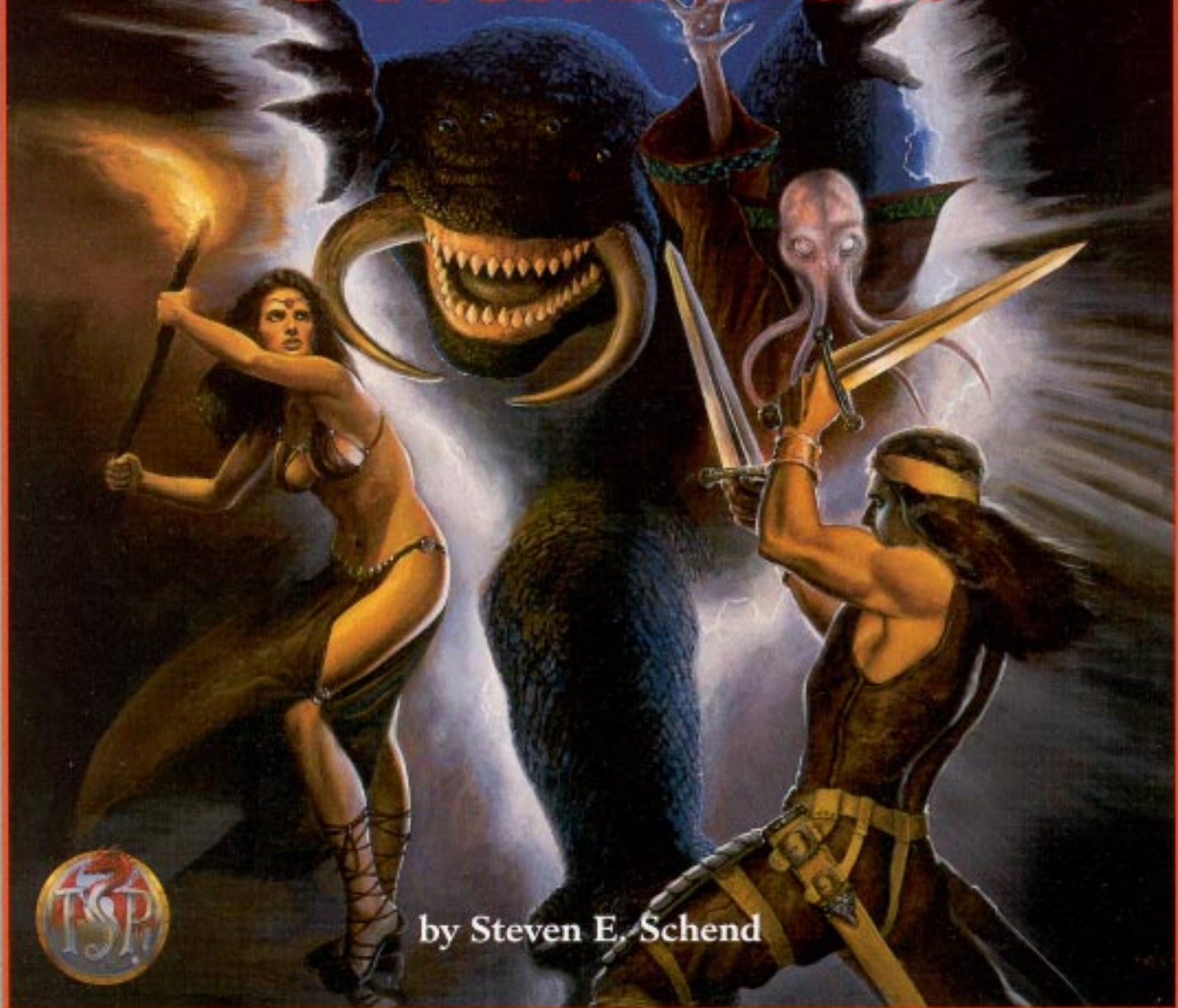




DUNGEON CRAWL[™]
UNDERMOUNTAIN
STARDOCK



by Steven E. Schend

Advanced Dungeons & Dragons®



Undermountain: Stardock

by Steven E. Schend

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Introduction

Welcome again to Undermountain and the third DUNGEON CRAWL™ adventure. The previous two DUNGEON CRAWL adventures were created to be stand-alone quests with little more than basic links with any established campaign world. The effects of those adventures had little impact beyond the dungeon and the player characters. *Stardock*, on the other hand, can shake the foundations of your campaign world and the player characters to their very core!

All the DUNGEON CRAWL adventures are easily adaptable to any campaign world with very little effort by the Dungeon Master. This latest adventure is tied far more closely to the FORGOTTEN REALMS® campaign world and Undermountain than previous modules. It can, however, be adapted to fit into any large dungeon complex and campaign world. There are a number of strong story options within the “Call to Arms” section for the PCs to use to enter this adventure. We’ve also included some generic “Ways in and Out” that don’t clue them into the larger picture of the quest but allow the adventure that make it easy to attach this adventure to another campaign. Included among the other standards used in DUNGEON CRAWL modules are the details on the dungeon, the histories of the NPCs, and the dungeon areas themselves. These provide the DM with info that can be used or discarded at will during the game.

Like its predecessors, this DUNGEON CRAWL module is self-contained and does not require the use of any supplemental material beyond the basic AD&D® rules. This adventure—far more than any other Undermountain module—is by far the simplest to form a bridge with existing Undermountain or general campaigns in the FORGOTTEN REALMS world. Unlike the others, this module encourages the use of random and wild *gates* and *teleportals* to bring the player characters into the dungeon and the adventure. See the “Ways in & Out” section for more details.

Last, we must stress that this is a high-level adventure. It is not meant for novice player characters. *Stardock* is designed to be a challenging quest for 4-6 adventurers of 10-14 level. The number of monsters and dangers described within the detailed areas of the *Stardock* maps are low. However, the additional dangers of the general adventure areas and the increased likelihood of wandering monsters make this adventure far more challenging than it may seem at first.

Call To Arms

This introduction to the action assumes that the player characters live within the city of Waterdeep (or their own campaign city) and have a semi-permanent place of residence. It also requires that one or more of the player characters be a wizard or a priest of Azuth or Mystra (or similar deity). The scene can be adjusted to allot for temporary lodgings within the city or the lack of wizards (shifting it to a secondhand account of an NPC wizard near the PCs’ location). If any of the player characters are wizards, read the following text directly to them.

The eastern sky is slowly changing from deep purple to a blazing scarlet with the coming dawn of Highharvestide 1369 Dalereckoning when a piercing mental scream echoes across the Sword Coast. Your dreams, pleasant while they lasted, are shattered by an invading presence cloaked in black, who reduces your dreamscape to shards with a shout. You and every other practitioner of magic for hundreds of miles around awaken to a loud, abrupt, and cryptic scream—“Seek me at Aqitiocrun!” With the message’s end as quick as its start, you are sitting bolt-upright in your bed with your heart beating wildly, as if about to burst! You’ve never heard the final word before in your life, but the voice and the dream-figure seemed vaguely familiar and more than a little agitated in its tone and urgency. Once your heart slows to a more relaxed pace, you notice that only those of you adept in Mystra’s magic seemed to hear that booming message that dragged you from your sound sleep.

Within an hour, you and your comrades are up-and-about in the City of Splendors, though the populace is certainly different from the sort one expects on a holiday such as Highharvestide. Many seem subdued and hesitant at best, while others are agitated and nervous. Even the animals are skittish and uneasy, as if anticipating some great disaster. Word doesn’t take long to filter to all within the city that a mark floats upon the waters of the harbor, a gargantuan wizard’s sigil written in black flames! Rumors begin flowing wildly about the city, and the name most often on peoples’ lips is Halaster Blackcloak, the mad wizard of Undermountain.

Allow the PCs a few hours to attempt to get to the bottom of this magical mystery. The unknown word “aqitiocrun” is pronounced *ah-KEE-sho-croon*. Toss a number of the tales from the “Rumors” section into conversations and gossip with NPCs to get the PCs’ minds racing with possibilities. However, if they search for facts by magical means, they find that all diviners and priests who might dis-



cover the meaning of the message are sequestered either by their churches or by their own will, and are unreachable this morning. Characters may note a major increase in the mobilized guard and watch in the streets and skies of the city; in fact, if the PCs have any affiliation with the guard or watch, they will be contacted by dawn for their services. All that they will be told when contacted is that there are major troubles brewing, and they are to await orders from the Lords.

At about two hours past dawn, each player character (if separated, or the entire group if assembled together) is interrupted from their tasks by a scroll. It's flying by means of some magic and tiny flapping, waxen wings at a central seal. The scroll moves to within a yard of the PC (or group) and hovers, waiting to be touched. Once any one of the PCs grasps the scroll, it settles into that character's hand, seal-side up. There are three wax seals holding it shut; the center seal allowed it to fly to you, and the other seals are easily recognized as the arms of the Lords of the city and the wizard mark of Khelben "Blackstaff" Arunsun.

Breaking the seals, one of the PCs unrolls the scroll to read a message nearly as terse as the one that awakened the mages earlier that morning. In a formal script, the message reads: "If ye heroes are loyal and can be of service to your Lords, your city, and your homes, gird yourselves with your honor, armor, and magic to take up a task only heroes of your caliber may bear. If you are willing to accept this charge, touch the city's seal." Beneath this message are the carefully drawn arms of the city of Waterdeep. Touching the city's mark releases a pulse of magic that swirls about each PC (and everyone within 10 feet of the scroll) and instantly teleports them to the Palace of the Open Lord and to the following scene.

Your vision clears almost instantly, and you and your comrades find yourselves in the center of a large hall with a vaulted ceiling high overhead. You are standing on a green marble floor facing a surrounding horseshoe-shaped table. Before you, the sun streams in through a high window on the eastern wall, and it also glints off the sense-obscuring, smoky-crystal helmets of the Lords of Waterdeep. You are in a tribunal room within Piergeiron's Palace, and you face Open Lord Piergeiron and four of his mysterious cloaked compatriots. At Piergeiron's right hand, Khelben "Blackstaff" Arunsun lurks impatiently, staring at you all intently. Behind Piergeiron's throne and to his left is the massive, imposing figure of Madeiron Sunderstone, Piergeiron's bodyguard. As Khelben opens his mouth to speak, Piergeiron quiets him with a slightly raised hand and speaks to you, slowly but decidedly, in a clear but heavy voice. While the Open Lord is often said to be of pleasant demeanor, he seems disturbed and ill at ease today, just like many of his citizens.

"Welcome, gentles, to the Lords' Court. We apologize for the abrupt nature of your summons, but our needs and those of the city were urgent enough to harbor a few indiscretions in method. I asked our friend the Blackstaff to locate agents suitable to the task. The signs and portents seem to point to you. This task encompasses no less than the salvation of Waterdeep and perhaps the entire Realms at large. As you are all free citizens, we cannot coerce your aid, but your answer of our summons paints you as heroes brave and true. Still, answer not until you know what we may tell."

"As you are already aware, Highharvestide's dawn was predicated by an unexplained disturbance in the sleep of our wizards. Khelben informs me that this sending awakened Mystra's faithful as far afield as Silvermoon and Baldur's Gate. Lord Blackstaff is not one prone to exaggeration, but he and

some of my fellow Lords suggest that this omen bodes far more ill than it initially appears. After some information gathering, we have discovered the status quo of the dungeon beneath us has changed drastically. At my behest, my friend Lord Blackstaff tested the magical barriers about the dungeon and found them wanting for the first time in memory. These situations lead us to believe one fact: Halaster Blackcloak, the master of Undermountain, has been either kidnapped or killed!"

"Under more agreeable circumstances, I and my fellow Lords might rejoice at such a resolution of a longstanding problem. However, I am informed that the *gates* that link Waterdeep and the Realms above with Undermountain have begun to act irregularly. Apparently, with Halaster's departure from his Underhalls, the *gates* are no longer . . . passive. Since dawn, no less than fourteen creatures have emerged from thin air or crawled from the sewers into our fair city. In addition, over two dozen citizens are reported missing, and the areas of their disappearances correspond to known locations of portals into Undermountain. Our City of Splendors is under siege from below. Until the status quo can be restored we are all in grievous danger, and that, good heroes, is the task we set before thee. You must enter the Underhalls, locate Halaster, and restore his control over all his *gates* before an out-of-control dungeon overwhelms Waterdeep and all the Realms!"

Open Lord Piergeiron pauses, looking down at the table in front of him and pondering his next statement. One of the four hooded Lords looks at Piergeiron and—in its magically-altered monotone—says "Offer them their reward and get an answer quickly. Should they choose, Khelben can tell them of pertinent matters and we may attend to the city at large."

"Very well, my Lord." Piergeiron replies in a low sigh. "Should you prove able to finish this task, the city's and the Lords' gratitude will be with you. In addition, we may tender the property and goods of the local estate of Lupincopse to you as a reward for your services. Will you now accept this charge for your Lords of the city?"

The proffered reward is quite princely, as the property is worth over 250,000 gold pieces. Lupincopse is an old rambling estate south and west of Red Larch, just beyond the small village of Kheldell; formerly owned by the Rosznar noble clan, the estate contains 500 acres of land fringing the Westwood with two residences on the lands. Aside from the 400-year-old ruins of the original manor (Lupincopse House) and a rambling vineyard that has gone wild, Lupincopse has its manor house (Thistelmanse), a small hunting lodge (Bruincaer) within the Westwood's perimeter, and a small staff of servants to manage both of them. If this reward is not accepted, Piergeiron and Khelben can offer one permanent or two temporary magical items to each PC (DM's choice) instead.

If the PCs refuse to accept the assignment or haggle for more than a turn over the conditions of the deal, Khelben will interrupt the negotiations and demand attention. "It is obvious these adventurers are not of the mettle that the city's needs demand. Let us dismiss them and summon other braver souls anew, milord." Khelben then stares pointedly at the character who objects most to the task, waiting for a response. If they will not accept the mission, they are escorted out of the Palace by a guard contingent. The adventure for the PCs then is simply whatever events they stumble across in the city during what will soon be called Halaster's Harvestide; see "Current Clack: Waterdeep" for details and hints as to what may happen up in the city today.



Should the PCs accept the conditions of service, the DM should read the following:

Piergeiron breathes a sigh of relief and smiles warmly. "Our thanks and hopes go with you into the depths, that you may aid our fair city at the core of the matter. Go now with Archmage Arunsun, and he shall see you on your way. Upon your triumphant return, all rewards shall then be tendered to you. Tymora's and Tyr's blessings upon you, noble heroes."

Khelben then walks around the table, and gestures that you should all follow him. As you turn to leave, another of the cloaked Lords rises and turns to Khelben. "Be sure to advise them of my mind, Blackstaff," he croaks with his magically altered voice, "as no advice is empty on this day, no matter the long or short of it."

"Of course, milord," Khelben mutters absently.

He leads you out of the chamber and down a narrow hallway. After a number of twists and turns, Khelben enters a smaller chamber and beckons you in, closing the door behind the last of you. Within the chamber are a number of bookshelves, a long oak table, four chairs, and a stained glass window with the Lords' symbol in it. He quickly approaches the far bookshelf, chooses one weighty tome, and brings it to the table. After leafing to a particular page, Khelben leaves the book open, removes a small case from his robes and places it on the table, and raises his eyes to yours. "Now, my young allies, we shall strike at the essence of the problem."

"The message this dawn did indeed emanate from Halaster's panicked magics. I have encountered the shades of Halaster only seven times, but never have I heard fear from him until today. It is obvious that he is removed from his seat of power, by what forces we still don't know. Without his control over the gates, Undermountain's evils are beginning to erupt into the light. This will not do. His message was terse and cryptic, though I have deduced that 'Seek me at Aquitiocrun' is to point us toward a particular section of Undermountain. Aquitiocrun is an ancient Raurinese word that translates as 'place where treasure is kept.' However, other words and phrases also can say the same; the word *aqitiocrun* specifically refers to the Raurinese pictographic symbol that was often marked on maps and treasure chamber doors within Raurin's ruins. Here is the exact reproduction of an *aqitiocrun*," and he turns the book around to display a symbol within a cartouche.

"I have seen this mark in only one location within Undermountain, and I am no stranger to the Underhalls. Where you are going, only nine adventurers have ever returned from alive. Of those, only Durnan, Mirt the Moneylender, and myself can speak of experience within the area.

"I have spoken with both men this morn, and what I learned is of little aid. Halaster's *Aqitiocrun* is a treasure chamber at the center of a vast labyrinth. Durnan and I managed to enter the chamber itself on separate occasions. Apparently, in separate encounters with this area, the labyrinth's properties change, as do the treasures within the *aqitiocrun*. The maze shifts its walls around at unknown intervals, so no map would be of any help to you. The labyrinth itself is stocked with guardian creatures and riddled



with gates that deposit more monsters into the labyrinth. Unfortunately, we cannot predict just how those gates will act today, without their master's control. "All I can offer now are some methods for swift entrance and egress to what we believe to be the core of the dilemma. I shall *teleport* you all to the entry point of the Crystal Labyrinth, and once you are there, you can hopefully discern what has happened to Halaster and return things to normal. Since his message said to seek him at that particular spot, one assumes that he left other clues as to his present whereabouts. All you need do is locate him and return him to Undermountain; anything powerful enough to beard Halaster in his own lair is not someone with whom to trifle. Then return yourselves to Waterdeep, and the Lords and I shall deal with the greater malefactors at a later date."

Pointing to the *aqitiocrun* in the tome, Khelben continues. "Once you reach the door to the treasure chamber, you will find a large gold bas-relief mosaic of this cartouche. You must press the symbols within it in this order: Tio—the left bottom mark; A—the top mark; Crun—the right bottom mark; and then the Qi—the middle, or second mark. In this order, you should be able to open the door to the chamber. Beyond that, my facts are of little use to you in dealing with the Labyrinth's dangers."

As he stops talking, he closes the book, and pushes the small case he placed on the table forward. "Inside this case are three magical rings; twist the gems in their settings when you wish to return, and they should bring you and up to two companions to my tower. The rings are yours only for the extent of your mission, after which you shall receive your own deserved rewards. Unless you have further need for delay, I should like to send you now, so that less danger may be brought upon the Realms, unless you have other matters to discuss."

If Khelben is reminded of the final Lord's words to him, he scowls. "That Lord, while a capable ruler, knows not the twisted conundrums that the Mad Mage enjoys, even when it is to his benefit to be forthright. The Lord believes other treasure marks might aid you in finding Halaster, but it is a false hope. My plan is sound and has been supported by Lord Piergeiron and the other Lords you saw."

If the PCs need to get their gear or make preparations, Khelben will wait impatiently but remain with the PCs. For every turn that the PCs delay in entering the dungeon, Khelben is interrupted by guard and watch civilars, Guard Captain Rulathon, Aleena Paladinstar (Piergeiron's daughter), and finally Lord Piergeiron himself; they all request the mage's swift help in fighting off the dangers invading the city. Khelben cannot aid them until the heroes are placed into Undermountain, and so urges them to hurry. Once the heroes are ready, Khelben gestures, the PCs are engulfed by rising planes of energy, and they *teleport* away!

With the stage set, take a look at the stories behind this adventure, the wild perils boiling forth from the Underhalls, and the NPCs responsible for the chaos. Once the DM has reviewed the materials, the adventure leading from the depths of Undermountain to the heavens above in Stardock can begin!



Hidden Stories

"For centuries, many have wondered exactly what lingering 'control' and impact Halaster Blackcloak's intellect has over the current machinations of Undermountain. It is my learned opinion that, contrary to contemporary theories, he still lives, and he is actively supporting, controlling, and restricting the gates and portals into and out of what he considers his domain. If he were to remove himself from the Underhalls, the controls would break down and chaos would follow on both ends of the gates."

—Osypus the Undersage, circa 1321 DR

This adventure, more than any other DUNGEON CRAWL module to date, is heavily connected to the city of Waterdeep. References to places in the city can be referenced in the City of Splendors boxed set. Remember, that supplement is not necessary for the enjoyment of the Stardock adventure unless the DM and the players wish to play out the aboveground portions of the adventure. In addition, the Stardock area itself makes references to mechanics and material originally introduced in the SPELLJAMMER® campaign setting, however all that you need to know for the adventure is included. The SPELLJAMMER material is needed only if the PCs manage to defeat the Twisted Rune, claim Stardock for their own, and plan on remaining among the Tears of Seluné.

History of The Labyrinth

The Crystal Labyrinth is one of Halaster's most sadistic deathtraps. The labyrinth seems to change drastically with each new visitor. Actually, Halaster only changes the conditions and environment of the labyrinth when someone manages to reach the Aqitiocrun chamber. Thus, the sub-level has been changed only four times in the past 700 years.

No matter what changes occur within the sub-level, it retains the name Crystal Labyrinth by the fact that it is a maze and there are crystals within the walls (if they aren't the walls themselves) with special powers. The drow originally constructed the maze in the Year of the Blue Ice (148 DR) as a training area for their young. The maze was constructed of stone, and it was half its current size. When Halaster discovered it in the Year of Secret Slaughters (326 DR), he transformed it and made it his own. He cleared out an assembling area and made it his treasure room, marking it with a golden aquitiocrun. Using some magics now lost to the ages, he made the territory adaptable, so it could defend itself by altering its properties and its structure to better confuse those trapped within it. After the last two entries into the maze, Halaster boosted its complexity by rendering all the walls and floors totally transparent.

The Rift that cuts across this portion of Undermountain was created through the use of a wish spell. Priamon "Frostrune" Rakesk used it to open a doorway to where Halaster was. At that time, Halaster's physical form and attentions were focused here, and here is where the mad mage was abducted.

History of Stardock

The open central cavern that now provides entry to the inner chambers of Stardock was once the lair of some species of dragon hitherto unknown in the Realms. Over 300 years ago, the illithids of Glyth built and maintained an outpost here, dug from the solid rock by the claws of enslaved umber hulks. The outpost has been in use off and on for the past two centuries by the Glyth mind flayers.

Less than two months ago, adepts of the Twisted Rune in eastern Calimshan discovered the existence of this mind flayer outpost. Through the magical enslavement of several mind flayers who had come down to the Realms, the undead alhoon Ralayn the Occulta-

cle and a number of Twisted Rune members enacted a magical assault on Stardock three weeks ago. Their raid was successful, leading to the conquest of the entire outpost. After finding the orbiting satellite a convenient base of power, the two undead seniors of the Twisted Rune plan to expand their power base by prying from Halaster his secrets. If they can learn the secrets of *gate* magic like Halaster's, the Twisted Rune would be able to gain ascendancy over their hated rivals, the Red Wizards of Thay.

The two undead wizards had planned on moving a little more slowly, so as not to disturb the balance of power and tip their hand that something was amiss in Undermountain. However, with the change of power in Tethyr, the Rune is losing one of its best power bases. If they don't discover Halaster's secrets and create permanent links between Stardock and the Rune's other bases, they may lose even more ground simply by not having places left to hide.

Halaster's Harvest

The kidnaping of Halaster sets in motion one of the most tumultuous days to visit the Realms since the Time of Troubles over a decade ago. With the awakening and warning of all mages within 400 miles of his location, Halaster hoped that at least one wizard might decipher his clue. He also left a back door approach to his rescuers (see "X Marks the Spot" below).

Unfortunately, with Halaster's removal from Undermountain, many of his unique magical effects go haywire. Within two hours of the abduction, all *gates* leading into Undermountain begin fluctuating between drawing anyone within 10 feet of the gate into the dungeon or expelling anything within 20 feet of the gate's arrival point out from the dungeon and into the daylight. Any *gates* described in this or other products that operate during particular times are now constantly operating until control is restored. See the "Current Clack" sections below for a sample of the chaos that the out-of-control *gates* inflict on the Realms and Waterdeep.

The disruptive effects of Halaster's Harvest last for the time it takes the heroes to navigate through the Crystal Labyrinth to Stardock, return Halaster to his dungeon, and at least six hours after that. If the heroes fail in their efforts, they will not gain the rewards (if they even survive to return to the surface and attempt to collect). At the DM's option, Halaster will be free within thirty-six hours either by his own efforts or those of another agency.

For the sake of showing the general effect on the Realms as a whole, Highharvestide of the Year of the Gauntlet (1369 DR) is known in the North and the Sword Coast as Halaster's Harvestide. Any location within the continent of Faerun has an increased chance during this day to encounter monsters or disastrous magical effects. For wandering monsters, add one to the result of any check, and the number of monsters when encountered is increased by one per five creatures (i.e., more monsters are encountered with greater frequency this day; instead of five monsters, you'll meet six or twelve instead of ten). There are special wandering monster tables within this module for use on this day for Waterdeep, Skullport, and other locations general and specific within Undermountain.

Current Clack: Waterdeep

The *gates* into and out of Undermountain are uncontrolled, resulting in a siege of monsters in the city until Halaster is returned to his home.

- At dawn, Halaster's wizard mark appears in a 75'-diameter sigil of black flames floating on the water of the harbor. The flaming sigil remains there at the center of the harbor, obstructing ships' movements and passage to and from the docks until it disperses at highsun.



- When the guards change from the night shift to the morning guards in the City of the Dead, they hear a loud uproar below at the base of the northeasternmost tower that faces North Ward. Before many of the *gates* began ejecting lots of monsters, this *gate* (which faces east over the cliff) produces an entire tribe of 200 orcs whooping and yelling war cries . . . until they run out of ground at the cliff's edge one foot past the *gate* and die, falling hundreds of feet to the plains below. This "Final Charge of the Redwing Tribe" occurs at daybreak as one of the first sign trouble.
 - North and Sea Wards are the first areas of the city to come under attack from the various rooftop gates within the wards. Monsters are sighted all about these wards from daybreak to highsun. A tribe of thirty-five gnolls pours out of a *gate* and onto Gelthoon and Aveen Streets. Luckily for the populous, they are swiftly slaughtered by seven drunken dwarves and a quartet of human warriors leaving the Grinning Lion (N56) just after dawn. Three behirs materialize near the Phylund and Adar Brent villas, and are swiftly captured by Lord Phylund with minimal injury to either property or beasts. A thirst of eighty-two stirges descend upon the outer stables of the guard and the lands outside the North Gate, causing a stampede and the loss of twelve heads of cattle and fourteen horses.
 - Alarm bells at the West Gate summon the Archmage of Waterdeep to the mud flats at the city's edge. The Blackstaff holds off a horde of one hundred and thirty-six sea zombies walking out of the surf with his Walking Statue and many *wall of fire* spells. With the Seas' Edge beach secured within an hour of dawn, the Blackstaff flies directly to Piergeiron's Palace. (Soon afterward, the PCs receive their summons.)
 - Once the first "dangers" reveal themselves at the Yawning Portal, Durnan begins recruiting adventurers to help him keep things down inside the well. By highsun, a manticores and a quartet of giant spiders lay dead in a midden outside the tavern. In late afternoon, a flock of seven harpies fly up the shaft, and only two survived to exit the tavern, where they fall to the swords of griffon-riding guardsmen. The Yawning Portal would have been overrun if not for the arrival below of a patrol of undead. Formerly Watch members (all curst since the Time of Troubles), they keep many further problems from escaping through this major avenue to the dungeon.
 - Waterdeep Castle spends the entire day under siege from within! Vast numbers of goblins, orcs, and ogres flood up the Falling Stair in an attempt to escape the dungeon. There are few guard casualties and no severe breach of the castle's integrity occurs due to the successive and easily defended passages leading into the Castle from the stair. Despite the ease of defending the area, the flood of over three hundred humanoids keeps thirty-five guards busy the entire day from four hours after dawn until sunset.
 - The flood of undead into the city is overwhelming to the many priests and commoners alike! Many are simply those unfortunates who died in the dungeon—former adventurers, lesser noble sons, etc.—and all they wish is to return home, many of them skeletons or revenants who will stop at nothing until they reach their destination. They do not wish to fight, but are willing to do whatever is necessary to return to their homes, and very few have identifying marks or clothes to prove their peaceful intents. In all, nearly four hundred and fifty skeletons, zombies and revenants shamble from Halaster's dungeon into the city.
 - Other undead are not as kindly in nature. While initially aided by griffon-riders and his usual contingent of bodyguards, Lord Piergeiron inevitably faces the dracolich Kistarianth the Red alone on the slopes of Mount Waterdeep above his Palace. The dragon had been slain decades before by Piergeiron's father, Athar the Shining Knight, in battle near Neverwinter Wood. Some fell magic restored the dragon in dracolich form and the chaos of the day gave it its wish to gain revenge on Athar by this attempt to slay his son and granddaughter. Despite the creature's power and cunning, Piergeiron manages to slay Kistarianth with the same sword that slew it once before!
 - Trades, South Ward and the City of Dead are overrun from a few hours past highsun until well after sunset by a huge army of skeletons, zombies, and ghouls that fill nearly every street, alleyway, and rooftop. Final counts number the undead invasion at nearly twelve hundred! The House of Heroes' faithful lead the charge and the amassed forces against the undead, managing to herd them and keep them contained within the City of the Dead by dusk. Once contained, the undead are systematically destroyed by priests.
 - A number of blacksmiths are devastated by their losses—twelve rust monsters materialize in South Ward and begin busily munching on the tradesmen's forges, anvils, and any other metal they can find. Before the last of the pests can be killed, three blacksmiths' shops are decimated and most, if not all, metal is consumed. The damage might have been less, had the smiths not been defending the streets against the undead horde.
 - Dock Ward, aside from minor monsters popping up all day long, is left relatively unscathed by the monstrous attacks plaguing the city until sunset. Then, the midden behind the Blushing Nymph festhall that conceals the Long Dark Stair begins smoldering and smoking. From these mists come three crimson deaths, four nishruu, and two hakeashar. These nine monsters rack up a death toll of forty-seven people in the alleyways of Dock Ward until they are destroyed by adventurers and guardsmen.
 - New Olamn becomes one of the last battle-sites, as twenty lacedons clamber up the western sea wall and begin killing exhausted guards and bards alike. In what will be labeled "The Charge of the Choir Militant," Danilo Thann and bard Jhandess Milomyr lead a group of warriors against the undead, singing lustily to drown out the groans of the invaders and to lift their own spirits.
- In all, there were over fifty particular *gates* within the city that emitted monsters or absorbed people during the day. By the next day's dawn, nine previously unknown *gates* were eradicated by the work of the Guild of Magists & Protectors. Though it will take over four months for city officials to collect and tally the information, final figures on the number of monsters in the city total near three thousand, and over half that number were undead. (Rumors stake the numbers at four times that, and ever growing.) Of those three thousand monsters, over two thousand were slain outright or turned (and "laid to rest"), and the rest are believed to have fled from the



city into the wilderness. Outside the city, two hundred and fifty-seven monsters were immediately captured or slain by the Guard road patrols, while the remaining monsters became part of the general wilderness population. Despite the huge numbers of enemies in the city, casualties were comparatively light for Waterdhavians and their allies: One hundred and ninety-two watch members (including thirty-seven watch wizards and forty-one armors and civilians), two hundred and sixty-eight guard members, fifty-eight priests of various temples and orders (mostly underpriests and acolytes rather than the temple leaders), forty-three wizards and apprentices (independent wizards and their students defending their homes), and two hundred and ninety-six tradesmen and other citizens of the city were killed. For a tenday after Highharvestide, from thirty to seventy funerals are held each day in the City of the Dead.

Property damage is extensive (especially in Castle and Trades Ward), and the long term effects this day will have on the city are not explored in this adventure. DMs wishing to maintain this scenario in a Waterdeep campaign should set up strife among the guilds who have lost much in property while others grow rich in helping the city rebuild. While no particular names of note were mentioned among the fallen, DMs are free to alter the circumstances and make changes among the nobles; in fact, a few noble clans could be disturbed to see their former heirs return to the estate in undead skeletal form with the current lord's dagger protruding from an eye socket! (After all, no one could find the remains down in Undermountain, right?) Quite a few heroes (and villains) are made in times like these, and the PCs may gain special status (or infamy) for their actions. Suffice it to say, no one in the Northlands is going to forget the activities of this Highharvestide for years to come.

Current Clack: Undermountain

- Some bizarre side-effect of the magical chaos infecting Undermountain animates the statues of the Hall of Heroes (Room #40, Level 1). The forty lifelike stone statues silently move to and up the Long, Dark Stair (Room #36, Level 1). They move partially up the stairs but many mysteriously become inert again, so the Long Dark Stair is now decorated with stone statues of warriors placidly frozen while climbing the stairs. Only ten of the statues actually reach the top, but they crumble into rubble on the top step. If PCs venture down the Long Dark Stair from the oubliette behind the Blushing Nymph, they'll encounter one statue every 20 feet down the staircase.
- Level Two (Room #47) has a larger drow presence since the magical arrival of reinforcements of the drow of House Lysaen. This group of drow slavers now stands at ninety-eight warriors and seventeen priestesses of Lolth. Former leader Ahlysaaria Yril'Ysaen (P5) has been replaced as leader by her elder aunt Aranea Srix'Lysaen (P9). The outpost expanded into the ten closest rooms to the east and southeast of Room #47, to provide better security for the outpost and the teleportals leading to Level Three and the *gate* that links them with the drow city of Karsoluthiyl beneath Baldur's Gate.
- The shipwrecks along the River Sargauth collect in a flurry of wild magic into a massive humanoid juggernaut of rigging and rotten wood! The juggernaut swims up the Sargauth, *gates* out of the dungeon, and causes panic among the pirates of the Nelanther isles west of Tethyr by highsun! The juggernaut sinks two of three ships that had just looted tradeships en route home from Zakhara.

- In Skullport, few creatures teleport in to cause havoc, but the status quo is seriously disturbed by two events. The eccentric Shradin Mulphor is killed at midmorning by a group of thirteen of Skullport's namesake floating skulls, which inexplicably collect together, surround him, and destroy him utterly by each casting a *shout* simultaneously. In addition, Aragauthos the blue dragon (Room #70, Level 3) breaks free of her confining cavern prison, hurriedly flying up along the river and out the South Seacaves by highsun; at last sighting, she was seen flying south along the Sword Coast (and she finally settles down in the mountains north of Amn about a month later). Finally, the waters of the harbor coalesce into a gargantuan water elemental, which immediately swamps much of the Slavers' Isle; over one hundred slavers and mercenaries are killed along with one hundred and fifty slaves, and all are washed into the river.
- In the mysterious Wyllowood, a variety of monsters *gate* into the subterranean forest with amazing frequency. The clergy of Malar that inhabit the wood are overwhelmed and their numbers are reduced by half due to the influx of many vicious predators and not a few magical creatures. Any visitors to Wyllowood for the next year will encounter almost twice as many animals and monsters as normal. Many aerial creatures fly out of Wyllowood through its now-open *gate* ceiling immediately after they arrive, and they emerge in the skies over Shadowdale at dusk.
- Trobriand the Metal Mage comes under attack by all his abandoned experiments! Every automaton from Trobriand's Graveyard *gates* into his secret lair on Level Seven, leaving their old sub-level totally vacant. The metal creatures force their former master's retreat from his sanctum and this level and begin a systematic takeover of parts of Level Seven.
- Arcturia, another of Halaster's former apprentices, is found dead at the foot of the Grim Statue (Room #20, Level 1)! She was killed by four frost giants this morning, though she slew two of them before dying herself.

Undermountain does not change all that much from the player characters' point of view. Once Halaster is restored to the dungeon, he reasserts controls over the *gates* and the fields that prevent teleporting magics. His next immediate task will be to restock the dungeon in places—After all, many monsters escaped from Undermountain into Waterdeep and other places, and they must be restored or replaced. The only major change in what can be done as a result of this adventure is this: Many innocents from Waterdeep and other places were inadvertently sucked into Undermountain, and a few of them might have survived. Rescue efforts into the dungeon, especially for a missing noble family or the children of a major shipping merchant, could bring heroes big rewards. Of course, given how tough it is to survive in Undermountain for seasoned veterans, the chances are slim for the untried and the weak. Still, Tymora doles out luck in mysterious ways...

Current Clack: Around The Realms

- The Nameless Dungeon of the High Forest, thanks to Halaster's out-of-control *gates*, now has a huge population of nagas, snakes, and ophidians. They were teleported from the Slitherswamp sub-level between Levels Four and Five of



Undermountain. Within three months of their arrival, the nagas reestablish a number of reptilian god cults within the Nameless Dungeon.

- A long-abandoned warehouse in Luskan unexpectedly explodes at moonrise. Four salamanders emerge from the fiery wreckage to rampage through the city, setting more fires and destroying a substantial amount of waterfront property.

- The midday skies over Ruathym blacken when silvery-scaled flying fish-men erupt from beneath the shores and fly over the island. These unknown creatures resembled locathah with bluish-black scales, elongated silver dorsal fins, and webbed wings under their arms. The flight numbered at least two hundred or more, but they swiftly submerged and swam off into the western oceans.

- In the Sembian city of Yhaunn, both huge and normal spiders numbering in the thousands flood and cover the streets and buildings of more than half the city! The spiders began appearing just past highsun and continued flooding out of dark alleys and the sewers. Over one hundred and fifty people are slain by the venomous bites of the huge spiders before day's end.

- Deep within ruined Myth Drannor, two incidents make more trouble for the few natives of Cormanthor. First, a pyrohydra blinks into existence three hours past highsun. In its rage at the sunlight, it sets fire to a large central portion of woods near Myth Drannor's ruins. Later, a flight of fifteen nightmares gallops across the ruins of the city just after dark, emerging from the same location (both from Undermountain). Astride one of the lead mounts is a lich lord who is later identified as Sothus Zeth, a 100-year-old corrupt Waterdhavian spellcaster who allegedly went mad while seeking to learn secrets directly from Halaster.

Even more disturbing, the arrival of these creatures apparently mimics an ancient elven prophecy that foretells of "the sudden arrival of sixty-four hooves bearing twenty-four heads" and warns of "future evils for the True People" but this will end swiftly "and dawn will rise again." While few of the elves of Cormanthor truly believe in this prophecy, they hold a shred of hope to it.

- High over Shadowdale, the dawn sees a gorgimera erupt into the air over Elminster's tower, followed swiftly by eight manticores. Elminster, Lord Mourngrym, and the Knights of Myth Drannor dispatch the monsters as almost an afterthought. At dusk, more monsters appear: four cockatrice, two dragonnes, a wyvern, and eight griffons! These monsters are nearly all slain, though three of the griffons are spared for possible breaking as mounts.

- Suzail's peace is interrupted at dawn, highsun, and sunset today. One hundred gargoyles flock over King Azoun's palace, causing the collapse of one defensive wall of the castle and the deaths of one hundred and forty-five guardsmen and twenty seven war wizards. Dark tentacles erupt from a flooded oubliette in the center of the palace dungeons, claiming the lives of three wizards and twelve palace servants. Lastly, four trolls flow into the Courts of Suzail, causing much mayhem and the deaths of twenty-four innocent bystanders and six guardsmen.

Within a tenday, Vangerdahast and the war wizards have located and destroyed all of the *gates* leading to and from Under-

mountain in Suzail. Rumors around Cormyr suggest that Khelben and Vangerdahast had secretly placed the *gates* in the castle, hoping to kill Azoun and take the throne for themselves! This is, of course, one of the milder rumors explaining the previously unknown links to Undermountain.

- The usual chaos of Calimport was accentuated by the influx of twelve will-o-wisps in the sewers. As well, a large contingent of ogres marched out of thin air onto the moonlit streets just after moonrise. Of the thirty-five ogres, seventeen are slain and the remaining bunch are captured as fighting slaves for the arenas.

- The lonely farming village of Geniste, located beyond the southeastern expanse of Tethyr's Purple Hills, is destroyed in hours by a huge flood of green slime! The eruption came out of a long-abandoned root cellar under a ruined building beginning at sunrise. Within five hours, the flow of green slime had engulfed all but the village cemetery hill, which it had surrounded. A wandering priest and his paladin companion, along with the help of a villager-dug ditch, halted the spread of the slime, but the entire village is gone without a trace. There are still large amounts of active green slime in the area, though they exist well below the crust of dried-out slime and brackish water that collects at ground level and creates a swamp. The displaced citizens of Geniste have moved the village nearly a mile to the east and north, renaming the former site Geniste's Grave, with its isolated island cemetery at the swamp's center.

- While heavy fog still lay over the Deepwash at midmorning, fishermen heard roars that told them something had disturbed the dragon turtle! A younger dragon turtle had come through an ancient gate in Undermountain into the Deepwash, and the two fought over the territory. The younger dragon turtle was slain and its decaying corpse washed up on the eastern shores south of Surkh a tenday later. The corpse attracted scavengers and spoiled the fishing in the Deepwash for months after the battle.

- Vhuc (Room #30, Level 1) led a group of forty kobolds out of Undermountain through the gate in their former lair. The expanded tribe takes residence in a thick forest one half-day east of Dhedluk, west of the River Starwater in the forests of central Cormyr. Their existence there is still secret, since the few loggers who came across them were quickly and decisively slain.

Rumors

Rumors about the happenings today are only useful for the start of the adventure, when few know what is going on with the mysterious voice and flaming sigil on Waterdeep's harbor. Constant speculation on the nature of the magical chaos and all of its effects can color the campaign for months. Even after it's all over, there will be many more theories and ideas of what happened than there are people with all the information. As always, it matters little about the truth of the rumor or not, so long as adventures and fun result from them.

- Azuth, god of magic-users, has been expelled into the Realms by Mystra. The sending that woke all the mages for miles around is a summons to aid the god, and the one who does shall share in his power!

- That dream-sending woke every mage and priest of Mystra within 400 miles of Waterdeep—even the Blackstaff, Lady Laeral, and her sister, High Lady Alustriel!



- The Guild of Magists & Protectors is behind this sham of a disturbance. They are out to disrupt the Highharvestide festivities and draw attention to themselves, rather than pay homage and honor to Chauntea, who we should venerate this day.
- Halaster is up to some new trick by disturbing a huge number of people all at once. I heard that the dream message he sent to the wizards is a charm that will draw every mage for miles around to Waterdeep and Undermountain. Halaster's out to destroy lots of mages ill at once and take their knowledge and equipment!
- I was out and heading toward the western gate of the city, near the Walking Statue, before dawn. When I heard a number of voices scream from boarding houses and inns all around, I knew something was up—and then I saw the Walking Statue smile! It was an evil grin, as if it (or the person controlling it) had some malicious plan...
- Halaster sent that dream-message, and why? He's recruiting new students and apprentices, plain and simple.
- Some wizard has created a monstrous crystal ball that allows them to touch any practitioner of magic, despite all other defenses. It not only looks at the surroundings and the physical world—it can invade your mind and your dreams. It might even be able to control an army from afar!
- This flaming sigil and dream-message and all are a sham! The Shadow Thieves are making another bid for power, and they hired a mage to do these effects to draw attention away from their real doings, such as infiltrating the city and reestablishing their former power bases.
- Isn't it Khelben's birthday? Maybe this is Halaster's twisted idea of a gift?

Details of The Dungeon Architecture

The Crystal Labyrinth

The Crystal Labyrinth is rather disorienting, given that all of the surfaces (floors, ceilings, and walls) are transparent crystal as strong as solid stone. Even the outer walls and ceiling surrounding the Crystal Labyrinth appear to look into some empty area just like the interior of the labyrinth; in other words, the PCs cannot see any solid surfaces at all unless they subject them to heat (see below). (If the DM wishes to give PCs a hint about the dangers of trying to leave the maze through the outer wall, show them a dead wizard, forever frozen in a twisted pose from a *teleport* into the solid crystalline rock outside!) The doors within the maze are all crystalline in structure, but they can be detected by touch and work as normal doors; none of them are trapped or locked, but they are likewise not found unless PCs search for them. The exception is the magically-sealed Aquitocrun door, which opens by following Khelben's instructions above.

When the crystal of the Labyrinth comes into contact with flame (natural or magical), the transparent surface becomes opaque for one hour. Therefore, an area contacted by a torch flame (or the magical flame of a *fireball*) changes from transparent crystal to an opaque gray

color streaked with soot. The crystal is not heat-conductive, and only areas touched by flame change in hue; therefore, a flaming torch held high may brush the ceiling, making a streak of gray color against its transparency, but the heat doesn't spread to shroud the entire ceiling. When the surfaces are obscured, trapdoors can be detected as if they were regular secret doors.

The crystal surfaces are smoother than standard stone walls, making them more difficult to climb. All nonmagical climb walls abilities (no matter which class or kit) suffer a 25% penalty when attempting to cling to or scale the walls. Magical effects such as *spider climb* are unaffected by the sheer surface.

Finally, the entire floor is placed over deep sea water. Given the transparent nature of the floor, the sight can be a bit disconcerting. While sound doesn't travel through the floor into the water, any sounds made within the water are easily heard within the Labyrinth. Given the slapping of the water against the underside of the floor (not to mention the animal life), there is almost constant noise. And, if characters are holding light sources, they attract attention from all sides, including the pack of sea lions that live beneath the maze!

Stardock

Stardock is not officially part of Undermountain; it is a large asteroid within the Tears of Selune, within which is a series of caverns. Stardock has no "buildings" since all areas save the external dock are inner areas of the asteroid. All the rooms are caverns carved from solid rock, and most are unfurnished and look unused. The doors within Stardock are either huge rolling stone slab doors or locked portcullis-gates, depending on the location. The walls and floors are excessively rough in all areas except the Masters' Quarters (Area #2), which have been especially smoothed and polished. There are no bonuses or penalties for climbing walls within the Stardock.

The asteroid has a gravity plane, which is only crossed in two areas of Stardock. The gravity plane of the asteroid simply decides which way is down; the plane simply orients the pull of weight toward the center of the asteroid. Both sides of the asteroid are capable of supporting caverns, but the dock side is considered uninhabitable by the liches and all mindflayers since it is the side that faces the sun. When a person or object passes through the gravity plane (refer to the map), there is a brief transition of weightlessness and then the PC or object switches direction of gravity. In other words, climbing down the ladder to the dock passes a person through the gravity plane, and halfway down the ladder the descent becomes a climb to the top of the tunnel to the dock.

Climate

The Crystal Labyrinth

Despite its location deep within Undermountain, the labyrinth is unnaturally cold. The air is clammy and damp, and the temperature hovers just above freezing (thirty-five degrees Fahrenheit approximately). However, the floor is warmer than the air or the surrounding surfaces, given the warmer sea water beneath it.

Stardock

Stardock has a comfortable temperature and breathable air, though it is a bit dry.

Magic in Undermountain

Barrier Spells

For the first time since the complex gained its name, the intricate magical barriers that kept the dungeon under control have fallen



due to Halaster's abduction. Now, among the notes below are the suggested changes to how the dungeon operates differently for the extent of the adventure; these conditions will eventually revert to Undermountain's normal state once Halaster is returned to the Underhalls. However, DMs can choose which effects do or don't operate due to the wizard's absence and reappearance.

- While this is normally prevented, there are no barriers preventing *teleportation* or similar spells—*word of recall*, *dimension door*, or *succor*—within any part of Undermountain during this adventure. However, *passwall* and any attempts to alter the physical structures of the dungeon by magic (i.e., *transmute rock to mud*, *stoneshape*, etc.) are still prohibited.
- *ESP* and similar scrying spells (like *locate object*) still do not operate through ceilings, floors, walls, or doors. *Wizard eyes* and projected images can move only if there are gaps for air passage like keyholes and other gaps in enclosures.
- Spells that summon anything from outside the dungeon do work as normal now. All *gates* within the dungeon now act both ways freely. Therefore, all *gates* act both as *teleports* and as monster summoning spells, both removing and inserting creatures into Undermountain. All items that summon things (such as *horns of Valhalla*) operate normally, as do items that create extradimensional areas (such as *bags of holding* and *portable holes*).

Crystal Walls

The walls of the Crystal Labyrinth are sound- and light-permeable, but they are not permeable for magic. This simply means that spells that are judged as "line of sight" for maximum casting distance can be cast, but they will only go as far as they can until they are interrupted by a wall. At that point, the effect is triggered. So, your wizard can see a troll is racing toward him from 40 feet away, but he (and the troll too) doesn't see the wall 30 feet in front of him—The troll will hit hard, but the wizard is cooked if he tried a *fireball* or similar spell. Like the standard walls in Undermountain, these walls are proofed against *disintegration* and *passwall*, so altering the physical layout of the maze by making shortcuts through walls won't happen. Still, since PCs can see through all surfaces, they can use *teleport* spells to move them to various points in sight, bypassing some of the obstacles of the maze. Standard rules for teleporting still apply.

Other Details

Lighting

Within the Crystal Labyrinth, there are no light sources at all. As always, unless it specifically says in a room description that there is light in an area, there isn't any light beyond those carried by the party. So, the only way for player characters to see is by holding light sources (and leaving some behind either as markers or to expand the party's field of vision) or by *infravision*. Please note that *infravision* will not detect any creatures that are behind a crystal surface (but said creature would be visible if there were light to reveal it, like the sea lions beneath the floor). *Infravision* cannot detect the corners and open doorways within the labyrinth, making it equal to regular vision within available light.

As for Stardock, many of the caverns are lit by magically-burning braziers at each corner of a room. All rooms are lit with illumination equal to that of a full moon or dawn/twilight.

Noise

All the surfaces within the Crystal are sound-permeable on all sides except for the floor through to the water beneath it. Therefore, PCs within the labyrinth can hear the roars of the sea lions and the sound of them hitting the floor under their feet. The lions (and anyone else in the water) cannot hear the footfalls or voices of those in the maze until they near an open spot in the maze! Just like the rest of Undermountain (or any dungeon for that matter), if you make noise, it carries through all open passages and it could either bring aid or ill, from a friendly adventurer to a curious monster looking for a meal. This is one of the better tests of safety from visible monsters in the dungeon: If you can see it, worry, but you're not really in danger unless you can hear it easily! In other words, the DM should make sure to keep an eye on the map and describe any preset monsters (or any wanderers) that are within the PCs' lines of sight, but vary how much sound the players hear from them, giving them cues as to when to react. As a rule of thumb, noises sound a little muffled or with a slight reverberating echo when heard through a surface, but they are loud and clear when unobstructed.

Wandering Monsters

Thanks to the magical chaos happening throughout the Undermountain complex, the Crystal Labyrinth (and any other area of the dungeon) is filled with far more wandering monsters than its usual state. All Wandering Monster Tables and Attracted Monster Tables are increased in likelihood and in the number of monsters. The checks for wandering or attracted monsters change as follows:

- Roll 1d6 every hour (rather than every 3) of game time; rolls of 1 or 2 indicate a wandering monster. Roll 1d20 and check the appropriate table on the Encounter Tables.
- When the PCs fight (or make any noises above basic movement) in the Labyrinth (or any passageways in Undermountain), roll 1d6 every round; a roll of 1 indicates a monster heard the fracas and came to see what food is on the hoof! Roll 1d20 and check the appropriate table in the Encounter Tables appendix.

Stardock has no wandering monsters, since all creatures there are either tightly controlled by the liches of the Twisted Rune or dead.

Ways in and Out

This section provides a summary of possible alternate links among other areas of this adventure and the surrounding campaign expanses. During Halaster's Harvestide, any known gate (from any TSR product!) to or from Undermountain operates either way and provides an exit or entry to the adventure. The *gates* mentioned below are those that tie with specific adventure points or newly-mapped gates within the Crystal Labyrinth.

Crystal Labyrinth

The first four *gates* leading into the Crystal Labyrinth are each linked to another specific doorway within the Realms, and these currently operate in a two-way pattern as opposed to their normal one-way direction into the labyrinth. The *gate* is not visible from the other side, though the crystal doorway within the maze sparkles slightly when it is open. The compass points of the doorway notes refer to where the door is on the Labyrinth.



- The northern doorway is linked to a wine cellar door of the Snome noble villa in Waterdeep (N5). Over the past 120 years since the original villa was built, seventeen servants have disappeared from the villa while fetching wine. The doorway in the villa normally only teleports the first person to open and step through the door during the night of Shieldmeet; the master of the villa still has no idea the gate is there, only that he has had seemingly-loyal servants abandon him and flee the city during one of the more important feast days of the year. The door within the villa is simply a wrought-iron gate with a padlock to keep people from drinking the wine set aside for the lord's private stores.
- The eastern doorway is linked to a battered, rusted-iron gate to a long-abandoned and desecrated tomb in the eastern Ardeep Forest. The gate barely hangs onto its hinges in the archway, and the stone arch and gate are all that remain standing above the ground of this once large and noble tomb. Anything of value, including the bones of the elves buried within the tomb, has been stolen.
- The southern doorway connects to a barracks in the Tethyan city of Saradush. The doorway of the main sleeping quarters leads to a stairwell to the battlements. However, anyone using that doorway when it is raining in Saradush is *gated* to the Crystal Labyrinth. This magical gate was established 219 years ago in the Year of the Scourge, and it only took the disappearance of four guards to realize when this doorway *teleported* people (though they still don't know where it leads, only to avoid it on rainy days). Its relative fame has named it the Raingate and its barracks the Raingate Tower.
- The western doorway connects to a door in the Copper Cup feasthall of Waterdeep, specifically the only door on the western wall of the second cellar. If someone opens the door at anytime, that person is instantly gated into the Crystal Labyrinth (whether he meant to step through the door or not). One of the proprietresses, Jhandril Neth (CN hf FI), learned of this *gate* and has kept the knowledge secret, using it to dispose of unwanted suitors and other troublemakers by sending them down to "her private rooms" where they disappear into Undermountain.
- The Rift is obviously one way out of this part of Undermountain. The Rift is detailed in the "Aqitiocrun" section of the map key.
- There are three gates that supply and stock the Crystal Labyrinth with guardian creatures. Normally, these *gates* would only draw in creatures once every month. Now, with the chaos in the dungeon, these *gates* (marked with "T"s on the map) actively bring in a monster once every hour. These *gates* do not allow two-way access to any other areas, and they pull creatures from random places across the Realms into the maze. One round after the PCs arrive in the labyrinth, have these *gates* activate and eject monsters in a bright flash of red light, which forms an aura around the monsters for a round before fading.

- The water below the Crystal Labyrinth comes from the warmer waters of the Sea of Swords. If PCs can swim down through all the sea lions, they will find the bottom of this waterway 400 feet down. The bottom is a solid mass of coral riddled with small and medium sized tunnels. Directly underneath Area #7 is the largest tunnel, and this leads 100 feet further down to a two-way *gate* that deposits PC, sea lions or other beings and objects into the waters off the coast of Athkatla in Amn. The exit is the overturned bow of a sunken ship with a huge hole in its side near the middle. The shipwreck is at a depth of 300 feet and it is 10 miles to the west off the shore of Athkatla. There is no longer any cargo or treasure within the shipwreck.

Stardock

There is really only one way to reach Stardock from Undermountain, and that is through the Rift.

- The Introduction and its detailed story lead the PCs to the Rift created by the Twisted Rune to link Undermountain with Stardock. All that PCs need to do to use the Rift is to step through it from its visible side.
- If PCs are elsewhere in Undermountain, the DM can duplicate the Rift elsewhere and speedily drop PCs into the adventure in Stardock.

"X" Marks The Spot

If the PCs are unable to reach the Crystal Labyrinth or the Aqitiocrun at all, they can use this final safeguard option to return to the adventure. Halaster's clue of "Seek me at Aqitiocrun!" is a conundrum of two meanings. For those used to Halaster's puzzles, they might over analyze the situation just as Khelben (and Duran) did and spend time wandering through the Crystal Labyrinth to reach the Rift therein. However, the translation of aqitiocrun as a "place where treasure is kept" also applies to the more standardized map mark of the North: An "X" marks the spot of any hidden treasure on any map made within the past 800 years or more. Simply marking an "X" into a surface will cause the mark glow with magic, and contacting it with some force will *gate* that person directly to the Rift. If the PC punches or swings a weapon at the "X," she *gates* to within a foot of the Rift in the Aqitiocrun. Otherwise, normal initiative is rolled before the PC can venture through the Rift. The easiest and quickest method to use this involves scratching the "X" on the floor, jumping onto it, and falling through the "X" into Undermountain. This will cause the adventurer to further fall through the Rift to land lightly in Area #0 of Stardock in less than two seconds! Of course, PCs must roll for surprise, otherwise this unorthodox travel method distracts them enough to be surprised by the deepspawn and its allies at the arrival point of Stardock.

Though Khelben refused to acknowledge this simple explanation of Halaster's conundrum, the halfling Lord Nindil Jalbuck immediately thought of this, and he was the cloaked Lord telling Khelben to tell the PCs of other options. This gate is simply Halaster's way of ensuring that clever and simple PCs alike might have a chance to rescue him. See "Halaster's Actions & Reactions" for more details on the use of this special *gate*.



NPCs & Magic

This section is where DMs will find major plots to weave into the PCs' adventures, rather than in the dungeon key. Simply put, the histories, current activities, and personalities of the NPCs contain the plots, and it's up to each DM to decide how the PCs will alter the ongoing stories. Here we describe the major nonplayer characters that currently inhabit this level of Undermountain (and beyond). After the characters and their stories, we'll take a look at the new spell concocted just for Halaster's capture.

Dungeon Masters can change details of the characters' stories to help him introduce any of the plots into his personal campaign. For example, why not have the Twisted Rune gain control of a few *gates* to unleash some horrors of Undermountain directly onto their hated foes, the Red Wizards of Thay? One can also expand the plot a little further by allowing Priamon and his alhoon ally to master Halaster's methods of *gate* construction and control. That adds more urgency to the battle at Stardock, since they will fight not to keep Halaster but to escape and establish more *gates* of their own. If you really want to set your Realms campaign on its ear, this entire adventure could be a ruse, and Halaster is not the prisoner of the Twisted Rune but an ally! That certainly changes the balance of power all along the Sword Coast and makes Halaster all the more dangerous since the chaos he instigates was all for a whim!

Halaster Blackcloak

Game Data: LE (CE in Undermountain) hm M30; D 18, I 20. AC 10; 49 hp.

Spells: 7 / 7 / 7 / 7 / 7 / 7 / 7 / 6 / 6 (30th level).

Spells Memorized: Halaster has access to all spells in the *Player's Handbook* and any unrestricted spell in any FORGOTTEN REALMS products. His currently memorized spells (for this adventure) are: 1st— *audible glamer, cantrip, charm person, color spray, grease, magic missile, mending*; 2nd— *flaming sphere, fog cloud, glitterdust, invisibility, locate object, mirror image, shatter*; 3rd— *fireball, gust of wind, haste, hold undead, nondetection, suggestion, wraithform*; 4th— *charm monster, Evard's black tentacles, ice storm, improved invisibility, minor globe of invulnerability, polymorph other, shout*; 5th— *advanced illusion, animate dead, dismissal, dream, false vision, hold monster, teleport*; 6th— *anti-magic shell, contingency, eyebite, suggestion, mislead, Mordenkainen's Lucubration, repulsion*; 7th— *control undead, finger of death, phase door, prismatic spray, reverse gravity, spell turning, teleport without error*; 8th— *demand, mass charm, maze, mind blank, Otto's irresistible dunce, screen*; 9th— *gate, Energy Drain, imprisonment, meteor swarm, prismatic sphere, wish*.

Special Abilities: Halaster, when in Undermountain, is subject to a number of wish-granted abilities with extensive implications. While he is only physically in one place at any given time, he can generate illusory images of himself anywhere in the Undermountain complex or within 10 yards of any *gate* leading to or from the dungeon. These phantoms can be used by Halaster to cast spells through or talk to "trespassers." At any time, there are at least nine (one per major level) and as many as 30 Halaster-phantoms roving the halls of Undermountain. Halaster can also exchange his physical form with one of these images instantaneously without any apparent visual change in status, allowing him to perform hit-and-run operations in the dungeon.

Halaster also is aware of the use of any *gate* within Undermountain, and if he doesn't wish one to work (or to improve it), he actively controls the *gate* and where it deposits travelers in Undermountain. He also keeps them to certain predictable patterns. The *gates* go awry when he's not in the dungeon because he is the only thing keeping them from operating automatically and at all times. The only time that Halaster cannot alter a *gate's* effect is when someone enters a *gate* set more than 100 miles outside Waterdeep; once the traveler arrives at Undermountain, Halaster can alter that *gate* within one turn.

Halaster has more, unknown special abilities, which are delineated in the original *Ruins of Undermountain* boxed set.

Special Equipment: Halaster was carrying very few magical items at the time of his abduction. The few items he owns are on his body, and they are negated by the *Frostrune's restraints* spell. They are a ring of *blinking*, a ring of *vampiric regeneration*, and a robe of eyes. Halaster undoubtedly has more items than this back in Undermountain, but this is all he has now.

Description: Halaster truly appears as a tall, gaunt elderly mage dressed in tattered old brown robes covered in an equally-ragged gray cloak. His hair is long and chalk white in hue, hanging down to his shoulders from a prominent bald crown. When he is not physically within Undermountain, Halaster is a very fastidious, meticulous, and proper wizard. His speech is precise and exact, always uses neither too many words nor too few when speaking. If given the chance, he will mend his tattered garments and clean himself up with a minor cantrip. As this is the first time in over a millennia that he has set foot outside of the dungeon, he relishes the few moments of lucidity he has. But he also knows that





he is aging and his dungeon *gates* rage out of control when he is not in residence. Halaster is not one to brook insolence and disobedience; once he is freed from his restraints, he will attempt to take charge, and will be angry if not immediately obeyed. Still, he realizes that he owes his rescuers a boon, and he will honor it... for good or ill (see "Halaster's Actions & Reactions").

History & Notes: Little more needs be said than is already known. Halaster is the Mad Mage of Undermountain, the wizard responsible for conquering the former dwarven mines of Mount Melairbode and the expansions made by drow invaders. He and his apprentices made Undermountain what it is today, and Halaster wants to keep it that way. At least a dozen *wishes* and countless contingency and permanency spells went into establishing the magics within Undermountain and Halaster's controls over the same. Since so few people have ever had the audacity, the courage, or the sheer power to forcibly remove Halaster from his home, the chaos that followed was unexpected and severe!

Still, Halaster learns from any experience, no matter how insane he may seem. After the course of this adventure, not even a wish will be able to pull the Mad Mage from his place of power. Nothing short of a godly summons will unseat the Lord of the Underhalls ever again! In addition, Halaster will begin to study psionicists and illithids in earnest, and he's certainly got some vengeful plans in mind for the Twisted Rune, and Priamon and Ralayn in particular.

The Twisted Rune

Group Description: This consortium of magic-wielders has quite a few powerful figures among its membership, but it has rarely been heard of further north than Iriaebor in more than seven centuries. The Twisted Rune's power bases are situated in the Vilhon Reach, eastern Calimshan, and parts of Tethyr. They are among the most secretive groups in existence, and their current membership remains unknown. While their primary goal is to rule Amn, Tethyr, and Calimshan, they must eradicate the presences of a number of other power groups before they can make their major bid for power. Those groups include the Harpers, the Cult of the Dragon, the Zhentarim, and their major rivals, the Red Wizards of Thay.

Current Activities: Ralayn and Priamon's scheme to learn Halaster's secrets has been long in the planning, but they were forced to rush into action far sooner than they were ready due to two factors: the illness of King Azoun IV of Cormyr and the rise to the throne of Queen Zaranda Star of Tethyr. With Vangerdahast and the country distracted by the king's illness, the Twisted Rune will never have a better chance at infiltrating some highly placed noble households in the southern regions of Cormyr, a land long on the Rune's list of places to influence. As well, the resolution of Tethyr's civil strife is both good and bad for this group. They can no longer act with impunity in Tethyr, and must return to hiding, but there will be an increase in general power, assuming the Twisted Rune has influence in the right places.

Therefore, with the balances of power shifting across Faerun, two of the Twisted Rune pull a power play to learn some great magics and hopefully grant themselves (and their consortium) the needed might to resist and overpower the incursions of their hated rivals, the Red Wizards. Neither mage expects-nor even notices, during the course of the adventure-the chaos that results with Halaster's removal from Un-

dermountain. It was educational in terms of their knowledge of *gate* systems. Priamon's longstanding hatred of Khelben Arunsun and his clan made the destruction in Waterdeep of great amusement to him. For the Twisted Rune, the eradication of Halaster, Khelben Arunsun, or any of the other powerful mages of the North would allow them inroads to places of power long cut off to them. If they could wrest control of Undermountain from Halaster permanently, the Twisted Rune members could plunder Undermountain and also establish a major power base within the northern Sword Coast, far away from their rivals in Thay. Finally, any woes that befall Waterdeep also aid the Rune's cause, since the disruption of a major Sword Coast port makes the southern ports they do influence of greater importance.

Given the factors above and the changes in power among a number of factions, the Twisted Rune sanctioned this plan to usurp Undermountain, but insisted the operation be run through Stardock to avoid revealing a major lair of any of the members. If Ralayn and Priamon fail in this endeavor, the Rune suffers a setback to its plans, but they do not reveal more than two members' involvement. However, if they succeed, they would be able to establish a series of *gates* to allow their members far greater mobility without sacrificing secrecy, thus increasing the ability of the Twisted Rune to act against its enemies and for its allies swiftly.

Priamon "Frostrune" Rakesk

Game Data: CE hm lich/M27; I 18, W 16. AC -3; 64 hp.

Spells: 6/6/6/6/6/6/5/5/3.

Spellbook: 1st— *Charm person, grease, magic missile (x2), shield, spook*; 2nd— *blindness, flaming sphere, Melf's acid arrow, mirror image, Tasha's uncontrollable hideous laughter, web*; 3rd— *dispel magic (cast), fireball, fly, hold person, lightning bolt (x2)*; 4th— *charm monster, confusion, dig, dimension door, ice storm, wall of ice*; 5th— *animate dead, chaos, cone of cold, feeblemind, teleport, wall of force (cast)*; 6th— *chain lightning (x2), contingency (cast)*; if Priamon falls to fewer than 35 hit points, he automatically teleports without error to his lair in Calimshan), *globe of invulnerability, mislead, Otiluke's freezing sphere*; 7th— *delayed blast fireball, finger of death, power word stun, prismatic spray, teleport without error*; 8th— *clone, Frostrune's Restraints* (cast), muss charm, maze, prismatic wall*; 9th— *crystalbrittle, prismatic sphere, temporal stasis*. *New spell; see below.

Special Abilities: Liches are only harmed by enchanted weapons of +1 or greater strength, spells, or creatures of greater than 6 HD. A lich is also immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity*, and death spells or spell-like effects.

The icy touch of a lich inflicts 1-10 points of damage and the target must save vs. paralyzation or become paralyzed until the effect is dispelled.

Special Equipment: *Ring of spell turning, ring of protection +3, robe of blending, helm of telepathy.*

Description: This former Waterdhavian wizard has become one of the most corrupt liches on the face of the Realms today. He wears olive-green robes with gold-embroidered hems, a black cloak with an emerald-lined hood, and all these clothes are kept remarkably well for a lich (i.e., they are musty and fading, but they aren't ragged or in tatters). Priamon wears the hood up, since his form isn't nearly as well-kept as his clothes. While he is only in his second century, only one-third of the flesh remains on his skull, around his scalp and right eye and right side



of his jaw, with the rest laid bare—the result of a past spell-battle. The rest of his body is in a partially-mummified state due to the dryness of his normal lair within the Calim desert, and his hands and body below his head are wrapped in linens under his robes.

History & Notes: Priamon Rakesk was born in Waterdeep in the Year of the Lynx (1189 DR/147 NR). By the Year of Oceans' Wrath (1212 DR/170 NR), he had adopted the name "Frostrune" as his wizard's name to reflect his penchant for spells of cold and ice. Priamon was exiled from the City of Splendors in the Year of the Lone Candle (1238 DR/196 NR) by the Lords and their active agent, Khelben Arunsun the Elder. After a time wandering the North and settling for a decade in Baldur's Gate, Priamon drifted further south to Tethyr and created his lair within the Snowflake Mountains, a lair that remains totally unknown today to its neighbors. After his transformation into a lich in the Year of the Raging Flame (1255 DR/213 NR), Priamon began researching spells for imprisoning and torturing mages, specifically his hated adversary Khelben. The few adventurers who explored the Snowflakes met swift death when they found Frostrune's lair.

After a self-imposed 30-year exile of study, Priamon emerged from his lair a much more powerful figure. In his studies, he had discovered the existence of a cabal of sorcerers known as the Twisted Rune. Using his *crystal ball*, he had uncovered and petitioned one of its members—the lich Bhagenn the Crimson of Amn—to join their ranks. Bhagenn planned to use the younger lich to disrupt the plans of a rival member, then kill him to gain further influence within the Rune's power structure. However, Priamon turned the tables by allying with his alleged target and slaying Bhagenn in turn, claiming all his knowledge and treasure. This act, more than Bhagenn's say-so, gained him entry into the Twisted Rune.

For the past 80-odd years, Priamon has worked well with the others of the Twisted Rune, especially Jhaniloth Puiral, a former wizardess of Silverymoon. Jhaniloth also shared Priamon's hatred of Khelben the Elder, who defeated a number of her plots and caused her to be forced from Silverymoon, Secomber, and Waterdeep in quick succession. They had been planning and testing ways to wrest control of Undermountain from Halaster simply to destroy Khelben and the Lords of Waterdeep. When Jhaniloth was slain in her lair by the paladin Prince Rythan of Tethyr in the Year of the Marching Moon (1330 DR/288 NR), Priamon continued his plots, but they soon shifted more toward using Halaster's gates as a tool for the Rune's power (including an emergency means of escape).

When Stardock fell to the Twisted Rune, they decided to put a major plan into action, especially with the return of the Tethyrian monarchy. It fell to Ralayn, the mastermind behind the conquering of Stardock, and Priamon to gain the power of Halaster Blackcloak's *gates*. After 131 years, Priamon finally gained some revenge on his hated foes by using all the *wishes* from a jealously guarded ring of multiple wishes to locate Halaster's physical form, disrupt the barriers around Undermountain, rip open a gateway from Stardock to Undermountain, and kidnap him.

Ralayn The Occultacle

Game Data: NE alhoon Psi 7/M9. AC 1; 49 hp. HD 8+4; THAC0 11.

Spells: 1st— *alarm* (cast), *color spray*, *magic missile* (x2); 2nd— *darkness* 15' radius, *Melf's acid arrow*, *summon swarm*; 3rd— *lightning bolt*, *protection from good* 10' radius, *slow*; 4th— *Evard's black tenta-*

cles, *minor globe of invulnerability*; 5th— *advanced illusion* (cast).

Special Abilities: Though undead, alhoon can still attack as a mind flayer with its facial tentacles. Each tentacle delivers 1d4 points of damage per attack, and it takes 1d4 rounds for a tentacle to burrow into a victim's head with the tentacles and consume its brain.

Also, alhoon maintain the 90% magical resistance they had in life.

Alhoon gain many of the immunities of undead, including being utterly immune to sleep and charm effects. Alhoon, while undead, are not harmed by holy water, cold iron, silver, sunlight, or *protection from evil* spells. They also cannot be turned or dispelled by priests.

Psionics: PSPs 304, as a level 7 psionicist.

Disciplines:

Psychometabolism: Sciences— *Energy containment*, *metamorphosis*; Devotions— *Adrenalin control*, *cell adjustment*, *displacement*, *double pain*, *flesh armor*.

Psychportation: Sciences— *Banishment*; Devotions— *Dimension door*, *time shift*.

Telepathy: Sciences— *Probe*, *superior invisibility*; Devotions— *Aversion*, *inflict pain*, *invisibility*, *life detection*, *mind bar*, *psychic impersonation*.

Mind Flayer Psionic Abilities:

Astral— *projection*, *body equilibrium*, *control body*, *domination*, *ESP*, *levitation*, *post-hypnotic suggestion*, *probability travel*, *teleport*.

Special Equipment: *Cloak of protection* +4, *ring of chameleon power*, *ring of teleportation* (Like Khelben's rings, this ring will teleport without error to a predetermined location once per day), *oil of fiery burning*.

Description: This mauve-skinned "illithilich" appears very similar to a living mind flayer, with its pupilless orbs and four mouth tentacles, despite its undead status. However, its hide is dry and rough rather than the glistening, slimy hide of a normal illithid. However, it keeps itself relatively moist with its *decanter of endless water*, and can pass for a normal illithid for short periods of time. Ralayn the Occultacle favors silk robes of spiders' silk, and he is rarely seen in colors other than royal purple and silver.

History & Notes: Ralayn is an outcast alhoon who ventured from the Underdark up into the Forest of Mir in southern Tethyr twenty years ago, though his lifespan started over a century before this. It came to the surface seeking its former alhoon master, the 300-year-old Kellarakin, and the two were reunited. Kellarakin had been on the surface within the Forest for over two centuries, though it made frequent long forays into the Underdark beneath Calimshan. Ralayn and Kellarakin still maintain their lair in the dungeons beneath a ruined tower in the western corner of the forest, where they continue to try and expand their stores of magical knowledge. Over the course of 20 years, these partners have ambushed over one hundred expatriate drow within the forest and consumed their brains in hopes of increasing their magics.

Over four years ago, the illithiliches hunted in the southeastern stretch of the forest. They discovered a glade, purely by accident, that was used frequently by spelljammer ships, including some illithid slavers. Ralayn and Kellarakin *charmed* some illithids one night, and learned of the Stardock outpost, the illithids of Glyth (an outer planet within the Realms crystal sphere), and their plans to export slaves from isolated and poorly protected settlements in the lesser-protected South (away from meddlers like Elminster and Khelben "Blackstaff" Arunsun). Kellarakin, an infrequent ally of the Twisted Rune,



brought this information about the spelljammers (though not where they came from) to their attention. Kellarakin and Ralayn were made full members in exchange for further information and eventual infiltration. Over the course of three years, the pair gained the confidence of the spacefarers, often using their knowledge of the areas around and within the forest to provide more slaves for them. Eventually, Kellarakin planned to usurp the power structure of the illithids of Glyth and use them to enhance the power of the Twisted Rune with a fleet of spelljamming ships.

Ralayn, on the other hand, was also furthering contacts among the Twisted Rune rather than the illithid aliens. When the shift of power came in Tethyr and the Twisted Rune needed to put Priamon's plan of *gates* into action, Ralayn offered up Stardock as a launching point. All that was needed was for the Twisted Rune to clear out its supposed allies. Ralayn had cultivated an agent among the crew of Stardock, one Aurangaul, who wished to learn more of magic, since he was nearly an out-cast and low ranking member among the psionic castes of Glyth. With Aurangaul's aid and those of other charmed slaves, the Twisted Rune was able to secure a beachhead on Stardock three weeks ago. Within a day, the spellcasting forces of the Rune had exterminated nearly every illithid remaining on Stardock, though it cost the life of Kellarakin, Ralayn is the assumed master of Stardock, along with his lackey/ally, Aurangaul.

Ralayn now has an alliance of convenience with Priamon beyond their usual alliance as Rune members. By planning to use Stardock as their jumping-off point and link for their *gates*,

it should confuse the land-bound mages and their enemies into believing some alien power group is out to conquer the Realms. This allows the Twisted Rune to act with subtlety while expanding their power base and foisting the blame on an entirely fictitious group. With Stardock as the central launch point, Ralayn's influence among the Rune rises, though it realizes it must maintain good relations with Priamon, the only other member to know the full details of Halaster's *gates* and the one to monitor them from here. Even if they are forced to abandon Stardock for a time after Halaster's abduction to avoid detection, they can easily reassert their control via *gates* keyed for them.

Aurangaul

Game Data: **Mind flayer:** AC 5; MV 12; HD 8+4; hp 38; THAC0 11; #AT 4; Dmg 1-4; SA Psionics, spells; SD See below; SW Hatred of sunlight; MR 90%; SZ M (6'); ML Champion (15); Int Genius (17); AL LE; XP 9,000.

Special Abilities: SA—A mind flayer's preferred method of attack is the *mind blast*, projected in a cone 60 feet long, 5 feet wide at the mind flayer, and 20 feet wide at the opposite end. All within the cone must make a saving throw versus wands or be stunned and unable to act for 3d4 rounds.

SD—A mind flayer can use the following arcane powers, one per round, as a 7th-level mage: *suggestion*, *charm person*, *charm monster*, *ESP*, *levitate*, *astral projection*, and *plane shift*. All saving throws against these powers are made at -4, due to the creature's mental prowess.





The mind flayer's standard attack is with its facial tentacles. Each tentacle delivers 1d4 points of damage per attack, and it takes 1d4 rounds for a tentacle to burrow into a victim's head with the tentacles and consume its brain.

Special Equipment: *ring of spell storing* (Ralayn gave this item to Aurangaul for this mission, and it is loaded with three *magic missile* spells and one *fireball* as if cast by a 9th-level mage).

Description: Aurangaul appears like a standard mind flayer, with its pinkish skin glistening with slime. It, however, wants to become a mage or an alhoon, and it dresses as if it were, in long robes and its head always buried deep within a hood. Its mouth-tentacles are constantly twitching, rather than the constant squirming of normal illithids. All told, Aurangaul is very smart, but he has deluded himself into the role of sycophant to Ralayn the Occultacle and the Twisted Rune.

History & Notes: When Aurangaul first met Ralayn, it was a low-ranking member of a slaving expedition from Glyth. Dissatisfied with its lot among the spacefaring Glyth slavers, Aurangaul quietly approached Ralayn and its mentor, Kellarakin, to take him in as an apprentice. Though it was unaware of it, Ralayn *charmed* him into trusting them to choose the right time for Aurangaul to switch alliances. Though it was not pleased to be rebuffed, it held out hope for its chance during the next expedition.

Three years later, Aurangaul returned to Ralayn, and it provided much crucial tactical and navigational information about Stardock, its exact location (for *teleports*), and other information about the Glyth illithids. Now a firm "ally" of the Twisted Rune, Aurangaul easily betrayed the outpost's mind flayers, slaying one of its oppressive commanders itself. Now, it simply stays at Ralayn's side, hoping to be taught more magic soon and believing that Ralayn holds so much more power to be learned, which is what it is told.

Aurangaul truly believes the lies it is told by its master due to the *charm* spells it was formerly under and its own greed, Aurangaul honestly presumes that it will stand at its master's right hand when the Twisted Rune gains more power. Aurangaul now waits patiently for Ralayn to be done with the human lich and to destroy him, so the illithids can rule the Twisted Rune. While Ralayn may have hinted at this as a possible outcome, this is more a fantasy of Aurangaul's xenocidal wishes than anything ever truly discussed. Still, it believes itself to be an apprentice mage of sorts, despite all of its incapacibilities of learning and casting spells without items.

New Spells

Frostrune's Restraints

(**Enchantment, Evocation, Necromancy**), Level 8

Known by: Priamon "Frostrune" Rakesk, the Twisted Rune

Range: 5 yards

Duration: Special

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 8

Saving Throw: Special

This spell sends a glowing ball of energy toward a target and wraps a creature in magical bonds designed specifically to fetter wizards and prevent spellcasting. The magical energy of the bonds are tied directly to the victim's life force, making it very dangerous to disrupt.

When the spell is cast, the victim can roll a saving throw vs. spell with a -2 penalty. If the save is successful, the glowing energy only causes the victim's hands to glow for 1d4 rounds, making it difficult to cast spells (add 4 to all casting times and roll a 30% chance of miscasting the spell and ruining it). When the duration is up, the glow subsides and normal casting resumes.

If the spell takes full effect (i.e., failed save), the energy forms globes of energy around the extremities of the victim (hands, feet, but not the head), forcing them as far apart as possible and leaving the target in full spreadeagle position. The globes *levitate* the victim about 5 feet off the ground, and the trapped figure can be moved horizontally by the mental commands of the caster or by physical force (wind, telekinesis, or simple pushing). The *restraints* prevent victims from moving their hands for spellcasting, and they don't allow any items to be used through them (or even gripped, for that matter). The extremities within the globes are paralyzed until the spell ends.

If the globes are brought closer than their limbs' full extension, the victim is wracked in pain and arcs of energy flow among all the globes. The victim can consciously still move other parts of his body outside the *restraints*, however painful it may be. One way to break the spell is to make a successful Bend Bars roll to break the *restraints*; another is to force the globes to touch each other or smash them against a hard physical surface. Any of these methods wreaks a horrible amount of pain on the victim, as well as those around him: Shattering one of the *restraints* inflicts 4d8 points of damage + 1 point per every two levels of the caster—Priamon's (M27) *restraints* on Halaster deal 17-45 (4d8 + 13) points of damage to Halaster if broken. In addition, the explosion of the magical *restraints* deals 1 point of damage per two levels of the caster to all within a 10-foot radius of the explosion's center. For both of these effects, a successful saving throw vs. spells reduces the damage by half.

If the spell is not resisted and the victim remains still, it lasts for 8 hours + 1 hour per level of the caster. At the end of that time, the *restraints* simply fade away, causing no damage to the victim. The *restraints* can also be disrupted by *dispel magic* or the touch of a +3 or greater enchanted blade.



The Crystal Labyrinth

"That accursed maze? I pray to Tymora's luck and Waukeen's gold that I never have to wander that aimlessly in search of an exit ever again! I'm not one to easily lose my bearings, but the things I saw there—and, in truth, those I did not see as well—certainly tested the mettle of Mirt the Merciless for more than a fortnight."

—Mirt the Moneylender, circa 1349 DR

DUNGEON FUNDAMENTALS

All of the basic physical characteristics— from the temperature to the basic overall descriptions of the walls and surfaces of the maze—are detailed above in the Notes section. There is one basic description given to the entire Crystal Labyrinth, since it is difficult to describe the dimensions of a room with no apparent walls. Unless the physical environment changes, no further descriptions are given within this section. Therefore, it is up to the DMs to describe any creatures that appear within the PCs' lines of sight. In addition, their light sources (and any light from other creatures) can easily draw attention and point out things about the labyrinth to the attentive.

There is one other physical condition that has not yet been mentioned about the Labyrinth. Nothing, whether claws or weapons or impacts, leaves a mark on the crystalline walls, no matter how strong the force! The only exception comes when weapons are enchanted with greater than +1 magics. In that case, the weapon scores the crystal surface and leaves a deep scratch mark for twenty-four hours, after which the crystal mends itself. Bear in mind that the sound of scoring a mark into the surfaces drives the sealions beneath the floor into a frenzy! This is the only way a PC can mark a surface within the maze.

The "Encounter" areas are the only preset encounters with monsters stuck within the maze. These are the minimum number of encounters for a party of player characters within the labyrinth. For these encounters, observe the following standards in addition to other specific strictures among the encounters:

- Whenever PCs or their light sources get within 90 feet of an encounter area, no matter how many surfaces are intervening, the monster should at least make noise and attempt to reach the PCs, though DMs should obviously alter the behavior according to the monster's Intelligence level. Whenever PCs get within visual range (30- or 60-foot radius of light), the monsters should make Intelligence checks again to keep them from rushing toward the PCs and hitting unseen, intervening walls (or perhaps not . . .). The uncertainty of where barriers are and the fact that most of the maze's other denizens want to eat you are both great ways to keep the tension in an adventure high.
- If the PCs are getting thoroughly frustrated with the maze, change the parameters of the scenario. After a certain period, perhaps the labyrinth walls turn into a translucent gem-like material, simply to remove the frustration level of unseen surfaces. The PCs still have to navigate the maze, but it's much easier to find one's way around. However, now flames restore the transparent look of the walls! Remember, challenging the players while having fun is the key to a great AD&D experience, not frustrating everyone with puzzles.

While all surfaces but the topside of the floor are sound-permeable, the quality of the sound is a clue to how many surfaces are between the viewer and what he or she sees. Obviously, unobstructed corridors carry sound normally. Sound traveling through one surface and less than 40 feet sounds a little more hollow, as if you were talking into a can or a bucket. Sound traveling between 41 and 60 feet or working through more than one surface loses some clarity and words and sounds begin to get muffled. Hard consonant sounds and enunciation drops away ("I'm coming directly toward you!" can sound like "Ine comin deredly twor you!"). Beyond 60 feet or more than three surfaces, PCs can register that the visible creature or person is making noise, but too much distance or too many barriers prevent any real comprehension. Of course, a loud roar from some monsters conveys its meaning at any volume level.

- PCs can learn from their animal friends (and foes) and learn to detect changes in environment by smell and taste. A number of the monster (including some potential wandering monsters) emit strong odors, like trolls, and the PCs can tell when they're in danger of attack if they can smell them. Likewise, they can tell if the environment changes by its smell, since the Crystal Labyrinth is relatively antiseptic and odor-neutral; Encounter #7 is dangerous, but you can predict its dangers by the strong smell of sea water. Lastly, PCs might be able to track their own paths if they use strong-smelling substances (like sulfur or garlic, etc.)





to mark paths where they have already gone; if they can smell this odor, they might know better than to go that way again. (This tactic can be shown by other NPCs lost in the maze, if the PCs are getting totally lost.)

- Finally, there is no reason that an intelligent monster within the maze (such as the crimson death at Encounter #1) cannot maneuver through the maze to attack other wandering monsters, other preset encounters, or taunt the PCs in their floundering attempts to maneuver the labyrinth. Unless the creature's Intelligence or situation keeps it in roughly the same place, many monsters will freely roam about the maze and gladly fight each other while waiting for the PCs to become their dinner. If nothing else, it allows the DM to constantly distract the party into watching two powerful monsters lock jaws and fight within 20 feet of them with only a thin (but thankfully strong) wall of crystal between them! These spectacles can keep the party motivated to moving forward and out of this maze, since they know where they have to go.

Encounter #0: The Labyrinthine Vista

The PCs arrive on the map here, at Area #0, and they are all facing east, no matter which way they faced when they were *teleported* here by Khelben.

At first, you are disoriented by the *teleport*, then by the darkness surrounding you. Before you activate any of your light sources, you can spot the movement of a flaming sword and a torch about 150 feet in front of you—A trio of adventurers are fighting two huge floating brains with beaks! One of the figures, a bearded fellow clad in robes, unleashes a barrage of bright *magic missiles*, but is instantly felled by a bolt of lightning from one of the grell's tentacles! While you recognize that the fight is a losing battle, you notice that the sounds from the fight are quite muffled and distorted.

Once your light sources are active, you suddenly notice your surroundings are quite unique—You appear to be standing within a totally empty area atop clear, green ocean water teeming with sea lions! After a moment's confusion, you tentatively feel around, finding that you've teleported into a roughly 20-foot-wide area, but you don't know how far this chamber ranges on either end since all the surfaces are transparent, and you're finding your way around by touch. The surfaces are cool and smooth to your fingers, and your light easily passes through the walls to illuminate all areas to the edge of the light.

There doesn't appear to be any other creature within your lighted area, but the battle against the grell rages on ahead of you. In other areas of this room, you can see partial glows of flickering lights, but they are partially obscured. As you continue scanning the area, a huge roar close to you grabs your attention. A sea lion slams against the floor beneath your feet, attracted to the light, and then swims away stunned. There are many noises echoing through the chamber, most are the garbled roars of the sea lions but not all. Apparently, the walls do not fully block sound.

As you gain your bearings for this odd spectacle, you notice that this area is far colder and danker than you would expect for this time of year. Your breath fogs the air before you, and the dampness soon settles into your clothes. As you wrap your cloaks tighter about you, there are successive flashes of red light to your left, right, and ahead of you beyond the adventurers fighting the grell. Large, monstrous figures are outlined in a dying red light, apparently teleported here just like you. Luckily, they seem just as disoriented and mystified as you do.

Aside from the descriptions above, add the description of the effects of applying flames to the surfaces to obscure them. If no torches or flaming light sources are used, this effect will not be discovered until they encounter either the fire lizard or use a large fire spell, like *fireball*. The red-flash *teleports* occur once each hour all at once, or the DM can vary each *gate* to cycle once an hour, with one occurring every 20 rounds.

Also note that any descriptions of changed areas or any set (or wandering monster) encounters should be described as soon as they come within the PCs' light radius. Keep in mind that not all parts of the full description will be accurate, depending on how far away the PCs are from the encounter area. For example, the PCs can easily see there is something littering the floor in Encounter area #3, and there is furtive movement at the edge of their light, but until they get closer, they won't be able to notice that the floor is covered in bones and shards of leather armor and that the animal in the area is an *aurumvorax*. All these things combine to add to the tension, since the PCs do not know the best way to move to avoid creatures they can see. Most importantly, this ability to see what's ahead will work to the DM's advantage, with occasional flashes of light to particular spots in the dungeon. Depending on the characters' viewpoints, they could be saved from a deadly encounter by a brief flash to show them the Aqitiocrun seal far across the labyrinth at Encounter area #10 (assuming they are oriented correctly to recognize the golden seal for what it is...).

Movement by touch without any visual cues to guide you is much more time-consuming than normal movement. All movement rates are reduced to one-third of the normal, so humans and elves can maneuver through the labyrinth at a maximum of 40 feet per round, while halflings, dwarves, and gnomes move 20 feet per round safely. If PCs move faster than this rate, they stand a chance of colliding with a transparent wall (1 on d20). If they hit walls, PCs must make successful Dexterity checks or they suffer 1d2 points of damage due to an unexpected impact. If PCs do not have active light sources for whatever reason, their movement rate is reduced to 10 feet per round of safe movement, no matter what the race of the player character. Infravision, however, allows characters to go up to the movement rates recommended above.

Encounter #1: Chill in the Air

This crimson death is barely visible as it hovers along the ceiling 30' above. It has been a resident of this labyrinth for some time, and can easily travel at its full movement rate through the maze. Therefore, once the PCs appear at area #0, the crimson death will move toward them and ambush the last member of the party's lineup. Its attacks tend to be cat-and-mouse tactics. If any PC has the ability to harm it (with weapons of +2 or better or with spells), it will actively avoid that PC and flee after two rounds. It finds it is easier to wait until the heroes are otherwise engaged before sneaking in to feed again. This creature may be a danger throughout the trip through the maze, since it has little reason to stay and fight unless the odds are singularly in its favor. It may also be of help to the PCs, since it also feeds on other living creatures within the labyrinth, and it is more easily spotted (and, perhaps destroyed) after it has fed. If the PCs are capable of harming it, the crimson death will feed first on wandering creatures or those at Encounters #3, #4, and #9 while avoiding the PCs.

Mist, Crimson Death: AC 0 (4); MV Fl 12, Fl 6 after feeding (B); HD 13; hp 72; THAC0 7; #AT 1; Dmg 3-30; SA See below; SD See below; MR 95%; SZ M (6'); ML Champion (16); Int Genius (18); AL NE; XP 9,000.



Notes: SA—The crimson death is able to pick up its victims, it must make a successful attack roll for each round it carries the person. Failure means the person drops to the ground (suffering damage appropriate to the height of the fall).

SD—When unfed the creature is almost invisible to infravision and gains an initiative bonus of +4. The creature can normally only be struck by weapons of +2 or better. After feeding, the creature attains solidity (AC 4) for six turns. At this time the creature turns red, moves more slowly (Fl6), and can be struck by magical weapons of +1 or better.

Encounter #2: Where There's Smoke . . .

If the PCs are south of this area, they will see this initial sight before they reach the encounter area.

You are distracted from what you're doing when a howl goes up at the northern end of the maze. Accompanied by a bright burst of flame, the howling slowly dies down as the flame-tinged figure is pulled out of sight behind an obscured wall

If the PCs miss that sight, they will not see any hint of what to expect here until the approach it from the southeast, with this second description.

Unlike the other areas around the maze, this area is not transparent. Obscured for 50 feet each on the west, north, and east walls, the walls are an opaque mottled-gray hue, almost like a rough grade of marble. You can only spot an opening along the southeast corner, from which light flickers ominously. As you near the opening, the strong odor of burnt hair assails your noses.

As you round the visible corner, you can see into the obscured chamber within the maze, and you find yourself face to face with a gargantuan lizard with reddish scales and a bright red underside, flames lick out of its mouth from around its massive fangs! On the floor before you are the charred remains of some unfortunate dungeon dweller, its bones half-chewed and broken from the lizard's feeding.

The fire lizard is awake and you have interrupted its feeding on a lone, hapless gibberling that was *gated* in about an hour ago. It is angered at being interrupted and curious about the prospect of more food. If the PCs immediately retreat, the lizard will follow, but if it comes under serious attack, it will retreat to nurse its wounds.

Lizard, Fire: AC 3; MV 9; HD 10; hp 60; THAC0 11; #AT 3; Dmg 1-8/1-8/2-16; SA See below; SD See below; MR Nil; SZ G (30'); ML Steady (11); Int Animal (1); AL N; XP 3,000.

Notes: SA—Fire lizards attack with a combination of raking claws and bite. They can simultaneously breath a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long which inflicts 2-12 points of fire-base damage (half if saving throw vs. breath weapon is made).

SD—Fire lizards are immune to fire-based attacks.





Encounter #3: Midas' Pet

You heard the low, rumbling growl of the small, golden gorger ever since its glistening hide came within your circle of light. All around its relatively square lair, three of the corners are marked off by small piles of shredded armor, clothing, and partially gnawed bones. It eyes you suspiciously as you move around the transparent walls, raising its hackles and swiping at the wall between you with its foreclaws to warn you off. While it is obvious that the entry to its lair is from the northeast corner, the golden-haired badger remains at the southern end of its lair.

If the PCs enter the northern passage leading into its lair either accidentally or by design, the first person to step more than 20 feet east along the corridor triggers the trap.

As you step cautiously along to the east, an audible click is heard as your lead party member steps on a trap. Suddenly, the entire corridor is obscured by a flurry of gold dust that thoroughly covers everyone in the corridor with a fine layer of gold. Now, the sound of the aurumvorax's growl reaches a fevered pitch, and it now moves quickly toward you, its hunger for prey now whetted by the sight of the gold dust!

The gold dust sprayed on the characters is stored elsewhere in Undermountain, and it is *gated* here whenever the hidden floor plate is stepped on. One round after the gold dust explodes, covering the characters, any remaining gold that hits the walls or floor is *gated* back to where it came. Any coating a creature or NPC remains, providing food for the golden gorger, which knows not to stray from its lair if it wants to feed on gold.

Aurumvorax: AC 0; MV 9, Br 3; HD 12; hp 77; THACO 9; #AT 1; Dmg 2-8; SA 2-8 claws for 2-8 each; SD See below; MR Nil; SZ S (3' long); ML Fearless (19); Int Animal (1); AL N; XP 9,000.

Notes: SA—The creature bites at its prey until it hits, clamping its massive jaws onto the victim and doing 2-8 points of damage. After it hits, it does an additional 8 points of damage per round until either the aurumvorax or its enemy is dead. Once its jaws lock, the golden gorger rakes its victim with 2-8 or its legs, causing 2-8 points of damage per additional hit. An opponent held by an aurumvorax receives no dexterity adjustment to Armor Class.

SD—Due to its incredibly dense hide and bones, the aurumvorax takes only half damage from blunt weapons. It is immune to the effects of small, normal fires and takes only half damage from magical fires. Neither poison nor gasses have any effect on the sturdy creature.

Encounter #4: Heads above the Rest

While moving through the labyrinth, you have watched helplessly as a group of adventurers slowly lost a battle against a pair of enormous floating brains known as the grell. As you approach, the final human falls to the ground after a blast of lightning from the grell. Now, as you finally work your way through the maze to confront the creatures, one has wrapped up the robed mage and hovers back up to the ceiling to feed, while its partner moves to paralyze the only moving figure, the armored man who just fell after that last attack. Both grell are missing all but a few tentacles, though the closest one still grips a small rod in one tentacle. None of the humans are moving, though you can't tell if they are unconscious, paralyzed, or dead at this time.



Four grell came upon the Company of the Silver Crown resting in this open area, since the four humans had just finished a fight with a troll as well, and their resources and strengths were depleted. Of the Company, Bartok the warrior (CC hm F7), Korall the wizard (NG hm M9), and Yvest (N hm T8) he dead, though they killed two grell before falling. The final member is Radoc Hadonfell, a sorely-wounded cleric of Tempus. He is stunned temporarily, and will act last in this round started by the PCs' entrance.

When the PCs enter, the grell closest to the floor will attempt to pass its lightning lance to its partner hovering near the ceiling, stab at the lead PC with a tip-spear, and slap its two remaining tentacles at Radoc (acts on initiative of 4). The other grell (on an initiative of 7) drops Korall 20 feet to the ground, grabs and uses the lightning lance on the closest PC, and slings two tentacles each at two other PCs in attempts to paralyze them. The second grell still has six tentacles, while the first only has four, one armed with its tip-spear. The lightning lance only has nine charges left in it by the time the PCs arrive.

Grell, Worker (2): AC 5; MV Fl 12 (D); HP 5; hp 28, 23; THACO 15; #AT 11; Dmg 1-4(x10)/1-6 or by weapon; SA Magical items; SD Nil; MR Nil; SZ M (4' diameter); ML Elite (13); Int Average (8); AL NE; XP 2,000.

Notes: For each hit by a grell's tentacles, the victim must roll a save vs. paralysis, with a +4 bonus, or be paralyzed for 5d4 rounds.

The grell's tip-spear causes 1d6 points of damage if used to slash, 2d6 if used to impale. Victims hit by the tip-spear must make a saving throw vs. paralysis, as if hit by a tentacle. The lightning lance delivers 3d6 points of electrical damage to those hit with it, though a successful saving throw vs. spells halves the damage.

Radoc Hadonfell, hm C(Tempus)8: AC 3 (chain, Dex bonus); MV 12; hp 7 (max. 35); THACO 16 (15 with Str, 13 with *footman's mace* +2); #AT 1; Dmg 1d6+4 (*footman's mace* +Str & magic bonuses); SZ M (5' 4"); ML Champion (17); AL CG; XP 2000.

Notes: Radoc's holy symbol of Tempus is a large silver amulet that hangs about his neck. His *periapt of wound closure* is hung on a cord and worn about his neck under his armor.

S 17, D 16, C 15, 19, W 18, Ch 14.

Personality: foolhardy, braggart, stubborn.

Special Equipment: *footman's mace* +2, *periapt of wound closure*.

Spells (3/3/3/2): 1st— *cure light wounds* (x3) (all cast); 2nd— *aid* (cast), *hold person*, *slow poison*; 3rd— *continual light* (cast), *create food & water*, *prayer*; 4th— *cure serious wounds* (cast), *neutralize poison*.

Encounter #5: The Room of Fell Trolls

Aside from the heroes slain by the grell, you haven't encountered any other fallen adventurers within the Crystal Labyrinth. Until now.

As you've approached the room, the stench of rotten meat has grown. Still it couldn't prepare you for the site which greets you. Shoved ignominiously against one corner are the remains of quite a few people in various stages of decay. However, the pair of two-headed trolls atop the mound of corpses draws attention away from the inglorious deaths of those before you. The trolls, during your approach, have either been fighting over their food—currently the leg of a burly fighter with remnants of chain mail still on the limb—or slamming themselves against the wall of this chamber to reach a fresher meal, namely you!

Troll, Two-headed (2): AC 4; MV 12; HD 10; hp 76, 52; THACO 11; #AT 4; Dmg 5-8/5-8/1-12/1-12; SA See below; SD Regeneration; MR Nil; SZ L (10'); ML Champion (16); Int Average (10); AL CE; XP 3,000.

Notes: SA—Two-headed trolls can attack with two claws and two bites. Both bite attacks must go against the same opponent, but the claws may be directed against different foes.

SD—Like ettins, two-headed trolls are only surprised on a 1. They regenerate like trolls but only 1 hit point a round.

The trolls, as expected, will fight unintelligently against the party, but will try to flee if they encounter fires larger than a torch. They will flee in straight lines away from the fire (deal normal damage if a wall is hit), but they will continue to fight if cornered. There is a 10% chance per round, if within reach, that a troll will pick up a corpse from the pile and use it as a bludgeoning weapon for 7-10 (1d4+6) points of damage.

The mound of corpses contains portions of fourteen human males, eight human females, seven male elves, two female elves, and three male halflings. None of their equipment or gear appears to be undamaged, though a few minutes of searching will uncover two items of interest. Beneath and still in the grip of an armored human torso is a pristine short sword with a pommel carved like a hawk with its wings spread for the quillons. It is a *short sword of dancing* that communicates to the first person who touches it (CN Int 13, empathy, *detects evil & good*, 10' radius, Ego 7).

More astonishing is a groan that emanates from a human male who's buried underneath the press of bodies! Once he realizes he is free, he will clamber as quickly and as far from the pile as he can, ignoring all other dangers. He rather shakily introduces himself as Thiakun.

Thiakun and his cohorts entered the Crystal Labyrinth unexpectedly through its eastern doorway from the Ardeep Forest over thirty-five days ago. After enduring the maze for a number of days, Thiakun fell victim to a high-leaping sea lion in Area #7. While his allies held onto his arms to prevent him from slipping under the water, the sea lion tore the lower two-thirds of his body away and consumed it. The attack tore away his equipment and his pack, which still contains his waterlogged spellbook and a *rod of smiting* near the south-eastern area of the water.

Thiakun has spent the last month within this pile of corpses, regenerating his lost torso and lower body, since his fellows perished later than he did (and he doesn't know how they died). Each time he returned to consciousness, his awareness of where he was and his panicked, involuntary movements agitated the trolls, who leapt upon the pile and clawed at the covering bodies. The weight of the trolls and the other bodies suffocated him and forced him back into a regenerative stupor until now.

Thiakun, hm M11: AC 8 (Dex bonus); MV 12; hp 2 (max. 3 1); THACO 17; #AT 1; Dmg 1d6 (staff); SZ M (5' 1"); ML Unsteady (5); AL CN; XP 5000.

Notes: Thiakun is unclad and covered in gore and corruption from being buried in the corpse pile. He is desperate to be freed from the dungeon and will do anything to get out of the labyrinth. If he finds out about the PCs' *teleport* rings, he will continually try to steal or activate one, despite any measures by the PCs. He screams pitifully whenever a sea lion roars or approaches.

S 17, D 16, C 15, I 9, W 18, Ch 14.

Personality: strained, nearly paralyzed with fear

Speed Equipment: *ring of regeneration*.

Spells: Thiakun has lost all memory of any spells he had memorized when he fell victim to the sea lions. His spellbook is lost with his back-pain, fallen into the ocean beneath the Labyrinth during the attack.



Encounter #6: The Cleanup Crew

For the last few moments, you've been able to watch the slow but steady movements of a heavy crossbow, a badly-dented shield, a hand-axe, a cleaved helmet, the mail-clad skeleton of a dwarf, and a cluster of floating coins. You've spotted a gelatinous cube slowly wandering through the labyrinth. It's moving away from you, and you're safe from it since you can see it by the bits of refuse and treasure it hasn't fully absorbed yet.

The description above is all that the PCs will detect, since the second gelatinous cube has absorbed nothing and is virtually invisible (5% + 1% per Int. point chance of anyone actively looking for hidden doors, creatures, etc. to spot the second). The danger of this area is simply that PCs may get stuck between the two gelatinous cubes. Within a round of the PCs entering Encounter #6, the first known gelatinous cube reaches the dead-end and begins to retrace its path back toward the PCs. DMs have the starting locations for the cubes marked on the map in green blocks, though their movement is determined by the maze and the DM's whims. Assuming the PCs don't panic or get greedy (i.e., attack the first cube for its treasures), they may be able to avoid this encounter entirely.

The crossbow within the gelatinous cube is a heavy crossbow of distance, and the coins amount to 31 cp, 12 sp, and 7 gp.

Gelatinous Cube (2): AC 8; MV 6; HD 4; hp 32, 30; THACO 17; #AT 1; Dmg 2-8; SA Paralyzation, surprise; SD See below; MR Nil; SZ L (10' cube); ML Average (10); Int Non- (0); AL N; XP 650.

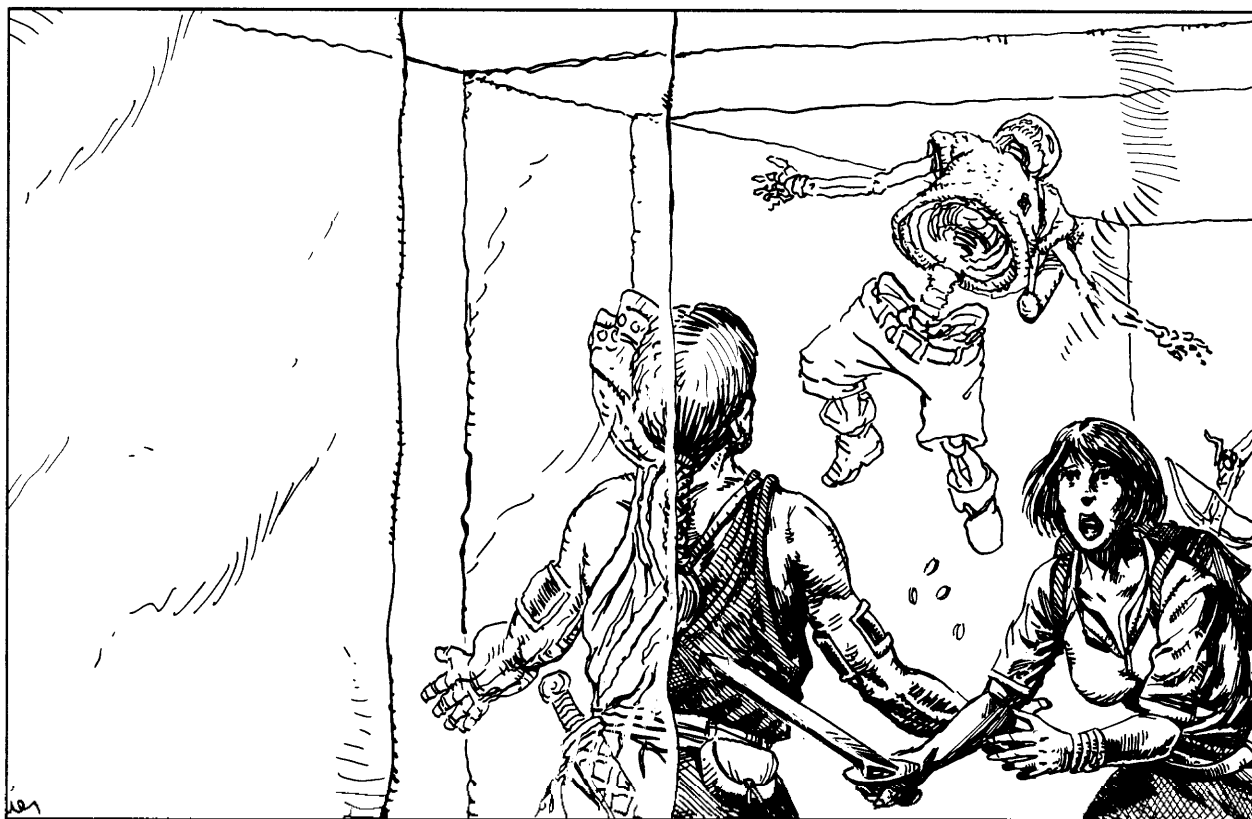
Notes: SA—A gelatinous cube attacks by touching its victim with its anesthetizing slime. A victim who fails to save vs. paralyzation is paralyzed (anesthetized) for 5-20 (5d4) rounds. The cube surrounds its prey and secretes digestive fluids to absorb the food. All damage is caused by these digestive acids. Because gelatinous cubes are difficult to see, others are -3 on their surprise roll.

SD—Electricity, fear, holds, paralyzation, *polymorph*, and sleep-based attacks have no effect on this monster, but fire and blows from weapons have normal effects. If a cube fails its saving throw against a cold-based attack, the cube will be slowed 50% and inflicts only 1-4 points of damage.

Encounter #7: Fangs from Below

The Stairs

Simply as a note for the DM, the stairs and slim corridor leading to this area descend 10 feet below the standard level of the maze, also placing the PCs below the surface of the water beneath it. This could be a great opportunity for tension among the PCs, with both a peaceful and spectacular sight of the underwater world and the earsplitting roars of the sea lions all around. Once PCs step down the stairs, at least one or two sea lions per round will slam themselves or claw or bite against the crystalline walls of this recess to get at the PCs. They come from all sides, slamming into the underside of the stairs as well as all other flat surfaces. Until the majority of them are stunned (hitting flat surfaces), they will not give up the attacks. Sea lions hitting the underside of the stairs have a 40% chance of knocking themselves out and laying open their faces; if this happens, the other sea lions will turn on the fallen creature and devour it in a bloody frenzy. Of course, this simply makes the PCs all the more receptive to the terrors of the next area...





The first clue that this area is much different from the other dangers of the maze is the strong smell of salt water. The sounding echoes are also louder and closer, suggesting few barriers between some noise and a lower ceiling. As you near the area, the sea lions cluster near you, their futile attacks increasing in frequency. As you round the corner and enter this area, water is splashed on parts of the floor, and you can see that the floor in front of you is open to the water below. This fact is quickly punctuated by a sea lion arcing itself out of the water and landing inside the maze directly in front of you! Other sea lions circle beneath your feet, and a few seem to be preparing to duplicate their pack leader's actions!

Sea Lion (24): AC 5/3; MV Sw 18; HD 6; hp 48, 40x2, 37x3, 34x6, 30x12; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SD Nil; MR Nil; SZ L (15' long with tail); ML Steady (12); Int Semi- (2-4); AL N; XP 420.

Notes: SA—Any creature hit by both paws is being mauled. Mauled creatures cannot attack if they have not already done so that round and must roll a successful open doors roll to free themselves. When mauling a creature, the lion follows up with a bite attack with a +4 bonus to the attack roll, causing double damage if successful.

The sea lions rarely get fed enough, though they get a subsistence diet *gated* in through the two-way *gate* beneath the coral on their floor here. They have learned over time that this is the only area that they can successfully reach their prey. Their hunger is enough that they will launch themselves from the water on direct lines toward their targets. On land, the sea lion foregoes its claw attacks to

propel itself forward and bite prey. Once it lands a bite, it grabs with its claws, and then flips its tail in an attempt to drag prey beneath the surface of the water.

There are ways around the deathtrap of the sea lions. Formed from the same invisible crystal, there are rings set along the left side of the ceiling and hanging from crystalline chains. Set at 3-foot-intervals, the rings can be swung on all across the 50 feet length of the corridor to reach the other end (20 feet per round).

The rings allow characters to swing five to seven feet above the water. However, the sea lions are hungry enough to leap above the surface in attempts to reach their food. Therefore, any PC on the rings is subject to one attack per round from leaping sea lions. If anyone is successfully attacked twice in one round, that unfortunate is dragged off the rings and down into the water.

PCs with Strengths of 14 or greater only need one successful Dexterity check at 30 feet along, while characters with Strength of less than 14 must make Dexterity checks at 20 and 40 feet along the corridor. PCs on the rings gain no Dexterity or shield bonuses for Armor Class.

If anyone fails a Dexterity check, the PC loses his or her grip and slips down into the water. While in the water, PCs gain no AC bonuses for Dexterity and are subject to 1d4 sea lion attacks at the surface. They can be attacked by up to six sea lions if pulled below the surface (two successful attacks in one round will pull a PC underwater).

The open area of floor measures 20 feet wide and 50 feet long with a 12-foot clearance for the ceiling. The extent of this area is clearly marked on the map. The rings are set high, and PCs must make a Strength check to leap up and a Dexterity check to grab them without aided. If a character successfully swings to the end of the rings and lands on the solid ground beyond, the PC must make a



final Dexterity check or fall on the wet, slippery crystal for 1d3 points of damage. DMs can choose to have a sea lion make an Intelligence check to have one leap out onto the landing to attack a character who traversed the rings.

Though it has no game effect beyond role-playing, be sure to remind any water-soaked PCs about the cold temperatures of the labyrinth. Dripping cloaks will soon be heavy with frost, and PCs may become more susceptible to diseases or further discomforts, at the DM's discretion.

Encounter #8: The Aqitiocrun

As soon as the large silver sigils come within your light radius, you recognize the magical aqitiocrun that you have been charged to find! The sigils appear to be solid, highly polished silver and they are enclosed in a cartouche outlined in sparkling emeralds. It is visible from all sides, including through the surface/doorway against which it is set. Unfortunately, you continue seeing it too well from too far away, since the transparent walls now serve to frustrate you as you can see how close you can get without reaching it and how far you have to venture away from it to find the path to it.

The aqitiocrun and its cartouche in total are approximately seven feet in height and two feet in width. When PCs are finally within the open space before it, they notice that the symbol radiates warmth, and the chamber and its surrounding walls are warmer than the surrounding surfaces. This is a simple clue to lure the PCs toward the final encounter.

Using Khelben's method of touching the symbols of the aqitiocrun is the proper way to cause the door to open. They must be touched in quick succession, or else the pattern does not work. If the symbols are touched in the wrong order, they deliver a *shocking grasp* effect of 1d4 points of damage and the sequence must be restarted. When touched in the correct order ("the left bottom mark, the top mark, the right bottom mark, and then the middle mark"), the symbols turn to gold, the emeralds flash and become rubies, and the cartouche and its symbols split as the doors open inward into Halaster's treasury.

Even though the contents of the room have been clearly visible earlier, the boxed text below describes the interior from the perspective of those entering from the true entrance. Give more general impressions earlier, when the PCs bring light close enough to spy what's within the room.

Judging from the echoes of sound and the exchange of warm and cool air, you are entering a large and open chamber. From where you are standing, there are five scrolls placed in a direct line from the aqitiocrun seal and the doorway into this chamber. They all rest upon flat black obelisk-like pedestals about three feet high. Each of these visible pedestals is roughly a foot in diameter, and they are all spaced about 9-10 feet apart. Each scroll is tied with a different colored ribbon, but all seem to have the same red wax seal affixed to them.

At the far end of the chamber from the entrance is a curious sight: Hanging in the air is a rip in space. It appears as if someone had torn a hole in the air of a particular spot, and made a gate bridging this exact spot with some other forcibly. The tom area, or Rift as it were, appears to be accessible only by heading south from the entrance; walking behind the Rift renders it invisible from sight. Within the Rift, a miasmic haze of silver and gold obscures anyone from seeing where it leads.

The five obelisks are all killer mimics, and they are kept from starving to death by a *stasis field* that is active as long as the Aqitiocrun door is closed. Once it is activated, the effect is disrupted and the five mimics are all ravenous. They will not, however, disturb or damage the scrolls on them in any way. They are intelligent enough to wait for at least four targets to approach within reach of three or more of them (i.e., four or more PCs venture past the third obelisk/mimic).

Mimic, Killer (5): AC 7; MV 3; HD 10; hp 70, 65x2, 60x2; THAC0 11; #AT 1; Dmg 3-12 (smash); SA Glue; SD Camouflage; MR Nil; SZ L; ML Elite (13); Int Semi- (2-4); AL N(E); XP 3,000.

Notes: SA—When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3-12 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling a character to break free or the character may attempt to make an open doors roll to break free. Only one attempt can be made per character, and no other action, offensive or defensive, may be performed during that round. A mimic can neutralize the glue any time that it desires; the glue dissolves five rounds after the mimic dies.

SD—A mimic's camouflage ability allows it to surprise its victims easily (-4 penalty to victims' surprise rolls). The mimic is immune to acid attacks and unaffected by molds, green slime, and various puddings.

The scrolls atop the mimics are Halaster's latest "treasures" that he keeps here. As described by Khelben, the contents of the Aqitiocrun seem to change, and for good reasons. When Halaster could watch the antics of hapless adventurers within his Crystal Labyrinth, he always placed treasures there that would most tempt the most recent arrivals. Since a group of wizards had arrived a month ago (Thiakun and company), he placed a group of magical scrolls herein. All of the scrolls register as magical, and they are all identical, save the color of their ribbons.

The scrolls each contain a *power word* of a type, though most only function within this area of Undermountain and nowhere else in the Realms. Once a scroll's seal is broken, the sigils and gems on the Aqitiocrun flash again, and remain glowing. The flash is repeated for each scroll opened, but the constant glow does not brighten. Each scroll simply has one word printed on it, in a magical script that is readable by any literate character. Whenever a PC speaks the word printed on the scroll, it is consumed in a flash of blue fire and the particular effects of the scroll take effect. The scrolls are placed in order from proximity to the main door or furthest to closest to the Rift, listed by the color of their ribbons:

- Red: All living humans, demihumans, and humanoids within a 75-foot-radius are healed for 1d10 hit points; if any PC is deceased, this magic can revive them within one hour of death. In addition, the reader becomes more muscular and gains 1d2 points of Strength (or 1d20% to characters with 18-enhanced Strength; if this is enough to move a character beyond 18 (00), then the character gains a 19 Strength!). The Strength gain allows characters to rise beyond normal character limits (over 17 Strength for halflings, for example). This scroll is usable outside of Undermountain.
- Blue: The reader gains enough experience points to rise to their next experience level (i.e., minimum XP to reach next level). If a character has multiple classes, she still gains enough XP to rise to the bottom of the next level of the most difficult class (and rising in all classes). New hit points are added at once. This scroll only functions in Undermountain.



- Green: All living humans, demihumans, and humanoids within a 50-foot-radius are *healed* for 1d10 hit points. In addition, the reader becomes more agile and gains 1d2 points of Dexterity. The Dexterity increase automatically adjusts a character's AC, and it also allows characters to rise beyond normal limits (over 18 Dexterity for humans, for example). This scroll is usable outside of Undermountain.
- Gold: All player characters and NPCs (non-monsters) within the area are engulfed in golden whirlwinds, and within two rounds, the magic subsides to reveal changed characters. All characters are returned physically to the prime of life (reroll character's age on Table 11 in the *Player's Handbook*,) and any physical debilitations due to age are removed. All characters are healed for 1d20 hit points (raising any dead characters), and any curses they suffered are removed. Even missing body parts (hands, eyes, etc.) are regrown. This scroll is usable outside of Undermountain.
- Black: When this scroll is used, all beings within the chamber are fully healed up to their maximum hit point totals. If characters are poisoned or deceased, this magic neutralizes all poisons, diseases, and resurrects any dead characters. For 1d20 days after this effect, the reader *regenerates* lost hit points as if he was wearing a *ring of regeneration*. It does not, however, restore lost body parts or lift any *curses* incurred by the character(s) involved. All affected creatures glow with a series of black and silver sparkles for 1d3 rounds after the magic takes effect. This scroll only functions in Undermountain.

The effects are instantaneous, and all living beings within the chamber receive the benefits of the scroll's magic, for good or ill. All of these effects are permanent and are not cancelable by *dispel magic* or any magic short of a *wish*.

The Rift

The Rift operates exactly like a doorway, physically requiring someone to step through it to activate its magic. Once a PC crosses the Rift's threshold and steps fully into the opening, he is automatically stepping into Area #0 of Stardock. Equally, any PC attempting to leave via the Rift can step through it from Stardock's side and step into the Aqitiocrun treasure chamber. Sticking a hand or a staff through the portal does nothing apparent on either side of the Rift unless one commits the entire physical structure of a person or object into the Rift.

Oddly enough, the Rift is sound-permeable and spell-permeable. In other words, anyone on the other side of the Rift hears the PCs coming, and it can lob a few *stinking clouds* through the Rift if it is a spellcaster. *Wizard eyes* cast through the Rift still operate normally, despite the vast distance between the spell and the controlling wizard. However, there is a slight distortion of distance for things (especially spells) going through the Rift. No matter how far the intended range of the object or spell sent through the Rift, the object lands within 1d10 feet of the opposite side of the Rift. Spells activate directly on the other side; in other words, a *fireball* launched to impact 40 feet beyond the Rift may spill back through and harm the PC who cast it. However, this has great effects if people throw flasks of oil and a vial of *oil of fiery burning* through the Rift and then wait.

There is no passage of time at all while passing through the Rift, though there is a slight vertigo that unbalances every PC except the halflings. All PCs but the halflings gain a +3 penalty to initiative and a -3 penalty for surprise for one round after using the Rift.



Stardock

"Stardock? Hmmmm oh, yes. I haven't heard tell of it in decades. Last I knew of it, Stardock was a home for mind flayers among Selune's Tears. And those few who knew of it also knew how to steer quite clear of it, as well."

—Gamalaon Idogyr, at the Rock of Bral, circa 1356 DR

DUNGEON FUNDAMENTALS

Now, Stardock in general refers to the entire asteroid suspended within the Tears of Selune. Now, from the PCs' perspectives, all they may likely see of Stardock is the Arrival Point and the Masters' Chamber (Areas #0 - #2), since these are the exit point for the Rift and the location of their primary objective, the imprisoned Halaster (as well as the area in between those points). The adventure is designed with a great amount of detail on the primary objective, so Areas #0, #1, and #2 are the only areas with full details. The rest of Stardock is only barely detailed and mapped, but there is enough information available for DMs to run this in a more fleshed-out form. Depending on the outcome of the adventure, DMs are encouraged to expand the caverns at a later time and more closely link the orbiting base with the Twisted Rune or Halaster (or perhaps the PCs!).

The doors of this complex are massive round slabs of stone set to roll in front of doors. While the rolling slabs of stone have no locks, they deter all but the strongest of invaders, requiring a successful Lift Gates roll at a 5% penalty. Within the major chambers of the Stardock, there may be smaller doorways or areas of needed security, which are blocked by locking metal gates and portcullises.

The walls and floors are rough-hewn stone in all areas except the Masters' Chambers (Area #2), which have been especially smoothed and polished. There are no bonuses or penalties for climbing walls within the Stardock.

The descriptions of all the areas operate on the assumption that the PCs disable their foes at each section and prevent any reinforcements from coming to their aid. Obviously, if the status quo is changed by preceding encounters, the DMs should alter the descriptions of the encounter areas accordingly.

Area #0: Arrival Point

As you step or fall through the Rift in the air, you are stunned both by the immediate changes in venue and by what greets you upon your arrival. One second before, you trod the Underhalls of the Realms, miles beneath the streets of Waterdeep. Now, you stand upon a desolate slope of rock with a huge expanse of stars and a marvelous blue planet looming above you—You've been transported into space above the Realms!

Unfortunately, you're not given the proper time to absorb the beautiful sight, as you look down the slope a few yards to gaze into the intense stares of the enemies responsible for the chaos! You recognize the mind flayer and its two umber hulk guards immediately. Oddly, the mind flayer leader yells "Capture them and prevent any others from using the Rift!" while it backs away, allowing the hulks room to fight.

Behind the crowd of opponents, you can see the slope continues further and there appears to be a canyon beyond that they are protecting. In the moments before the attacks begin, you notice that you can see the horizon's edge much closer than ever—You're on a small asteroid only hundreds of yards across. You can also note that there is light to see by, but the direct rays of the sun are on the opposite side of the horizon.

The PCs step out of the Rift and are at the midpoint of a slope that leads down to the gorge and the main entry to the inner Stardock chambers. Now, when combat begins and initiative is checked, the PCs will be 20 feet above the described villains and 30 feet to their south (Note: All compass points within the Stardock section are relative to the long axis of the planetoid, not indicative of magnetic north.). Unless PCs are incapable of surprise or they think to look behind them, they will be taken by surprise by two umber hulks stationed 20 feet behind and 10 feet higher up the slope, toward the peak of the small hill on the underside of Stardock. The far end of the Arrival Point is the gorge leading down into Area #1, which is approximately 80 feet away and 30 feet down in elevation from the Rift.

Aurangaul will fanatically defend himself and do what he can to keep PCs from getting to the gorge. If he fails, he will contact Ralayn immediately and try to rally more umber hulks to the fight. However, if Aurangaul spots a wizard among the heroes, he will do everything possible to isolate and capture that person in order to consume his or her brain. Aurangaul has a taste for human brains, rather than his usual food,



and a small part of him believes the more wizards' brains he consumes, the more power he will gain and possibly become an illithid like his "friend and ally" Ralayn. He is intelligent enough to know that the process doesn't operate like that, but the idea remains quite deeply rooted in him.

Umber Hulk (4): AC 2; MV 6, Br 1-6; HD 8+8; hp 64, 60, 58, 50; THAC0 11; # AT 3; Dmg 3-12/3-12/1-10; SA See below; SD Nil; MR Nil; SZ L (8' tall, 5' wide); ML Elite (13); Int Average (8); AL CE; XP 4,000.

Notes: SA—Looking into an umber hulk's eyes causes *confusion*, as per the spell, unless a saving throw versus spell is made.

Area #1: The Courtyard

Looking down into the gorge so desperately defended by the monstrous guardians, you can see a rough staircase carved into the cliffsides of the crevasse, allowing easy access to the floor and entry to the asteroid's interior chambers. Indeed, from your vantage point above, you can see five cavern entrances ringing the central courtyard, as well as a butte in the center of the courtyard that rises over half way up to the top of the gorge. The butte likewise has a staircase around its outer edge to allow someone to climb to its top, presumably to provide greater spell or missile fire from this point. Nowhere below are there any visible lights, and the cavern entrances are all deeply set and have overhanging rock that shields much detail from your view above. The only way to discover what secrets lurk below is to descend into the villains' lair.

Beneath the stairs is one cavern hidden from the vantage point in line from the Rift. If a PC looks into the gorge from another vantage point, he can spot the sixth cavern opening. From top to bottom, the gorge is approximately 60 feet deep, and the opening at its top (at the top of the stairs) is an irregular shape of roughly 50 feet long and 40 feet wide at its largest. The stairs are 5 feet wide, open on the right side, and they descend the southern and western cliffs at the rate of 10 feet down for every 10 feet forward.

Area #1A: Surprise on the Stairs

The stairs are relatively flat and well-carved from the rough cliff, but there are a number of places where huge gashes that look like umber hulk claw marks appear along the stairs and the adjoining cliff-face. In addition, blast points from *fireballs* and other pyrotechnic spells are scattered up and down the length of the stairs or just on the open cliffside to the right of the stairs.

As you descend the stairs single-file, the side walls at two points suddenly open across the stairs, blocking your path downward and upward and trapping you on the stairs! From the recesses in the cliffside, an umber hulk lurches out onto the stairs directly by each slab, pinning you between them!

Umber Hulk (2): AC 2; MV 6, Br 1-6; HD 8+8; hp 66, 52; THAC0 11; # AT 3; Dmg 3-12/3-12/1-10; SA See below; SD Nil; MR Nil; SZ L (8' tall, 5' wide); ML Elite (13); Int Average (8); AL CE; XP 4,000.

Notes: SA—Looking into an umber hulk's eyes causes *confusion*, as per the spell, unless a saving throw versus spell is made.

If there is a dwarf with experience in stonework in the party, there is a 30% chance of him noticing signs of scraping stone on the stairs to warn the party of this trap. The scrapes are noticeable on the steps 10 feet down and 40 feet down the stairs into the chasm. Otherwise, standard secret doors checks will notice them, but only if the party is actively looking for them. If not, the party suffers a -4 penalty against a surprise attack from the umber hulks stationed here. The DM should roll a d3 to see how many party members the higher umber hulk allows to pass before it springs its trap and the two hulks have half (if not all) the party trapped on the stairs between the two foot-thick slabs of stone that fully block the stairwell. Strong PCs have a chance to move the slabs out of the way with two successful Bend Bars/Lift Gates checks (one to start and one to move) and only if they try to move them back toward the cliff (rather than push against their intended range of motion, where they rest against inner steps).

The tactics of the umber hulks on the stairs will be simple: Hit the invaders and knock them off the stairs. Any PC hit by an umber hulk must make both a Strength check and a Dexterity check to avoid falling off the stairs; if one is made and the other fails, the PC is thrown half over the edge, and hangs on precariously until his action or the end of the round. The umber hulks will not step more than three feet out onto the stairs, since hard experience has shown them that they easily fall off the stairs (Physical attacks of more than five points of damage are enough to knock an umber hulk off these stairs if it is lured out of its alcove).

Within the cliff and behind the blocking slabs, there are two small semicircular rooms six feet across that are linked by an inner stairwell that parallels the outer one. When the trap is sprung, both stairwells are blocked until the trap/block slabs are reset. The inner stairwell leads down to the sixth entrance under the stairs that was blocked from view at the top of the gorge.

Area #1B: The Butte

This tall spindle of solid rock has a slim, roughly-hewn stairwell that slithers around its circumference to reach the flat top of the mesa that looms 50 feet above the chasm floor. The top surface and sides within 20 feet of the top are scorched and scarred with blast points from *fireballs* and *lightning bolts* and other offensive spells, as are specific blast points along the walls and floor of the chasm. From the distribution around and out from the butte, it is obvious that this is a platform for spellcasting upon attackers.

Little more detail can be found by close inspection of the blasted rock butte. However, the thin rock needle is five feet in diameter at the top, and characters with *jump* spells can reach the top western edge of the gorge from that vantage. At the base of the butte, there are sets of chains and manacles anchored directly into the rock.

Area #1C: Front & Center

You stand at the bottom of the rough crevasse, and it is larger at the bottom than the top. There are six obvious cavern entrances accessible from here, and all are at least six or more feet in diameter. Given the low light and the deeply-set cavern mouths, you cannot tell without approaching within 20 feet of an entrance whether or not it is open. However, when you set foot on the chasm floor and before you choose which cavern to check first, a mouth begins to widen around the rock above one of the caverns. "Welcome, Khelben, or pawns of the same. Approach, that ye may reap the rewards you so deserve!"



The floor of the canyon is roughly 60 feet in diameter. Characters with infravision can easily spot which entrances are open (Area #2), and which are closed. However, the ambush alcoves inside the open areas are set back enough that infravision will not spot the guards until too late.

The *magic mouth* is triggered by the presence of any living human in contact with the floor of the chasm. It has a *wand of frost* (39) set within the keystone of the cavern entry arch. Once any living human approaches (not necessarily stepping but by proximity) within 40 feet of the front of the archway to Area #2, the *magic mouth* will speak its command word of "Syrof!" and cause the wand to emit its *cone of cold*, dealing 6d6 (count all rolls of 1 as 2s!) points of cold damage to anyone within the marked area on the map. Once activated, the mouth repeats this command word each round (roll standard initiative for it to speak) until no one is within the area that activates it. The *wand* cannot be removed from the keystone, and it is too deeply set within the rock for it to be subject to missile attacks. Once everyone is beyond the archway, the *magic mouth* ceases to speak.

Area #2: The Masters' Chambers

The door to this area is open, and through the doorway you can hear screams of someone in agony, answered by an angry, raspy laugh and a bizarre hissing sound. There is a slightly brighter glow coming through the doorway out to the courtyard, where you stand.

This area is, in effect, the climax of the adventure. Within Area #2, there are three subchambers and scenarios all linked into one larger area, and two chambers that are separated off from this area but are not reachable from the courtyard (Areas #3 & #4). The individual sub-areas will all have individual descriptions, followed by the possible actions and tactics taken by the agents of the Twisted Rune. Obviously, these activities and scenarios can overlap in areas, so all options are more or less saved until after the descriptions of the sub-areas are revealed.

Area #2A: The Entry

After dodging under the archway to avoid the blasts of magical frost, you enter a short passageway that swiftly opens up into a much larger cavern, if cavern is the correct word. The chamber is roughly split into three circular chambers, though all are linked at the center antechamber where this entry cavern ends. The ceilings arch overhead, and the surfaces of the walls and floors seem polished and far smoother than any other surfaces seen elsewhere in this complex. At the center of the initial entry chamber is a large brazier, and its light is reflected softly to other areas by a series of mirrors or polished stones set in the ceiling above.

As you move to step into the center chamber and take in the sight of the area, a loud, strident ringing erupts all around you, dispelling any stealth you might have planned. You have triggered an *alarm* spell, set by the culprits behind this plot!

There is an *alarm* spell set by Ralayn at the end of the corridor and leading into the central chamber. Hidden by *permanent illusions* of walls at the end of the corridor, two umber hulks wait for the PCs to enter the center antechamber before they leap through the illusions and attack. They are trained to attack anything other than the two liches and any illithids within these chambers, and they will fight to the death. There is also a third *illusion*-cloaked alcove across

the room that faces the tunnel. This third alcove is where Arauna-gaul will flee to if he is defeated at Area #0. From hiding, he will unleash his mind thrust attack, still looking to disable the wizard or wizards of the party. If this initial attack (and those of the umber hulks) fail to disable the party, he will remain hidden, hoping to escape after the party passes into chamber #2C.

Umbur Hulk (2): AC 2; MV 6, Br 1-6; HD 8+8; hp 70, 68; THAC0 11; #AT 3; Dmg 3-12/3-12/1-10; SA See below; SD Nil; MR Nil; SZ L (8' tall, 5' wide); ML Elite (13); Int Average (8); AL CE; XP 4,000.

Notes: SA—Looking into an umber hulk's eyes causes *confusion*, as per the spell, unless a saving throw versus spell is made.

Area #2B: The Study

To the left of the entry chamber is a large round chamber with an identical brazier and mirror arrangement to provide light. In addition, smaller braziers are set in intervals around this room for additional light. Flanking the braziers on all walls are shelves carved directly into the stone walls. Near the center of the room rests a large table, upon which a number of maps and scrolls are spread. Beyond the table and against the far wall is a recessed area that appears to be a pool or bath of some sort. Chairs of various sorts are scattered about the room for use in reading or while at the table.

This room is the liches' study, just as it originally was for the illithids of Glyth. In fact, much of the bookshelves still contain maps and starcharts and tomes written in Common, Shou-lung dialects, Undercommon, and the illithid racial language on the planets within Realmspace. On the table is spread a map of Faerun and a few scribbled notes in Ralayn's illithid-tongue about the spread and theories about magical *gates* and *permanent teleports*. If the PCs actually gain the time to explore this library, they will find a unique *contingency* left on the library by Priamon: If any living being so much as touches anything on any set of shelves, a spell will release 50 bookworms into that particular shelf and its materials, leaving the PCs roughly five rounds to save 1d12 parchments, books, tomes, or maps. Of the materials saved, only 1d4 of them will be in a non-illithid tongue (i.e. Common or Realms-surface tongue). There are no books or notes or other materials here that will reveal any hidden lairs of the Twisted Rune within the Realms.

The 20-foot-diameter, 10-foot-deep recess at the far end of the room is the former pool for the small illithid elder brain for the Glyth outpost. Once the Twisted Rune had destroyed or enslaved the other illithids, Ralayn consumed the elder brain out of sheer malice. It now is simply a wading pool of tepid water that the illithid uses to keep its skin moist. Within the pool are a number of stone seats resting on the bottom and near the edge.

Bookworm (50): AC 2; MV 12, Br 3; HD ; hp 1x50; THAC0 Nil; #AT 0; Dmg 0; SA Nil; SD See below; MR Nil; SZ T (1" long); ML Unreliable (2); Int Non- (0); AL N; XP 15.

Notes: SD—Bookworms can change their color to match their surroundings; opponents suffer a -6 to surprise rolls.



Area #2C: Halaster's New Home

In the chamber to the right of the entry is the object of your quest: Halaster! The old mage hangs in mid-air spread-eagle, seemingly insensate, and his hands and feet are obscured and bound by globes of aquamarine energy. These globes send frequent crackles of magic to his heart and head, causing him to writhe in pain. The greater villain who abducted him and set the chaos loose across the Realms is seated in a throne before the mage with his back to the door, all but his head out of sight of the doorway, and he is laughing evilly at the helpless Halaster.

This chamber is by far the largest other than the chasm that led to it. Along with the throne of the seated figure, there are 13 identical thrones in total set around the circumference of a floor mosaic. It is a pattern of a giant illithid head set in the floor in blue lapis-lazuli, and the Halaster hangs at its center. Around the rest of the chamber are small braziers suspended from the mirrored ceiling by chains. Aside from these decorations, there are two doorways leading out of the chamber on the left and the far walls. The evil mage's laughter and Halaster's groans of pain echo about the relatively-empty chamber.

The chamber is 50 feet in diameter and Halaster rests at the exact center. The illithid head mosaic is oriented to face the entry, and there are ten braziers set equidistantly around the chamber's circumference. An invisible *wall of force* is set by Priamon over the entrance to the room, preventing (or at least delaying) the entrance of any Interruptions. Psionics, however, do pierce the *wall* and Ralayn is keeping in touch with Aurangaul (though he dislikes the distractions from his interrogations).

Unknown to the PCs without further inspection, the scene at the room's center is an *advanced illusion*. However, the only illusory thing in the room are the single seated figure on the throne—it appears to be Khelben! In all other ways, the scene depicts the reality of the situation.

The *advanced illusion* was set by Ralayn to allow he and Priamon the time to finish "interrogating" Halaster. Ralayn stands stock still to the right of the open doorway to his chambers, using his *ring of chameleon power* to remain hidden. Priamon is likewise cloaked by his *robe of blending* and he stands at the opposite side of the room from the entry, by the closed door to his room. Priamon is using a helm of telepathy while Ralayn uses a psionic *probe*, so they can both learn all of Halaster's secrets about gates. If one or the other is not disturbed before draining every last memory from Halaster, they can learn to construct gate systems that work similarly to Undermountain's, and have no further need for him. The entire process should take approximately 1d8 hours to telepathically interrogate Halaster, and they started at approximately the same time that the PCs entered the adventure (unless there was a long and protracted discussion with Piergeiron or Khelben before embarking). Therefore, the DM can determine if they have learned what they need to know; if much more time has gone on, the liches may be plumbing further secrets about Undermountain, Skullport, Raurin, or other secrets of Halaster's life. If the PCs interrupt before the two at least gain the information on gates, Priamon will engage to fight the PCs and keep them away until they learn what they want. Once they are done, they will engage the PCs (or flee, if the PCs stand a chance of dealing damage to them) or try to kill Halaster, to prevent others from learning his secrets.

Suggested tactics for Priamon and Ralayn are to use their items to distract the PCs and keep them at a distance, preferably harming Halaster at the same time. They have no compunctions, once they have the information they want, for keeping him alive. After that is accom-





plished, they will stay and defend their lairs for only as long as the fight goes in their favor. Once the tide turns, both liches retrieve their equipment from their quarters here (see Areas #3 & #4) and *teleport* down to their hidden lairs in the Realms. They will, however, take a moment to mentally find out the names and one or two secrets about the meddling PCs, in order to plague them at a later time of convenience.

Area #3: Priamon's Lair

This room is a 30'x20' room with a canopied bed against the far wall. In the opposite corner of the far wall rests an overstuffed chair under a lit brazier, apparently a reading chair. On the wall adjacent to the doorway is a large desk with various and sundry skeletal remains and skulls. At the center of the desk is a *crystal ball with telepathy*.

At the foot of the bed is a secret trapdoor, which is spelltrapped to unleash a 6d6 *burning hands* effect on the living being touching the trapdoor unless the magic is dispelled. Beyond that spell, a springing blade trap hits the person picking the lock with a THAC0 10 unless disarmed. Once the traps are disabled, a shallow 8'x5'x4' crawlspace beneath the bed holds a small chest of holding.

The *chest of holding* acts just like a bug of holding, and it holds a 1,000 gp ornamental goblet with inlaid gems, a pair of 300 gp pearl earrings, a 100 gp onyx snuff box, a 7,000 gp tiara studded with emeralds (and engraved on the inside edge, "To my beloved Arial, forever my queen."), a metal vial containing a *potion of invisibility* and another crystal bottle holding a *potion of fire breath*, and a *ring of water elemental command*. The only other magical treasures Priamon has are currently in use. Some specific treasures he does carry in the chest include at least two traveling spellbooks (all his memorized spells plus 1 additional spell per spell level) and an untold number of tomes and non-magical books within the chest. In addition, if anyone other than a member of the Twisted Rune take the chest, it acts as an *amulet of invisibility* should anyone of the Rune be searching for it.

If given the chance, Priamon will get into this room and *wizard lock* the door behind him. He will then retrieve his treasures in one round, pack everything in the chest, and *teleport* to an agreed upon safehouse.

There are two guardian creatures within the room, and they only become active if any living being approaches either the desk or the bed. A necrophidius hides in either location, and springs up to attack when a target is within 5 feet of it.

Golem, necrophidius (2): AC 2; MV 9; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-8 (bite); SA *Dance of Death, poison, surprise*; SD Immune to mind-influencing spells, turning; MR Nil; SZ L (12' long); ML Fearless (20); Int 10 (artificial); AL N; XP 270.

Notes: SA—A necrophidius incurs a -2 surprise penalty to its foes due to its unmatched silence. If not surprised, its first attack will be its *Dance of Death* (observers must save vs. spells or be immobilized as per hypnotism). Its bite is laced with a special magical poison (save vs. spell or be unconscious and paralyzed for 1d4 turns). This poison can only be cancelled by *dispel magic*, not *neutralize poison*.

SD—A necrophidius is immune to poisons, psionics, and mind-affecting spells and effects since it is an artificial creature. While it is apparently skeletal, it is not undead and cannot be turned.

Area #4: Ralayn's Lair

This chamber is lozenge-shaped and is 40' along its long axis and 20' at its widest. Around to the right side of the room, far from the door, is a marble table, on which Ralayn has a number of illithid texts on the drow, including maps and notes on the general locations of three drow cities (Karsoluthiyi, Menzoberranzan, and Chad Nessad). Also on his desk are a ring of keys to Areas #5, 8, and 9.

In the center of the chamber is another recessed pool, this one only 6 feet deep, but the water level is even with the floor around it. The water within the pool is kept warmer by a magical brass brazier at one end that is filled with brightly burning coals. This, in effect, is Ralayn's place of rest, though he also keeps some of his finer treasures hidden carefully here. In a hidden panel between the bottom of the pool and the underside of the brazier is a well-hidden false panel (-10% chance of finding it at all, and -25% chance on picking its locks or disabling its traps). The panel is protected by a magical trap similar to Priamon's that is activated only by the proximity of a living being. If not disabled, the trap sends a *shocking grasp* spell into the water for 8d6 points of damage to anyone in contact with the pool. Beyond that defense, a second trap must be disabled or a dark blue powder mixes quickly with the water in the pool. Within one round, the entire pool of water become acidic, and causes 1d4 points of acid damage to all materials in contact with it; on exposed flesh or flesh submerged in it, it does 1d6 points per round. The acid continues to deal damage for 1 round after contact is broken.

Behind the false panel is a small sealed glass flask filled with something black. Upon opening the flask, what appears as a rolled-up piece of black silk is revealed as a *portable hole*. Inside the portable hole are Ralayn's treasures: one spellbook (all his memorized spells plus 2 more 1st and 2nd level spells), 5 black crystal vials containing *potions of clairvoyance, fire giant control, elf control, halfling control, and undead control, a decanter of endless water, a scroll of protection from dragon breath*, and 5 blue sapphires worth 2,000 gp each.

Area #5: Lunch Meetings

This is the former tavern and dining chamber for the illithids. Now it is a chamber with a rare locking portcullis gate in its doorway. Inside is the current "pen" or holding area for 35 hairfeet halflings (18 men, 7 women, 8 boys, and 2 girls), and they are kept as food for the illithids. The great long table that stretched the length of the room is now tipped on its side and used to provide some shelter and privacy for the females and children; the table still has blackened stains in the carved recesses where their food was served. They are all dressed in rags and are getting emaciated (for a halfling, that is) since they only get one meal a day, usually deer meat and potatoes cooked in the small brazier they have for light. The halflings will not fight, since most of them are simple farmers and they were plucked from their homes in Luiren. They only wish to be returned home.

Area #6: Pantry

This unlocked-gate opens into a room filled with large, wide shelves, and appears as a storage closet and pantry. Many of the jars toward the back of the room on the top shelves contain old brains gone bad (blackened and rotting in horrible smelling fluids). There is one well-hidden jar in the back corner behind two rotten brain jars, and it contains perfectly dried shriekers (useful as a rare delicacy or as a component for spells or potions). Toward the front are four barrels of apples and potatoes. On the shelves next to them are the mutilated and partially rotting carcasses of 18 deer and 9 rabbits.

Area #7: Slaves' Den

This former arena is entered from Area #1, and its entry no longer has a door—It lies in a pile of rubble and twisted metal rife with umber hulk claw marks. Slaves were once moved around the outside of the arena to show them their new home before taking them around the back and into the eight generic holding cells. Since no slaves were ever held here for more than two days before being moved into the arena, no provisions were made for their comfort or for their survival (i.e. no kitchen or baths, etc.). Any slaves killed in the arena became part of the illithid feast after the fights, and the few survivors became the "champions" for the next daily bout.



Now, this area is overrun and slowly being torn apart by the umber hulks, who have systematically destroyed the stone seats and the metal cage surrounding the arena. At any given time, 1d12 umber hulks can be found here in addition to those others previously mentioned in postings elsewhere around the Stardock.

Area #8: The Ladder

This cavern entrance has a metal-gate for a door, and it is locked. If opened, it leads into a tunnel and ends in a 150-foot-deep shaft. There is a rung ladder set into the wall of the shaft, and it climbs down. If a PC climbs down 80 feet, he contacts the gravity plane and suddenly must make a Dexterity check to reorient himself or else “fall” back to the center of the Stardock and bob along the gravity plane. After going through the plane, the PC must climb “up”/i.e. away from the pull of gravity for 70 feet to arrive in Area #9.

Area #9: Bunks & Equipment

At the top of the Ladder, there is another locked gate, just like that on Area #8. Once opened, it reveals a wide tunnel of stone with a badly tattered curtain acting as a door on the far end and leading outward. Flanking the tunnel are two stone doors, both left open.

#9A: Within this chamber are a number of long-rotted and destroyed cots and bunkbeds, though a few remain standing. The stones of the floor are stained in splotches of black and brown and deep green, showing signs of death of a number of races. If a closer look is taken, the floor is scarred by the foot claws of umber hulks, who apparently consumed most of the fallen bodies within this room.

#9B: This room is cluttered with broken timber, ceramic shards, large pieces of glass and metal, and other things that look like alchemical tools. This is a storage area for spare parts with which to fix illithid spaceships; see the SPELLJAMMER campaign settings if you wish to make use of any of this. To anyone else, much of this old and badly-kept material is so much junk.

Area #10: The Stardock

What gives this place its name is hardly a shade of its former glory. Exiting the tunnel through a ragged, heavy velvet curtain, you emerge on a pitted and broken walkway of rock. It was once carved in exquisite, sweeping whorls and waves of crystal and stone along its edges, its center walkway kept smooth. Now, its surface is pitted and marred by claw marks and weapon strikes. Much of the carving along the edges is defaced, and the entire end of the dock where spelljamming ships once moored is broken off in a jagged, toothy break. The area beyond the knifelike end of the dock is over 40 feet wide and nearly 50 feet deep, large enough to moor a large flying ship in it. No ship is moored there now. There is a small, railed walkway around the entire edge of this open mooring area, and there are large metal rings along it on which to tie guy lines. Surrounding the Stardock on all sides are the rising cliffs and peaks of the topside of the asteroid.

Halaster's Actions & Reactions

Unlike most of the stories and tales about Halaster that have cropped up over the past millennium, Halaster can be a noble and honorable person. Unfortunately, the magics he uses to keep order (such as it is) in Undermountain are primarily responsible for his unpredictable nature and his foul reputation. During this adventure, while he is absent from the dungeon, he appears as described in the “NPCs and Magic” section above. But how does a DM role-play the stabilized version of one of the Realms’ greatest foes and living conundrums?

Basically, the captive Halaster reacts just as anyone could expect. He is humiliated and ashamed at having been captured, and he is doubly humiliated by the fact that he needs aid, something he hasn't asked

for in well over 12 centuries! He simply needs someone to free him of the *restraints* or move him physically back to Undermountain, where he can free himself of the spell by shifting a phantom into the restraints rather than his physical form. Finally, he is also aging at the rate of a year an hour, since the spells that halt his aging in the dungeon are temporarily dispelled, and he frantically wants to avoid his death.

The instant he is free, whether in Undermountain or Stardock, Halaster will greet and thank the PCs quite sincerely for their help, even moreso if the PCs visit any other acts of kindness upon Halaster (healing and the like). Even if the PCs are capable (i.e. not within a moment or two of death themselves) of remaining at or returning to Stardock and fighting the lichs, Halaster will *teleport* everyone away from Stardock and down to the Aqitocrun chamber. Then, once at the Aqitocrun, he will promise to reward the PCs for their aid. Depending on the amount of their assistance and munificence toward him, the DM can increase the reward(s) given by Halaster. One point to mention to the players is the fact that, once in Undermountain, Halaster's eyes are a bit less focused, multiple images and phantoms of himself flicker in and out around him, and he has an increasingly hard time holding a conversation.

- The absolute minimum reward he'll grant is a *gate* transport out of the dungeon to the entryway to Blackstaff Tower.
- If the PCs were sensible and were not disrespectful of Halaster, he will summon the remaining unread scrolls of the Aqitocrun and allow two of them to be read with full effects for all characters involved.
- If the PCs did fabulously well and kept the two lichs from gaining any crucial information from him, or needed little to no help from Halaster to return to Undermountain, he will promise a reward at a later date. When the PCs establish a permanent base (most likely Lupincopse), Halaster will pop in and create a permanent and controllable *gate* between Stardock and the PCs' home. Of course, there's certainly no insurance against the Glyth illithids or the Twisted Rune from returning, but the *gate* from the stars to the wilderness of the North is a precious gift that few enjoy.

Once he has tendered your rewards to you, he shakes his head, as if to brush away a nagging thought. Three other Halasters (one annoyed and staring at you, one laughing uproariously, and another mimicking his physical actions) appear around him and you, and then blink out. He is obviously struggling to maintain his focus. With an evil glare in his eyes, he stares at no one in particular and says, “However much needs be done here, vengeance must yet be paid in full. You should feel honored, younglings. Few can survive and say they witnessed the results of my wrath. Watch and learn the fate of those who treat Halaster Blackcloak with impunity!”

Halaster summons the same magic that Khelben used earlier today to send you here. You stand in place, reduced to phantoms but still viewing Halaster. He steps toward the Rift, steps halfway through it and stops, straddling hundreds of miles of space by magic. He raises his hands, and voices a spell just as you begin to disappear. As your eyes blur in the *teleport*, you watch Halaster's image and the Rift explode in a rush of magical energy of monstrous proportions! Suddenly, the explosion of raw magical force still ringing in your ears, you find yourselves standing in the courtyard of Blackstaff Tower. All around you, the chaos and cacophony of Halaster's Harvestide continues, but thanks to you, it should soon end



The PCs return to Waterdeep, having witnessed Halaster's sealing of the Rift and the possible destruction of his foes at Stardock. The wild effects of Undermountain's gates will continue for 1d6 hours after the PCs' return, so PCs can dive into that chaos and gain their rewards from the Lords tomorrow.

Of course, things will be different for the PCs within Waterdeep from now on. Their actions in saving Halaster and the city are viewed with mixed amounts of awe, suspicion, and gratitude. Oh, there's one other lingering effect: Halaster knows you all personally now. Since you saved him, that means you're his pals (for DMs of a whimsical bent who care to have him remember this at all)! Imagine how disrupting it is for a night of pub-crawling for Halaster to suddenly appear among you, asking to buy the next round. . .especially for anyone else who knows who he is. . .

If The PCs Try To Kill Halaster

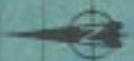
While we hope that this is an unlikely occurrence, there may be the stray PC who has a grudge against Halaster and sees this as his golden opportunity for revenge. If this happens you have several options open to you, choose whichever you think fits your game the best or create one of your own.

- Halaster really does die. The magics that tie him to Undermountain snap free from his body and attach themselves to the spellcaster closest to Halaster's body when he died, drawing him to the dungeon where he becomes the new mad mage.
- Halaster's body dies, but his spirit swaps places with the spirit of the person who strikes the killing blow. The new(?) Halaster casts a quick spell to transport his borrowed body back to Undermountain and begins to plot his revenge against his would-be assassins.
- Halaster dies. Somewhere, deep in the bowels of Undermountain, contingency spells go off. A clone of the original Halaster is released from *temporal stasis*. The cloned Halaster is immediately granted the original's memories (via a wish) and he's not happy with the PCs, not happy at all.
- Halaster dies. He really dies this time. Nothing can be done to stop the flow of horrors from the dungeon. The Lords of Waterdeep are not at all pleased with what the PCs have done, and are willing (and able) to see that they make restitution to the city for their crimes. This could be the start of an epic quest to find the heart of the dungeon and destroy its power for all time.

The Crystal Labyrinth

SCALE: ONE SQUARE EQUALS TEN FEET (Labyrinth)

INTERNAL DETAILS ARE INCLUDED WITHIN THE



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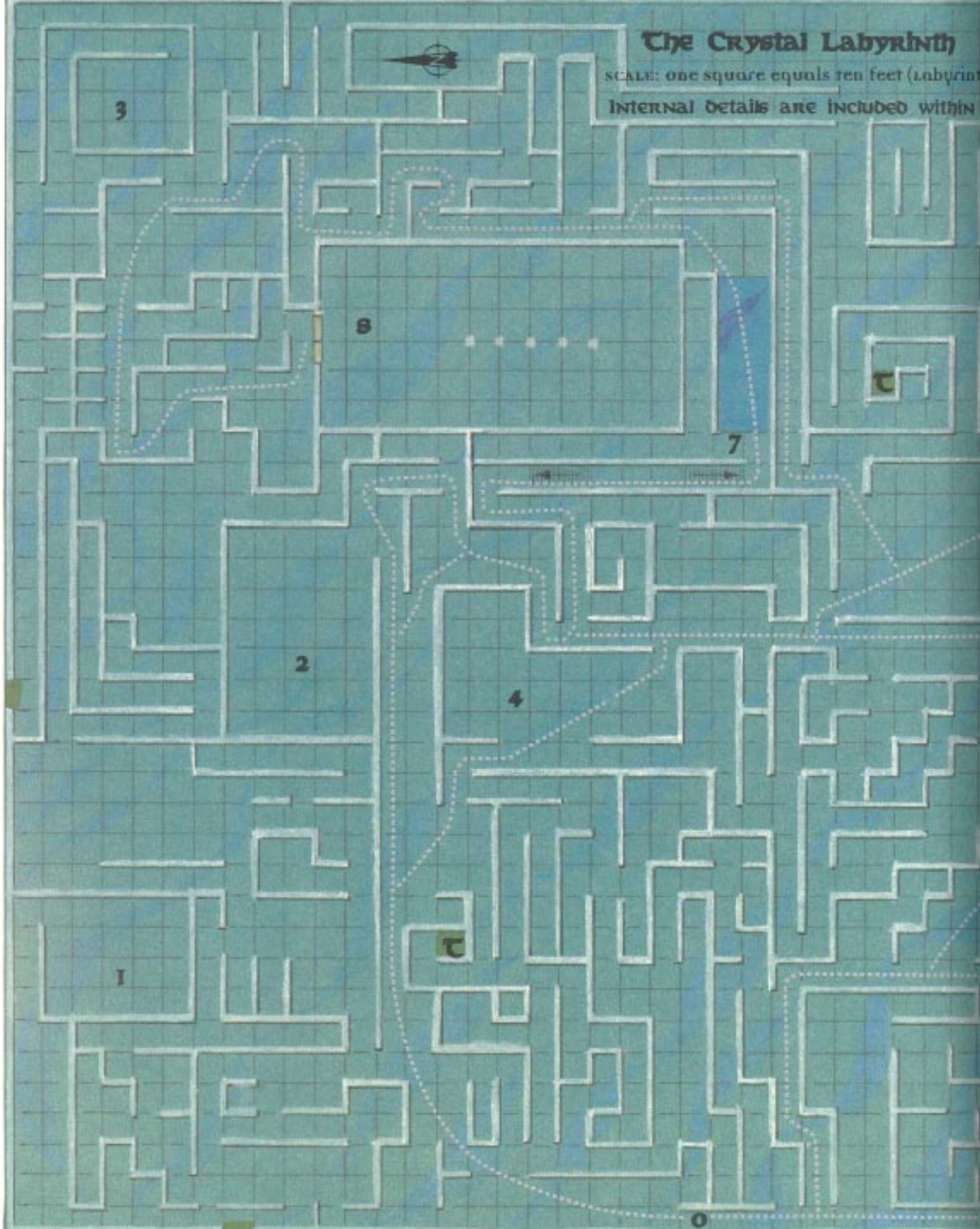
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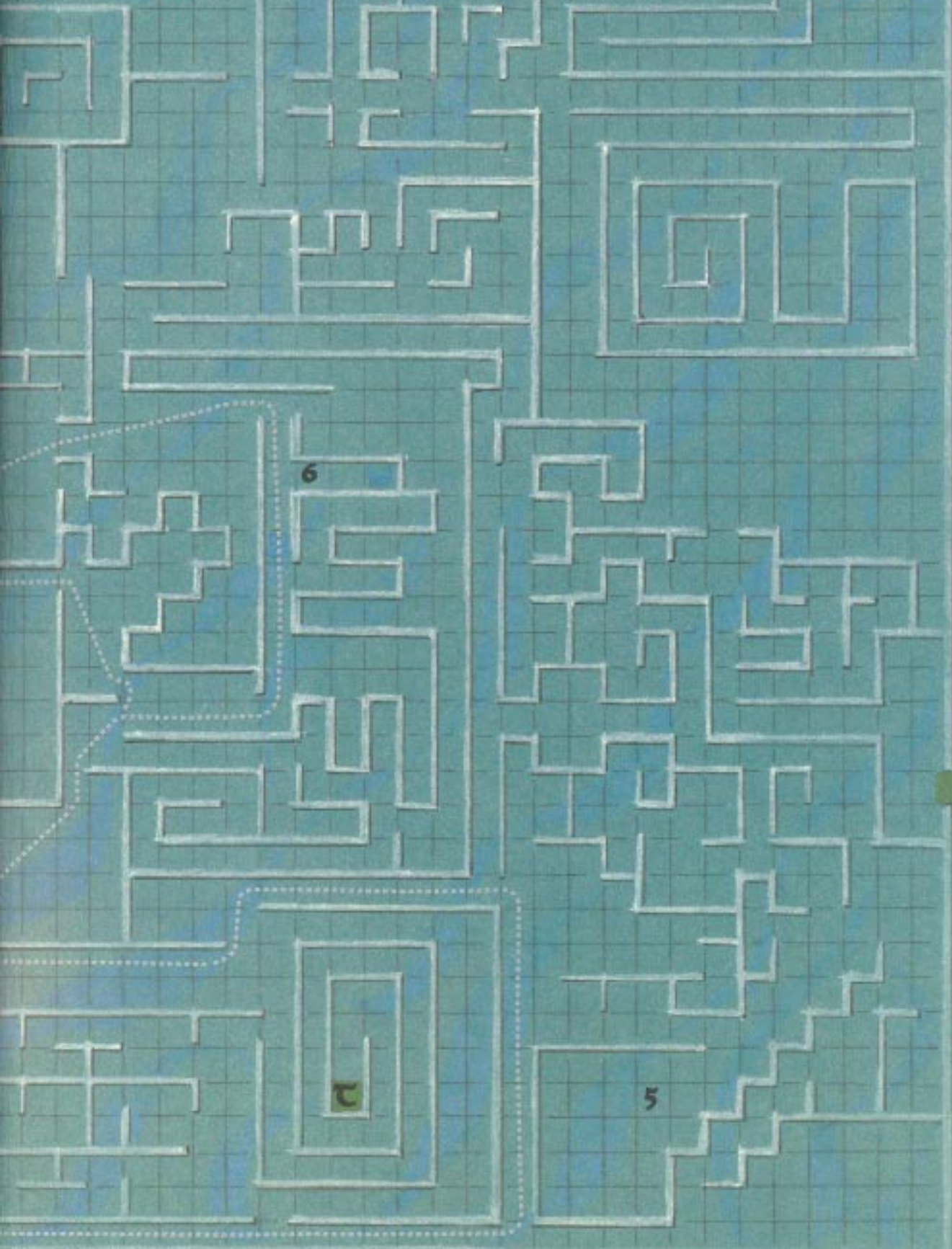
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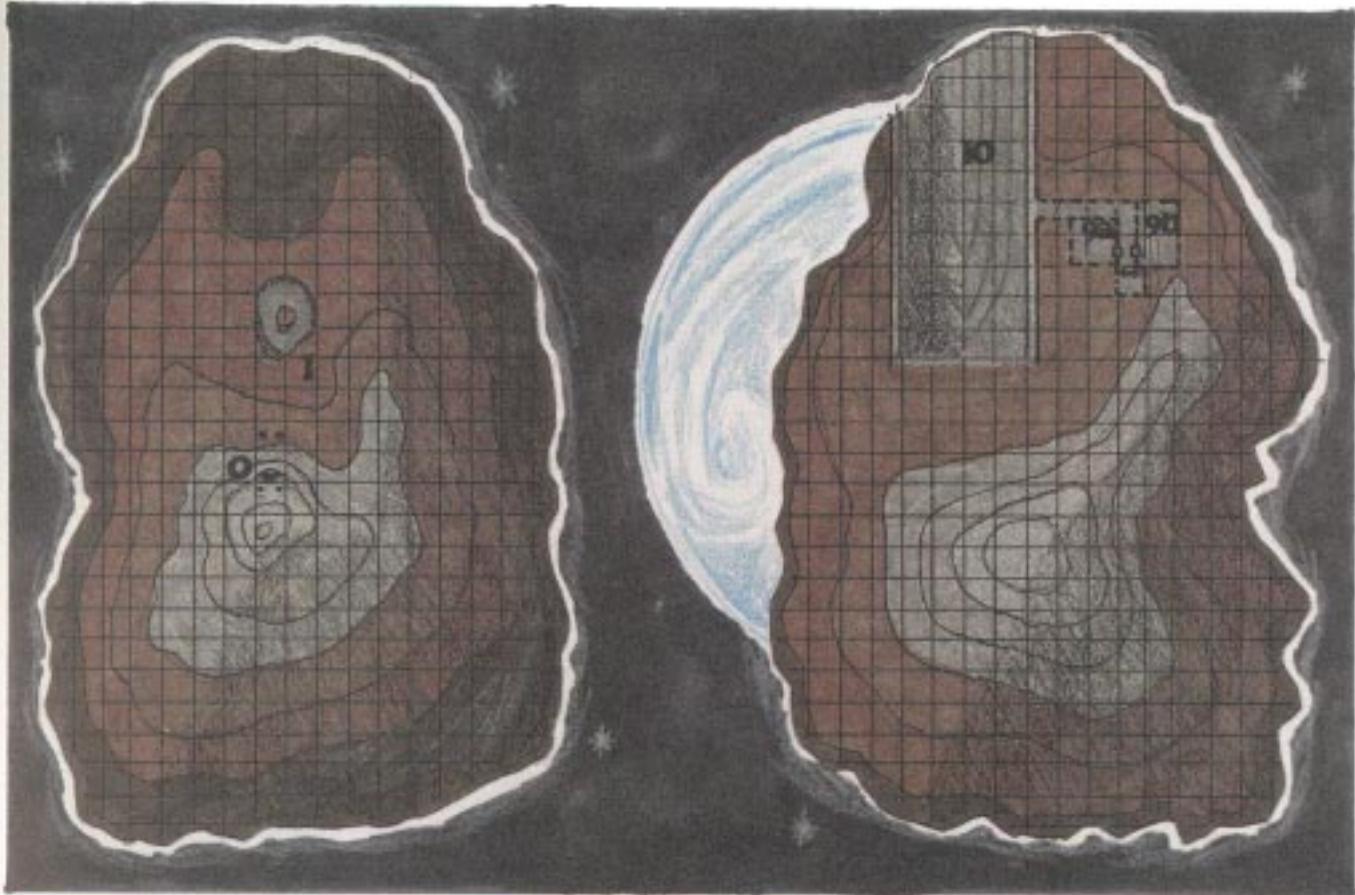
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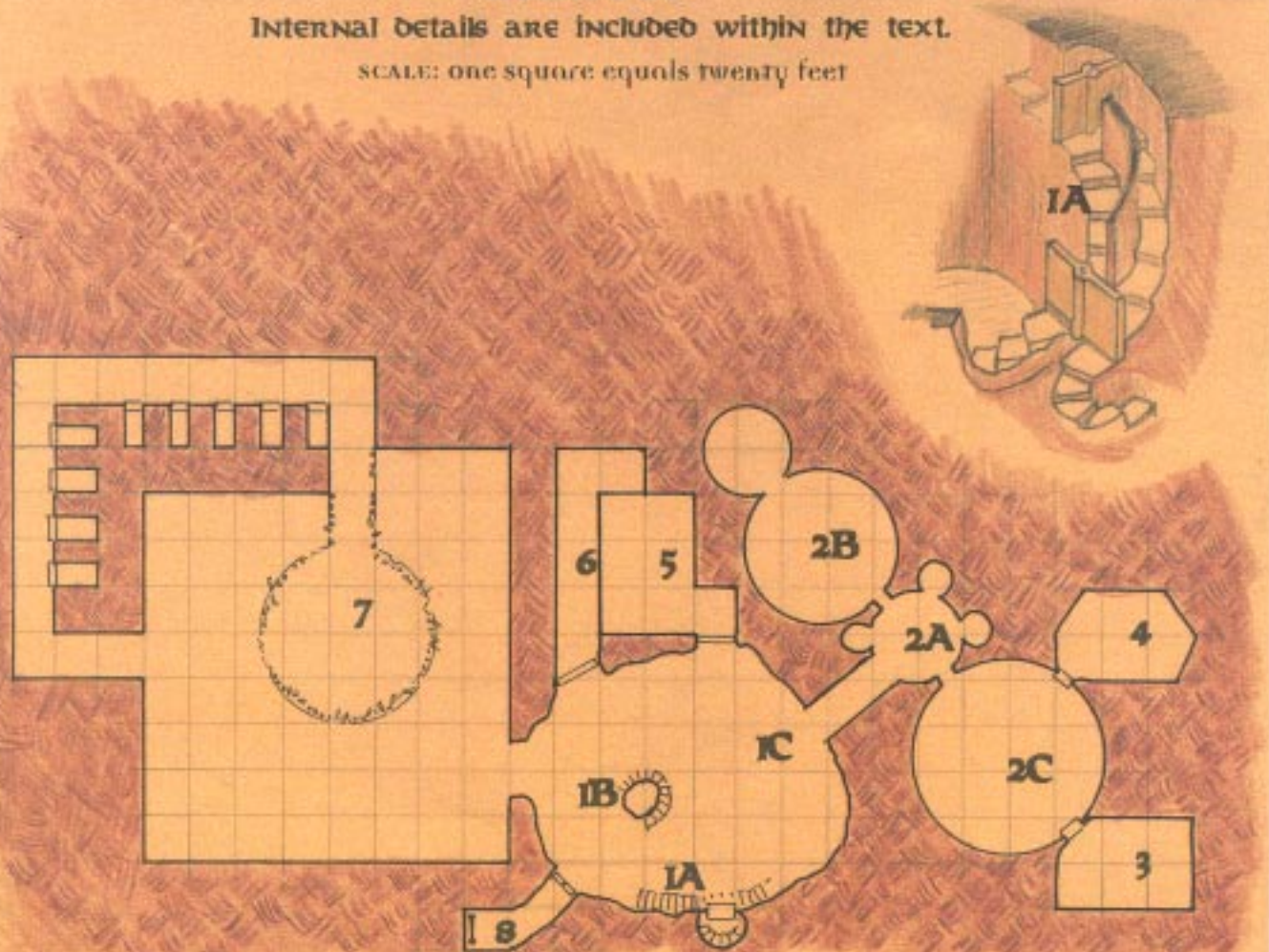
-  teleport Area
-  gate door
-  crystal wall
-  possible path to Aqitiocun
-  gelatinous cub
-  stairs (Arrow points up)
-  water
-  the rift
-  elevation mark (10 foot rise)
-  Door



Starbock

INTERNAL DETAILS ARE INCLUDED WITHIN THE TEXT.

SCALE: ONE SQUARE EQUALS TWENTY FEET



Halaster's Harvestide Encounter Tables

These wandering monster tables provide DMs with adventure potential in many places while Halaster remains away from the dungeon and a few hours afterward. As stated within the "Hidden Stories" section, any location has a greater chance of encountering monsters or disastrous magical effects. The tables below have been adjusted for the increased amount of monsters for the day (an increase of 20% of normally encountered creatures). If, for some reason, Halaster is not rescued by first light of the first day of Marpenoth 1369 DR, DMs can continue with wandering monsters from the dungeon by reusing the Time Periods 1-4 for a second day. Bear in mind that, if the PCs and others fail to save Halaster, he will manage to free himself from the Twisted Rune's clutches by dusk and the chaos grinds to a halt by midnight.

Time Period 1: Morning (Dawn to Highsun)/First 4 hours of game time

Time Period 2: Afternoon (Highsun to Dusk)/5-8 hours of game time

Time Period 3: Evening; (Dusk to Moonrise)/9-12 hours of game time

Time Period 4: Night (Moonrise to First Light)/13-20 hours of game time

- DMs should roll 1d6 once an hour (rather than once every three hours) of game time: rolls of 1 or 2 indicate a wandering monster within the particular location in Undermountain, Waterdeep, or elsewhere.
- If a monster is encountered, roll 1d20 and check against the appropriate location and time period for the monster(s) met by the PCs (or NPCs).
- DMs can forego this random encounter once an hour to embroil PCs in one of the noted events listed under the Current Clack sections within the adventure.

Time Periods				Waterdeep North, Sea Wards	Waterdeep Castle, Trades Wards	Waterdeep South, Dock Wards
1	2	3	4			
1-2				Evil NPC or 1 wyvern	Patrol, 4 Guards on griffons	1-2 doppelgangers (as Unfriendly NPCs)
3-5	1-2			1-8 panicked citizens	Priest (Level 1d6)	2-40 kobolds
6-9	3-4	1		Patrol, 6 Watch	1-10 giant ravens	2-12 wild dogs or hyenas
10-12	5-7	2	1	5-30 huge spiders	Patrol, 2-12 Watch	1-4 hill giants
13-14	8-9	3-4	2	Patrol, 8 Guard	Patrol, 8 Guard	Patrol, 8 Guard
15-16	10-11	5-7	3-4	Patrol, 4 Guards on griffons	1-8 carnivorous apes	1-2 baatezu or tanar'ri
17	12-13	8-10	5-7	1-4 Lycanthropes, DM's choice	1-6 Wererats	1-6 weresharks or bugbears
18	14-15	11-12	8-9	1-4 mongrelmen	Friendly NPCs (1-3)	Unfriendly NPC*
19	16	13	10	2-6 bulettes	1 young dragon of DM's choice	5-50 Skeletons
20	17	14-16	11	1-4 Sharn or 1-2 Beholders	2-24 goblins	1 Will-o-wisp
	18-19	17	12-13	2-5 Ghouls, 1 Ghast	3-12 Wights	1-2 shadows
	20	18	14-16	1-2 Spectres	1-2 Ghosts	1-2 wolfweres or seawolves
		19	17	Patrol, 12 Watch	10-40 Skeletons	1-6 gargoyles
		20	18	Patrol, 4 Watch-Wizards	Unfriendly NPC*	Friendly NPCs (1-6)
			19	1-2 Vampires	Pack of 2-24 wolves	1 lich or other unique undead
			20	Unfriendly NPC*	2-40 orcs led by 1d4 orcs	1-6 illithids

Time Periods				Undermountain Levels 1-3	Undermountain Levels 4+	Crystal Labyrinth
1	2	3	4			
1-2				5-20 ogres	2-12 drow, led by P10	2-20 stirges
3-5	1-2			2-11 giant centipedes	1-2 spectres	1-2 behir
6-9	3-4	1		1-8 drow, led by 1 priestess (L2-7)	2-10 hell hounds	4-32 gnolls
10-12	5-7	2	1	2-5 ettins or fomorians	2-8 jackalweres	3-18 ogres
13-14	8-9	3-4	2	2-12 skeletons	2-40 orcs	10-60 bats
15-16	10-11	5-7	3-4	4-40 orcs led by 2-8 orogs	3-14 (1d12+2) trolls	1-8 Zhentarim NPCs
17	12-13	8-10	5-7	1-20 trolls	15-60 jermlaine	4-16 hobgoblins
18	14-15	11-12	8-9	1-6 NPC adventurers	1-8 evil NPC adventurers	1-3 patches of green slime
19	16	13	10	1-10 curst Watch members	3-18 carrion crawlers	1 giant slug or aboleth
20	17	14-16	11	1-4 leucrotta	1-4 grell	2-20 bugbears
	18-19	17	12-13	1-3 ghaunadan or doppelgangers	2-5 fire giants	4-48 crawling claws
	20	18	14-16	1 elder orb or 1-2 beholders	4-24 shadows	1-2 chimera
		19	17	1-6 minotaurs	3-24 monster zombies	2-40 drow (1-6 priests, Level 2d6)
		20	18	1 vampire wizard (L3-8)	1-4 nightmares with ghoulish riders	5-40 thieves or cultists
			19	3-30 crawling claws	1-4 sharn or phaerimm	1-4 owlbears
			20	1-4 rust monsters	1 ancient dragon of DM's choice	1 lich (L20+d12)

*If an Unfriendly NPC is encountered, DMs are encouraged to place in old enemies of the PCs to spice things up, or to possibly set up some good role-playing due to the chaos (I.E. "On any other day, I would kill thee, but today, we seem beset on all sides by undead. I suggest we set aside our troubles and work together for a change until this madness is at an end. . .").

Wandering Monster Reaction Tables

Check on this table to determine the immediate response of an encountered creature during Halaster's Harvestide.

2d6	Waterdeep	Undermountain
2	Attack	Attack
3	Attack	Attack
4	Attack	Aggressive
5	Aggressive	Cautious
6	Aggressive	Cautious
7	Cautious	Neutral
8	Cautious	Neutral
9	Neutral	Cautious
10	Neutral	Cautious
11	Friendly	Aggressive
12	Afraid	Attack

If Neutral or Friendly, the NPC or monster may be talked out of combat and into role-playing resolutions (+1 reaction modifier). Neutral creatures are at standard reactions, while aggressive creatures & NPCs are at a -2 reaction modifier for the situation.

Advanced
Dungeons & Dragons®



UNDERMOUNTAIN STARDOCK

FOR FOUR TO SIX CHARACTERS OF LEVELS 10-14

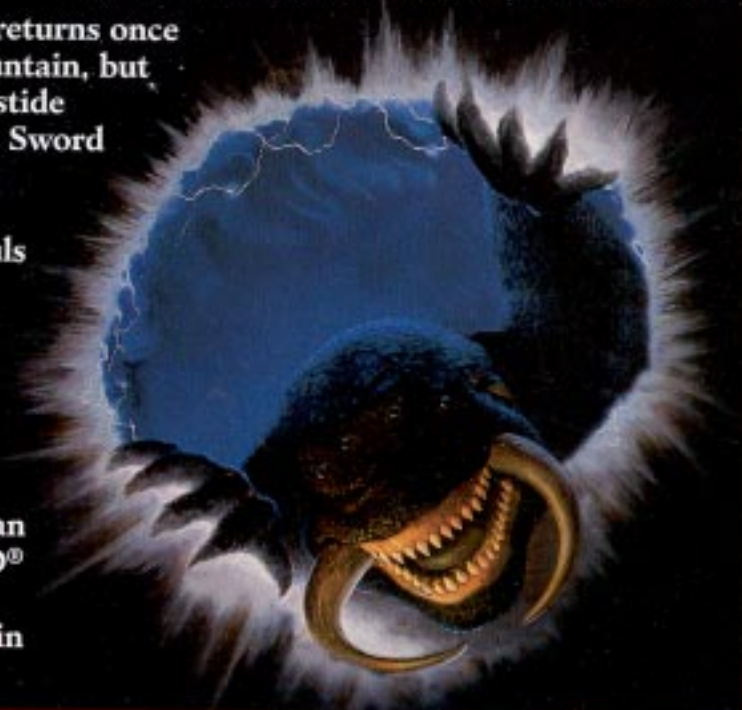
by Steven E. Schend

Had I not seen the chaos that ensued, I would never have believed the tale Shadowdale's sage wove for me that day....Who would have believed that anything had the power to rip Halaster Blackcloak bodily from his Undermountain? Who again could predict the maelstrom of dangers that a dungeon gone mad would unleash upon an unsuspecting Realms? It is thanks to the brave and noble souls who dared reach into the villains' clutches to save the life of Halaster the Mad Mage that we all rise to greet another sun.

—Gamalon Idogyr, starfaring mage formerly of Llorbauth

This DUNGEON CRAWL™ adventure returns once more to the hallowed halls of Undermountain, but it's a different day. At dawn of Highharvestide 1369, every practitioner of magic on the Sword Coast knew there was a problem. By midmorning, the Lords of Waterdeep confirmed the ill omens: Some brave souls worthy of the title "Hero" must enter Undermountain on a mission to save Halaster Blackcloak! Could these heroes be your group of player characters?

This is a stand-alone module and does not require extra support materials. It can be placed into a campaign on any AD&D® world, but best fits and impacts a FORGOTTEN REALMS® campaign set in Undermountain or Waterdeep.



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