment -2

CONSTITUTION 11

System Shock Survival 75%
Resurrection Survival 80%

CHARISMA 13

Maximum Number of Henchmen 5



ARMOR CLASS 8 (leather armor)/6 (shield +1)/4 (dexterity)

BASE MOVE 12"

HIT POINTS 18

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o o o o o o o o o o

BASE-TO-HIT AC: (including reaction/attack adjustment)

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
7	8	9	10	11	12	13	14	15	16	17	18	19	20	20

SAVING THROWS

Paralyzation, Poison, or Death Magic 13/9
Petrification or Polymorph 12
Rod, Staff, or Wand 10
Breath Weapon 16
Spell 11

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
<i>Broadsword +1</i>	1	N/A	+1 (magic)	2-8 +1/1-6 +1

Proficiencies: Broadsword, dagger, sling
Non-Proficiency Penalty: -3

THIEF SKILLS

PP	OL	F/R T	MS	HS	HN	CW	RL
45%	47%	40%	33%	25%	15%	78%	15%

+4 on attack from behind, double damage

RACIAL ABILITIES

Infravision 60'
Detect slope 75%
Detect new construction 75%
Detect shifting walls 67%
Detect stonework traps 50%
Determine depth underground 50%
+1 vs. goblins, hobgoblins, orcs or half-orcs
-4 to AC vs. ogres, ogre magi, trolls, giants, titans

MAGIC ITEMS

Broadsword +1
Boots of Speed

LANGUAGES

Dwarven, gnome, goblin, kobold, orcish

EQUIPMENT

Leather armor

Watim Berelstane is the old man of the party, a dwarf who will traffic with humans. Though beyond his physical prime, he adds experience and maturity to the party. He is an expert on locks, traps, machines, and devices, including magical ones. He relies upon his magic resistance in a jam. He is a willing team man, but will definitely refuse a foolish or ineffective plan. He has high morale, but knows when to retreat.

SAVING THROWS

Paralyzation, Poison, or Death Magic 13
Petrification or Polymorph 14
Rod, Staff, or Wand 15
Breath Weapon 16
Spell 16

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
<i>Longsword +1</i>	1	N/A	+1 (elf)/ +1 (magic)	1-8*2/1-12*2
Short bow	2	5/10/15	+1 (elf)	1-6/1-6

Proficiencies: Longsword, short bow, spear, dagger
Non-Proficiency Penalty: -2

RACIAL ABILITIES

Infravision 60'
Detect secret door automatically, 1 in 6
Detect secret door if searching, 2 in 6
Detect concealed door, 3 in 6
If alone and not in metal armor, surprise 4 in 6
+1 to hit with any bow other than crossbow, and short/long sword

MAGIC ITEMS

Longsword +1
Shield +1

LANGUAGES

Elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll

EQUIPMENT

Leather armor, shortbow/quiver/20 arrows

Porall Frehouse specializes in combat but prefers his bow to melee. His morale is fair; he is quick to suggest disengagement and retreat if the odds are not clearly favorable, as this is only common sense. He will disengage from melee and seek alternatives if the melee is not going his way. He recognizes the importance of his combat role, and performs reliably.

GRO MEKADET

2nd level dwarf Fighter

STRENGTH 18 (57)

- Hit Probability +2
- Damage Adjustment +3
- Weight Allowance 2500 maximum/2050 unencumbered
- Open Doors 1-3
- Bend Bars/Lift Gates 20%

INTELLIGENCE 12

- Additional Languages 0

WISDOM 10 (No adjustments)

DEXTERITY 14 (No adjustments)

CONSTITUTION 16

- Hit Point Adjustment +2
- System Shock Survival 95%
- Resurrection Survival 96%

CHARISMA 13

- Maximum Number of Henchmen 5

ARMOR CLASS 8 (leather armor)

BASE MOVE 9"

HIT POINTS 16

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| o | o | o | o | o | o | o | o | o |

BASE-TO-HIT AC: (including strength "to hit" bonus)

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
8	9	10	11	12	13	14	15	16	17	18	19	20	20	20



PATERNO STLINDHOUSE

2nd level human Paladin

STRENGTH 16

- Damage Adjustment +1
- Weight Allowance 1850 maximum/1400 unencumbered
- Open Doors 1-3
- Bend Bars/Lift Gates 10%

INTELLIGENCE 15

- Maximum Number of Languages 5

WISDOM 14 (No adjustments)

DEXTERITY 14 (No adjustments)

CONSTITUTION 13

- System Shock Survival 85%
- Resurrection Survival 90%

CHARISMA 17

- Loyalty Base +30%
- Reaction Adjustment +30%
- Maximum Number of Henchmen 10

ARMOR CLASS 8 (leather armor)/7 shield (-1 with protection from evil)

BASE MOVE 12"

HIT POINTS 17

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| o | o | o | o | o | o | o | o | o | o |

BASE-TO-HIT AC:

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
10	11	12	13	14	15	16	17	18	19	20	20	20	20	20



SAVING THROWS

Paralyzation, Poison, or Death Magic 14/10
Petrification or Polymorph 15
Rod, Staff, or Wand 12
Breath Weapon 17
Spell 13

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
Hammer +2	1	N/A	+2 (strength)/ +2 (magic)	1-4 + 6/1-4 + 5
Sling	1	5/10/20	+2 (strength)	1-4 + 4/1-6 +4

Proficiencies: Hammer, sling, battle ax, dagger
Non-Proficiency Penalty: -2

RACIAL ABILITIES

Infravision 60'
Detect slope 75%
Detect new construction 75%
Detect shifting walls 67%
Detect stonework traps 50%
Determine depth underground 50%
+1 vs. goblins, hobgoblins, orcs or half-orcs
-4 to AC vs. ogres, ogre magi, trolls, giants, titans

SAVING THROWS

Paralyzation, Poison, or Death Magic 11
Petrification or Polymorph 12
Rod, Staff, or Wand 13
Breath Weapon 14
Spell 14

WEAPONS

	Rate	Range	Bonus To Hit	Damage/Bonus
Longsword +1	1	N/A	+1 (magic)	1-8+2/1-12+2
Light crossbow	1	6/12/18	N/A	1-4/1-4

Proficiencies: Longsword, light crossbow, dagger
Non-Proficiency Penalty: -2

PALADIN ABILITIES

Detect evil 60'
Cure disease once per week
Protection from evil 10' radius
Lay on hands to cure wounds, 4 points/day
Immune to disease

MAGIC ITEMS

Hammer +2

LANGUAGES

Dwarvish, gnome, goblin, kobold, orcish

EQUIPMENT

Leather armor, backpack, sling and 10 bullets, 10 days' rations

Gro Mekadet is a combat specialist—very strong and very tough. He is fierce and fearless to a fault. His morale is very high. He is young, impatient, and self-confident, but he follows orders. He doesn't stop to reckon the odds when he gets a shot at an opponent. Gro is headstrong with a low estimate of weedy humans and a superstitious distrust of magic. Gro comes from a very ferocious clan of dwarves and knows little beyond the martial arts.

MAGIC ITEMS

Longsword +1, Luck Blade (unknown if wishes remain, gives +1 to saving throws)

LANGUAGES

Dwarven, elven, halfling, goblin

EQUIPMENT

Leather armor, shield, light crossbow, case/30 quarrels

Paterno Stlindhouse specializes in leadership, planning, organization, and command decisions. He is deliberate and careful, highly concerned for the welfare of each party member. He is responsible and orderly. His morale is very high. He intends to be a role model as an adventurer, teaching morals through actions rather than words. He has tactical and strategic talent and well-bred social skills.

Castanamir's Laboratories and Workrooms



Use DM Map 2: Laboratories and Workrooms

The Setting

The rooms, lighting, etc. are similar in general design to the living quarters. Access to the living quarters is in Room IIIA and the exit to the surface in Room IIIB.

Encounter Key

I. THE LIBRARY

A black opening is in each of the four walls. The room is filled with book shelves, and in the center is a large table and straight-backed chair. A tall grey-haired man wearing long robes covered with magical writing is standing directly behind the chair. He is silent and motionless. On the table are several stacks of manuscript paper held down with paperweights and ample scribe's supplies neatly arranged on a small stand next to the chair.

One section of the room contains well-used general reference materials covering everything from astronomy to zoology. Another section contains foreign language books, numerous huge dictionaries, and other translation aids. One quarter of the library is devoted to texts and treatises on magic. There is a large cabinet containing numerous scrolls. On a shelf right next to the table is a collection of standard and traveling spell books.

Bradvig simulacrum: AC10; MV 12; HD4; hp 8; AL ?; #AT 1; Dmg 1-4; ST 12; Intelligent.

1st Level spells: *sleep* (x2)

2nd Level spells: *stinking cloud*, *web*

Bradvig was a chaotic evil, 10th-level, renegade mage brought to justice with Castanamir's help. Castanamir hated to see his fine mind go to waste, and it fed his ego to keep a simulacrum of the mage as a common library assistant. The simulacrum has a much-impaired intelligence, and functions only as a 4th-level magic-user. He is still knowledgeable about higher levels of magic, but there are great and critical gaps in what he recalls. In combat Bradvig

throws his spells, then melees berserkly with his ornamental dagger. Bradvig answers only to his name; other commands given him by Castanamir were:

1. "Stay here until I tell you otherwise."
2. "Don't touch anything unless I tell you otherwise."
3. "Keep your mouth shut unless I tell you otherwise."
4. "Don't throw any spells unless I tell you to."
5. "If something goes wrong, you may defend yourself or the library in any way you can, as long as you don't kill anybody or damage my collection."

As with all simulacra, Bradvig is completely under Castanamir's orders; no other may command him. He will interpret command 5 to mean that no one may touch anything in the library, and that any attempt to touch him or move him is an attack. He will not leave the library. The party will probably have to kill or incapacitate him.

Unfortunately, the bulk of Castanamir's collection of scrolls, manuscripts, and tomes is located in his various other residences. The titles here are quite valuable, nonetheless. The spell books are priceless, although they are well-protected against theft or tampering. None of the spell books have any labels or identifying marks on the outside. They all have tiny catalog serial numbers written on the outside spines, but the writing is so minute that a PC must specify that he is looking for catalog numbers before he can see them. The notes on the table deal with summoning *gingwatzim*, the theory and techniques. One glass paperweight is a magical device that stores *Rary's mnemonic enhancer* (2 charges). The command word "Abrouzek" is etched into the glass. The other paperweights are unmarked.

Additional spell books were shelved close to the floor. Now most of them are lying in ashes. The books were booby-trapped, and each dissolved into flame as it was touched. Hidden among the ashes, however, is one incompletely destroyed spell book which contains six 2nd-level spells and three 3rd-level spells, at least four of which are unfamiliar to the adventurers. You should choose the spells to meet the needs of the PCs and your campaign.

Still on the shelf are four more *fire trapped* spell books. Each character that touches a spell book receives 1d8+6 points of

fire damage, and the book instantly dissolves in flame.

Certain other spell books are on high shelves near the table. These are the spell books of evil mages. Aside from the danger of the possible curses and traps on these volumes, the evil spells they contain are of little use. If any character opens any of the spell books from the top three shelves, he receives an *explosive runes* blast for 6d4+6 damage. A magic-user has a 5% per level chance of detection, while a thief has a 5% chance. A saving throw vs. magic allows half damage. If the characters are smart enough to check the library catalogue first, the entries will clearly indicate that these books still have dangerous traps on them.

Castanamir's own spell books can be reached from the chair. There is one spell book for each of the nine levels of conventional spells he knows, along with a complete set of traveling spell books containing the identical information and four more books devoted to his own research. Each book has a *fire trap*. Anyone touching one takes 1d8+6 damage, and the book dissolves in flames.

Also right at hand is Castanamir's personal library catalog—a six-volume manuscript divided into six subject areas: general reference, magical reference, summoning references, magic spell books, scrolls and notes (older notes and materials from other mages—no spells), and manuscripts (Castanamir's own notes on magic spells). The manuscript section contains a description of *gingwatzim* and the general operating principles of the magic portals. It takes a character of 20 intelligence several hours to figure out the general principles of the manuscripts regarding *gingwatzim* and magic portals, and a magic-user would despair of understanding the details in a lifetime. Once a character has spent the required time, explain the general nature of the enchanted portals and *gingwatzim*, but be vague because the concepts are advanced far beyond the PCs' understanding.

Each entry in the catalog briefly describes the background of the text, scroll, or manuscript, the author or original owner, and the contents of the item. An entry clearly states whether there are traps on the material. For example, spell books are listed as trapped. Castanamir's handwriting is crabbed and tiny, and the codes on the texts, books, scrolls and manuscripts are hard to read. Referencing and deciphering an entry takes 5-10 minutes, and finding the cited material



takes another 5 minutes. The catalog reveals that 90% of the books, scrolls, and manuscripts are only moderately valuable. Nine hundred of the volumes are worth about one gp per volume. Their encumbrance is 10 times their gp value, and it is impractical to remove them for monetary value alone. The remaining 10% of the library consists of valuable references on conjuration, providing a complete research library for any magic-user spells listed as "conjurations" in the *Player's Handbook*. Though most of the spells are far beyond the current capabilities of the PCs, the references could command an excellent price from the Magician's Guild—30 gp per volume for 100 volumes.

II. CHAPEL

This is a circular room about 16 feet across with a pool in the center about 8 feet across. There are four black openings at 90 degrees, 180 degrees, 270 degrees, and 360 degrees around the circumference of the room. Around the pool is a low stone wall.

Filling the pool is a clear, water-like liquid and at the bottom is an incredible wealth of coins in all metals and denominations, and a number of other items. Intermixed are human bones.

Naranzim: AC insubstantial; MV 24; HD 12; hp 50; AL N; #AT special; SA illusion magic; SD see below.

Touching the water or tampering with the contents in any way will call the naranzim, who will appear from the pool as a cloud of orange light having a head but only two indistinct eyes of a deep, fiery orange. It is not affected by any physical weapons, magical or not. He can be touched only by *magic missile* or similar spells. He was bound here by Castanamir for service of a thousand years but promised that he would be paid for answers to any questions. Castanamir also answered the creature's questions for similar prices. As a result the naranzim is satisfied and reasonably pleasant. It can answer most questions that the party asks, but honestly admits when it doesn't know the answer and refunds the fee. The naranzim demands payment in advance—no information on credit. It is an absolute master of illusion. Though it can neither be harmed nor cause real injury (the bones in the pool are for show), it can make a character think he is a poodle and make him look

like one. It derives no benefit from injuring anyone and hopes the party will come to its senses and pay a handsome fee for information. It has no sense of humor about theft, having worked for his treasures, and it punishes thieves. Under no circumstances will it permit anything to be taken from the pool.

Initially the naranzim says, "I will answer your questions if you pay me well. I will kill you if you do not." For each question the party asks, the creature asks for payment beforehand. For example, if the party says, "What is 'well paid' to you?" the naranzim replies, "What will you pay me for that answer?" It answers the following without charge: If the party asks for estimates of prices, the creature tells them an estimate costs 1000 gp or a magical item. If asked what currency it accepts, it tells them gold, silver, copper, platinum, magical items, experience levels, and their lives.

Its only attack is illusion. However, since the party cannot dispel the illusion, it can be dangerous. The naranzim warns the party by turning someone into a poodle; if pressed, it gives someone the illusion of blindness. If the party persists in refusing to pay, in attacking the creature, or in trying to steal from the pool, it will strike each character with an illusionary mattock, knocking him unconscious. When the party members return to consciousness, the naranzim is gone, but it may be called again by touching the pool, and this time it will be in no mood for funny business. It perceives everything as through a *gem of true sight* (no invisible sneaking) and, to prevent folks from running away with the treasures, it can make the portals seem to disappear.

Below is a sample list of questions, answers, and prices suggestive of the naranzim's personality, scope of knowledge, style of response, and taste in riches.

1. "How can we get out of here?" (4000 gp, 4 magical items, or an experience level) "Use the *amulet of planes* or the rear exit, both located in Castanamir's rest area."
2. "Where is this rest area?" (2000 gp or 2 magical items) "It is off the hallway with the mirror." If the characters come back and complain that they couldn't find any room off that hall, the naranzim points out that they asked where it was, not how to find it. The secret door and *wizard lock* information they need costs 1000 gp or one magical item each.
3. "Where is Castanamir?" (It is not sure, but they can buy everything he knows

about it for 1000 gp or one magical item.) "I think he's dead, or in the process of dying. He may have escaped to some plane I cannot perceive. Something tells me that he is gone for a long time, but I would hesitate to say forever."

4. "How can we safely leave the island?" (2000 gp or two magical items) "There are many ways, but an answer in your price range is to wait until a ship sails by, light a signal fire, and swim out to meet the ship, warning it to stay 2000 feet from shore." If the party is so unimaginative as to need help figuring out how to buoy themselves up, for another 1000 gp or a magical item it will tell you to make water wings from wineskins available in the kitchen.
5. "What is the most valuable thing on this island?" (8000 gp, 8 magical items, or two experience levels) "Assuming that you are more interested in loot than in your safety, I believe Castanamir's library is the greatest treasure."

Requests for command words to magical items, abilities of unknown magical items, and warnings about dangers or guards in a specific room cost 1000 gp or a magical item. A list of the important treasures in any given room costs 2000 gp or 2 magical items. You must price other services during play. Too expensive is better than too cheap; buying information rather than working for it defeats the purpose of the game.

The naranzim is not a nitpicker, and it believes in giving a customer his money's worth, but some questions can be more useful than others. It knows practically everything about Castanamir's home, but very little about his past or personal life. The creature's expertise is in the study of the ethereal planes, the subject Castanamir was investigating when he bound the naranzim here. Any information you feel the PCs should not have should be a weak spot in the creature's knowledge. It cheerfully admits ignorance of unimportant matters.

Following is an inventory of items and treasure in the pool: *splint mail* +2, *chain mail* +2, *shield* +1, *ring of protection* +2, *war hammer* +2, *boots of elvenkind*, *longsword* +1, *bracers of defense* (AC 6), one *arrow* +1, *wand of fireballs* (4 charges), *potion of healing*, *potion of extra healing*, *potion of clairaudience*, *spear* +1, *scroll of raise dead*, *potion of speed*, *scroll of blindness and blur*, 2 *javelins of piercing*, *scroll of hold portal* and *suggestion*, 2500 gp, 85,000 cp, 2000 ep, and 1000 sp.

IIIA. REST AREA HALLWAY

This seems to be a room or hall with a single distinctive feature: a floor-to-ceiling mirror. There are black openings visible on three walls. The corridor seems to turn a corner where the mirror is hung. Something seems to be moving there.

Giant Wolverine: AC 4; HD 2+4; hp 14; MV 15; #AT 1; AL N; Dmg 1-6; ST 16.

The giant wolverine sneaks up the corridor and attacks the party. It is a pakim in animate form, and it will fight to the death. When killed, it disappears into thin air. Otherwise, it does not leave this hall. If left alive, it attacks anyone who enters the room at any time.

If the PCs choose to go back to Room 7 in the living quarters, they do it through the opening in the floor. They are free to come and go between Room 7 and Room III at will.

The mirror is ordinary. There is a secret door in the south wall which is wizard locked. The party may deduce the magical lock from the absence of a physical lock and with the use of *detect magic*. A *knock* spell will permit entry.

IIIB. REST AREA BEDROOM

Flesh Golem: AC 9; MV 8; HD 9; hp 40; AL N; #AT 2; D2-16/2-16; SD damaged only by magical weapons; ST 11; 7½ feet tall; deactivated by darkness.

The flesh golem behind the secret door is a guard instructed to keep intruders out. The golem is activated whenever the door is opened. Because the creature was getting old and unreliable, Castanamir added a safety feature: total darkness deactivates it. Normally the golem stands directly in the doorway to prevent access. If the party melees with it, the golem goes berserk and runs out into the hall and attacks anything in sight. It will not go through a magic portal.

Once the party manages to get past the secret door and golem, they find that the bedroom is littered with piles of dusty junk—memorabilia of the Goblin Wars and the good old days when Castanamir was a respected hero. On one wall is a single high shelf with very old books. These are Castanamir's journals—untouched for 150 years. They are worth 2000 gp to a sage.

There is no ordinary bed. Castanamir rested with a waist *belt of flying* tethered to a pole in the middle of the room. The command word is not inscribed on the belt; the word is "Tromofantazek." The belt has 54 charges. The belt is a possible resource for escape. There are a number of chests full of elegant but unused clothes. A few well-worn, dirty garments lie scattered here and there. On the floor near the normal-looking door in the southeast corner is a small sack of 1000 gp, a small bag of perfect gems worth 1000 gp, and an *amulet of the planes*. These were the wizard's emergency escape cache. Discovering the amulet's command word ("Bensonmenel") will require some serious research and contacting higher planes. However, the naranzim in Room II may be paid to reveal it.

The normal-looking door to the southeast is the rear exit. If the PCs open this door they find themselves looking out on pounding surf and a rocky shoreline. The door is a one-way teleport to a large rock on the very edge of the island. Surf splashes on the plane of the door, but no water comes in—a hint that the door is one-way only. This is the only exit from Castanamir's residence. If anyone exits without proper procedures known only to Castanamir, the entrance portal on the island's surface ceases functioning, although the ground continues to emanate a magical aura.

IV. THE EYES OF SHADRAKIR

When a character first enters this room, secretly make his saving roll against spells. If he fails, tell him he is falling. This is to account for a panic reaction to the disorienting experience of the room. Thereafter proceed to read the following to him. If he makes the save, he has no disorientation and you should simply read the description.

Four black openings appear to hang in mid-air around a stone tower. You, too, are standing in mid-air, and the top of the tower is twenty feet above you. Its base is a broad rocky platform 40 feet below. The tower stands on a 2000-foot-high ridge rising out of an ocean of mist. The sides of the ridge are sheer cliffs. The air tastes funny and you are short of breath. The sky is an unusually deep blue, and two small suns hover above the horizon.

As you look more closely, you perceive, stretching all the way across the room, a solid but transparent floor, and a transparent but solid circular wall linking the four black openings.

PCs can cross the floor to the tower. Inside the tower is a spiral stair that can be descended or climbed. It is pitch dark but torches or other lights may be used. The walls of the tower feel substantial but it has no windows or doors. At its top is a trap door which opens onto a flat platform about twenty feet in diameter. Most of this area is taken up by a nest containing three eggs about six inches in diameter and an assortment of odds and ends, including colorful stones and other natural objects and an embroidered silk bag with 70 gp, 4 gems (100 gp each), a mangled jeweled breastplate decorated with cheap gems (300 gp), and a figurine of an ebony fly. This *figurine of wondrous power* is cursed, and if it is moved, the cursed person loses sight and speech until the fly is returned. The command word for the figurine is "MacKoll."

Hippogriffs [2]: AC 5; MV 18/36; HD 3+3; hp 22; AL N; #AT 3; D 1-6/1-6/1-10.

The hippogriffs are soaring at a great height. They sense any meddling with their nest and arrive in two rounds. They fight until slain or until the PCs disappear back into the tower.

At the bottom of the tower is a small chamber about 30 feet in diameter. The chamber is empty except for an egg-shaped, translucent object about 10 feet long. Barely visible inside this egg is the figure of a sorcerer. The figure wears dark-colored robes and conical hat and has a beard and great mane of grey hair. He lies motionless with eyes open, apparently fixed in the substance of the egg. Although there is no physical clue that the eyes or any part of the figure is alive and moving, it gives people a feeling of being watched. This is the seer Shadrakir, a powerful mage who has placed himself in suspended animation to await the end of the universe. The egg detects as magical and good but cannot be damaged or moved.

The party may mistake Shadrakir for Castanamir the Mad. Nothing but very powerful magic will enable them to question him, though the naranzim in Room II can identify him. If the party establishes communication with Shadrakir through some means such as *limited wish*, he answers their questions with enigmatic riddles about future kings and the fall of empires. ("Fire and plague will come in a month of moon-



less nights," or "Two brothers will unite four great nations; the one shall slay the other, and the four nations will fall in a single hour.")

Shdrakir has no idea where Castanamir went, but he admits that he misses the old mage's visits.

V. TROPHY ROOM

There are four black openings on the walls of the room. One half of the room is devoted to numerous wood-and-glass cabinets filled with various items. The other half of the room contains art treasures: paintings; statues; objects wrought in gold, silver, and other precious metals; and a large number of stacked chests. The walls are covered

with framed parchments and pictures of all descriptions.

The cabinets contain various handsomely-designed and richly-decorated objects, including inlaid boxes, gaudy belts, ceremonial robes and sashes, and other less familiar items. The art treasures include statues, sculpture, paintings, musical instruments, pottery, glassware, exotic woven and crafted materials and fabrics, rugs, and tapestries, all heaped and jumbled as in a grandmother's attic. Some of the tapestries and rugs have been gathered together to form a makeshift sleeping pad and blankets. The walls are covered with what appear to be illuminated copies of ballads, testimonials, citations from the Magician's Guild and the Coun-

cil of Twelve, and other official-looking items dealing with Castanamir's tenure as Master of Magicians in the Magician's Guild.

This is Castanamir's trophy room. In the chests are original correspondence, papers and notes from a happier era. The chests have sat unopened and gathering dust for years. The decorated objects and art treasures are worth a total of 6000 gp, with an encumbrance of 60,000 gp.

An old man in robes is bending down in front of one of the chests. A large crow stands on the floor next to him. There are several open chests near him and papers stacked helter-skelter.





When the party enters, the old man leaps in fear and surprise, and looks as though he is about to prepare a spell. Unless the party can prevent it by interrupting the spell, the old man becomes invisible in the first round. He screams in a high shaky voice, "Leave me alone, or I'll roast the lot of you."

Arriflex Mordel; magic-user/6th level. AC 7; MV 12; HD 6; hp 21; AL LE; #AT 1; Dmg 1-4; ST 10; wears *bracers of defense* (AC 7) and carries a *dagger +1*, and a *staff +3* (used at -5 proficiency penalty). The crow is his familiar (AC 7; hp 3; confers excellent vision) which always either rides on Arriflex's shoulder or hops along behind him. Arriflex is blind.

First level spells: *read magic* (C1s, DR12r); *identify* (C1s, DR6s); *unseen servant* (C1s DR12t); *magic missile* (C1s, R12, 3 missiles).

Second level spells: *invisibility* (C2s); *stinking cloud* (C2s, R3, DR6r, 2x2x2 cloud).

Third level spells: *monster summoning I* (C3s, R3, DR8r, appear in 3 rounds, 5 orcs: AC 6; hp 7, 6, 5, 8, 2; D 1-6); *tongues* (C3s, DR6r, 6" circle).

The magical staff pretends to be inanimate; it listens but will not speak and is really an eoluzim in its bound form. It is quite intelligent, but vicious in temperament and ignorant of affairs on this plane. It has no knowledge that it has not overheard in Room 7 or in its recent travels with Arriflex. In campaign play it can become an inquisitive and unpleasant conversationalist if it falls into a character's hands. It might easily be mistaken for an intelligent magical staff of great power by an inexperienced adventurer, though its only real magical virtue is as a melee weapon.

When the party enters, Arriflex is busy reading through the correspondence by using the eyes of his crow familiar. Arriflex is seeking some clue to a way out, and he has been reduced to searching through Castanimir's papers, hoping to find notes on the time period when the rooms were designed and constructed. For more than a month he has been sleeping and working in this room and in the library, making occasional forays into the kitchen for provisions. Surprised by the party, Arriflex is badly frightened, but he recovers quickly and attempts to masquerade as Castanimir. Pretending to be suffering from partial amnesia and senility, he starts off by threatening the party, then cautiously inquiring

about how they got here. Then he suddenly and quietly asks the party, "Say, I don't suppose you know how to get out of here?" At this point he goes back to pawing through the old papers frantically, explaining that he seems to have forgotten something, but that he can't remember what it is. Thereafter he will frequently repeat himself, ramble on, and sputter indignantly about intruders in his home. At this point Arriflex is carefully feeling out the party's reaction to him. If the party offers to help him find the way out, he will immediately offer to richly reward them for their assistance.

Play Arriflex for laughs, because that is his best chance to catch the PCs off guard. He tries to appeal to the generous nature of the lawful good characters, appearing as a helpless old man desperately in need of assistance. Since he hasn't the appropriate knowledge of the place to successfully impersonate Castanimir, he assertively delivers obvious nonsense in response to questions that might reveal gaps in his knowledge. For example, if asked where he gets the food he eats, he will say, "Oh, of course. The kitchen. Right over here," and he will walk off toward the pile of art treasures and begin to industriously search through them for the kitchen. As he stumbles about through the room, he sooner or later reveals the fact that he is blind, but he says it's unimportant, then falls over something. He'll explain that he is using the crow's eyes to see, though the crow keeps ignoring his commands and going to sleep. If the party asks him to throw spells, he will sheepishly admit that he seems to have forgotten them all. If the party points out that he made himself invisible, he yelps with glee and bounces around the room shouting, "I AM a magician! I AM a magician!" But he can't seem to remember how he did it.

The alert party may see through Arriflex's deception. The naranzim in Room II could unmask his imposture. A *know alignment* shows he's evil. If Arriflex is unmasked, he turns invisible and dashes through a portal, thereafter shadowing the party in case they find a way out. If ambushing a party member is in his interest, he does it cheerfully. Arriflex's best bet, however, is to keep the party alive so that they can lead him to a way out. Once he is confident that he knows the way out, he tries an all-out attack to obtain a means of escape, (such as the *amulet of the planes*), to steal valuable treasures, and to eliminate anyone with knowledge of Castanimir's treasure-filled dwelling.

VIA. ALCHEMICAL LAB HALLWAY

There are four black openings and a simple wooden door in this small hallway. The wooden door is locked, though it does not seem very strong.

The lock may be opened magically or picked by a thief, or the door may be broken down in one turn. Immediately inside the door is a ghoul.

Ghoul: AC6; MV 9; HD 3+6; hp 18; AL N; #AT 1; Dmg 2-8; SD +1 weapon to hit; ST 14.

Roll initiative. If the ghoul wins, it does nothing for 3 rounds. If it is attacked, it attacks berserkly. Otherwise, after 3 rounds of inactivity it will come to life and try to push characters out of the room. If the characters resist, it will attack berserkly.

Since the "ghoul" is not really undead, it cannot be turned and disappears when it is killed. It does not paralyze, but you may fake saving rolls to avoid giving clues about its nature. PCs should receive no explanation of this unusual situation. This creature was once a docile lab assistant. It really wants the PCs to leave for their own safety.

VIB. ALCHEMICAL LAB

The room contains two workbenches, a pair of small ovens, many alembics with glass tubing intertwining and curling around flasks, dishes, basins, jugs, retorts, sensitive measuring devices, scales, mortars and pestles, and other strange devices and containers. One wall is covered with shelves of small glass and crockery jars and bottles. Along the floor under these shelves are larger storage bins. A long shelf near one workbench bears a number of bound books. There are several cabinets arranged near the workbenches. One cabinet contains several hundred scroll cases. Another cabinet contains a number of potion bottles, some full, some empty.

The small bottles and jars on the shelves contain spell components for familiar spells and are marked almost illegibly in Castanimir's crabbed script. In addition to familiar components, there are many unfamiliar substances and materials. The large storage bins contain bulk amounts of more frequently used materials. The bound books



are reference works on alchemy and various notes on alchemical experiments—recognizable as quite valuable by any magic-user (10 tomes, 100 gp encumbrance, 1000 gp value). The scrolls in the cabinet are references in alchemy (100 gp encumbrance, 100 gp value). No spell scrolls are found here.

One small rack on the door of the potions cabinet contains the potions identified in Castanamir's scribble as given below. The information in parenthesis is *not* marked on the containers. None of the bottles are sealed with wax, but none has spoiled.

1. *Animal Control* (horse)
2. No label (*Diminution*)
3. No label (*ESP*)
4. No label (*Extra Healing*)
5. *Fire Resistance*
6. *Healing*
7. *Longevity*

In the back of the potion cabinet is a traveling case covered with dust. Its bottles are clearly labeled. The wax seals have cracked and dried with age—a clue to a magic-user that the contents may have spoiled. If any other character class inspects the bottles, the dust is the only hint that the potions may be old and dangerous. On the list below, any potion marked with an asterisk has spoiled and acts as a *poison* potion. If a magic-user sniffs #3 or #4, he will know they are spoiled. The others smell all right.

1. *Healing*
2. *Healing*
3. *Extra Healing**
4. *Extra Healing**
5. *Horse Control**
6. *Speed**
7. *Water Breathing**

As this is an alchemical lab, a magician should be allowed to figure it out himself; however, if he has looked at the reference books and still doesn't know, give him clues. Anyone other than a magic-user should find the references and scrolls incomprehensible.

A large number of spell components and potion ingredients are also stored here, identifiable only by a mage, and then only up to the level of his current spell knowledge. Investigating the known material spell components is relatively safe for a magic-user, but any other character who investigates the contents of any of the flasks, beakers, jars, or storage bins must make an intelligence check (roll his intelligence or under on 1d20) to avoid making a saving roll against poison. If he fails both saves, he immediately takes 4d4 damage and begins

to cough uncontrollably. His skin turns bluish and waxy in about one minute, and he begins to cough blood in ten minutes. He gets a second roll against poison at this point. If he fails, he dies; if he succeeds, he has only another ten minutes before he must make one more saving roll at -4 to his roll. If he saves, he falls unconscious, but he will live. If he fails, he dies. Determine the value and nature of the spell components in accordance with your campaign needs.

VIIA. GOLEM LAB HALLWAY

There are four black openings and a single, unlocked, normal door on the walls of this tiny room.

VIIIB. GOLEM LAB ANTEROOM

This is a small anteroom. A heavily reinforced door leads out of this anteroom into another, larger room visible through view slits. In the larger room can be seen a metal shop with a forge and metal-working tools. There are a number of shapes with thick cloth covers draped over them in the back of the room.

VIIIC. GOLEM LAB

On a workbench in this room are a couple of greasy, frequently handled books on golem design and repair. On another bench there are several tiny scale-model golems of iron, stone, and steel—some with normal humanoid form, some with four legs, some with no legs, some that look like indistinct metal lumps. Three of these humanoid models are bending over and touching their toes again and again.

Castanamir was experimenting with using gingswatzim to power golems. All of the functional models are powered by *tim*. The three that are touching their toes are being wear-tested. They are moving smoothly and quickly. Among the models are found replicas of the golems in Room 1 and Room 3.

Under the cloth covers are a number of half-finished golem projects. Unfortunately for the party, there are also two completed and fully operational quarter-size models of iron golems called iron men. They are acti-

vated by light, and as soon as the covers are removed, the golems come to life and attack. They will not travel through the magic portals. They are considerably less powerful than full-scale iron golems, but they are also distinctly faster. The only way they can be deactivated is by putting them back into darkness. They become peaceable if covered with magical or ordinary darkness. Dropping the cover back on will be sufficient only if it is done instantly and deliberately during the round that the golem is activated. Thereafter a character must roll his dexterity or less on 1d20 to successfully enshroud the golem. Its poisonous cloud will be released in the second round and every seventh round thereafter. Since the golem are almost invulnerable to the PCs, it would be foolish to fight them. They are enormously heavy; a total of 120 strength points is necessary to lift or move one.

Iron Men [2]: AC 3; MV 12; HD 4; hp 20; AL N; #AT 1; Dmg 1-10; SA poisonous cloud 1" x 1" x 1" once every 7 rounds, 1-6 poison damage; SD can't be hit by less than +3 weapons; only affected by electrical magic attacks; ST 16; 3 feet tall.

If the party runs instantly and without hesitation, they are able to beat the golem to the door. If some member of the party is encumbered with armor or treasure, he might not make it. Once PCs get to the door, they may slam it in the golem's face. It takes the golem 20 rounds to smash through the reinforced door and 3 rounds to smash through the normal door. It then stops in the center of the hallway. It does not leave this hall, but it attacks anything that enters it.

VIII. ENCHANTMENT LAB

On each of the room's four walls is a black opening. In the center of the room is a small table, a small book stand with books, and a metal brazier about 5 feet in diameter that is scorched and pitted. At one side of the table is a cot. In one corner of the room is a table with a wand, a ring, and a glass sphere lying on cushioned trays. Along the walls are 30 different pieces of fabric woven with metal thread in many unfamiliar colors and alloys. Each is from one to four feet square, and each shows signs of exposure to great heat. Around the walls of the room are hung at eye level dozens of shallow metal bowls marked with magical inscriptions.



The wand has a command word "Muforchezek" written on it. It stores a single *repulsion* spell. The ring has the command word "Isokgrotezek" on it; it stores one *monster summoning I* spell. The glass sphere has one command word and three modifiers written on it. "Karabershtizek" activates one *Otiluke's freezing sphere* spell. The user must then select the desired specific effect by using a modifier command word. "Meak" selects a globe of matter at absolute zero which freezes available water 6 inches deep over an area of 1800 square feet. "Feke" selects a thin ray of cold for 72 points of damage over a distance of 180 feet (save negates damage). Anything along the path of this one-foot-wide ray suffers the effects of the damage. "Keak" creates a sling-stone-sized globe which shatters on impact, doing 6d4 damage to all creatures within a 10 foot radius (half damage if save). If not used within 18 rounds of activation, the globe automatically explodes, doing 72 points of damage. Castanamir did not do the *permanency* spells on these, so they are all one-use items.

The books contain copies of many of Castanamir's spells, but they will burst into flame if touched, delivering 1d8+6 magical fire damage to the victim. The fabrics on the wall were used in conjunction with the bowls to fix a *dweomer* within an object. The bowls themselves were an unsuccessful experiment in enchanting a group of small objects simultaneously that Castanamir abandoned. The bowls will not detect as magic. The cloths detect as magic, but they are used to store and imprint magic power on items in a method that only Castanamir truly understood. Even the *naranzim* in Room II doesn't know how they are used.

There is a permanent *unseen servant* in the room standing at the table, waiting for Castanamir's directions. If the characters walk into the room and investigate the table, they bump into its invisible figure. Only a *detect invisible* spell will reveal the true nature of the invisible figure. Of course the *unseen servant* is unintelligent and does not respond to anyone but Castanamir.

IX. SUMMONING LAB

A black opening is on each of the four walls. In this room are two shelves, one containing dozens of texts on conjuration and another that stores about 35 scroll tubes. Under the shelves are a workbench and a high stool. On one side

of the room four large metal spheres float in midair. A small cabinet with a transparent door is in one corner.

The spheres are coated with some extremely slippery material. In each can be seen the seams of a door with no visible handle. The door to one sphere is open. Notes on summoning lie in disorganized stacks on the workbench, along with several empty component jars, an unmarked parchment, an open, driedout inkwell, and a quill. There are signs of a struggle; the stool is tipped over and there are papers on the floor. The transparent door to the cabinet reveals a dagger and two oval-shaped charms on silver chains.

Free-Form Pakim [3]: AC 0; MV 16; HD 2d+4; hp 12; AL N; #AT 1; Dmg special, SD +1 weapon to hit; ST 16.

Here Castanamir conjured the *gingwatzim*. Each of the three unopened spheres contains a *pakim*. The spheres detect as magic. The *pakim*, if released from the sphere, rushes to attack the nearest character and drain strength from him. If it is successful, the character is paralyzed and loses 3 points of strength per melee round until his strength falls to zero and he loses consciousness. In addition, the *pakim* has a 10% chance to possess any character (except a paladin or other magically-protected character) per round of strength drain, and it automatically possesses the character when he falls unconscious. The *pakim* can be slain by *magic missiles* without harming the possessed PC. A *protection from evil* will also protect a character, since a *pakim* is a conjured creature.

These *pakim* are the spirits of dog-like creatures, and, if possessed while still conscious, a character behaves like a hyena and is terrified of the unfamiliar surroundings and hostile to any interference with its attempts to escape. These possessed characters are effectively useless but may be captured and taken out with the party. The possessed characters struggle to get as far from a paladin as possible, because of his *protection from evil* ability. A *speak with animals* spell or a *charm mammal* can be used to coax the hyena-like spirit from the mind of the character and remove the possession.

The unlocked cabinet in the corner of the room contains a dagger and two charms on silver chains. These are two *tim* bound as

amulets and one *graegzim* bound as the dagger. The charms improve magical saving throws by one point each, and the dagger is a *dagger +2*, with little intelligence and plenty of grips. He wants to be set free, and constantly pleads for freedom. He was the equivalent of a baboon on his home plane, and he is eager to get back to his tribe. He has no imagination, and cannot comprehend the concepts of magic, enchantment, and planar travel. All he knows is that he wants to go home.

ENDING THE ADVENTURE

The exit to the island surface is in Room IIIB, but it is a one-way teleport. When used, it automatically makes the stone entrance on the surface lock and disappear. Only Castanamir can make it appear again.

Any exiting PCs find themselves stranded on the barren island. They may have obtained resources which permit them to escape or signal for help. If they have at least stocked up on food, they do not go hungry. Otherwise, each PC loses one hit point per day for hunger and one hit point per day for exposure. With judicious use of clerical healing, the party can stay alive until it is rescued. The DM may permit survival techniques (fishing, improvised shelters, etc.) at his discretion.

Twenty days pass before a ship comes within signaling distance. The rescuers charge a fair fee for saving the party member's lives: 10% of the treasure taken from the island.



NEW MONSTERS

GINGWATZIM

	Tim	Pakim	Graegzim	Eoluzim	Maronzim	Naranzim
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	In animate form, according to form assumed (see below). In free form, AC 0					
MOVE:	12" in animate form, 16" in free form					
HIT DICE:	2	2+4	3+6	4+4	5+4	6 to 14
% IN LAIR:	Nil	Nil	Nil	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil	Nil	Nil	Nil
NO. OF ATTACKS (in animate form):	Nil	1	1	1	1	1
DAMAGE/ATTACK (in animate form):	Nil	1-6	2-8	1-12	4-16	5-30 (or more)
SPECIAL ATTACKS:	-1	-3	-4	-5	-7/spell use	-10+/spell use
SPECIAL DEFENSES:	In free form, cannot be damaged except by magic spells or weapons; in animate form, no special defenses.					
MAGIC RESISTANCE:	Standard	Standard	Standard	25%	50%	75%
INTELLIGENCE:	Non-	Animal	Semi-	Low/Average	Average/Very	Very/High
ALIGNMENT:	Neutral, with tendency to evil directly proportional to power					
SIZE:	S	S-M	S-M	M	M-L	L
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil	Nil/nil	Nil/nil	Nil/nil
LEVEL/XP VALUE:	II/54 + 2/hp	II/95 + 3/hp	III/160 + 4/hp	IV/325 + 5/hp	VI/775 + 6/hp	VI and up/775 + 6/hp and up

Gingwatzim are beings or raw spirit energy from the Ethereal Plane, where they normally reside. There are six species of gingwatzim: the tim, pakim, graegzim, eoluzim, maronzim, and naranzim. They were conjured to this plane by Castanamar, and the necessary spells are considered to be of seventh level, at least—probably much higher.

The more intelligent species communicate through a kind of telepathy. On basic and unambiguous matters, the communication is reliable, but the more complex the subject, the more room for misunderstandings. Less intelligent spirits establish a rough empathic contact for communicating such things as "hungry," "stay here," etc. Once conjured, these creatures must be bound to the service of the conjurer. The intelligence rating of the spirit is the percentage chance that it will, instead, possess its conjurer. In that case, the spirit must be slain or driven away by spells before the victim is freed.

The less intelligent spirits are easier to handle and serve placidly enough. The more powerful and intelligent spirits vary greatly in their willingness to cooperate, and their behavior greatly depends on how the conjurer treats them and how long they have to remain his servants. They may do the job well and quickly or in a sloppy fashion. They may even hope to cause the conjurer's death. On the other hand, some may come to love their masters and serve willingly.

The Three Forms

Once the spirit, the free form, has been bound to service, it may also be given either an animate or inanimate form. These are the three typical states in which a gingwatzim may be encountered. After conjured to this plane and bound in one of the forms, a gingwatzim may not return to its own plane unless it is freed by the conjurer; it is slain, either by magic when in its free form or by ordinary or magic methods when in its ani-

mate form; it is broken while in inanimate form; or its conjurer or current owner dies.

Once the conjurer has chosen the forms, they are invariable. For example, if a gingwatzim is bound as a raven and as a dagger +1, those are the only forms it may assume when shifting from form to form. It may, however, be bound in only one or two of the forms, as the conjurer wishes.

Control of the gingwatzim is transferred along with possession of the spirit when it is in its inanimate form. This is the only means by which someone not the conjurer could become the owner and commander of a gingwatzim.

In their free form, gingwatzim are glowing spheres with distinct colors. For example, the tim species is blue and the naranzim is a bright red-orange. In free form, gingwatzim float or flit around like fireflies. Although they are nearly insubstantial, they do not pass through solid objects, and are subject to air currents.



Any living thing coming in contact with a gingwatzim in its free form is engulfed while the gingwatzim feeds on the strength of its victim at a constant rate dependent on the species of gingwatzim. For example, a tim only drains one strength point per round, while a naranzim drains at least ten points per round. Once the strength drain has begun, the victim is paralyzed and unable to defend itself, until it finally falls unconscious from exhaustion. The victim regains consciousness in 1-20 rounds at a strength of 3. If the victim is removed from the gingwatzim's presence, strength returns in increments of one point per day until the victim is back to normal. However, if a victim does not leave the area, the gingwatzim will continue to attack. Continuous exposure to the strength drain for more than 24 hours causes a deep coma. Thereafter the victim must make a system shock check every 24 hours. Routine healing spells return strength to normal, and as powerful as this strength drain is, it is not necessarily fatal.

In free form, gingwatzim are often bound to an entryway in such a manner that anyone who enters must walk through its glow. In this case, the spirit has limited freedom of movement or detailed directions about how far it may wander and how it is to guard.

In their animate forms, the spirits take on whatever appearance the conjurer wishes, limited only by the power of the species. For example, tim can only take on the appearance of plants or simple animals. These forms have physical substance and are similar to the real thing in most ways. In this form, gingwatzim may be slain. When an animate gingwatzim is slain, it disappears immediately.

This animate form is of limited value since it is subject to the same limitations and vulnerabilities as the real thing, except that it does not require food. The animate form is limited to the maximum hit points and damage of the original gingwatzim, but it takes on the armor class, movement abilities, and appearance of the thing it is imitat-

ing. This means, for example, that a pakim in the form of a black bear would have a maximum of 20 hit points and could do no more than 6 points of damage per round. Gingwatzim can mimic magical creatures or monsters, but the mimic form has none of the magical or monstrous abilities of the imitated creatures. If the creature is wearing armor, its armor class is enhanced.

In the inanimate form, the gingwatzim is usually bound as a magical item such as a weapon. The more complex and sophisticated the gingwatzim, the more powerful the magical item, since the spirit provides the power and dweomer.

The maronzim and naranzim have magic use and retain that ability in their inanimate forms. They also retain most of their ability to communicate and the magic resistance peculiar to their species. As weapons, they feed on the psychic distress of the wounded—the more terrible the wound, the greater the fear, the more powerful the satisfaction the weapon derives. They may also give false counsel or follow commands in a way not intended by the owner. Castanamir created a number of these magical items in varying forms and levels of power, but the total number currently in existence probably does not exceed twenty, and may actually be fewer than that.

The Six Species

Tim are the equivalents of very simple animals and plants. They are most useful as guardians, minor charms, amulets, and talismans. Such items can be used only once a day, since they require a full day to recover from the expenditure of energy, and they are limited to only the simplest magic functions. Usually a conjurer permits a tim to freely shift from form to form since they are unintelligent and docile. Their animate forms include frogs, spiders, fish, insects, snakes, and plants with unusual senses and aggressive behavior.

The **pakim** lack true reasoning or deductive abilities, and they communicate only

on a rudimentary level. In their inanimate form they are typically +1 weapons. In animate form they are often mammals and birds, usually limited in size to those somewhat smaller than man. As birds and mammals, they can be trained and make loyal companions, but can learn only simple commands and phrases.

Graegzim possess true though limited intelligence. They are typically fremlins, fairies, brownies, etc. These spirits communicate telepathically in any of the three forms, but they have weak memories, and cannot handle complicated instructions. They are trustworthy, although capable of considerable mischief. Graegzim are usually bound into +2 weapons whose major fault is the tendency to chatter idly or whine and complain when not in use.

Eoluzim are only slightly more powerful than graegzim, and their magic resistance makes them very valuable. Eoluzim more closely approximate human intelligence; their only fault is a tendency to violence and an appetite for power. As +3 weapons they are eager to feed on the spirits of their victims, and they always goad their owners to fight.

The powerful and intelligent **maronzim** vary greatly in attitude and ability. They use 1st and 2nd level illusionist spells as often as desired, at will, and almost instantaneously. Their safest use is as a +4 magical item or a magical staff with the abilities of 1st and 2nd level illusionists. The maronzim are much better employed as intelligent counselors. They have excellent memories and reasoning abilities and can ignore emotional factors. Their danger is their subtlety and tendency to treachery. In animate form, maronzim are usually humans, though theoretically any man-sized shape is possible.

Very little is known about naranzim. They are so powerful that they are thought to be gods or demi-gods to other gingwatzim. There probably are limits to the animate and inanimate forms that a naranzim may assume.



FERAL SLASHER

FREQUENCY: Very Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 2
 MOVE: 24"
 HIT DICE: 2+3
 % IN LAIR: 20%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 4
 DAMAGE ATTACK: 1-6/1-6/1-4/1-4
 SPECIAL ATTACKS: Ferocity may stun or cause fear
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Chaotic Neutral
 SIZE: S (3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/Nil
 LEVEL/XP VALUE: II/65 + 3/hp

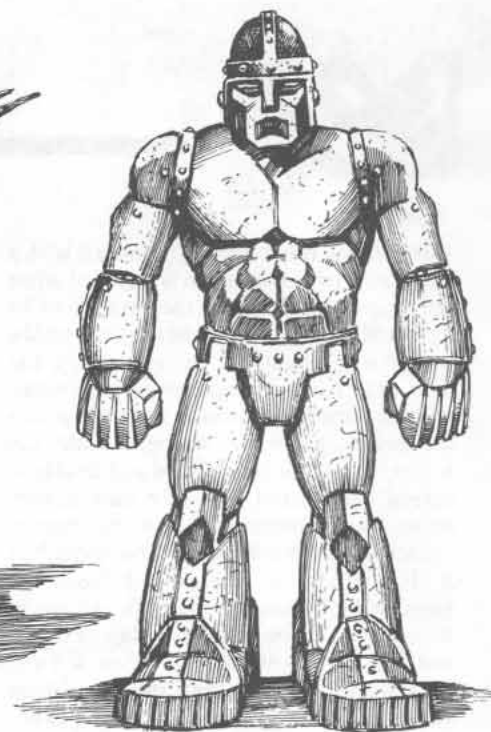
This three-foot-tall mammalian carnivore relies on blinding speed and ferocity to stun and panic its prey. It is dull-witted, attacking regardless of the size of its victim, and slow to respond to the unexpected. It resembles a hyena but with oversized hind legs. The multiple attacks represent two jaw and two claw attacks per round. A victim must roll his charisma or less on 1d20 to avoid being stunned or panicked. If the roll fails, roll 1d6. 1-4 indicates that the victim is stunned for one melee round; 5-6 indicates panic, and the victim runs from the attack for two rounds.



FREMLIN

FREQUENCY: Very Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 3+6
 % IN LAIR: 20%
 TREASURE TYPE: X
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: +1 weapon to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic neutral
 SIZE: S (1' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/XP VALUE: III/85 + 4/hp

A tiny, slate-colored, winged goblinoid of the gremlin family, the fremlin is annoying but harmless. They alternate between whining laziness and mischievous curiosity. Their original introduction to the Prime Material Plane was presumably the result of careless conjuring. They are extremely long-lived, durable, and quick to disappear if danger arises. Occasionally they become tolerable companions if they take a liking to someone and are well-fed and entertained.



IRON MAN

FREQUENCY: Very Rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 weapon to hit, magical fire repairs damage
 MAGIC RESISTANCE: Only affected by electrical magic attacks
 INTELLIGENCE: Non-intelligent
 ALIGNMENT: Neutral
 SIZE: S (3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/XP VALUE: IV/165 + 4/hp

This is a miniature iron golem; it costs one-third as much and requires only one month to construct. Like a full-sized iron golem, it is under the control of the magic-user who created it. The poisonous cloud of the iron man is 1" x 1" x 1" every 7 rounds, but causes only 1-6 points of damage, no save. It is smaller and less formidable than an iron golem but twice as fast. It is damaged only by +3 or better weapons. Only electrical magical attacks affect it, slowing it 50% for 3 rounds. Magical fire attacks repair damage on a one-hit-point for one-hit-point basis. An iron man is vulnerable to rust monster attacks.



PRE-ROLLED CHARACTERS—DM'S SUMMARY

If you are using the pre-generated characters, open the staples at the center of this booklet and remove the center eight pages. These can be cut into eight character sheets and distributed to the players.

1. *Abnir Mremhouse*, magic-user, human male (AC 10/9 dex; MV 12; M2; HP 7; #AT 1; Dmg by weapon; AL LG; S 12, I 15, W 11, D 15, C 17, Ch 10). No armor. In spell book: *comprehend languages, hold portal, read magic, shield, sleep, unseen servant, and identify*. Owns *magic storage rod*: contains *detect invisible, locate object, identify, and ESP*, one use each.
2. *Relek Noshouse*, magic-user, human male (AC 10; MV 12; M3; HP 6; #AT 1; Dmg by weapon; AL LG; S 14, I 17, W 7, D 14, C 15, Ch 11). No armor. In spell book: *affect normal fires, burning hands, shield, shocking grasp, sleep, unseen servant, magic missile, knock, scare, stinking cloud, web*. Owns *wand of fireballs* (6d6 damage, 2 charges).
3. *Genton Stlindhouse*, cleric, human male (AC 8; MV 12; C3; HP 19; #AT 1; Dmg by weapon; AL LG; S 12, I 12, W 15, D 9, C 10, Ch 12.) Wears leather padding, owns a *mace +2*, a flask of holy water, and his *holy symbol ring* (stores one each of the following spells: *sanctuary, detect magic, detect evil, protection from evil*).
4. "Beetle" *Farhills*, thief, halfling male (AC 8/4 dex; MV 12; T2; HP 8; #AT 1; Dmg by weapon; AL LN; S 12, I 8, W 13, D 18, C 11, Ch 11). Wears leather armor and owns thief kit, rope and grappling hook, and *dagger +1* (I 12, E 2, detects magic within 1"; semi-empathic, usable once per turn.)
5. *Watim Berelstane*, thief, dwarven male (AC 8/8 dex; MV 12; T4; HP 18; #AT 1; Dmg by weapon; AL LN; S 11, I 13, W 16, D 15, C 16, Ch 10). Wears leather armor and *boots of speed*, and owns dwarven axe +1. +2 versus mental attacks.
6. *Porall Frehouse*, fighter, elven male (AC 9/7 dex; MV 12; F3; HP 18; #AT 1; Dmg by weapon; AL CG; S 16, I 12, W 15, D 16, C 11, Ch 13). Wears leather padding, carries *shield +1, broadsword +1*, and bow.
7. *Gro Mekadet*, fighter, dwarven male (AC 8; MV 12; F2; HP 16; #AT 1; Dmg by weapon; AL CG; S 18(57), I 12, W 10, D 14, C 16, Ch 13). Wears leather padding, carries *war hammer +2*, sling with 10 bullets, and a backpack with 2 days of rations. THACO 16 (sword), 18 (sling).
8. *Paterno Stlindhouse*, paladin, human male (AC 7/5 prot/evil; MV 12; P2; HP 17; #AT 1; Dmg by weapon; AL LG; S 16, I 15, W 14, D 14, C 13, Ch 17). Wears leather padding and shield, carries light crossbow and *sword +1* (luck blade, no wishes).

Tournament Characters: Revisions for the Second Session

For the second session the same characters are used with the following additions and deletions which reflect the discovery of useful items and the use of consumable resources.

1. Abnir: scroll of *tongues, fly, and invisibility 10' radius*. Used *rod: ESP, identify*.
2. Relek: *combat staff +1* (other abilities unknown) [no other abilities]. Used *wand: 1 fireball*.
3. Genton: scroll of *sanctuary, fire resistance, and cure light wounds (x2)*. Used: *ring: detect evil, protect against evil*.
4. "Beetle": *graegzim multiform shortsword +2* from Room 7 (abilities known).
5. Watim: *potion of extra healing* (abilities known).
6. Porall: *javelin of lightning* (abilities known; Porall has no proficiency with this weapon).
7. Gro: *magical gloves of unknown ability (gloves of fire resistance)*.
8. Paterno: *magical dust (unknown ability) [dust of appearance]*

The following items are held in common by the party: *ring of free action*; *ring of protection +1*; *potions of levitation, polymorph self, and climbing*. None of their properties are known. The party should decide who is carrying what before the session begins.



Tournament Scoring System

The following scoring system can be used for competition. Variations can be made to emphasize different styles of play. For example, to emphasize role playing, cut the primary objective to 50 and double the awards for role playing. This scoring system is designed for team play.

PRIMARY OBJECTIVE 150 pts.
(award all or none)
Living Quarters—finding access to Room III
Laboratories—finding exit to surface

SECONDARY OBJECTIVE 30 pts.
Living Quarters—stocking up on food
Laboratories—finding the free spell book in the library

CHARACTER SURVIVAL 40 pts.
(5 points for each surviving character)

ROLE PLAYING 40 pts.
(award points for each character, determine team total)

No role playing	0
Some role playing	2
Generally in character	3
Always in character	5

TEAMWORK 50 pts.
(award 5 to 50 points, depending on DM's opinion of how well players worked as a team)

RULES KNOWLEDGE 30 pts.
(award 5 to 30 points, depending on DM's judgment of players' knowledge of game rules)

INGENUITY 30 pts.
(award 3 points per ingenious solution, to maximum of 30 points)

For the second round, the characters are assumed to be exactly the same as in the first round, but with all wounds healed. The equipment/charges changes are summarized at the end of the adventure. This information does not appear on the character sheets.

TOURNAMENT NOTE:

In tournament play with multiple teams, running this adventure is easier if the party is not allowed to split up during the adventure. A workable rationale is:

Castanamir's house is actually semi-sentient, a security system to restrict the movement of groups that might be hostile. The portals key on the life force auras of the group and selectively lock to keep the group together until the life force auras of the group have been present long enough for the house to become used to them. Thus, once a character goes through a portal, all remaining portals in the room will seal. Further, the character will be unable to leave the room he entered. The effect disappears when the house becomes used to its new inhabitants, and the player characters can then use the portals normally.



Advanced Dungeons & Dragons®

Official Competition Adventure

The Lost Island of Castanamir

Ken Rolston

It is terribly cold. You swam for your life to this mysterious island, losing most of your provisions in the process, only to find it barren of all but grass. A biting wind from the north drives through your wet clothes, chilling you to the bone. Night is falling and promises even colder temperatures; you wish this place had even a bush to burn as firewood. Your stomach has just begun to complain about the lack of dinner, when one of your companions calls, and you rush to his side, hoping he's found a way to turn grass into a sandwich. Instead, he points to the ground in front of him. "Look there."

Set in a shallow depression in the ground is a stone door. Your friend reaches down and gives a tug, and the door swings slowly open on creaking hinges, revealing a descending stair. The first thought that crosses your mind is whether it would be better to freeze to death up here in the wind or fall into the hands of Castanamir the Mad, the unpredictable.

This adventure is for use with the **ADVANCED DUNGEONS & DRAGONS®** rules. This adventure cannot be played without the **AD&D®** rules produced by TSR, Inc.

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DM MAP 1: LIVING QUARTERS

KEY

1 Square = 4 Feet (except Room II)

↑ N

MAGIC PORTAL

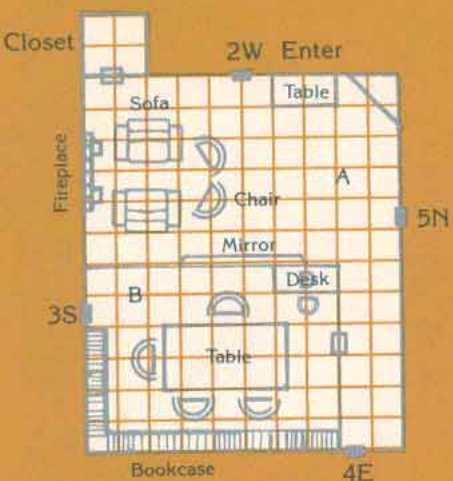
NORMAL DOOR

SECRET DOOR

2W, III S

DESTINATION CODES

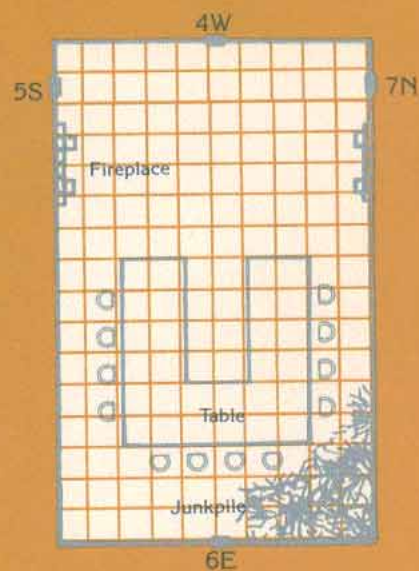
Room 1—Living Area



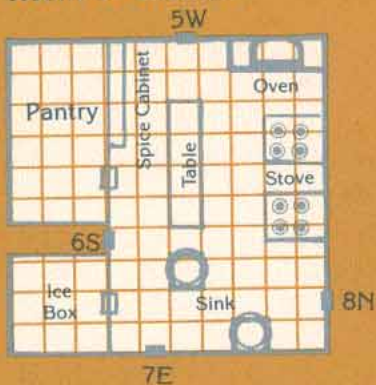
Room 2—Lounge



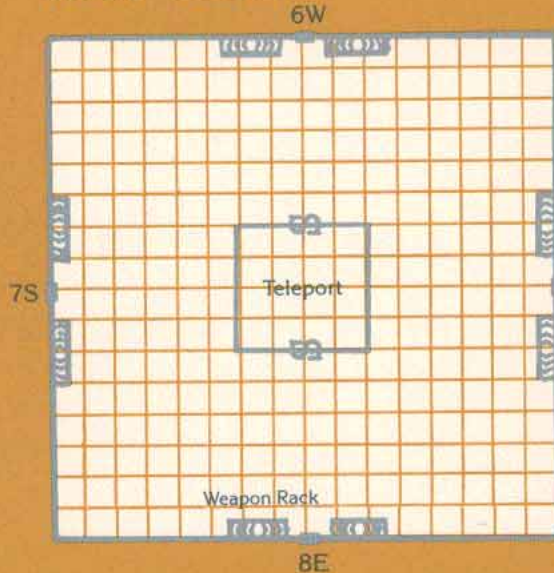
Room 3—Dining Hall



Room 4—Kitchen



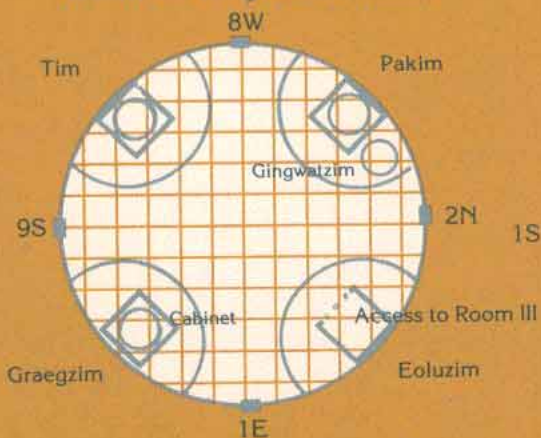
Room 5—Game Room



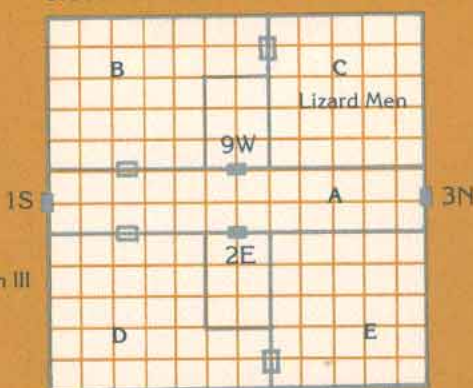
Room 6—Fantasy Room



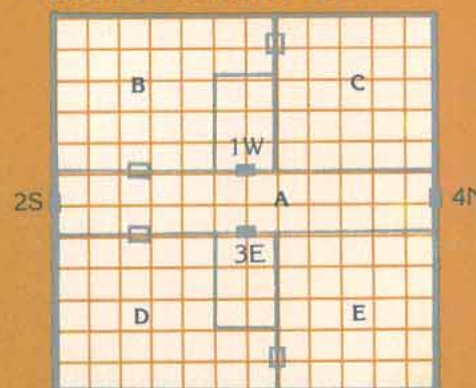
Room 7—Gingwatzim Room



Room 8—Guest Rooms

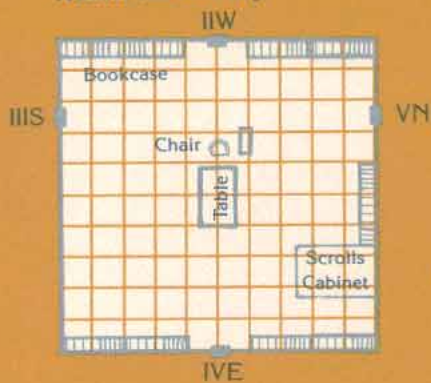


Room 9—Servants' Quarters

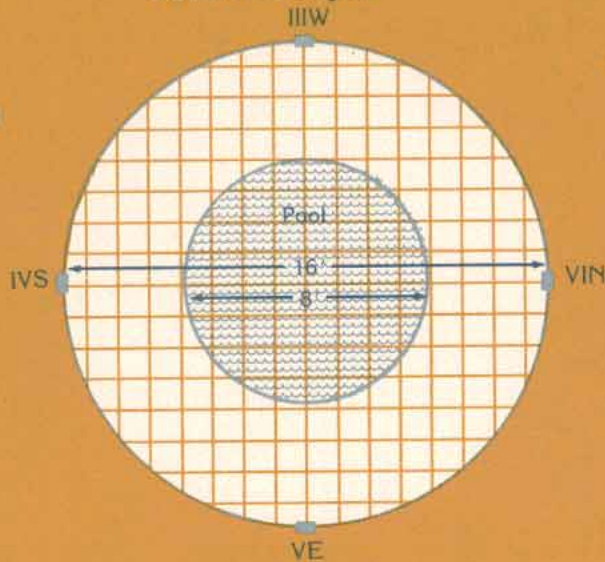


DM MAP 2: LABORATORIES AND WORKROOMS

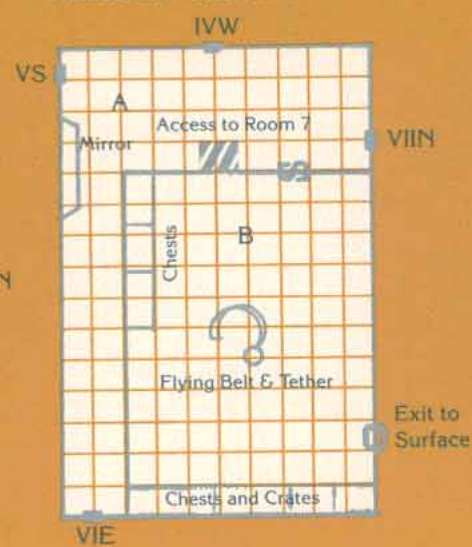
Room I—Library



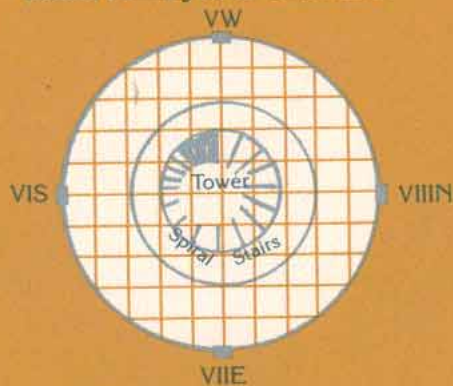
Room II—Chapel



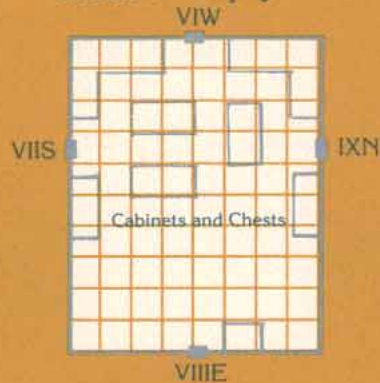
Room III—Rest Area



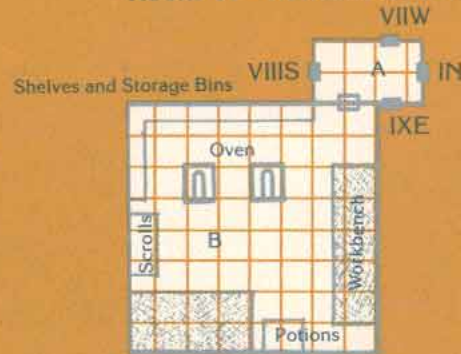
Room IV—Eyes of Shadrakir



Room V—Trophy Room



Room VI—Alchemical Lab



Room VII—Golem Lab



Room VIII—Enchantment Lab



Room IX—Summoning Lab

