

WARDS OF WITCHING WAYS — A friendly wager on your survival
THE BLACK HEART OF ULOM — An evil forest with a mind of its own
THE DARK CONVENTICLE — The darkness beneath the ruins

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MAY/JUNE 1988 ISSUE #11
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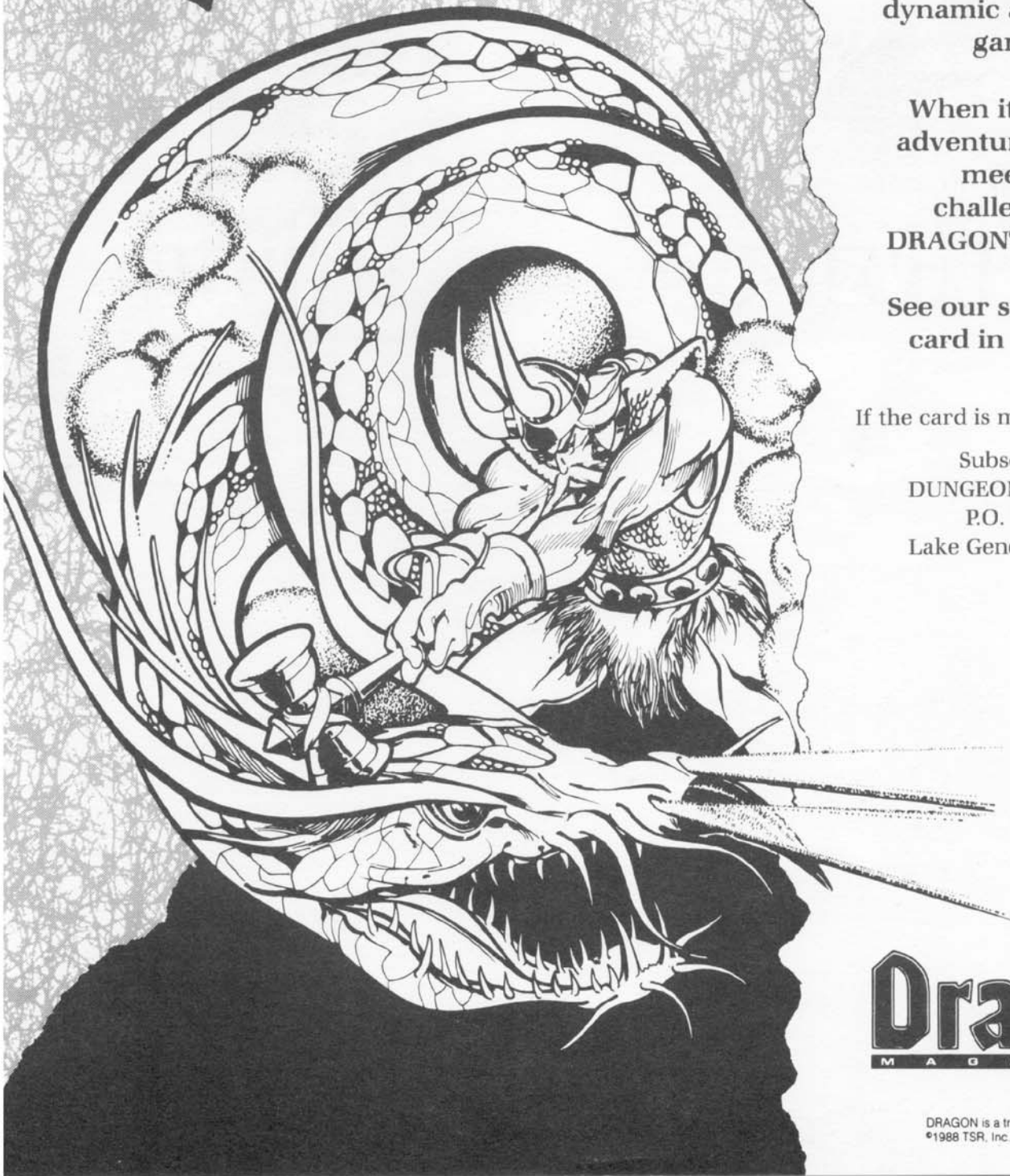
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MAY/JUNE 1988 ISSUE #11



COVER: All chaos breaks loose when Vladizier destroys his magical sphere in "Wards of Witching Ways." Artist Roger Raupp captures the eccentric warlock in this month's cover painting.



The Uses of Imagination

Recently, Roger Moore, editor of our sister publication DRAGON® Magazine, commented that he'd been getting a lot of articles dealing with shape-shifters of one sort or another. This struck a responsive chord, because in one week I had received modules featuring a protein polymorph, randara, and doppelganger — a shifty bunch if there ever was one. We began to wonder why, suddenly, everyone seemed to have mutable monsters on their minds. This wave of interest seemed to parallel a rash of vampire submissions several months ago. Was it, we wondered, something in humanity's collective unconscious? Are some thoughts and ideas "catching," like Asian flu?

Role-playing games do seem to have keyed into some part of that collective unconscious — a part in which we are all dragon slayers or powerful wizards. The game, whether it be D&D® or something more modern in outlook, is only a structure for our imaginations, after all. Before we could read the rulebooks, we all role-played other games — Cops and Robbers, King of the Hill, or our own versions of television programs. We played at being kings, or Indian princesses, or simply grown-ups, and acted out our make-believe lives, sometimes with our friends, but often alone and late at night, while poised at the border between consciousness and sleep.

Perhaps that twilight time is when we're most open to the collective unconscious of our species, the most attuned to that tide of thought that links all our imaginations and makes us human.

This issue's quote was sent in by Thomas M. Kane of Farmington, Maine. Thanks, Thomas, for giving us a lot to think about.

Barbara G. Young

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Without this playing with fantasy no creative work has ever come to birth. The debt we owe to the play of our imagination is incalculable.

Psychological Types, Carl Jung

LETTERS

Adventure Levels

I was very interested to read David Carl Argall's comments in issue #9 on the levels assigned to adventures. As the designer of "House of the Brothers" (issue #6), I think I have some comments which may prove useful to him.

When you are considering whether to use a given adventure in your campaign, you must consider more than just the recommended level range. The level range for "House of the Brothers" was 3-6 characters of 6th-10th level, an average of 36 levels to take on two fog giants, two hellhounds, and some dangerous traps. David says this is too tough for the players. You might be surprised to learn, then, that when I playtested this scenario, my own players were running characters from 3rd-7th level, with the average character being 5th level.

Instead of considering only the level of your players, you should also consider the relative skill of your players. In some worlds, a single giant would be deadly for a whole party of mid-level characters. In my campaign, a single hill giant wouldn't last two rounds against even 1st-level characters. This reflects the relative experience and skill of my players, not the statistics of their characters. I routinely use modules designed for 4th-7th level characters, with only slight modifications, when my own party is at 1st level.

During playtesting, none of the fiendish traps set by Erdol and Karzakh worked on my party. A mid-level thief who checks for traps every time should be able to negate most traps on chests and coffers. Failing this, my players have devised a number of ingenious

methods for avoiding traps (which I will not share here to save you from having the same problem). They know me . . . they expect to find fiendish traps. Thus, they have learned to take the elementary precautions that will avoid them. (Consequently, I was quite shocked when they did not immediately suspect that the statue in room 5 was a stone golem!)

Finally, the real responsibility for assigning levels to adventures lies with the Dungeon Master. You know your players and your campaign's needs better than anyone, even if they live in Lake Geneva. Frequently, AD&D players expect TSR to hand feed them, balancing every campaign and clarifying every rule. This is an impossible responsibility. Think for yourself.

Mark R. Shipley
Bremerton, Washington

Even Worse Than You Thought

In the module, "The Wounded Worm" [issue #8], shouldn't [the red dragon] Ancagaling have a land movement rate less than 9", considering that his hind legs have been destroyed? Without his hind legs, wouldn't he have to drag his hindquarters around? Also, how can he use his foreclaws in a fight or to cast spells? One would think he would need them to maintain his balance.

I also found one mistake in the module "In Defense of the Law" [issue #8]. The NPC cleric Suzerean's stats on page 33 list her armor class as "0/1 (chain mail +2, ring of protection +2). According to the *Dungeon Masters Guide* description of rings of protection (page 130): "the ring does not add to armor

value if magical protection is worn, although it does add to saving throw die rolls." So Suzerean's armor class should be two places lower.

Wendell Works
Truro, Nova Scotia

Not only should Ancagaling's land movement rate be less than 9" (let's say either 3" or 6", depending on how much of a break you want to give him for adapting to his deformity), but he shouldn't have any flying rate at all (no wings left) let alone the swimming rate of 24" implied by the "!" (an editorial goof that compounded an editorial goof). You're right also about Suzerean's armor class. The words "ring of protection" will forevermore set off warning bells in the editor's mind.

Tome of Daharsta

Something that I missed putting in the final draft of "The Shrine of Ilidahur" [issue #10] was a description of the *Tome of Daharsta*:

This is a book of great potency, containing the means of summoning the banished demon lord Ilidahur to the Prime Material plane. It radiates evil and chaos so strongly that feelings of unease are produced in nonevil beings within 10' of it. Any lawful-good being that touches the *Tome* must save vs. wands or be overcome with nausea and dizziness for 1-4 rounds. Lawful-good NPCs will thereafter refuse to come into contact with the book again. Only a magic-user of the 11th level or higher with not less than 16 intelligence can understand or utilize the volume's contents.

The DM may wish to include this in the bar-igura's treasure. It couldn't be

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




















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MAP SYMBOLS

These symbols are used on most maps in DUNGEON™ Adventures.

	DOOR
	DOUBLE DOOR
	SECRET DOOR
	ONE WAY DOOR
	FALSE DOOR
	LOCKED DOOR
	ARCHWAY
	CONCEALED DOOR
	BARRED DOOR
	PORTCULLIS OR BARS
	ONE WAY SECRET DOOR
	WINDOW
	ARROW SLIT
	FIREPLACE
	COVERED PIT
	OPEN PIT
	FOUNTAIN
	SPIRAL STAIRS
	STAIRS
	TRAP DOOR IN CEILING
	TRAP DOOR IN FLOOR
	SECRET TRAP DOOR

utilized by low-level PCs, but it could be the enigmatic sort of item that leads to further adventures (e.g., an evil conjurer wishes to obtain it, or a lawful-good character takes up the task of destroying this and any other copies of the vile text). The statistics may be useful to campaign-oriented DMs; the volume may appear later in the PCs' careers, perhaps in the hands of an adversary ("Didn't we see a statue of this dude in that shrine. . .?"). Of course, the volume's inclusion is entirely optional. Any DM who so wishes may rule that all copies were destroyed long ago.

John Nephew
Duluth, Minnesota

Agent Needed?

Do you accept submissions with or without the submitter having an agent? What are your guidelines to follow for independent module submissions. What is your standing on bloodless modules (where no blood need be spilled in order to successfully complete the module)?

Gordon Westmore
Charlotte, North Carolina

So far, no one who has had a module published in DUNGEON Adventures has submitted a manuscript through an agent. I think I'd be shocked to see an agented manuscript, as this is definitely not the norm in the gaming world. We have a set of submission guidelines we'll send to anyone who sends a long self-addressed, stamped envelope (or self-addressed envelope and International Reply Coupon for those outside the U.S.). Mail requests to: Module Guidelines, DUNGEON Adventures, P.O. Box 110, Lake Geneva WI 53147.

We certainly have no objection to bloodless (often called "think") modules. Many of our recently published adventures focus more on attaining bloodless goals than on killing everything that gets in the adventurers' way.

Sobbing Violins Again

In reference to Mr. Stephan Happ's inquiry: the poem "Chanson D'Automne" by the French poet Paul Verlaine was indeed used by the Allies to alert the French underground. The first line of the poem, "Les sanglots longs des violons de l'automne," was broadcast following the BBC 9:00 P.M. news on June 1, 1944. This was done to

alert the French that invasion was imminent.

When the second line of the poem, "Blessent mon coeur d'une langueur monotone," was to be broadcast, it would mean that the invasion would begin within 48 hours, from midnight of the day following the transmission.

Anyone seeking further information should read *The Longest Day* by Cornelius Ryan. In conclusion, the Germans were fully aware of the true meaning of the message as broadcast by the BBC, but could not believe that the Allies would send such significant information in that manner and therefore believed it to be a hoax, thus taking no action.

Robb Wilson
Corpus Christi, Texas

We also heard from Bob Larson of Orlando, Florida, and Paul Astle of Larchmont, New York, with similar information. Paul refers interested readers to Time-Life Books' The Second Front, page 93.

Solo Suggestions

Personally, I thought the solo module [issue #9] was a good idea, except I would have made it for the AD&D® game system, not the D&D® game. It also could have been made with a table for using your own character (what equipment can and can't be brought, spells, levels, races, classes, etc.).

I would also like to say that although "The Ghostship Gambit" is made for the D&D game, I enjoyed it greatly, especially when I modified it to suit my AD&D game campaign. I found that the idea of a submarine was a little far-fetched in a medieval society, but the more I thought about it, the more I said to myself, "What better place for a fantasy than in a fantasy game."

The best module in the issue was "The Plight of Cirria." I and my players thoroughly enjoyed this module. It was especially interesting when the players freed both the Type IV demon and Cumulus as a kelubar demon. The players were a little unhappy about Cumulus, but his time had run out, and at this point, so had some of the characters.

Jon P. Jensen
North Haven, Connecticut



In between volunteer firefighting, figure painting, and running his own play-by-mail game, Richard Emerich has managed to write several modules for DUNGEON™ Adventures. "The Book With No End" appeared in issue #3, and our files contain several more of his scenarios waiting to see print.

"The Dark Conventicle" is an AD&D® module suitable for four to six characters of levels 8-12. As the primary goal of the module is to rescue a maiden from an evil cult, good-aligned PCs of all classes may find this adventure particularly appealing.

The DM can place this adventure in any temperate region of his campaign, as most of the action takes place below ground. The geographical names can be changed to suit the DM's campaign. The PCs begin the adventure with a map of the local area.

The DM should note that a protracted mass combat in an underground setting may occur during this adventure if the PCs are incautious or unlucky. Opponents of the PCs may include a great many zero-level NPCs and low-level clerics. The DM should prepare for this possibility by carefully reading the description of area 25 before running this module.

Before the PCs enter the adventure, the DM should quietly get a report on all their statistics, equipment, spells, and abilities. This information will be needed for the doubles created by the *mirror of opposition* present in the module.

For the Players

The following material may be read or paraphrased to the players as the DM wishes:

Adventuring opportunities in your homeland have become less challenging in proportion to the growth of your prowess and experience, so your party has decided to follow the call of fame and glory by traveling farther afield. You left the city of Indigo some time ago and headed for the lands to the north.

As darkness begins to fall, you calculate that you still have several hours' ride to the Nolanar River and the small town of Telsford indicated on the map you acquired in Indigo. Yet you prefer, after so many days of camping under the sky, to sleep indoors and eat a hearty meal, and so you quicken your pace. The road is rougher here than to the south, with many wheel ruts cutting the hard dirt surface. Traffic on the

THE DARK CONVENTICLE

BY RICHARD W. EMERICH

Rescuing maidens
is a dirty job, but —
you know the rest.

Artwork by Jim Holloway
Cartography by Diesel

highway has disappeared, and the darkness is pierced only by the lamplight of your point man. The moon will not rise until midnight, and with the stars obscured by clouds, the lamp is your sole guiding beacon.

Abruptly, the road makes a sharp turn around a small hill. To everyone's surprise, the flood of lamplight illuminates several human bodies lying in the road. Farther on, you can see the charred remains of several wagons, the slain draft horses fallen in their traces. Shocked, you all rein in and draw weapons; whatever occurred here might not yet be finished.

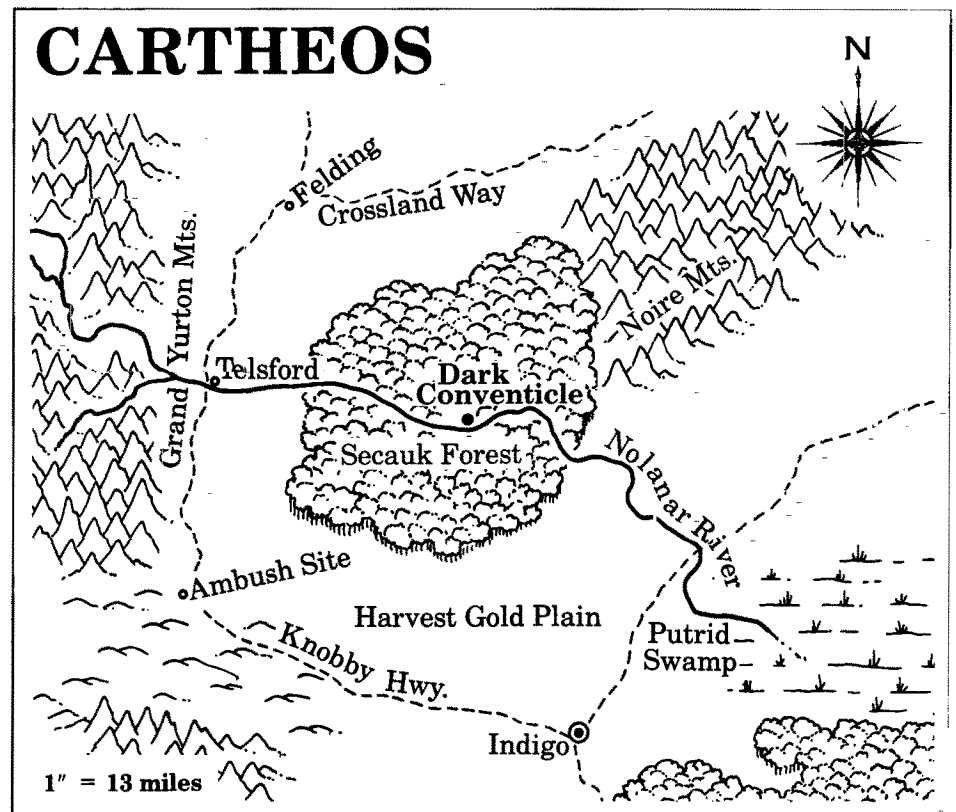
Apparently, a small merchant caravan was ambushed from a position on the hillock. You search about quickly and find a lone man, seriously wounded but still alive, hiding behind the ruins of a wagon. From his expensive clothing and well-fed figure, he is apparently the caravan's owner.

"My daughter . . . my daughter," the merchant moans as you bandage his wounds. Then he sits up abruptly and yells, "They've taken her! Please, you must help me! Please go after them before it's too late! I'm a rich man, and I'll pay you whatever you want, only please save her!" You listen as the merchant, eyes bulging and hands waving, describes the vicious attack:

"My name is Neibil, and I was traveling from Indigo to Felding with two wagons of silver ore and ingots. Eight of my own household guard rode with me. I drove the second wagon myself, as my daughter is of an age to learn the business and had come along to meet our foreign contacts.

"In the afternoon, we came around this small hill and were attacked from ambush. I heard the first shouts of warning from the guards ahead, then the sounds of combat. I grabbed Zenobia, my daughter, and was about to leap from the wagon with her when a pair of grotesquely deformed arms reached out and pulled her from my grasp. I tried to follow her muffled cries, but I was clubbed from behind and only regained consciousness as I was being dragged along the rutted trail. I fought my captor with all my strength until my head cleared and I realized that it was one of my own guards, who used the last of his own strength to pull me to safety.

"Before he died, the brave young man told me what he had seen of our attackers: a hundred or so humanoid crea-



tures, all grossly deformed, who looted the caravan's goods, set fire to the wagons, and left in haste. The last raider to leave, he said, the one who seemed to be directing the slaughter, was dressed in bright red robes, his face a grotesque mask of disease. Over his horse's saddle lay the body of Zenobia, my daughter."

Neibil the merchant falls back against the wagon, out of breath from speaking, his eyes brimming with tears. "Please, m'lords, go after them and save her! I'll pay anything! Please save her! I'm a rich man and will reward you well!"

Just then, you hear horses approaching around the hill to the north. Weapons ready, you turn and prepare for an attack. Could the foul creatures have returned?

No; your lantern shines upon four men on horseback, a patrol of the Merchant Cavaliers, the private police force maintained by the merchants of Indigo. After you quickly explain what has happened — with frequent interruptions by the distressed merchant — the patrolmen decide to take the merchant back to Indigo to spread the word and get help.

But even now, the trail of the kidnap-

pers is growing cold, and there is no time to waste. With the safety of the merchant assured, you mount your steeds and search for some sign of the attackers' trail. Soon, you find many hoofprints in the short grass beside the trail, leading northeast toward the Secauc Forest. The moon rises over a distant hill to the east: It is midnight.

"Return soon with my daughter!" Neibil cries as you depart. "I'll await you at my home in Indigo!"

For the Dungeon Master

The goal of this adventure is for the PCs to find and return Zenobia, the caravan merchant's daughter. To do this, the PCs must track, locate, and possibly attack the unknown raiders, all the while keeping Zenobia's safety firmly in mind. Zenobia's father and the Merchant Cavaliers are not immediately able to help the PCs, but their statistics are provided below:

Neibil the merchant: AC 10; MV 12" (3" while injured); zero-level human; hp 4 (1 while injured); #AT 1; Dmg nil (unarmed); AL LG.

Merchant Cavaliers (4): AC 5; MV 9" (24" mounted); F2; hp 15, 12, 11, 9; #AT 1 or 2; Dmg by weapon type; AL LG-LN; each has chain mail, long sword, short composite bow, 20 arrows in quiver, dagger, hand axe, light war horse.

Light war horses (4): AC 7; MV 24"; HD 2; hp 13, 11, 8, 7; #AT 2; Dmg 1-4/1-4; AL N.

The attackers of the caravan are human worshipers of an evil, secret cult, the Servants of Anthraxus, whose base is located in the underground sewers of a ruined city in the Secauc Forest. The high priests of this cult came here several years ago in search of a place to set up a secret temple to their master, the oinodaemon Anthraxus the Decayed (see page 30, *Monster Manual II*), who wished to spread his influence and power over a greater part of the world and undermine the expanding power of the forces that opposed him. The perfect location for the new temple was found in the ruins of an ancient city, long forgotten among the many trees of the forest. While the city itself was in total ruin, the labyrinth of twisting, dank passages that once served as the city's sewers offered ideal conditions for the new temple.

For more than a year, the high priests have been massing a small army of worshipers, many through kidnapping and brainwashing. The cult gathered all its members at the new site, excavated under the ruins to build their new temple, and prepared to wage war against those who opposed their master. To christen their new facility — their dark conventicle — the cult required a sacrifice to the master oinodaemon. Naximon, the chief of the cult's high priests, declared the sacrifice must be a human who possessed all the qualities the cult members found repugnant: youth, beauty, health, and a good alignment.

After biding their time, the cult's spies in Indigo found an appropriate victim: the caravan merchant's daughter. The ambush was arranged and carried out. At the time the PCs begin their search for the abductors' tracks, the party of attacking priests and worshipers will have just returned to the conventicle.

Unbeknownst to the PCs, they have only 48 hours in which to rescue Zenobia. The caravan attack occurred in late afternoon; at exactly midnight, two days from the start of this adventure,

the cult will sacrifice Zenobia to the greater "good" of its cause and to please its daemonic master. Unless rescued by the PCs, Zenobia is then escorted by the two guard officers from areas 18 and 21 to the altar in area 25. After a 10-minute preparation ceremony, she is sacrificed to Anthraxus. The entire congregation, with the exception of the guards and a few stray worshipers possibly encountered at random, begin chanting and meditating in area 25 two days before the ceremony (i.e., from the moment the PCs set off after Zenobia).

In order to rescue Zenobia, the PCs must penetrate the temple of the Servants of Anthraxus and descend to the conventicle, where hundreds of Servants (most of low level) now live. The PCs may, if they approach the problem foolishly, have to battle the majority of the Servants. Even with their vast experience and powerful possessions, the adventurers may not come out of such a battle alive. The best strategy lies in covert, stealthy penetration of the conventicle, a quick rescue of Zenobia, and an even speedier retreat.

The DM should keep careful track of elapsed time in the game. If the players ask how much game time has gone by, they should be told in terms that do not imply a time limit exists, since they have no idea that a sacrifice is planned. If, however, they successfully interrogate a Servant of Anthraxus, the PCs may learn of this impending doom (see "Captives").

Tracking the Abductors

The PCs may travel at night off-road using moonlight for guidance, but must move slower than usual in order to follow the trail left by the attackers. As many miles per hour may be covered at night as the base movement rate used by the PCs (or their mounts) divided by four; thus, light war horses (24" movement) may travel 6 MPH, and characters moving on foot at 12" may cover 3 MPH. The presence of a ranger or barbarian allows for movement at one-third the base movement rate given in miles per hour; e.g., light war horses may cover 8 MPH and characters on foot with little encumbrance may travel 4 MPH at night. With their long head start and familiarity with the terrain, the attackers will have returned to their lair at the moment the PCs set out after them.

The tracks left by the Servants' light

horses eventually enter the Secauc Forest, which slows all movement by any means by half again the previous values (e.g., light war horses move at 3 MPH at night unless led by a ranger or barbarian at 4 MPH, and PCs on foot with little encumbrance move at 1.5 MPH unless led as above at 2 MPH).

If the PCs follow the tracks during the daylight hours, then as many miles per day may be covered as the base movement rate divided by two. The presence of a barbarian or ranger allows movement at two-thirds the base movement rate, and movement through the Secauc Forest slows all movement by half again the previous values, as described above.

Eventually, the tracks reach the Nolan River and run along its southern bank, then cross at a ford and continue into the woods slightly north. The trail across the river only goes for another mile, whereupon it ends at a large corral with a small shack on one side. The corral contains over 100 light horses, many still wearing their riding gear and having been hastily left behind once brought in from the raid. No humans may be seen about, and the single-room shack is empty (all the Servants are in their lair). The Servants fear no one now that they have Zenobia, and anticipate no one will interfere with their plans. A foot path leads off into the forest from the corral; the path has obviously been used by perhaps 100 men (who arrived, as noted above, at midnight when the PCs set out after them), and parallels a foul-smelling canal that empties into the river.

Light war horses (123): AC 7; MV 24"; HD 2; hp variable (9 average); #AT 2; Dmg 1-4/1-4; AL N.

The Sewers

The path ends at the effluent canal of the sewer system of an overgrown, ruined city only a mile away from the corral. Below ground, the sewer passages are predominantly 8' high, but can vary as much as 2' lower or higher.

Combat effects: The ceiling height hampers all long-distance missile and spell combat, since long, parabolic trajectories are impossible. Thus, all missile weapons must fire at short range, and spell trajectories are limited to line-of-sight paths at "indoor" scale (1" = 10').

Movement effects: Most tunnels have at least 2' of stagnant, foul-smelling mud and water covering the floor (and hiding open pits and traps). Because of the standing water and the putrid air (which causes considerable discomfort), movement rates for all PCs and NPCs are reduced by 3" in this environment, to a minimum possible speed of 3" unless otherwise restricted.

Illumination: There is no light in the tunnels, except for "light-stones" as indicated on the maps. A light-stone is a smooth rock with a *continual light* spell (at the 6th-9th level of effect, cast by a cleric) placed upon it. The *continual light* used by the clerics of Anthraxus is not very bright and radiates a dim red-orange light that otherwise conforms to the given spell; it preserves night-vision, however, and does not blind anyone walking into its area of effect (a 60' radius) from total darkness. In other areas, a light source or infravision is required to navigate the sewers.

Relative elevations are indicated in feet on the sewer maps. Water flows very slowly toward the effluent canal. If an object floating on the surface is watched carefully, its motion will show the direction to the entrance.

The Sewers' Inhabitants

Because the priests have made modifications to the passages and conduits, thereby eliminating most undesired monsters, there are a minimum of random encounters in the tunnels. Using the table given below, an encounter occurs on a roll of 1-2 on 1d12, checked every two turns. Additionally, Anthraxus was induced by his Servants' offerings to *charm* the sewer's original inhabitants. These monsters now avoid all contact with Servants of the cult, though the monsters do not necessarily obey the Servants' orders — except for the orders of the four high priests wearing *badges of monster control* (see end of the module).

Roll 2d6 and check the result on this table for random encounters in the sewers:

Random Sewer Encounters

2d6	Encounter
2	1 black pudding
3	2-12 rot grubs on floating body (a cult member who recently died)
4	1 floating green slime

5	2-5 giant rats
6	1-4 freshwater crocodiles
7	2-16 common rats
8	2-5 giant spiders
9	Check Human Encounters Table
10	2-7 wererats (disguised as Servants)
11	1 water weird
12	3-12 shadows

Human Encounters Table

2d6	Encounter
2	Lower priest with three guards as escorts*
3-4	2-4 guards on patrol*
5-6	2-4 worshipers*
7-11	1 raving lunatic
12	2-8 wererats (disguised as Servants)

* If the PCs kill all but one of this group, determine the remaining NPC's actions by consulting the Escapee Actions Table below.

Escapee Actions Table

2d6	Escapee's actions
2	Escapee outruns pursuers, notifies a priest in 10 rounds. For the alerted priest's actions, refer to the notes under the Excessive Noise table.
3-5	Escapee outruns pursuers but, in his excitement, gets lost and doesn't alert anyone.
6-12	Escapee stumbles and can be captured by any pursuers. If Servant escapes, reroll on this table at -4.

Descriptions of the sewers inhabitants follow. Remember to lower all movement rates of PCs and NPCs (but not monsters) by 3" in passages with sewer water. If more than one creature is encountered, all of the same type have the same statistics. The priests, guards, and worshipers are all considered to be Servants of the cult. Statistics for strength, intelligence, etc., for the NPCs below are considered to be unremarkable; because of the presence of disease, assume all such scores are equal to 8. Clerics have wisdom scores of 12 (which creates a 5% spell-failure rate) unless otherwise noted.

Black pudding: AC 6; MV 6"; HD 10; hp 58; #AT 1; Dmg 3-24; SA dis-

solves wood and metal; SD blows, cold, lightning do no harm; AL N.

Crocodile: AC 5; MV 6"//12"; HD 3; hp 23; #AT 2; Dmg 2-8/1-12; SA surprise in water on 1-3; AL N.

Green slime: AC 9; MV 0"; HD 2; hp 12; #AT 0; Dmg nil; SA turns affected creature to green slime 1-4 rounds after contact, eats through metal in three rounds; SD killed only by cold, fire, *cure disease* spell; AL N.

Guard: AC 3; MV 9"; F4; hp 20; #AT 1; Dmg by weapon type; AL NE; chain mail, long sword, *amulet of protection from good* (see end of module), glass poison capsule in pocket (if bitten, save vs. poison at -4 or die; 6-36 hp damage if save is made).

Lower priest: AC 6; MV 12"; C4; hp 16; #AT 1; Dmg by weapon type; SA spells (5% failure); AL NE; leather armor, mace, *amulet of protection from good* (see end of module); spells: *bles*, *cause light wounds*, *light*, *hold person* (×2).

Rat, common: AC 7; MV 15"//6"; HD 1/4; hp 2; #AT 1; Dmg 1; SA disease; SD does not fear fire; AL NE.

Rat, giant: AC 7; MV 12"//6"; HD 1/2; hp 3; #AT 1; Dmg 1-3; SA disease; SD does not fear fire; AL NE.

Raving lunatic: AC 10; MV 12"; zero-level human; hp 4; #AT 1; Dmg by weapon type, or 1 hp with fists; AL CN. This insane person is an example of what happens when the cult's brainwashing fails. He recklessly attacks anyone in sight (40% of the time), wanders aimlessly (30%), or sits down and babbles incoherently (30%) when encountered. The DM may create any background for this NPC that he wishes.

Rot grub: AC 9; MV 1"; hp 1; #AT nil; Dmg nil; SA kills host in 1-3 turns after contact with living flesh; immediate application of flame to wound (1-6 hp damage to host) or *cure disease* spell kills grub; AL N.

Shadow: AC 7; MV 12"; HD 3+3; hp 21; #AT 1; Dmg 2-5; SA strength drain; SD +1 or better weapon to hit; AL CE.

Spider, giant: AC 4; MV 3" *12"; HD 4+4; hp 30; #AT 1; Dmg 2-8; SA poisonous bite; AL CE.

Water weird: AC 4; MV 12"; HD 3+3; hp 21; #AT 0; Dmg nil; SA drowning; SD sharp weapons do 1 hp damage, fire spells do half or no damage, other attacks do no damage; AL CE.

Wererat: AC 6; MV 12"; HD 3+1; hp 20; #AT 1; Dmg by weapon type; SA surprise on 1-4; SD need silver or magical weapon to hit; AL NE; long sword. The former masters of the sewers, the wererats are now controlled by the Servants of Anthraxus and help guard the complex. The wererats disguise themselves as diseased servants to fool intruders. Sewer water slows them down by 3", but only when they are in human or rat-man form.

Worshiper: AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL NE. The cannon fodder of the cult, worshipers each carry a single, long dagger. Worshipers wear no armor, believing their diseases are armor enough. They attack mindlessly, using no tactics but the "human wave," but save vs. *fear* at +4. They never check morale.

Recognition: The Servants of Anthraxus have all been marked by the oinodaemon with various diseases as a hallmark of their faith, and can readily be recognized by their ghoulish, disfigured appearance. Unless the PCs cast illusion spells that mimic the disorders of the Servants or use other disguises, any worshiper instantly recognizes them as unbelievers and enemies. Furthermore, demi-humans and women are seen as opponents, as only male humans are present in this cult. Anyone obviously dressed as a magic-user or who uses armor and weapons not normally found here is also regarded as an invader to be captured or slain. The armor and weapons of the Servants are in poor but usable shape; anyone with brightly polished weapons or armor will stand out.

Noise and Forewarning

Within the sewers that make up the secret home of the Servants, all sounds are echoed and amplified. Thus, any nearby guards may be alerted by stray noises and in turn will alert the priests. The DM should mention this echoing effect once the PCs enter the sewers, and should keep careful track of any actions that might produce excessive noise. If such actions occur, roll 2d6 and check the results of such noise on the following table. Excessive noise includes *fireball* explosions, *lightning bolt* cracks, heavy combat, shouting and singing, etc.

Excessive Noise Table

2d6	Result of noise
2-3	A guard hears the noise and alerts a priest on the conventicle level in 7-12 rounds; see below.
4-6	1-4 giant crocodiles arrive in four rounds.
7-9	No effect.
10-11	2-5 wererats (disguised as Servants) arrive in six rounds.
12	4 guards arrive in six rounds.*

* If the PCs kill all but one of this group, see the Escapee Actions Table to determine the remaining NPC's actions.

If a 2 or 3 is rolled above, roll 1d6. On a roll of 1-4, a lower priest is notified, but he gets caught up in the ceremonies and does not raise an alarm. If a 5 or 6 is rolled, the lower priest raises a general alarm and the following, in order, occur: a) The higher priests send the worshipers up the staircase in area 22 to seek out and destroy the intruders; b) the lower priests split up into groups to defend areas 18 and 22 with available guard officers; c) the higher priests, with the captive Zenobia, take the levitation pit from area 17 to area 13 and leave the sewers (perhaps continuing the adventure later).

If the cult is alerted, two or three of the many worshipers can be posted at each tunnel intersection and thus find the PCs as they try to move through these passages. Worshipers who encounter the PCs shout an alarm, bringing other worshipers to their aid at the rate of 1-20 per round thereafter to create an enormous, no-quarter, pitched battle.

Captives

There is a chance that a captured Servant will divulge valuable information to the PCs, but only if the adventurers attempt to intimidate the captive. Weak questioning will not force cult members to give up their knowledge, and the DM should not even roll for possible clues if the PCs do not assert themselves. Outright torture is not permitted to those of good alignment (especially paladins), but threats can be used and qualify for a roll of 2d6 on the appropriate table that follows:

Captured Worshiper Table

2d6	Result
2-5	Worshiper is intimidated and becomes nervous. He tells the PCs how to get to Zenobia's cell, then faints and cannot be revived.
6-9	Worshiper is intimidated but fears punishment by the priests more. He tells the PCs the shortest way to area 4 so that they will be destroyed. If forced, he accompanies them but is smart enough to look away from the <i>mirror</i> there.
10-12	Worshiper is surprisingly strong of character and tells nothing to the PCs.

Captured Guard Table

2d6	Result
2-4	Guard is being driven insane from his various diseases and ignorantly describes how to get to Zenobia via area 21, then bites down on a hidden poison capsule while murmuring praises to "the Master."
5-12	Guard swallows poison from hidden capsule rather than divulge any information to the PCs.

Captured Lower Priest Table

2d6	Result
2-3	Priest is insanely confident of the PCs' ultimate destruction, so he happily gives them the shortest route to area 22. He accompanies them if forced, but once on the conventicle level he yells out an alarm.
4-12	Priest is fully prepared to die before he will answer any of the PCs' questions.

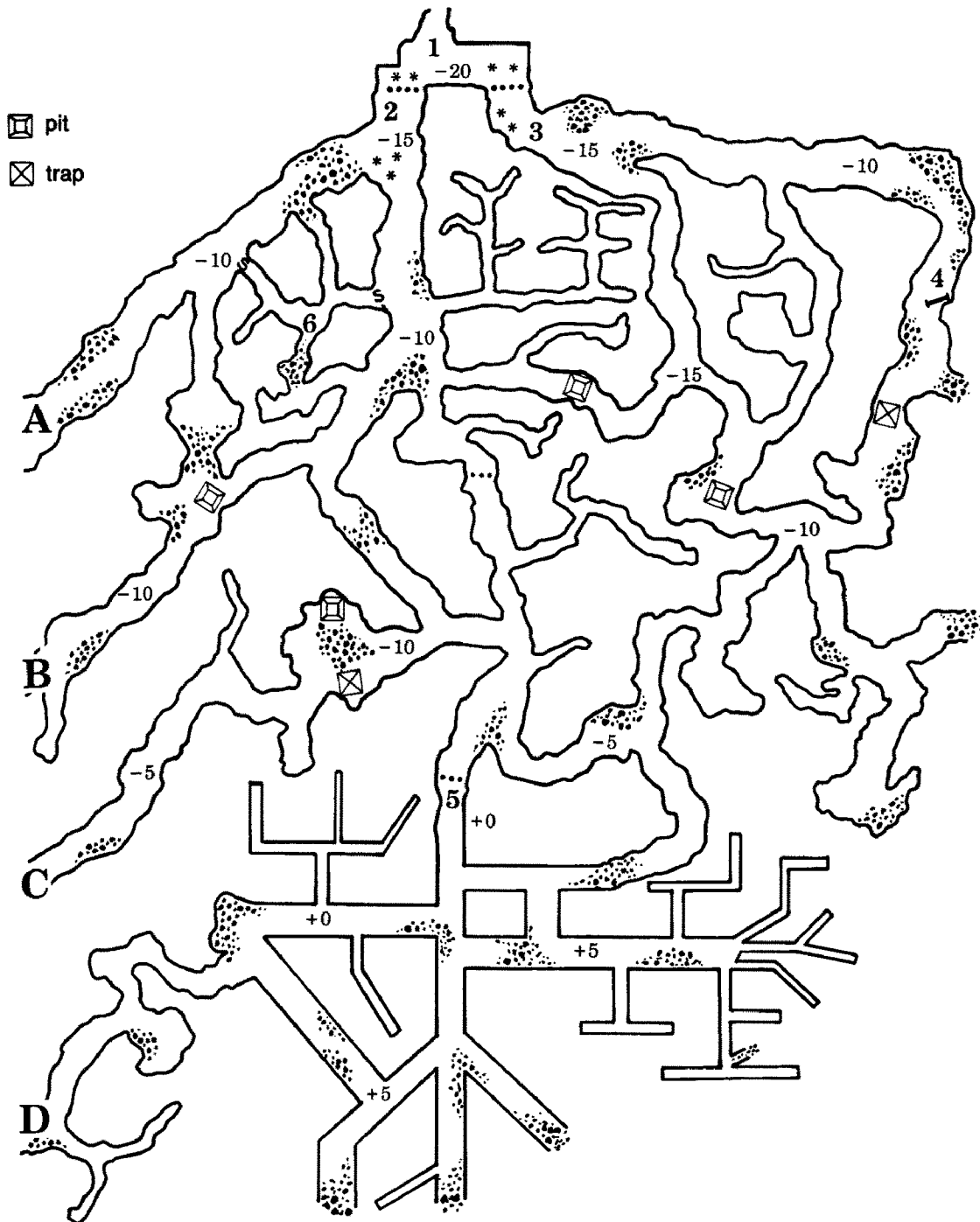
Disease

As Servants of Anthraxus, all cult members have contagious diseases. Disease germs are also present on all treasures and religious artifacts, as well as on most inanimate objects and surfaces within this complex. Unless a character is immune to disease (such as a paladin), he has a good chance to become infected with disease-causing organisms after entering the sewers for any length of time. Characters who are injured or consume food or water here are automatically infected.

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Upper Level East

1" = 44'



* = guard

Check for infection for every hour a PC spends in the sewers, giving a 75% chance each hour that infection occurs. An infected character catches 1-2 randomly determined diseases, with type, occurrence, and severity determined from the *Dungeon Masters Guide*, page 14. Additionally, a 50% chance per hour exists of catching a parasitic infestation in addition to the above; type and severity of this infestation is also determined randomly. Use of a *cure disease* spell within the sewers eliminates all infections and infestations up to that point, but not those coming afterward. The DM must carefully track the onset time for each such malady, which is 2-24 hours apiece. A maximum of two diseases and two parasitic infestations can be caught.

Disease germs may be removed from a portable item by washing the object in a weak acid (such as vinegar), in wood alcohol or distilled drinking spirits, or in boiling water. Each piece of treasure must be thoroughly scrubbed and rinsed; this whole process takes one turn for each object, and the washers automatically catch a random disease from exposure.

Special Areas

Most sewer passages are covered with 2' of odorous water or thick sludge which limits movement and obscures the ground. Where tunnels go off the map, it is assumed that they narrow and split off into many smaller passages that are effectively dead ends.

Narrow conduits are cylindrical passages 3' in diameter. They can be used only by characters who crawl, although characters under 3½'-tall may walk hunched over.

Portcullises are iron gates which are (unless otherwise indicated) in the down position. The gates are relatively light and may be lifted if a PC's *lift gates* chance is multiplied by five and rolled on 1d100. Up to eight people may pool their efforts, with each making a *lift gates* roll (any successful roll indicates the gate goes up), though only one attempt may be made per turn due to the effort involved. Multiple attempts are allowable at one per turn.

Open pits are 10'-diameter, 30'-deep holes filled with sewage. Armored characters immediately sink to the bottom and drown after one round of holding their breath. Such characters cannot

cast spells, climb, or perform other actions as they are doing all they can to hold their breath while submerged in foul water. A rope cannot be lowered through the sludge unless it is weighted with at least 5 lbs. Even then, characters in the pit have only a 30% chance per minute (thus, only one chance) to grab the rope. Holding one's breath and using a *fly* spell to swim down into the sewage is a more expedient method of rescue. There is a 10% chance that any pit is home to a black pudding (see random encounters).

When a trap is encountered, roll 1d6 and consult the Sewer Traps Table. All traps are covered by sewage, precluding any nonmagical attempt at visual detection. They are activated only by 40 lbs. or more weight placed on them, not by simple prodding. All traps occupy the entire width of the passage. All Servants know of the traps and avoid them (though sometimes one forgets — and dies).

Sewer Traps Table

1d6	Trap type
1	Thin wood planking gives way above a bed of iron spikes, causing 60% chance of 2-8 hp damage to feet (reduce speed to 3" until healed); 40% chance for loss of balance and 1-20 hp damage to body.
2-5	Floor plate activates dart-throwing mechanisms in the side walls. Each person within 10' takes his armor-class rating in hit-point damage (e.g., AC 8 = 8 hp damage) down to no damage at all (AC 0 or better).
6	Floor plate releases 1-2 patches of green slime on the PCs, selecting victims at random (with equal chances for each party member to be struck). Removal or destruction of the green slime is per the <i>Monster Manual</i> , page 49, as are the effects.

Illusory walls are disregarded by the cultists, who have been told all their locations. To others, however, these magicked sections look no different than the slime-covered walls of a normal passage. In order to even attempt to disbelieve these illusions, one must give a logical reason for the attempt. A PC cannot simply attempt to disbelieve

every section of wall until he is successful. A saving throw vs. spells must be made to successfully disbelieve an illusion. Only one attempt per character per illusion is allowed.

All characters who wish to pass through an illusion must have successfully disbelieved. No amount of friendly assurance can convince a PC who fails his saving throw that the wall is not there, for he still believes it to exist. Such PCs are able to see, touch, even taste the wall if they desire, but nothing can dissuade them from their belief. Dispelling the illusion solves this problem (the walls are cast at the 11th level of proficiency — a gift from Anthraxus following a well-received sacrifice).

Stones of various sizes are piled where indicated on the maps, completely blocking the passage unless otherwise noted. A 10-cubic-foot area can be cleared in 10 minutes by a maximum of two characters with combined strengths greater than 26.

Isolated sewer conduits are areas that have been sealed off by stones or staircases as indicated. They are normally inaccessible, but entry can be gained by moving the stones or using multiple *passwall* spells.

Sewer Level

1. Effluent Canal.

You see a wide canal and a stone-lined trench that directs dark, turbid water from two large openings into the river tributary. The canal is surrounded by a wall made of flat stones set with crumbling mortar, which obscures all but the tops of two portcullises that block entrance through the large openings. The smell from the water is repulsive but barely tolerable. The foot trail leads into the water.

Water flows from the underground passages slowly toward the canal. Natural springs, water leeching down from the ruins above, and a partially operating influent canal provide a slow flow of water through the sewer system. Both portcullises are lowered at all times except to allow passage of the Servants.

If the PCs look over the wall down into the canal, read one of the following descriptions. If it is dark, the party must have a means of seeing in darkness.



In darkness:

Four shadowy figures stand motionless, two before each lowered portcullis. You can make out few details about them save that they are equipped with long swords in scabbards.

In daylight:

You peer over the stone wall and see that the portcullises are lowered, closing off both openings. Four black-hooded and cloaked manlike beings stand knee-deep in the water, two before each portcullis. They wear long swords in scabbards at their sides.

If these guards are attacked, they shout to alert their fellows in areas 2 and 3, who come to their aid within three rounds (two rounds to raise the portcullises and one round to respond). If the PCs kill all but one guard, he attempts to flee to warn a priest. (The last surviving guard in any group will always do this.) Roll 2d6 and consult the Escapee Actions Table. Attacks are always reported, but the guards wait

until they are victorious before reporting the intruders.

Guards (4): AC 3; MV 9"; F4; hp 23, 21, 19, 18; #AT 1; Dmg by weapon type; AL NE; *amulet of protection from good* (see end of module), chain mail, long sword, glass poison capsule in pocket (if bitten, save vs. poison at -4 or die, 6-36 hp damage if save is made; for use on self or dangerous prisoners).

2. Entryway West:

You enter the sewers on a wide, 20' passage. There is a large pile of rocks to one side, and the ceiling is only 8' high. It is obvious that missile weapons that rely on high trajectories will be hampered. Spell combat, too, is limited to line-of-sight. In addition, you are wading in about 2' of dark, stagnant water. Along the sides of the tunnel ahead, you can see small conduits feeding murky sludge into this main passage. It is dark, and light is needed if you are to continue.

Three **guards** (hp 20, 13, 11; see area 1 for statistics) are stationed in the

sewer passage where shown on the map. They will aid any other guards in adjoining areas if an alarm is raised.

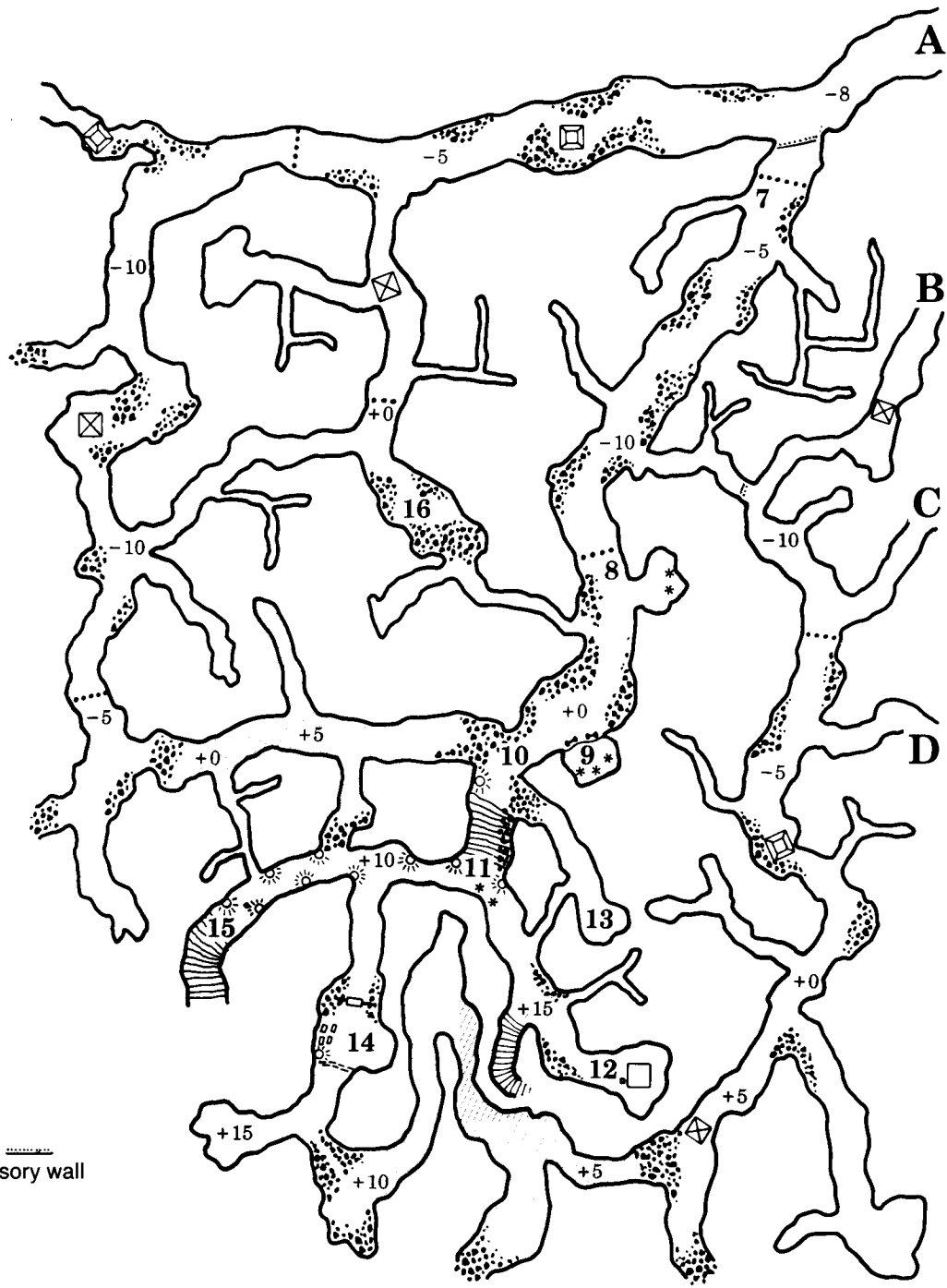
3. Entryway East: This area is similar in appearance to area 2, but there are only two **guards** (hp 19, 14; see area 1 for statistics). The rock pile to the left of the passage does not totally block the tunnel. Beyond, the main passage forks, with tunnels branching left and right.

4. Mirror, Mirror. A large *mirror of opposition* (see *DMG*, p. 150) has been strategically placed against a pile of rocks as indicated, so that anyone who comes around the corner must look at the *mirror*. However, in order to activate the *mirror's* magic, a light source must be within 30' of the glass surface. Characters using infravision do not activate the *mirror's* magic, but neither are they able to tell that there is a *mirror* there; its heat signature is identical to the surrounding rock. If a group of characters comes around the corner together, the *mirror* produces doubles of all in the first rank, but those who follow in the same round are able to look

THE DARK CONVENTICLE

Upper Level West

1" = 44'



* = guard

away and avoid the *mirror's* magic if they save vs. wands. Other forewarned PCs may avoid the trap.

The DM should immediately attack the PCs with their own most powerful abilities and spells. Do not be lenient! Play these doubles aggressively.

If the guards in areas 1, 2, or 3 were previously bypassed, check for their responses to the noise of this battle using the Excessive Noise Table.

5. Newer Sewer. This is obviously a newer section of sewer. The portcullis at the beginning of this section is in the down position. Read the following only if the PCs get past the portcullis.

You are entering what appears to be a newer section of the sewer. The passages are cut squarely and do not have as much slime and fungus on them as the ones you have just traversed.

6. Secret Passage. The two secret doors at either end of this tunnel have been disguised to resemble wet, moss-covered walls. Any guard who flees from combat in areas 1 or 2 attempts to use this passage, avoiding the open pit and trap further along.

7. Sewer Boulevard. Read the following only if the PCs are able to come through the illusory wall indicated on the map.

Having successfully passed the illusory wall, you are now confronted with a slime-covered iron portcullis. Beyond, through the slats of the gate, you can see the wide passageway continues straight ahead for more than 60'.

8. Guard Station.

Yet another lowered iron portcullis comes into view. Just past it is a dimly lit side chamber tenanted by two more of the dark-garbed guards. They don't seem particularly surprised to see you and have not drawn their swords.

This is the first guard station for the conventicle. It is manned by two guards (hp 22, 20; see area 1 for statistics). When a Servant approaches the

gate, he stops and gives the password ("Hail to the Master!"). As long as the guards have not been alerted to the presence of intruders, they will not suspect anything as the party slashes up to the gate. Thus, the PCs may be able to surprise the guards if properly disguised.

If the PCs attack, the guards posted in area 9 hear the commotion and come to their comrades' aid. If one guard survives, he immediately flees (see Escapee Actions Table).

9. Relief Station.

A recessed ledge, 5' above the floor, opens into a high-ceilinged cave to the left of the passage. Two sturdy and clean ladders (suggesting frequent use) lead up to the ledge.

This is a relief station for the guards at area 8. Three more guards (hp 27, 19, 18; see area 1 for statistics) are stationed here, two sleeping and one awake at all times.

10. Bottom of Stone Stairs.

Ahead are several large piles of rocks along the side of the passage. The stagnant water has been lessening in depth since the last portcullis, and the tunnel floor here is almost dry. In front of you are steps made from natural rock formations and lit by small, fist-sized stones from which a strong light radiates; the stones rest in niches set along the wall. Farther up the steps are more light-stones, illuminating a T-intersection 20' ahead.

The rock pile blocking access to area 13 completely fills the corridor opening. The light-stones, as noted before, are just stones with *continual light* cast upon them.

11. Top of Stone Stairs.

At the top of the natural rock staircase, you can see a passage to the right that is lit by evenly spaced light-stones. The passage to the left is dark. The floor here is made of smooth slabs of dark gray slate and is clean and dry.

If the PCs explore the dark passage to

the left with their own light source (or infravision), they notice the small conduit that leads to area 13.

12. Trapped Elevator.

As you move across the tunnel floor, you notice an opening in the right-hand wall and an unlit stone staircase spiraling down.

If the PCs go down these stairs, they descend to area 18. If they continue onward, read the following:

At the end of this passage is a 7' x 7' square onyx slab, 2" high, centered in a rocky chamber. A small wooden podium stands beside it and is reachable from the onyx slab. Close examination of the podium reveals many golden runes carved on it and a small silver lever in the center of its flat top. The lever has two positions; it is currently thrown to the one marked "Up." The other option is marked "Down."

This elevator is a trap, designed to catch those characters who love to throw any lever they can get their hands on. Once the lever is moved to the "Down" position, the onyx slab moves slowly down as if it were truly an elevator. But after 50', it abruptly hurtles downward to shatter on jagged rocks 150' below. Anyone on the slab during its descent and subsequent crash takes 20d6 hp damage.

13. Levitation Pit.

An 8'-diameter opening in the center of this chamber is surrounded by a tarnished brass railing 4' high. A narrow gate in the railing opens outward. Looking down into the opening, you can see about 50' down with the light from the single light-stone positioned over it. The walls of the pit are smooth, amber-colored stone. You see no bottom.

This is a magicked, vertical tunnel that enables people at the top to float slowly down to the bottom (area 17) as if a *feather fall* spell were in operation. The reverse is possible for those who stand directly under the ceiling opening in area 17. They float upward to catch the railing in area 13 as if an uncon-

trolled *levitation* spell were operating. The levitating works in only one direction and for only one character at a time.

Unfortunately, the magical field has a 1% chance of failure, dumping anyone within (whether going up or down) into area 17. The tunnel is 100' deep. Check for failure at the 50' mark. A falling character takes 15d6 hp damage upon impact.

14. Storage Room.

Piles of rocks have been placed here to support a door and frame. There is a 3" gap between the bottom of the door and the ground, allowing yellow-orange light to spill through from the other side.

When the PCs enter the room, read the following to the players:

A single light-stone is suspended in front of a wooden barricade. Several small crates marked "Red Wine," "Hardtack," "Dried Apricots," and "Salt Pork" are piled against the cavern wall. A sign attached to the barricade and written in Common reads: "Do Not Enter."

Beyond the storage area is the lair of a spectre that has been magically confined to this area by the higher priests. It surprises (1-4 on 1d6) any characters foolish enough not to heed the warning on the barricade.

Spectre: AC 2; MV 15"/30"; HD 7 + 3; hp 52; #AT 1; Dmg 1-8; SA energy drain; SD +1 or better weapon to hit; AL LE. Before its imprisonment in this alcove, the spectre freely roamed the ancient city and brought its victims' treasure here. The stuff lies on the floor: 46 gp, 316 sp, 10 gems worth 500 gp each, a mithril chain necklace worth 850 gp, a *dagger* +2, five *arrows* +2, and a *cloak* and *boots of elvenkind*.

15. Staircase Down.

As you come around the well-lit bend in the rough-hewn passage, you find another natural rock staircase, this time descending. Although it is brightly lit, you can only make out about 50' of the staircase before it spirals left out of sight.

This staircase leads down to area 22. The PCs hear distant rhythmic chanting after traveling 100' down the staircase. The entire staircase is 300' long but descends only 100'.

16. Partial Blockage.

A pile of stones and rocks blocks most of the passage before you, but there appears to be a small opening at the top of the pile, near the tunnel ceiling.

If the PCs decide to explore the hole at the top of the rocks, read the following:

The hole is about 1' in diameter, at the top of the rock pile. With light, you can make out a slightly wider passage winding off into the darkness beyond the opening.

It will take two characters 10 minutes (one turn) to clear away enough rocks to move into the area beyond. Only one person at a time, with no drawn weapon larger than a dagger, can crawl through this passage. The tunnel beyond the blockage bypasses the portcullis and guard station at area 8 but does not bypass the guards at area 9.

Conventicle Level

Use only the Human Encounters Table for random encounters on the conventicle level. These now occur every turn (10 minutes) on a roll of 1 on 1d6.

17. Bottom of Levitation Pit. See area 13 for a description of this pit's characteristics.

18. Guard Station. Read the following description to the players, modifying it based on the direction from which the PCs have entered:

You enter a roughly pear-shaped room lit by a single light-stone. A 3'-diameter tunnel, about 2' above the floor, leads off into the east and darkness, while a normal 10'-wide passage leads into a dimly lit southern corridor. A stone staircase goes up from the western wall. The walls here are rough-hewn, dark-gray stone, wet with condensation.

Instead of the putrid odor of stagnant water, you now smell the odious scent of heavy incense mixed with the odor of sickness.

A guard officer is always stationed where indicated on the map. He leaves his post only to aid another guard in areas 17-21. The guard officer wears a black uniform with silver braid epaulets. If the PCs intrude here, he attacks immediately while shouting for aid from the guard in area 21. The stairs lead to area 12.

Guard Officer: AC 1; MV 12"; F6; hp 33; #AT 1; Dmg by weapon type; AL NE; *bracers of defense AC 3*, *amulet of protection from good* (see end of module), *bastard sword* +2, *wand of magic missiles* (five charges), *potion of healing*, key to one of the footlockers in area 19, *poison capsule* as per guards in area 1.

19. Guard Barracks.

This irregularly shaped room is furnished with eight wide, comfortable beds with matching tables and chairs beside them. A padlocked footlocker sits at the foot of each bed, and eight cloaks hang on pegs to the north of the door. These cloaks have silver epaulets, and on the back of each jet-black garment is a ram's head embroidered with gold, silver, and bronze threads.

Eight guard officers (stationed in areas 18, 21, and 23) reside here. The footlockers contain:

#1: 42 gp in a leather pouch, a silver-bladed dagger in a worn leather scabbard, and two potions labeled "extra healing" and "flying" (these are indeed the potions they are labeled).

#2: Four gold-plated beer steins (worth 100 gp each); a pouch with 26 sp, 30 gp, and a silver ring carved with intricate runes (a *ring of water breathing*).

#3: A leather pouch with 10 gp, 15 pp, and four gems worth 150 gp each.

#4: A *dagger* +1, +2 vs. creatures smaller than man-sized in a leather scabbard; 27 gp in a leather pouch; and one unlabeled potion (of *fire resistance*).

#5: A small wooden box containing two silver arm bracelets (125 gp, 75 gp), a pouch with 37 gp and 12 sp, and an unlabeled green glass vial containing liquid (a *potion of ghost control*).

#6: A charcoal-gray cloak decorated with black magical runes (a *cloak of poisonousness*, kept by this officer for use in executions); a *bag of holding* (30-cubic-foot limit) containing two weeks' iron rations, a *long sword +1* in a leather scabbard, 110 gp, and 25 sp.

#7: A brown ceramic bottle stoppered with a cork and sealed with lead (a *potion of growth*); 56 gp and 33 sp in a linen sack.

#8: A wooden box with velvet padding holding a clear glass vial stoppered with a lead-sealed cork (a *potion of ESP*), an ivory tube with cork stoppers at both ends (containing a scroll of *protection from petrification*), and 49 gp and 56 sp in a smaller wooden box.

20. Prisoner's Room.

An iron-bound oak door with two heavy padlocks is inset into the gray stone wall here. You can clearly hear moaning from behind the locked portal.

Read the following to the players after they enter the room (if they are not too late to save Zenobia):

Dim light from the passage weakly illuminates this roughly rectangular room, revealing a young girl shackled hand and foot against the opposite wall. Other sets of shackles, 11 in all, are spaced evenly along the walls. The room stinks of sickness. Indeed, you immediately see that the young maiden is disfigured with the purple blotches and swelling associated with a form of plague. She seems to notice you, and with a weak motion of her hand beckons for your aid.

This is Zenobia, the merchant's daughter kidnapped as a sacrifice to Anthraxus the oinodaemon. She has been treated with a *cause disease* spell in preparation for the ceremony. If the PCs release her and cast a *cure disease* spell on her, she recovers and is able to move under her own power. If released but not cured, she is greatly hampered and very ill (but will not die unless injured). In any event, she will be sacrificed at midnight of the second game day unless the characters free her or stop the Servants.

Zenobia, female human: AC 10; MV

12" (1" with disease); zero level; hp 4 (1 with disease); #AT 1; Dmg by weapon type (unarmed); AL LG. Zenobia knows how the levitation pit (area 13) works, as she was brought down that way. She can convey this information to the PCs if rescued.

21. Guard Station. Another guard officer (hp 40; see area 18 for statistics and equipment) is stationed here. He leaves only to aid another guard in areas 17-20.

22. Entry Tabernacle.

You count the steps and find the staircase to be about 300' long, but you estimate that you have descended only about 100' into the earth. During your descent, the distant chanting has become louder and nearer. The light-stones that illuminate the staircase end at a 12'-high arch, beyond which is a wide cavern. Statues stand along the sides of the cave — grotesque, disfigured representations of deformed humans. In the middle of the cavern stands an even taller statue, which blocks the area beyond from sight. You recognize the statue to be a likeness of the horrible and evil oinodaemon, Anthraxus the Decayed, Harbinger of Disease and Decay.

23. Conventicle Foyer.

The passage, lit by light-stones, continues south and turns east. At its end, you can barely see a staircase heading up and out of sight. A broad side passage lined with more ugly statues branches to the east about 80' from the statue of Anthraxus. The chanting is very loud now — deep, rhythmic tones that echo in the passage and convey a feeling of dread.

If the PCs enter area 23, read the following:

From the T-intersection, you can look into the eastern passage. Six 8'-high statues of deformed humans flank a short passage that leads up to a large pair of open double doors. Beyond the doors, you see a huge natural cavern filled with chanting male humans.

Six guard officers (hp 46, 41, 38, 36, 35, 28; see area 18 for statistics and equipment) are hiding in the shadows behind the statues. They are trained to recognize unbelievers and attack the PCs once they come into view around the statue of Anthraxus in area 22. These guards always try to use their *wands of magic missiles* first. They can surprise on a 1-3 on 1d6.

24. Staircase to the Balcony.

A wide, shallow-stepped stairway runs around the edge of this roughly rectangular room and goes up to a landing, the bottom of which is visible from the first step.

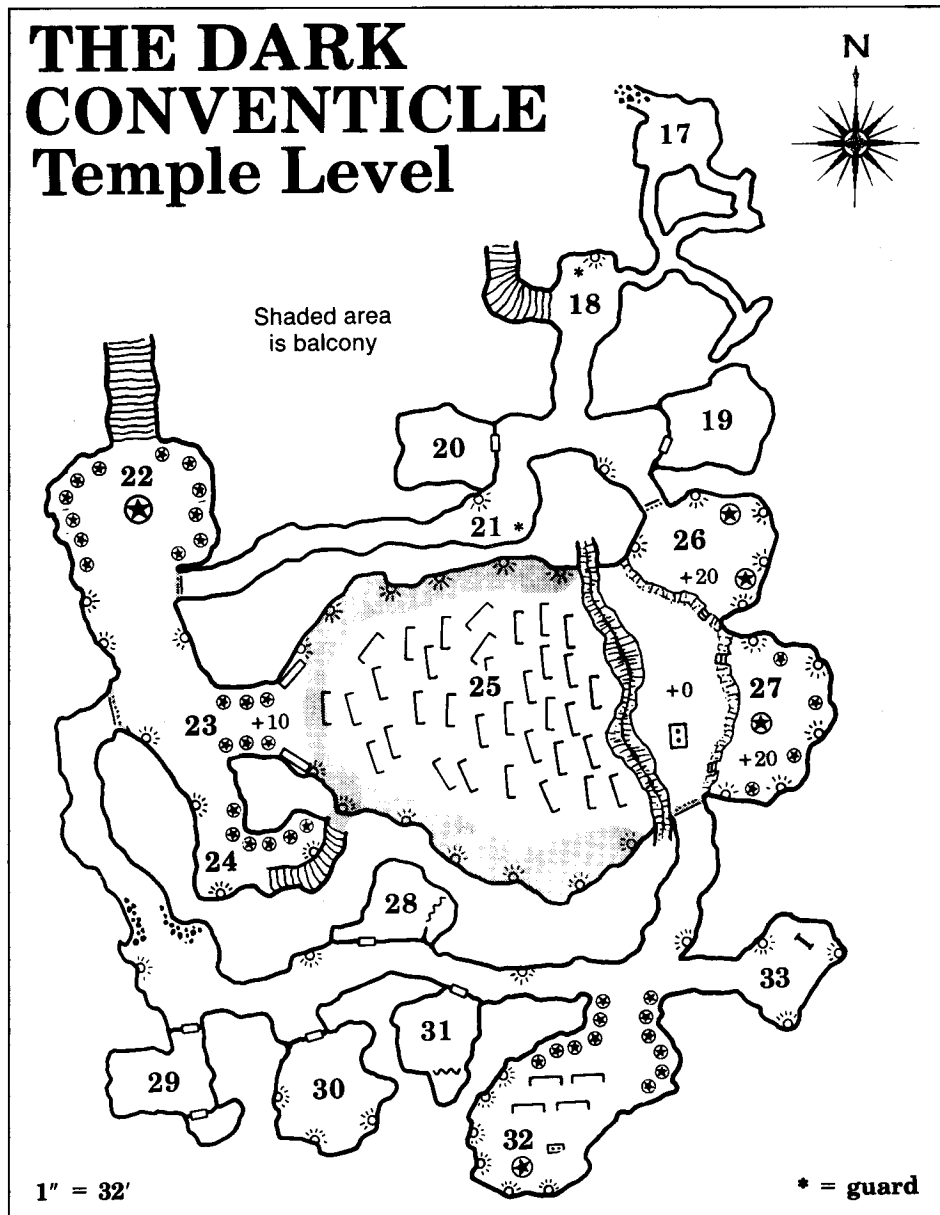
If the PCs ascend to the landing, describe the following:

At the top of the staircase is a single arch, 12' across at the base, leading onto a horseshoe-shaped balcony 50' above the conventicle floor. Standing on this balcony, backs to the archway, is a large group of humans dressed in long crimson robes with black hoods and sashes. They hold lighted crimson candles in foot-long brass candlesticks and are chanting in syncope with those below. They do not seem to be aware of your presence.

All 40 lower priests are on the balcony. If the PCs step onto the balcony from the landing, one lower priest turns to face them, sees that they are not Servants, and immediately alerts the entire congregation. The ensuing battle will probably be fatal for the adventurers, as they are badly outnumbered and are without a defensible position in a dead-end passage. Relevant statistics are in area 25.

25. The Conventicle. This is it! The DM should be careful to describe only what the characters can actually see from their position.

For 48 hours before the conventicle christening ceremony, the entire congregation listed here is assembled in these areas. This gives the PCs a golden opportunity to destroy the bulk of the Servants in a few swift blows. As long as no guard has previously alerted a priest, the adventurers have an excellent chance to surprise the Servants. But don't forget the guards hiding



could be troublesome to run, but the following guidelines may help.

Human-Wave Mass Combat

1. The armor class of attacked PCs is no longer adjusted for shield or dexterity bonuses against human-wave assaults. Only body armor and magical devices will help (there is no room to dodge or use a shield).

2. Spell-casting which requires the use of somatic components or verbal phrases lasting over one segment is impossible, as is the use of psionics or spell-like powers which require any form of concentration or a command phrase longer than a few words.

3. Up to six attackers can get at each PC each round. Two of these attackers strike at +2 to hit from the side, and two strike at +4 from behind. The two in front attack at normal odds. PCs who fight back-to-back or with backs against a wall can only be attacked by three opponents at once, two at normal "to hit" odds and one at +2 to hit. The DM will be reduced to a fair amount of cross-checking and note-taking during this battle; it would help to have sheets with the hit points of the attackers listed out on them (these are easy to create on a typewriter). Note that with 240 worshipers and six worshipers per PC, at least 40 rounds of melee need to be played out.

4. All attackers are grabbing at PCs in attempts to pull them off-balance and topple them. PCs are at -1 to hit when surrounded, and must roll their strength or less on 1d20 each round to avoid falling, unless backed against a wall or back-to-back with another PC (which negates falling but not the -1 to hit). PCs who fall make all attacks at -2 to hit and are attacked by six opponents at +4 to hit, without shield and dexterity bonuses; only weapons 2' or less in length may be used by the fallen PC to attack; all others are too clumsy.

5. Any PC with a weapon having a speed factor of 4 or less automatically gains initiative on his opponents. Anyone using slower weapons automatically strikes at the same time (if weapon speed factor is 5) or after the opponents attack (if speed factor is 6 or higher). The zero-level humans are slowed, despite their use of daggers, because of their diseases, inexperience, and mass-attack tactics. Only weapons 4' or less in length and requiring 3' of space or

behind the statues in area 23. Once the party of adventurers attacks, the entire congregation becomes aware of them.

The Congregation:

Beyond the open double doors, you see that the cavern is filled with standing worshipers, all dressed in white robes and capes, with crimson sashes around their chests and waists. Each holds a lighted, foot-long white candle in the left hand, creating a sea of pinpoint flames. The group is chanting in unison,

with low, ominous tones of despair.

Wooden pews are arranged in no discernable order among the standing people, and are too few in number to seat the vast hoard of closely packed worshipers. You estimate that there must be over 200 people here.

These are the masses of Anthraxus's worshipers, each armed with a single dagger. If called to fight, their tactics are simple: suicidal mass assaults, surrounding all opponents and swarming over them from all sides. This situation

Lower Priests Statistics Table

Cleric level	Number present	Hit points	Weapon type	Spells*
1	10	4	Staff	Cause light wounds
2	10	8	Staff	Cause light wounds (×2)
3	5	12	Mace	Cause light wounds (×2), hold person
4	5	16	Mace	Bless, cause light wounds, light, hold person (×2)
5	5	20	Mace	Bless, cause light wounds, light, hold person (×2), silence 15' radius, animate dead
6	2	24	Mace	Bless, cause light wounds, light, hold person (×2), silence 15' radius, animate dead, dispel magic
7	2	28	Mace +1	Bless, cause light wounds, light, hold person (×2), silence 15' radius, animate dead, dispel magic, cause serious wounds
8	1	32	Mace +2	Bless, cause light wounds, light, hold person (×2), silence 15' radius, animate dead, dispel magic, water walk, cause serious wounds, poison

* Note 5% chance of spell failure due to wisdoms of 12.

less to wield strike at normal odds to hit; those over 5' in length or requiring over 4' of space are grasped and deflected by attackers, giving them a whopping -8 to hit in close combat. Those weapons under 5' in length and taking 4' of space or less, other than those mentioned above, strike at -2 to hit because of the crowding.

6. Any PC with a multiple-attack routine is assured of having the first attack before all enemy attacks are made. The DM should decide when other attacks occur, based on these guidelines and his own best judgment.

7. Fighters, rangers, barbarians, paladins, and cavaliers gain one attack per round for each level of experience they possess. Characters with multiple attacks may move through human-wave attacks at a rate of 5' per round per attack; all other PCs must remain stationary as they fight for their lives. Any PC who slays more than four attackers in one round need not make a strength roll to stay on his feet, so long as he gains initiative on his attackers.

8. Finally, wise PCs who nevertheless become involved in such a fight should launch extremely destructive area-effect spells into the attacking horde before battle is actually joined. The worshipers are packed together and will make no attempt to escape from magical attacks ("We are many and they are few!"). Even the aftereffects of setting off a *fireball* in a cramped tunnel corridor might be worth the alternative. Note that a *fireball* will expand to fill a volume of 33,510 cubic feet; use your best judgment and a book with equations for volume (or some good guesses).

Any PC fool enough to stand stock still during such an attack ("My armor will protect me!") is immediately overthrown, attacked by six people at +4 to hit without a chance to fight back, and dragged off if attackers are still unable to penetrate the armor, to be drowned in foul water or hurled down a pit.

Worshipers (240): AC 10; MV 12"; zero-level humans; hp 3 each; #AT 1; Dmg by weapon type; SD never check morale, save vs. *fear* at +4; AL NE; dagger.

The Balcony: See area 24 if the adventurers ascend to the balcony landing. There are 40 lower priests on the balcony. If a battle breaks out, they descend to area 23 through area 24 (lowest-level priests first), then follow the PCs and close for battle. If the PCs remain on the balcony, the lower priests attack them there. In either case, these priests try to encircle the PCs (or the worshipers who have surrounded the PCs) and use weapons or spells to attack.

Mass combat with low-level spellcasters might also prove difficult to run, though the low-level clerics here will not throw themselves against the PCs in suicide attacks. The following guidelines should be of help, though the DM has his work cut out.

Clerics attack in order from the lowest level up, dividing their forces so that some move into melee with weapons or contact spells while the rest cast spells or otherwise offer support. The 1st- and 2nd-level clerics move in first, once the worshipers have been thinned out or if

worshipers are not available. These clerics hold quarterstaves but cast their *cause light wounds* spells first and use them against the PCs until such are exhausted. Higher-level clerics not involved in melee cast *light* spells at the PCs to blind them (as per the *DMG*, p. 41), *bless* to support their own forces, or *hold person* at as many PCs as possible. This latter spell may be particularly deadly, as *held* PCs could then be slain by worshipers with ease. The DM may wish to substitute another spell for this one or have it cast only as a last resort — but remember, the PCs didn't *have* to attack a room full of evil clerics and worshipers!

If the 1st- and 2nd-level clerics are destroyed, the lower priests realize that their cause is in trouble. However, they make a last stand, going immediately into spell and melee combat with all PCs present, in order to buy time for the high priests to escape with Zenobia (if she has not already been released). The lower priests do not check morale, crazed as they are with their cause.

All lower priests wear leather armor and an *amulet of protection from good*, granting them AC 6 and a movement rate of 12". Each makes one attack per round with a weapon or casts one spell per round. Hit points are standardized for large numbers of priests, to smooth out combat against them. The Servants have a number of specified spells that each must carry, and they use primitive mass-combat tactics. All are neutral evil in alignment and devoted to Anthraxus.



The Altar Area:

Beyond the cavern filled with chanting people, you see an altar, separated from the masses by a narrow, volcanic vent that casts a ruddy glow about the cavern. Wisps of strange smoke curl over the edges of the fissure to cover the floor of the alcove beyond. Within the alcove are four tall, thin humans adorned in black robes and hoods, with red and gold sashes around slim waists. The tallest of them stands before the altar, directing the chanting with a narrow-fingered and diseased hand.

A flaming pentacle has been drawn on the floor in the northern section of this area. To the south, an 8' x 8' onyx platform is suspended on crystalline legs to make a large altar. A huge blood-red broad sword has been driven into the platform's center, and from the entry point a thick crimson fluid oozes, glistening grotesquely in the fissure's glow. Behind and above the altar area, you can dimly make out two raised, cavernlike areas reached by steps cut into the rock.

The beings in the altar area are the four higher priests. They immediately set the worshipers upon any foe, using the time gained to effect their own escape. Their primary escape route is up into area 26, through the illusory wall to area 18, and up the stairs. If the stairs are blocked, they try to reach the levitation pit in area 17. If both these routes are blocked, the priests flee to area 32 and hole up there.

The higher priests try to avoid fighting, preferring escape to combat. They will fight if necessary, forming up into two rows of two. The front rank does physical combat, protecting the rear two priests, who cast spells. If all four higher priests can stand behind underlings, they all cast spells.

Archdegog Naximon: AC -4; MV 12"; C12; hp 53; #AT 1; Dmg by spell or weapon type; W 18; AL NE; *bracers of defense* AC 2, *ring of protection* +4, *amulet of protection from good and badge of monster control* (see end of module), *staff of striking*, *wand of paralysis* (8 charges), *scrolls of earthquake*, *cure critical wounds*; spells: *bless*, *cause fear*, *cause light wounds*, *ceremony*, *command* (x2), *cure light*

wounds (x2), *aid*, *chant*, *enthrall*, *hold person* (x2), *resist fire*, *silence 15' radius*, *animate dead*, *bestow curse*, *cause blindness*, *cause disease*, *dispel magic*, *speak with dead*, *cloak of fear*, *cure serious wounds*, *poison*, *spell immunity*, *flame strike*, *plane shift*, *blade barrier*, *harm*.

The cult's supreme leader, grudgingly recognized as senior by the other three high priests, is the Archdegog Naximon. He is an extremely cruel man who rules the cult with an iron fist. As leader, he is closest in spirit to Anthraxus and therefore is greatly envied by the other three high priests.

Once the girl has been appropriately sacrificed, Naximon expects to come into greater power, for the oinodaemon can use the ceremony to transfer a part of his own power to Naximon. Of course, Naximon expects this to mean more wealth and importance for himself, but the transfer will actually be the final string that makes him Anthraxus's complete puppet, obeying the daemon lord's every whim. The DM may consider possible new powers to grant to Naximon if the sacrifice is carried out and he is allowed to terrorize the countryside with his fanatic army.

Naximon presides over every daily ceremony and most of the unofficial dealings of the cult. He was the red-robed figure who captured Zenobia after the attack on the caravan, and he will be the one to sacrifice her unless the PCs can stop him.

Degog Helt: AC -3; MV 9"; C11; hp 58; #AT 1; Dmg by spell or weapon type; W 17; AL NE; *cloak of protection* +3, *ring of protection* +3, *amulet of protection from good and badge of monster control*, *mace* +4, *wand of fear* (12 charges), *chain mail*; spells: *command* (x2), *cure light wounds* (x2), *light*, *remove fear*, *sanctuary*, *aid*, *enthrall*, *find traps*, *hold person*, *silence 15' radius*, *slow poison*, *bestow curse*, *cause blindness*, *cure blindness*, *dispel magic*, *meld into stone*, *cure serious wounds*, *detect lie*, *spell immunity*, *air walk*, *slay living*, *blade barrier*. Degog Helt keeps a *rope golem* (*Unearthed Arcana*, page 39) as his personal servant. It stays in area 28 unless its presence is required elsewhere.

The next senior higher priest is the Degog Helt, who plots to take over Naximon's position. He never carries out his intricate and devious plans, however, and probably never will. Helt is a small,

cowardly man who feels threatened by every shadow. He is afraid to put his plans into action for fear of failure and subsequent termination at the hands of the Archdegog. Helt performs the bare minimum of his official duties, preferring to pray to Anthraxus in private and ruminate over his secret plans to augment his own power.

Midegog Lamanta: AC 1; MV 12"; C10; hp 58; #AT 1; Dmg by spell or weapon type; W 17; AL NE; chain mail, *ring of protection* +2, *amulet of protection from good* and *badge of monster control*, *mace* +3, *scroll of cure critical wounds* (×2); spells: *cause light wounds*, *command* (×2), *cure light wounds* (×2), *resist cold*, *aid*, *hold person* (×2), *resist fire*, *silence 15' radius*, *withdraw*, *bestow curse*, *cause blindness*, *dispel magic* (×2), *cure serious wounds*, *spell immunity*, *neutralize poison*, *flame strike*, *slay living*.

The third higher priest is the Midegog Lamanta, also the commander of the guards. He is fiercely loyal to Naximon, like a dog that obeys its master's every command. Naximon has assigned Lamanta to keep an eye on Helt (the two share room 28) and report back to him if the Degog actually puts any of his plans into practice.

Midegog Domor: AC 0; MV 12"; C9; hp 49; #AT 1; Dmg by spell or weapon type; W 17; AL NE; *bracers of defense* AC 6, *cloak of protection* +4, *ring of fire resistance*, *amulet of protection from good* and *badge of monster control*, *quarterstaff* +2, *potion of extra-healing*; spells: *bless*, *cause fear*, *cause light wounds*, *command*, *cure light wounds*, *resist cold*, *aid*, *enthral*, *hold person* (×2), *silence 15' radius*, *withdraw*, *cause blindness*, *continual darkness*, *dispel magic*, *meld into stone*, *cloak of fear*, *cure serious wounds*, *cure critical wounds*.

The last and most junior of the higher priests is the Midegog Domor, newly appointed to this position from the ranks of the lower priests. His imagination and intelligence helped to make the new conventicle a reality. It was Domor who selected the site, organized its construction, and who is now in charge of maintaining it. While he is as envious as the others of the Archdegog's position, he is — for the time being — satisfied with his great responsibilities.

26. Lesser Daemons' Statues.

This raised platform supports two large, frighteningly realistic images of daemonic creatures.

These 5'-tall stone statues are the foul likenesses of an arcanadaemon and an ultrodaemon who are currently in the Master's favor.

27. The Master's Statue.

A huge onyx platform, 1' high and 15' on a side, supports a 10'-tall statue of a being you recognize as the evil oinodaemon, Anthraxus, portrayed in horrible and realistic splendor. His coat is glittering gold fiber, his horns are of brass, and his hooves are of glazed, brick-red clay. He is attended by statues of four lesser daemons, all dimly illuminated by the ruddy glow of the surrounding light-stones and the fissure. This raised area is accessible by two chiseled onyx stairways.

The lesser statues are foul images of a derghodaemon, a hydrodaemon, a piscodaemon, and a yagnodaemon. The PCs may be able to recognize specific types of daemons if they have had experience with such creatures before.

28. Priests' Quarters. While the lower priests live on the congregation floor with the worshipers, the higher priests live in more splendor and comfort (being closer to the Master). Degog Helt and Midegog Lamanta share this chamber.

A rough-hewn cavern is revealed beyond the door. The putrid smell lingers here, unevenly masked by thick yellow incense vapors that spew from a huge burner in one corner. A glorious array of tapestries, gilded furniture, and silverware does little to hide the chamber's essential squalor. Two mahogany beds are adorned with gold and silver foil, but no amount of precious metal can distract your gaze from the dozens of rot grubs that flop about all over the beds and tables. To one side of the room, a curtain is pulled back to expose a small privy.

The 100 rot grubs on each bed and table attack any creature (save the Servants) who comes within 1'. They are under the control of the higher priests, through their *badges of monster control* (see "The Sewers' Inhabitants" for rot grub statistics). All treasure is on or near the beds and tables, so the rot grubs must be dealt with first.

Within the room are 14 silver-plated goblets and place settings (4,550 gp total); 10 tapestries, each weighing 50 lbs. (total 1,500 gp); three gold statuettes of Anthraxus (550 gp each); and six platinum-plated candle holders, each weighing 2 lbs. (200 gp each).

29. Guard Barracks: Guards posted on the sewer level sleep in this room when off duty. However, during preparations for the christening of the conventicle, all guards remain at their posts 24 hours a day, so this room is currently empty. There is nothing of value here.

30. Refectory. This is where the higher priests eat. There are six platinum place settings, a coffee service, and a table service: a total of 84 pieces weighing 100 lbs. and having a total value of 7,500 gp.

31. Priests' Quarters. This chamber is identical to room 28. Archdegog Naximon and his protege, Midegog Domor, live here.

32. Private Conventicle.

Four oak pews are arranged to face an obsidian altar and a huge statue of Anthraxus the Decayed. The statue glitters in foul detail under the light of many light-stones. Six statues of various daemons stand to each side of the entryway. The altar is a 5' cube of shiny obsidian, upon which lies the disease-ridden corpse of a young man, recently sacrificed.

Any good-aligned creature who enters this temple is immediately struck with an advanced plague if he fails to save vs. poison at -4 each time he crosses the threshold into this room. The affliction manifests itself instantly, blurring vision, giving a -2 penalty to attack rolls, and nullifying all bonuses from strength, constitution, dexterity,

(continued on page 34)

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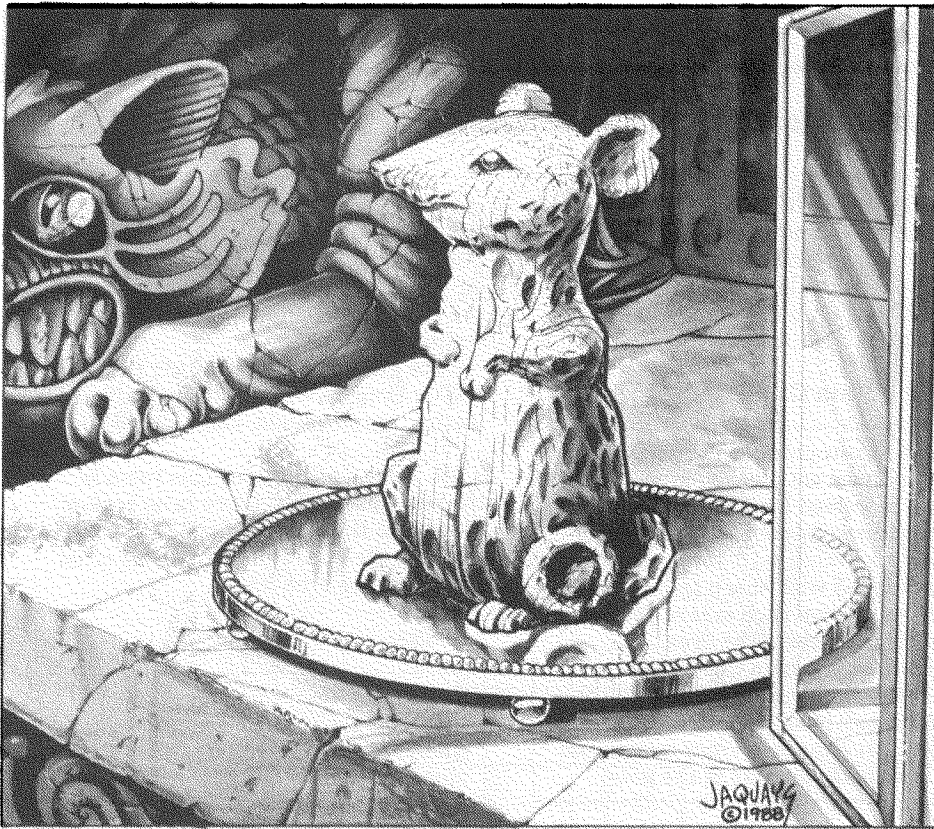
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THE WOODEN MOUSE

BY ROGER SMITH

Lone wolves should
avoid the wrong
dens.

Artwork by Paul Jaquays
Cartography by Diesel

“The Wooden Mouse” is a one-player AD&D® game adventure for a 5th-8th level thief or thief-acrobat. The action can take place in any medium or large city, as long as the player character is not familiar with any members of the local thieves’ guild. This adventure should take place at night, no more than two days after the PC has committed some act of thievery. The PC should have full hit points at the beginning of play to ensure a reasonable chance of survival.

For the Player

You look up from your mug of ale to see the crowd at the Maiden’s Curse Tavern part like water as a young man strides toward your table. The stranger introduces himself as Revel Lordson. He is clothed in rich furs and shining leathers, a ruby-studded necklace about his throat and extravagantly expensive rings on his hands. His robe is of the finest velvet lined with cloth-of-gold, and his leather boots are encrusted with gems. He stands tall and proud, and there is a gleam in his eyes that reveals his noble descent. He speaks in a calm, soft voice: “I have need of the services of one such as yourself, and I am willing to pay you well.”

For the Dungeon Master

Recently, while the thief character was plying his trade, he was spotted by a member of the local thieves’ guild who reported the event to the guildmaster. The guildmaster, Motrok Quicand, took an interest in this new thief and decided to test his abilities for admission to the local guild — and to test the abilities of his own guards and house staff at the same time.

In a tower atop his own house, Motrok hid a wooden sculpture of a mouse. About the grounds and in the house he set guards and traps designed to prevent the PC from reaching the top of the tower. A master of disguises, Motrok then adopted the character of Revel Lordson and sought out the PC at the inn where he was staying.

After introducing himself (see “For the Player”), Lordson/Motrok tries to hire the thief to recover “a powerful magical item that is carved of wood in the shape of a mouse.” Motrok claims that guild thieves have stolen the object, and he promises to pay up to 10,000 gp for its return. If the thief PC

agrees to take on the job, Motrok escorts him to the outer wall that surrounds the garden of his house. The disguised guildmaster then fades into the night, to return to his house and keep track of the PC's progress.

Motrok Quicand, guildmaster thief: AC 4; MV 12"; T13; hp 61; #AT 1; Dmg by weapon type; S 16, I 17, W 14, D 18, C 18, Ch 16, Co 13; AL NE; leather armor, dagger +2, ring of invisibility, boots of elvenkind. In his normal guise, Motrok is a slightly overweight human of 43 years. He loves games and tests, and is always ready to accept a challenge of intellect — but the contests he arranges are marked with a casual disregard for lives, even those of his own employees. Motrok rarely uses his thieving skills now as he devotes most of his time to running a strong and efficient guild. He carries 10-30 gp at all times in a money belt kept beneath his robes.

Unless otherwise stated, assume that personal characteristics such as strength, etc., for NPCs are each equal to 10. Certain NPCs have been told by Motrok that an "unwelcome guest" might appear on this night; these NPCs are particularly alert but will not summon help in combat, as each was also promised a great reward if he personally captures or kills the "guest."

Wall and Gardens

1. The Outer Wall.

Revel Lordson leads you to a spot across the street from a walled complex. "It is most likely that the sculpture is hidden on the top floor of that tower," he says, pointing to a large, round structure that rises above the wall. "I will meet you at dawn at the inn where we first talked. Good luck!" With a wave of his hand, Lordson slinks off into the shadows of a nearby alley and disappears into the night.

The wall is about 15' high and appears to be 7' thick. In most places, it is covered with a slippery looking green moss. To your right, the wall angles to the northeast for about 30' before it bends north out of sight. To your left, it continues for about 90' before coming to a 5' outcropping pierced by small windows.

The moss is very slippery and wet, decreasing the PC's chance to climb

walls by 30%. The top of the wall is set with small spikes and glass shards that jab the unwary climber when a hand clutches the wall (roll dexterity or less on 1d20 or fall to the ground for 1d4 hp damage).

2. The Main Gate.

You now recognize the outcropping as a gatehouse with small, arched windows protected by diagonal crossbars. A duplicate gatehouse stands opposite, bracketing a 16'-tall gate of iron bars topped with sharp spikes. Two torches, one on each side of the gate, clearly illuminate the area. The silhouette of a man can be seen inside each house. The fronts of the gatehouses have been cleared of moss, but a mass of vines crawls and twists about the bars of the gate.

The silhouettes are of two guards who are on watch at the front gate. They admit no one for any reason and attack anyone who tries to enter. If they spot an intruder, one of the guards blows a horn alarm, then both leave their gatehouses through the rear doors and fight anyone entering the grounds. The guards and the interior of their gatehouses are described at area 3A.

3A. West Gatehouse.

The interior of this room is 15' long and 10' wide. The table at its center and both chairs are old and have long ago lost the shine of polished hardwood. Numerous nicks and gouges in the wood give evidence of years of hard use. The chairs are wobbly, perhaps to discourage the guard from sitting down at his post. In the center of the table is a wooden pitcher filled with liquid, and beside it are a rough wooden cup and an open book. A chart on the wall lists names, days, and times. A torch burns in each corner of the room.

The pitcher is filled with water, and the book contains the rules of the guards' guild. The chart is a duty roster and is irrelevant to this adventure. If the PC has not been spotted by either of the guards, modify the above description to include one guard, who is sitting at the table and reading the book. If either guard is alerted to the PC's pres-

ence by a loud noise, a shouted challenge is issued, alerting all outside guards to the PC's presence. The guards only attack if attacked themselves or if the thief PC attempts to enter the walled compound.

Gate guard: AC 7; MV 12"; F1; hp 6; #AT 1; Dmg by weapon type; AL N; leather armor, shield, short sword, 7 cp.

3B. East Gatehouse. This room is the same as 3A, but there is no book or pitcher on the table. A bottle of wine occupies the guard here (hp 9; for other statistics, see area 3A).

4. East Wall.

As you approach this part of the wall, you notice that it might be very simple to climb over using the many vines and twigs that twine together to form footholds.

The vines are very sturdy (+5% to climbing chances) and are an untended part of the hedge in area 8. If the thief PC climbs over the wall to the other side here, go to area 8.

5. Guard Patrols.

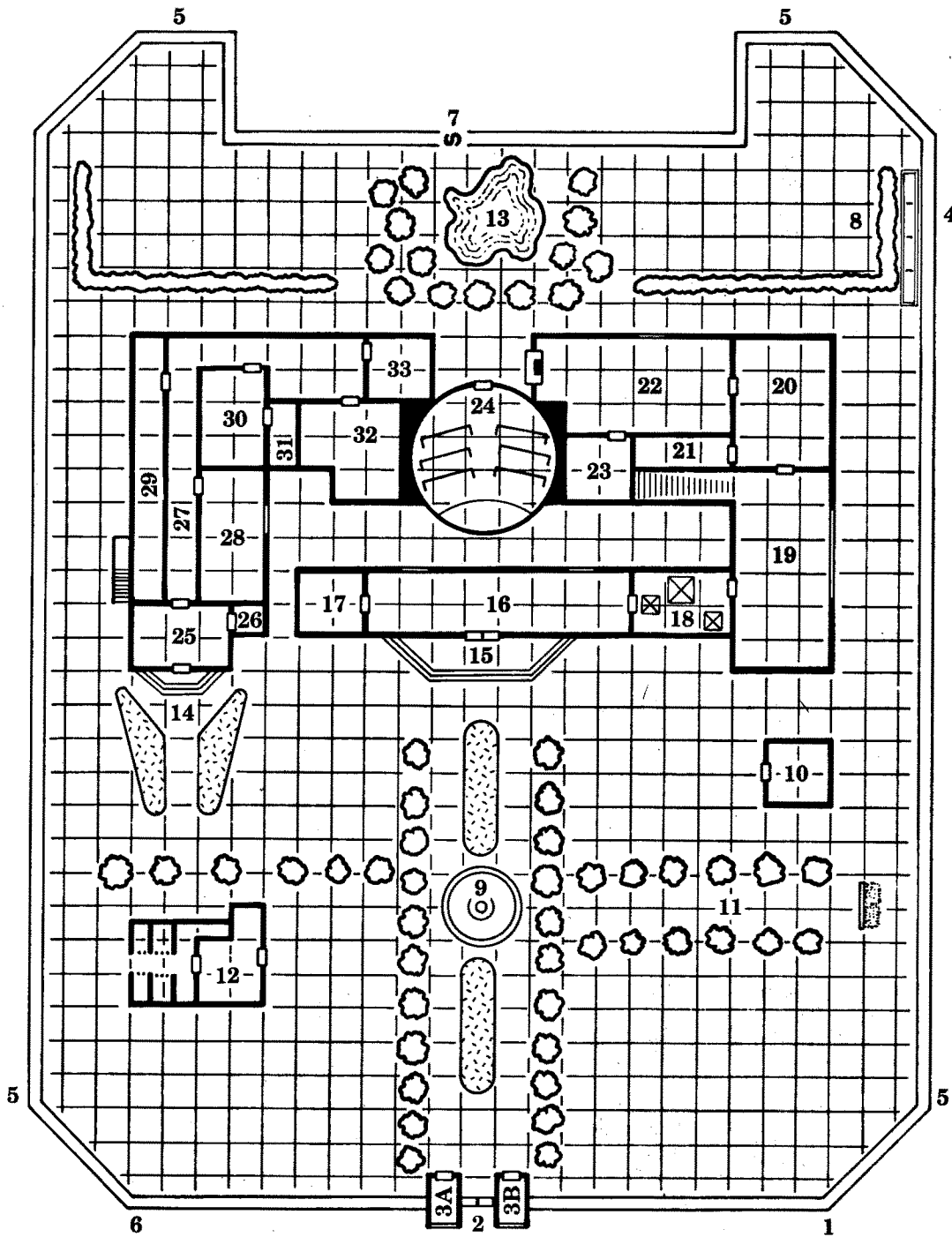
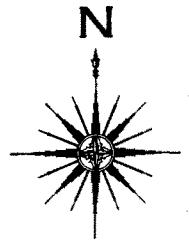
An armed figure stands atop the wall. As you watch, you see him walk 30' in one direction, turn, then walk 60' in the other direction before repeating the process.

If the PC is not aware of these patrols when he attempts to climb over the wall, there is a 30% chance he will be spotted if within their sighting range. If he is aware of the guards, he can easily time his crossing to avoid being seen. The guards have only a 30' sighting range in the night, but are visible from up to 90' from the ground as they stand out against the night sky.

Wall guards (4): AC 7; MV 12"; F1; hp 6 each; #AT 1; Dmg by weapon type; AL N; leather armor, shield, two javelins, short sword, 7 cp.

6. Drain Pipe. A square metal pipe runs down from the top of the wall and stops a foot above the ground. All moss has been cleared from the pipe to keep it from rusting. Chances for climbing here carry only a -10% penalty, but for every two pounds over 100 the character weighs (including items carried), there is a 1% chance the pipe will

MOTROK'S MANSION Grounds & Level One



1 square = 10'

break, dropping the PC to the ground for 1-4 hp damage (and with enough noise to alert all outside guards).

7. Postern Gate.

This secret door is covered in moss and looks like any other part of the wall. The moss seems to have grown naturally over the hidden door, indicating that it hasn't been used for some time.

This secret door is locked and trapped with a poison needle (5-20 hp damage, save vs. poison for half damage). It is, however, completely silent if opened.

8. Garden Hedge.

The ground here is covered with twigs and vines that appear to be growing from the hedge across the ground and over the wall. This unkempt patch of vines is 10' wide. On both sides, the hedge and lawn are neatly pruned and mown.

These vines cover a 5'-deep pit with spikes at the bottom. Anything weighing over 2 lbs. will break through the overgrowth and fall into the pit for 2-8 hp damage. A normal *climb walls* roll allows escape from the pit — but falling into the pit will attract the attention of the nearest wall guard on a roll of 1-3 on 1d6. The guard will shout an alarm, attracting the attention of all guards outside the mansion, who will close to attack.

9. Dangerous Fountain.

The waters of this large fountain shimmer in the light of the moon. The fountain is 20' in diameter and of indeterminate depth (at least 3'). Moving shadows dart about in its clear waters, and moonlight reflects from many gems and coins on the bottom of the pool. Four intertwining bronze serpents rise up 10' in the center of the fountain, spraying water from their open mouths.

The pool is actually 5' deep, so the PC cannot reach anything on the bottom while keeping his feet on the ground. The dark moving shapes are piranha. Although they are not armored, the distortion of the water lowers their

armor class to attacks from the air above. On the bottom of the pool are 351 cp and 13 small gems (10 gp each).

Piranha (15): AC 8; MV 9"; HD 1/2; hp 3 each; #AT 1; Dmg 1-2; SA as per quipper (FIEND FOLIO® tome); AL N.

10. Storage Shed.

This 20'-square building holds many tools and items used for the maintenance of the grounds and gardens. Along the north wall are lined up so many rakes, shovels, and pitchforks that they appear to be holding up the wall. The gleam of metal comes from behind the leaning shovels.

The metal is a strongbox, but it is empty. Moving the shovels to get at the box causes the northern wall to fall onto the PC. It is made of only thin, soft wood, but is heavy enough to do 1-6 hp damage unless the PC rolls his dexterity or less (at -3) on 1d20. The noise of the wall's collapse attracts the attention of the dogs at area 11, who come running in one round. All outside guards will be alerted by any sounds of fighting involving the dogs and the PC.

11. Target Range.

Neatly planted trees line the sides of a 90'-long range used for target practice. The grass here is cut very short. At the east end of the range is a straw-stuffed target standing 5' high. At the foot of the target is a dark hump.

This dark hump is actually a war dog. If a fight with the war dog lasts for more than three rounds, another dog arrives from its sleeping place in the open yard 30' south of the target.

War dogs (2): AC 6; MV 12"; HD 2+2; hp 11; #AT 1; Dmg 2-8; AL N; studded leather armor.

12. Stables. Upon the walls of this building are hung many saddles, bridles, and leather reins. Ten bags of oats and other horse feed are stacked on the floor in the north alcove. All the items of tack are of good quality and can be sold for the prices listed in the *Players Handbook*. Each of the four stalls at the west end of the building contains a light riding horse.

Light horses (4): AC 7; MV 24"; HD

2; hp 9 each; #AT 1; Dmg 1-4/1-4; AL N; note that these are not war horses, and thus panic 90% of the time if spooked.

13. A Rude Surprise. The scene here is peaceful and serene. The moon shines down on a silvery pond surrounded by broad trees on three sides and the moss-covered wall to the north. If the PC makes his *move silently* roll, he is not detected and avoids the following encounter.

"Enjoy it while you can, little man," comes a sudden growling voice from behind you. You turn to see a barbaric figure, nearly 7' tall, wearing only leather pants and boots. In his hand he wields a large bastard sword.

The attacker is Ugruff, the gardener. In a fit of whimsy, Motrok hired him to keep the grounds well-tended and see to the guild's few riding horses. Although he is a barbarian, Ugruff enjoys working with the plants and animals as "they don't always want to talk, talk, talk." His early training has not been forgotten, however, and he attacks any intruders in his domain, fighting to the death. Ugruff is one of the NPCs who was warned about a "guest" arriving tonight; he asks no quarter and never calls for help.

Ugruff: AC 6; MV 15"; B2; hp 17; #AT 1; Dmg by weapon type; SA/SD as per barbarians; S 15, C 15, D 16; AL CN; bastard sword, no armor, 7 gp.

14. West Entrance.

You stand in front of a large polished oak door decorated with intricately carved designs. Behind you, to your left and right, stretch long flower beds of multicolored roses. Between the flower beds is a paved area of earth-colored bricks. In front of the door, a 5' x 3' mat proclaims "WELCOME."

If the thief steps on the mat, the door swings violently outward. The PC must roll his dexterity or less (at -2) on 1d20 or be knocked to the ground for 1-6 hp damage. This event draws the attention of the two guards at area 15 on a roll of 1-3 on 1d6; they will shout an alarm, drawing all outside guards for an attack.

15. Front Door. Large stone stairs lead up to massive oak double doors. To either side of the doors stands an alert figure at full attention.

Door guards (2): AC 7; MV 12"; F1; hp 6 each; #AT 1; Dmg by weapon type; AL N; leather armor, shield, short sword, 7 cp.

Level One

16. Main Foyer.

This large entry hall stretches almost 80' from one end to the other and is a full 20' wide. On the northern wall, 10' from each end, two large stained-glass windows reflect the moonlight into the hall, bathing it in an eerie glow. In the center of the room, running the full length of the floor, is a plush red carpet speckled with blue and gold swirls. The walls and ceiling of the room are of polished dark wood. The door to the west appears to be wet as light from the windows reflects off its surface.

The west door (to area 17) is covered with an immobile **gray ooze** (AC 8; MV nil; HD 3+3; hp 18; #AT 1; Dmg 2-16; SA corrosion; SD immune to spells (except *lightning*), heat, and cold; AL N). The door is enchanted to open automatically if someone within 10' of it says the word "open"; it closes on the word "close."

17. Tapped Cloakroom.

This 20' × 20' room appears to be a closet of some kind. Numerous traveling cloaks hang on hooks on the walls. A small chest sits on the floor in the southeast corner; its open padlock lies atop the lid.

The cloaks belong to the mansion's inhabitants and contain no treasure within their many pockets; searching them all takes 30 rounds. If the PC is careless enough to stand in front of the chest when he opens it, acid sprays in his face. Although the acid does only 1-4 hp damage, it causes the loss of one point of comeliness for each point of damage. The chest holds a small gold key (worth 10 gp) wrapped in a note: "I have hidden it in the pantry on the second floor. Here is the key." (See areas 39 and 40.)

18. Tapestry Hallway.

This 30' × 20' room is empty except for two large tapestries that cover the north and south walls.

The tapestries cover dart traps that are triggered by stepping on any of the squares shown on the map. Five darts fire each time a square is stepped on (treat each dart as a 2 HD monster to determine the hit). The tapestries are worth 200 gp each.

19. Ballroom Surprise.

This enormous room is a ballroom or banquet hall. The floor is highly polished, and a wide staircase ascends to the second floor from the northwest corner of the room. A few ingeniously folded tables and chairs, the room's only furnishings, lie on the floor under a large, dark window in the eastern wall.

When the PC steps halfway into the room, a dazzling burst of light blinds him for 2-8 rounds (save vs. spells for no effect). If he is not blinded, the thief sees a man dressed in dark robes preparing to cast spells at him. This is Motrok's resident magic-user — one of the few warned about the "guest" this evening. Having situated himself in the room with a small pouch of "flash powder," Farfib the Theurgist yearns for his special reward. He cannot be surprised by anyone opening the doors to this room. He wishes to kill or cow the PC into surrender.

Farfib: AC 7; MV 12"; MU4; hp 12; #AT 1; Dmg by spell or weapon type; I 17, D 15; AL CE; spells: *jump*, *magic missile*, *shocking grasp*, *flaming sphere*, *whip*; *ring of protection* +2, quarter-staff.

20. Dining Room.

A 25'-long table surrounded by chairs runs north to south in the center of the room. Dividing the table into quarters are three candelabra whose candles are almost burnt out. Between the candelabra are two bowls filled with ripe, luscious fruit. There are two doors on the east wall.

Each piece of the fruit is filled with sharp steel splinters that cause 1-2 hp

damage per bite. The candelabra are made of silver and worth 50 gp each.

21. Pantry.

This small room is lined with shelves containing cooking utensils, wooden plates, and 12 pairs of silver knives and forks. At the far end of the room is a large wood-burning stove.

The total value of all the silverware is 24 gp.

22. Lounge.

At the far end of this large room is a huge fireplace with the red ashes of a dying fire glowing brightly in the hearth. Reflecting the light from the embers, a polished copper stand holds pokers and bellows. Behind this stand is a small pile of chopped wood and a tin bucket half filled with kindling. One each end of the mantle is a candle holder. In the dimness above the mantle hangs the portrait of a man. In front of the fireplace are three low, soft chairs, each with a footstool. A large, gold-rimmed mirror hangs on the north wall, and in the center of the room three plush velvet lounges surround a dark mahogany table. Beside the south wall is a small cart that holds crystal glasses and decanters containing colored liquids.

If the thief PC investigates the portrait, read the following:

The portrait is of a man, clad in red and purple silk and satin, who bears a remarkable resemblance to Revel Lordson. From this angle, the man's left hand and the gem-encrusted dagger it holds appear almost real.

The hand and dagger belong to Slightly Proudwhiskers, a dwarven thief, who watches through two inconspicuous holes in the canvas and bursts through the painting as soon as the PC either reaches for the dagger or turns away. The dwarf is yet another of Motrok's followers looking for the "guest."

Slightly Proudwhiskers: AC 5; MV 6"; T4; hp 11; #AT 1; Dmg by weapon type; D 17; AL LE; leather armor, *dagger* +1.

If the PC investigates the cart, read:

There are two crystal flasks on the cart, one containing a blue liquid and the other a reddish-brown fluid.

The blue liquid is two doses of a potion of *healing*; the reddish-brown liquid is a fine whiskey. The crystal decanters and glasses are worth 10 gp as a set.

23. A Study in Poison.

This snug 20' x 20' room appears to be a private meeting chamber. On the far side of the room is a small wooden table with many scrolls and pieces of parchment on it. An oil lantern on the table burns dimly. Carpeting covers only the 10' x 20' southern half of the room and is sealed to the floor with a gold rim.

If the PC steps onto the carpeted area, the door slams shut (but does not lock) and the uncarpeted northern part of the floor slides away to reveal a 3' deep pit (10' x 20') lined with thousands of tiny poisoned steel spikes (save vs. poison or take 1 hp damage for 1-20 rounds). Magical cures (including potions of *healing*, *cure light wounds*, etc.) can reverse this poison. The scrolls and papers on the table all contain the same message: "Have a rest on me." The PC may attempt to leave the room by stepping carefully upon the spikes; a dexterity roll on 1d20 indicates whether the PC falls on the spikes and is poisoned before he can reach the door.

If the PC does not escape from this room by dawn, Motrok's guards will find him here, where he will be attacked at once.

24. Tower Level One.

The floor of this large round chamber slants gently upward toward the far end, then levels out to form a small stage. There are three rows of chairs, 10 in each row, facing the stage. The chairs are padded with cushions and are of fine polished wood, but are not worth very much money. In the center of the stage is a magnificent golden harp with shimmering silver strings and a soundboard shaped to resemble intertwining serpents, their eyes set with small rubies and emeralds.

The harp is as tall as a man and very bulky and clumsy to carry. Its strings are magically trapped with a spell similar to a *shocking grasp* spell (5-12 hp damage if touched, no save). The harp is merely painted gold, but the gems and silver strings are real. The strings are worth 5 gp each, and the gems are valued at 50 gp (x 2) and 75 gp (x 4). The harp itself is worth 600 gp but weighs 250 lbs.

25. West Entry Hall.

Directly across this antechamber is another door. On the east wall close to its north end is a similar but smaller door. Most of the room is invisible in the dark.

The door on the east wall is locked with a key but not trapped. As it is only 6' high, anyone over that height must duck to get under the frame.

26. There's Always Room.

Opening this door reveals a mass of objects — swords, plates, goblets, a small chest, and some coins — all suspended in midair. These items shake as the door is opened, as if the breath of air awakens them from a deep sleep.

The floating objects are actually items that weren't digested by the gelatinous cube that fills this room. The chest holds two potions of *healing*, and the coins equal 15 cp, 23 sp, 11 ep, 35 gp, and 7 pp. The PC must immediately make a surprise roll to notice that the doorway seems to have a film over it — the outer skin of the 'cube. This is one of several monsters that is kept within this mansion as a living trap. All residents know of and avoid this creature and others like it.

Gelatinous Cube: AC 8; MV 6"; HD 4; hp 19; #AT 1; Dmg 2-8; SA paralyzation, surprise on 1-3; SD cold halves damage and movement rate; electricity, *fear*, *holds*, *paralyzation*, *polymorph*, and *sleep* attacks have no effect; AL N.

27. Harmless Hallway. This long hall stretches 70' from south to north before it turns east. On the west wall, 10' from its north end, is a thick wooden door. In the center of the east wall is a similar door, but with a gold-trimmed

keyhole. The floor is covered in a deep-blue velvet carpet with yellow and red swirls.

28. Servants' Quarters.

Along each side of this room are four bunks; all appear to have been slept in recently. A small footlocker sits beside each bed, and there is a small window in the east wall. The floor of the room is uncarpeted. At the south end of the room, highlighted by torches, floats a bulbous monster with one large eye and several stalks atop its "head."

The PC may think this is a beholder, but it is actually a gas spore (10% chance to detect as such, 75% chance if within 10'). In addition, the top bunks on each side of the room conceal four goblins, who jump down and attack (roll for surprise). The goblins were told about the "guest" for the night, and elected to hide in this room, their quarters. They cannot be surprised by anyone opening the door to this area. Normally, the goblins serve as helpers and guards for Motrok and his other allies. All footlockers here are empty.

Gas spore: AC 9; MV 3"; HD 1 hp; #AT 1; Dmg: explodes when hit for 6-36 hp damage (3-18 hp if save vs. wands is made); SA: spore implants rhizomes into living matter, *cure disease* spell required within 24 hours or die, sprouting 2-8 gas spores; AL N. This is another of the monsters normally kept within the mansion grounds; all residents know to avoid coming within 10' of this creature, which is carefully anchored to the wall behind it with wires. The goblins are the only beings so courageously stupid as to live with the gas spore.

Goblins (4): AC 6; MV 6"; HD 1-1; hp 7, 5, 3, 1; #AT 1; Dmg by weapon type; AL LE; ring mail, shield, short sword, 3 cp each.

29. Target Range.

This chamber is long and dimly lit by small candle holders set at 5' intervals along each side wall. On the floor, just to the right of the door, a white line runs across the room from east to west, 10' from the north wall. A straw target is set up against the south wall.

This room is an indoor target range, and the white line is where an archer would stand when shooting.

30. Guards' Quarters.

Eight low beds, each with a strongbox beside it, are the only furniture in this room. The beds are neatly made and have not been recently slept in. From beneath the door on the east wall shines a beam of light. The strongboxes are made of wood and are locked.

The strongboxes are locked but not trapped. They contain clothing, personal letters, and 1-8 sp each. The door to the east is unlocked. The guards are currently outside around the grounds and outer wall, waiting for the dawn (and an end to their shift).

31. Guard Captain's Quarters.

Beside the door is a bed similar to those in the outer room. A tall, dark-haired man with a short, pointed beard sits behind a desk. A dark scar runs from his eyebrow down the left side of his face to just above his chin. He wears deerskin clothing that has been dyed navy blue and a gold necklace from which hangs a ruby-encrusted medallion. The man is writing on a piece of parchment. On the table is a long sword in its scabbard. As you enter, the man jumps to his feet, grabs his sword, and attacks.

The man is the captain of the guard. The words on the parchment read: "The dining room is in the east wing. Have some fruit; it's my treat!" The captain was preparing to drop this message off somewhere in the house at Motrok's orders when the PC arrived. No surprise rolls are conducted here; only initiative need be checked. The captain is another of those who are looking for the PC "guest."

Bracklo Stronghand: AC 4; MV 12"; F4; hp 21; #AT 1; Dmg by weapon type; S 17; AL N; *long sword +1, chain mail +1, dagger, 22 gp.*

32. Mansion Kitchen.

There are many tables placed about this undecorated room, four chairs at each table. Wall shelves hold many pots and trays along with wooden eating utensils. Atop the counter at the south end of the room is a tray with three different foods on it: a yellow cheese riddled with tiny holes, half a loaf of dark-brown bread, and an apple.

The apple possesses a special healing property. When eaten, it cures 2-8 hp damage. The cheese, however, has the reverse effect on anyone eating it. The bread, though slightly stale, is quite edible and normal in all respects.

33. Supply Room.

Along the north wall of this 20'-square room is a large black tub. Beside the tub are many brooms and mops. Crates of wood and several barrels are piled about the room. From behind one of the crates comes a squeaking, chattering noise.

This room is a supply room for the mansion's cleaning staff. If the crate where the noise is coming from is moved or investigated, seven giant rats appear.

Giant rats (7): AC 7; MV 12"//6"; HD 1/2; hp 4 (x2), 3 (x3), 2 (x2); #AT 1; Dmg 1-3; SA disease; AL NE.

The crates are filled with miscellaneous items for household maintenance: nails, hammers, brushes, cloths, wax, soap, polish, etc. The barrels hold rainwater collected for bathing. The black tub is used for soaking foot rugs and stained tablecloths.

Level Two

34. Ale or Punch?

The door to this room opens to reveal a bare chamber with one chair, one table, a pitcher, and a mug. There is, however, one striking feature to the room: a large, red pair of woman's lips on the far wall. As the lips open to reveal sparkling white teeth, words float from the mouth like music: "Oh, my, you must be very tired. You came the wrong way, too, but you have come very far. Why

don't you have a drink? We have ale and punch!" The mouth then slowly dissolves as a hand, clenched in a fist, appears in front of your face.

This *magic mouth* spell is activated by opening the door. The fist is a *programmed illusion* simulating a *Bigby's clenched fist* spell, and is activated when the mouth finishes talking. The caster of this spell was an illusionist of 12th level, so this lasts for 12 rounds once activated. The fist strikes at the PC but always manages to just miss him — until the fourth blow, when it now always hits him. Each time the "fist" strikes the PC, the PC must save vs. spells in order to realize that the attacker is an illusion (and thus harmless); otherwise, the PC takes 1-6 hp damage from the illusion. Once the PC has saved against this illusion, it thereafter fails to harm him. The liquid in the pitcher is a fine, rich ale.

35. Pop Goes the Weasel.

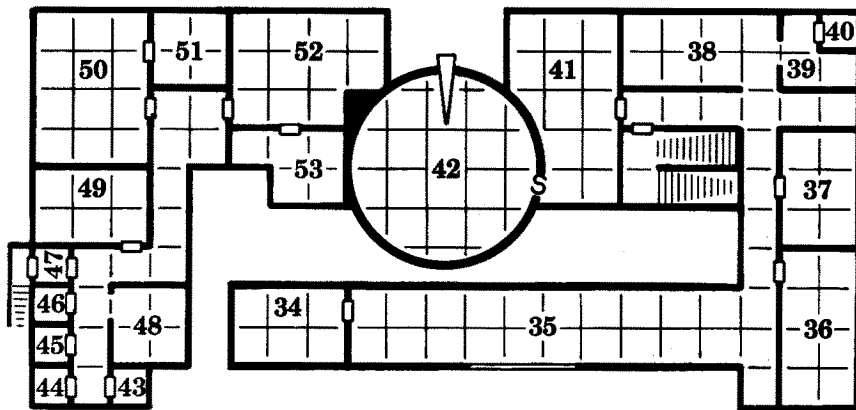
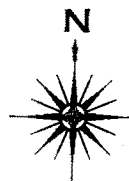
This long hall runs about 100' from east to west. A dim glow reflects from the smoothly polished walls and the large window on the south wall that overlooks the front grounds of the mansion. Through the window, you can see a long path lined with trees running to the front gate. On the west wall is a closed door; a dark bundle stirs on the floor in front of it.

The dark bundle is a giant weasel that attacks if anyone comes within 10' of the door. The hall is otherwise empty. **Giant weasel:** AC 6; MV 15"; HD 3 + 3; hp 14; #AT 1; Dmg 2-12; SA drain blood; AL N.

36. Mouldy Oldies.

The air in this room is foul with the stench of decayed flesh. Along each wall of this dark room are four statues shrouded in darkness. On closer inspection, they appear to be of humans in different fighting poses. All the statues wear armor and carry weapons. The faces of the statues are gaunt and look like the corpses of dead men. As you ponder the statues, an eerie groan sounds throughout the room, and the statues creak into motion and begin to converge on you.

MOTROK'S MANSION Level Two



1 square = 10'

The "statues" are (of course) actually eight zombies. Most of their garments are rotted and decayed, and of a faded gray color to mimic the appearance of statues. One of the zombies wears a pair of *boots of elvenkind*. The best thing about having undead as guards, to Motrok's thinking, is that they always obey orders and never ask for payment.

Zombies (8): AC 8; MV 6"; HD 2; hp 6 each; #AT 1; Dmg 1-8; SD immune to *sleep*, *charm*, *hold*, and *cold* spells; attack last in melee round; AL N.

37. Get the Point?

In the south corner of this room is a low, soft bed. On the table in the center of the room are two small bottles. A candle burns low in a holder by the door. Both bottles contain colorless, odorless liquids.

One of the liquids is a potion of *healing* that cures 4-10 hp damage. The other is a baneful potion that has the opposite effect (no saving throw). The mattress is really just a thick blanket laid over a bed of sharp spikes. Anyone

who lies on the bed takes 1-4 hp damage or, if thrown onto the bed, 1-8 hp damage.

38. An Interrupted Meal.

There are no doors to pass when entering this large dining room. On the long table in the center of the room are many plates of half-eaten food and cups with drink still in them. It looks like the diners left in a rush. All the utensils are made of fine silver, and the plates are of decorated china. The goblets are of silver and gold. To the east, another open doorway leads to a smaller room.

Together, all the items on the table are worth 75 gp. The room is brightly lit by three chandeliers that hang over the table. The room to the east is a kitchen. The diners were those people now partying in area 63. They rushed off to join the celebration as soon as they heard of Motrok's generosity.

39. Kitchen.

The aroma of boiling cabbage overpowers the other smells wafting about this room. Straight across the room from the entrance is a small door, probably leading to the pantry. In the south end of the room, a fat man in a greasy white apron cuts slices from a thick sausage.

Mogy Slobbo, cook: AC 10; MV 12"; zero-level human; hp 6; #AT 1; Dmg by weapon type (treat meat knife as a dagger); AL NE. Mogy claims to know nothing about anything except fine food, which is a terrible lie. He knows about the "guest" coming tonight but doesn't care. He won't go for help, but he will attack anyone coming into his kitchen except Motrok. Normal surprise and initiative rolls are required.

The vegetables boiling in the pot and the sausage on the counter are quite edible, if one isn't too particular. The door to the pantry (room 40) is locked and trapped with a poison needle (save vs. poison or take 10 hp damage). The golden key found in room 17 opens this door without springing the trap.

40. Great Balls of Fire.

Between two huge rounds of cheese on a shelf on the east wall lies a small velvet-covered box. Atop the box is a sculpture of a small, shining wooden mouse. Many other foods are stacked on shelves about the room, and a single candle set on the floor is the only illumination.

If the thief PC enters this room, he notices that the floor is wet. Just inside the door, at floor level, is a trigger that causes the candle holder on the floor to fall over. The floor is wet with oil, which ignites when the trap is sprung. Anyone in the room takes 1-6 hp damage per round. The walls of the pantry have been insulated so the fire won't spread to the rest of the mansion. The mouse is made of wax that melts in two rounds. The fire burns out in 10 rounds from lack of oxygen, as the door swings shut and jams when the trap is triggered. A roll to *open doors* must be made to escape; one attempt may be made per round.

41. Deck the Halls.

As you step into the room, you notice that the southern part of the west wall is convex, cutting an arc from that corner of this otherwise rectangular room. In the southwest corner is a large dresser with 12 drawers. Across from the dresser is a large bed surrounded by a light net curtain. In the center of the room is a long table with one chair at each end and a five-stemmed candelabrum in the center. On the table are spread 13 thin ivory plaques made in the form of cards. These cards are arranged face down on the table to form a square (four on each side with the odd card placed in the center.

These cards are actually a *deck of many things*. If the number of cards to be drawn is not announced prior to drawing, only one card may be drawn from the table. The deck crumbles to dust as soon as the stated number of cards is drawn. There is a secret door (locked but not trapped) located behind the dresser.

42. Starlight, Starbright.

A large telescope slants upward, pointing through a 10'-diameter hole in the northern curve of the circular wall. At the low end of the instrument is a small stool padded with a thick velvet cushion. There are many charts and notes scattered on small tables about the room.

If the telescope is studied more closely, read the following:

The telescope tube is of smooth, dark wood that has been carved into a cylinder 8' in diameter at its widest. From eyepiece to end, the telescope is about 12' long. There is a small dial just above the eyepiece.

If the PC looks through the eyepiece, nothing can be seen but a blur. The telescope is out of focus, but if the small dial is adjusted in any way, a small dart fires from the eyepiece causing 1-2 hp damage. The PC must save vs. paralysis or be permanently blinded in one eye. Even if the save is made, the PC is blinded for 81-100 (1d20 + 80) rounds. The charts and notes in the room detail the positions of various stars.

43. Let Sleeping Dogs Lie.

A body lies beneath the blankets of a small cedar bed in one northern corner of this 10' × 10' room. It appears to be a woman, but all you can see outside the blankets are her long golden braids. As you enter the room, the woman jumps to her feet — revealing her full set of chain-mail armor. A long scar creases the left side of her face, and her eyes cross as they look at you past the big wart at the end of her long, pointed nose. She cackles a crooked, yellow-toothed laugh as she picks up her massive battle axe and charges at you.

Agie Scoo: AC 5; MV 9"; F3; hp 15; #AT 1; Dmg by weapon type; SD save vs. fear at +4; S 16, Co 1; AL CE. Agie carries all her money (31 gp) in her belt pouch. Another "guest-hunter" among Motrok's crew, Agie is fearless and bloodthirsty — but is strangely attracted to elves and half-elves.

44. Almost Deserted Bedroom.

There is only a small table and one chair in the center of this dark 10' × 10' room. Many years of dust have collected on the floor and table, small clouds of it rising into the air when the door is opened. In the southwest corner of the ceiling, one plank of wood has partially rotted away. From this small hole a scraping sound can be faintly heard.

If anyone comes within 5' of the hole, two large spiders scuttle out to attack anyone within 3'. Inside their nest is a leather sack containing 80 gp.

Spiders, large (2): AC 8; MV 6" *15"; HD 1 + 1; hp 6, 3; #AT 1; Dmg 1; SA poison (save at +2); AL N.

45. Really Deserted Bedroom. The only furniture in this small room is one unmade bed in the corner. The bed appears to have been recently slept in, but it is empty now.

46. And Another Bedroom. This room is similar to room 45, but its bed is neatly made. There is a pitcher and glass of water on the floor by the head of the bed.

47. Small Empty Room. The door on the opposite wall of this small room leads to a flight of stairs to the ground level. The stairs are covered with thick, dark-brown carpeting.

48. Behind the Green Door

The green door to this large, dark room is already opened to the inside. In the center of the room are two long tables that have been pushed together. Across the room, behind one of the tables, sits a figure shrouded in darkness, his head bowed as if in sleep. A foul, charnel smell penetrates the room.

If the PC enters to investigate the room, read the following:

The figure slowly stands and, effortlessly pushing aside the table, begins to trudge toward you. Suddenly, the door behind you slams shut, and you hear a groan. Looking back at what has been hiding behind the door, you see a tall, gaunt figure with lumps of rotting flesh hanging from yellow bones. Green ooze drips from his wounds, spreading a foul smell throughout the room.

Zombies (2): AC 8; MV 6"; HD 2; hp 11, 9; #AT 1; Dmg 1-8; AL N. These two zombies have been ordered to attack anyone entering the room, and they will chase anyone across the entire mansion complex. Aside from the two tables and a few chairs, this room is empty.

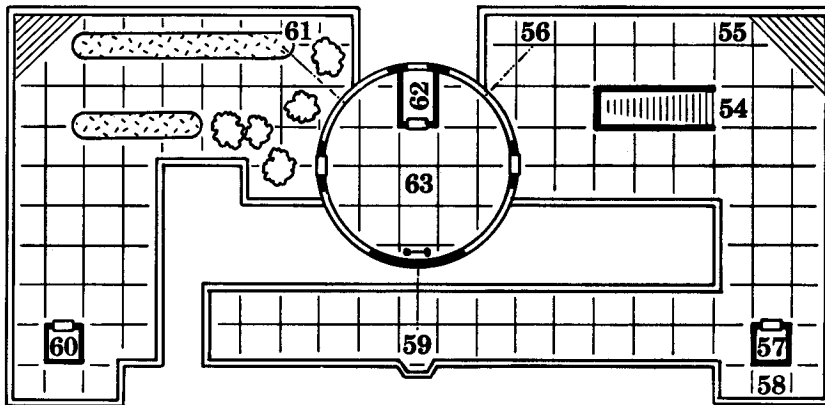
49. "Treasure" Vault.

The door to this room is locked with a very complex type of lock (-8% to chance to pick). Many sizes and shapes of chests, footlockers, and strongboxes lie scattered about, their lids thrown open to reveal dark, empty containers where piles of treasure once lay. On a small wooden table in the center of the room is a crumpled piece of paper.

If the PC inspects the room more closely, he has a 1 in 6 chance to find a locked strongbox. Inside the box is a rack that can hold 10 vials, but only three small bottles are still inside. The vials are filled with a translucent blue liquid (all three are potions of *healing*). The crumpled paper is a note which reads:

MOTROK'S MANSION

Roof Level



1 square = 10'

Master Motrok—

I have provided all the men and equipment that you requested. The cost, however, is larger than usual, and you may cover it in two payments if you wish. The total price, including shipping, is 12,000 gold coins.

—Scraf Granton

The treasure once here was completely spent to fix the mansion up for the PC's arrival. A hard-working thief of the PC's level (should he join the guild) would be made to replace the treasure in short order — by stealing it back from Scraf Granton. Details of this future adventure may be developed by the DM as desired.

50. Motrok's Bedroom. The thick oak door that leads into this room is tightly locked with both padlock and keyhole. If the door is opened and the PC investigates the room, read the following:

You now look into a magnificent bedchamber. Ten feet north of the entry is another similar door. In the center of the south wall is a wide

desk upon which a candle burns dimly in a gold candle holder. The desk shines in the candlelight, revealing intricate designs on its surface. Carved from one solid block of mahogany, the desk has no joints. Around the rim of the desktop is inset a design of thin gold and silver braid. The desk chair is of similar design and is padded with a satin pillow. The four desk drawers (two on each side) are locked. A long green quill sits on the desk beside a half-empty ink bottle. On the wall above the desk is the portrait of a man who looks remarkably like Revel Lordson. A small gold plaque on the picture frame reads: MASTER MOTROK QUICAND.

In the northwest corner of the room is a large bed shrouded in a silken canopy of curtains. The sheets and pillow covers are made of silvery satin that shines like the moon on water. On the south wall, a five-drawer dresser of dark oak is decorated in red and gold marquetry. The floor is uncarpeted and, although it appears waxed and polished, it is not slippery.

This chamber is Motrok's bedroom and is not part of his test. The two locks on the door should have prevented the thief from entering this room, but Motrok has removed all his valuables just in case. The drawers of both the desk and dresser are empty.

51. Sunken Bath.

The floor and first 2' of the walls in this room are set with multicolored marble tile. The 3'-wide ledge that runs around the perimeter of the room is covered with soft rubber mats. In the center of the room is a wide pool with stairs leading 5' down along one side. At the bottom of the empty pool is a 5" -diameter drain. Beside the drain is a thick black plug attached to a silver chain.

Hidden behind a secret panel on the north wall is *Borieflin's jar of steam* (see end of module for details on this new magical item). The room is otherwise empty.

52. Library.

Hundreds of books line the walls and fill freestanding bookcases in this large library. The books are bound in fine leather, some trimmed with gold or with small gems set into the spines. Many covered oil lanterns burn brightly about the room, filling it with long, dancing shadows. Just north of the door is a wood stand holding a thick black book. The book is open and a black bookmark with a golden tassel lies across the pages. In the center of the south wall is a small oak door.

The black book on the stand is an index of all the books in the library, listing authors and dates. There is a total of 1,500 books here, 30 of which are decorated with gold or gems. If the gems or gold remain attached, half these 30 books are worth 3-4 gp, and the other half are worth 2-40 gp. If the gems and gold are taken separately, the books become almost worthless and the treasure totals 5-50 gp at most. The lanterns are all bolted down to prevent accidental oil spills and fire.

The DM should feel free to improvise the contents of this library. Most of the

books were printed on crude presses and are records of legends and histories of the city and its environs. Some might have clues to the locations of treasures or monsters.

53. A Cozy Den.

Dimly glowing ashes are all that remain of the roaring fire that illuminated this warm, cozy chamber. The smooth, dark wood table in the center of the room is 5' long and 3' wide, but only 2' high. Around the table are four low leather chairs, each with a small stand beside it containing a pipe and a tobacco pouch. On a wheeled tray in the northeast corner are three crystal flagons and glasses, a silver ice bucket, and a silver wine cooler.

The liquids in the flagons smell like fine liqueurs, but they are all laced with poison (save vs. poison or take 4-16 hp damage). If the PC smokes any of the tobacco, roll 1d6. If 1-3 is rolled, the pipe explodes, causing 1-12 hp damage. If 4-6 is rolled, the PC becomes *invisible* to everyone but himself for the next 2-40 rounds. The PC won't notice any change in himself, although looking in a mirror shows no reflection, and anyone attacking the thief while he is *invisible* hits at -4.

Roof Level

54. Entry to Rooftop.

You are refreshed by a blast of cool night air as you walk up the staircase and look out on the few twinkling lights that still burn in the city at this late hour. In the north corner of the roof is a short flight of stairs receding into darkness. To the south, you can see a small guardhouse, light streaming from the crack beneath its door.

From behind the staircase enclosure, many voices can be heard yelling and laughing. The mansion walls rise a foot higher than the roof and are topped with small steel spikes.

55. Roof Drains.

A short, triangular staircase leads 5' down to meet the corner of the walls.

A metal drainage pipe set horizontally through the wall in this corner drips water onto the stone floor.

The small puddle inside each pipe (northeast and northwest corners of the roof) holds a leech that attaches itself to any organic item placed in the pipe.

Leeches (2): AC 10; MV 3"; HD 1-1; hp 3, 2; #AT 1; Dmg 1-2; SA drain blood for ½ hp per round once attached; AL N.

56. Roof Patrol.

A steel wire, bolted to the ground, runs from the rooftop to just below a window on the next higher story of the tower. A guard, his arms crossed, leans against this wire and stares through one of the large windows on the tower level that is even with the roof. A bright light within the tower casts the silhouettes of many people on this large window. The revelers seem quite rowdy, waving mugs of ale and singing several different songs all at once. The guard looks disgusted.

The guard can be surprised if the thief PC makes his *move silently* roll (at +10% because of the noise) and attacks from behind. The thief must be quick and quiet in getting rid of the guard. If the fight lasts more than three rounds, another guard comes from area 58 (see for statistics) and joins the fight. If after an additional three rounds the fight is still going on, one of the guards yells for more help, and all the occupants of room 63 come out to attack. The guards on roof patrol carry no treasure.

Roof guard: AC 7; MV 12"; F1; hp 6; #AT 1; Dmg by weapon type; AL N; leather armor, shield, short sword.

57. East Guardhouse.

This small, 10' × 10' guardhouse is dark inside. As the door is opened, the outside light illuminates six small orbs at the back of the structure. You can barely make out a table in the center of the room.

The six orbs are the eyes of three black cats, who fight only if bothered. On the table is a small pouch containing 6 sp. The guard from area 58 arrives in one round if the cats fight.

Cats (3): AC 6; MV 12"; HD 1; hp 3 (×2), 1; #AT 2; Dmg 1-2/1; SA rear claws for 1-2; SD surprised only on a 1 in 6; AL N.

58. Pay Attention!

Leaning over, one foot resting on the ledge between the spikes, a guard surveys the grounds. With a sigh of boredom, he begins to hum a quiet tune.

The guard (hp 6; see area 56 for statistics) is here only if the cats in area 57 were not attacked. He is easy to surprise (1-4 on 1d6), as he is not paying close attention to his duties. Any fight with this guard lasting more than three rounds attracts the attention of the guard at area 59, who shouts for help from the guard at area 56.

59. Look Out Below.

A small balcony hangs out over the front steps almost 20' below. Wearing the colors of the house guards, a man dozes on his feet, leaning on his shield to support his drooping form. For a man who looks about to fall down, he is standing dangerously close to the edge of the wall.

This guard (hp 6; D 13; see area 56 for other statistics) is more alert than he looks. If the thief does manage to sneak up on him, the PC might think of pushing him over the edge. On a roll above the guard's dexterity on 1d20, the PC succeeds in pushing him off the roof. The fall alerts the guard at area 60, who sounds the alarm. Within four rounds, the roof is overrun with people from area 63. The guy wire here is greased, reducing a thief-acrobat's chance of tightrope walking by 20%. A normal thief has only a 15% chance to successfully walk this wire. Falling from the wire to the ground causes 2-20 hp damage. The wire leads to area 65.

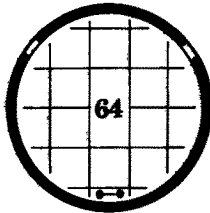
60. West Guardhouse.

A guard paces back and forth impatiently at his post outside the door of this small guardhouse. He looks around every few seconds and at every noise he hears.

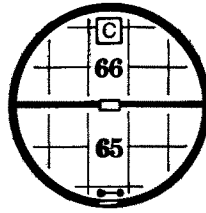
MOTROK'S MANSION

Tower Levels

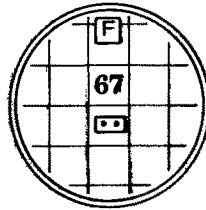
Level Four



Level Five



Tower Rooftop



1 square = 10'

This guard (hp 6; see area 56 for statistics) is more alert than his counterpart at area 58. Inside the guardhouse are a table and one hard wooden chair.

61. Wire Walk.

From the center of a small rose garden, a steel wire slants to meet the tower wall about 10' up, just below a small window. The wire runs between two large trees, making it quite easy to climb. There doesn't appear to be anyone nearby.

This wire is one of the three wires that add support to the tower and prevent it from toppling in strong winds. While it is sturdy and easy to climb, the wire is not totally safe. The top 7' of the wire are spiked with small metal barbs. While they won't cause the thief to fall, they do inflict 1-4 hp damage before the PC reaches the top. The wire leads to a window in area 64.

62. Guard Station.

A simple desk and chair sit in the center of the room. There is a large window on the north wall.

This room is usually occupied by a lieutenant of the guard when he is on duty. He is currently supervising (and sampling) the distribution of ale from a large barrel in room 63.

63. Party Time!

The din of people partying and drinking echoes through this large, round room. Jutting into the north side of the circle is a 10' x 12' room, with a weapons rack to each side. To the south, a sturdy ladder leads up into the tower.

Everyone in this room is either a servant or guard at the mansion. They have been given the night off and are taking advantage of their employer's generous donation of food and drink — and incidentally provide another obstacle to the PC's progress through the mansion in search of the wooden mouse.

Guardsmen (9): AC 8; MV 12"; F1; hp 6 each; #AT 1; Dmg by weapon type; AL N; leather armor, short sword.

Servants, groundskeepers, and cooks (15): AC 10; MV 12"; zero-level humans; hp 2 each; #AT 1; Dmg by weapon type (currently unarmed); AL any but good.

Guard lieutenant: AC 7; MV 9"; F2; hp 10; #AT 1; Dmg by weapon type; AL N; ring mail, short sword.

Motrok's henchmen (5): AC 5; MV 12"; F3; hp 13 (x 2), 11, 10, 8; #AT 1; Dmg by weapon type; AL NE; chain mail, broad sword, dagger each.

The total treasure held by all those present is 180 cp, 56 sp, 23 gp, 6 pp, 5 gems (50 gp (x 3), 25 gp, 20 gp), and several barrels of wine and beer. If engaged in combat, those present initially fight at -2 to hit because of the effects of alcohol. This wears off after 5 rounds of melee (they aren't *that* drunk).

The Tower

64. Level Four.

Three manlike figures stand in this large, circular room. A thin layer of dust has collected on the floor except where it has been kicked aside by scuffling feet.

Two of the figures are orcs, who attack while the third figure watches. The third being is a wererat who attacks with a short sword if both orcs are killed. Each orc has 1-10 sp, and one has a potion of *healing*. A ladder on the south wall leads up to the next level.

Orcs (2): AC 6; MV 9"; HD 1; hp 5, 3; #AT 1; Dmg by weapon type; AL LE; ring mail, shield, scimitar.

Wererat: AC 6; MV 12"; HD 3 + 1; hp 13; #AT 1; Dmg by weapon type; SA surprise on 1-4; SD silver or magical weapon to hit; AL LE; short sword. The wererat was an old adventuring ally of Motrok who developed lycanthropy and had to retire. He enjoys his easy work, high pay, and chance to bully everyone he meets.

65. Level Five South.

As you climb, the noise of the party begins to fade. This level of the tower is divided into two semicircular rooms by a wall running east to west. In the center of the wall is a large iron-bound door. Two very angry goblins run at you from a corner of the room.

The two goblins are angry and frustrated because they have been insulted all evening by the orcs and the wererat from room 64 below. They intend to take out their wrath on the first being who enters their chamber; they cannot be surprised by anyone entering the room unless he is *invisible*.

Goblins (2): AC 6; MV 6"; hp 6, 4; #AT 1; Dmg by weapon type; AL LE; scale mail, short sword, 4 cp each.

66. Level Five North.

The ladder goes no higher, so you hope the object of your quest is beyond the door. Instead, standing 9' tall, with a filthy yellow hide and teeth to match, there is an ogre. Its dark warts leak a repugnant brown fluid, and its foul tongue licks its lips as its purple eyes stare at you.

The ogre has a small gem (worth 10 gp) in its belt buckle. There is an obvious trapdoor in the ceiling, easily reachable by standing on the small table beneath. The trapdoor swings up and opens into area 67.

Ogre: AC 5; MV 9"; HD 4 + 1; hp 24; #AT 1; Dmg 1-10 (huge club); AL CE.

67. Tower Rooftop.

Looking up through the trapdoor, you see the starry sky and the fading light of the setting moon. You've reached the roof of the tower; if the object you seek lies anywhere, it must be here.

As the thief PC explores the rooftop, read the following:

On a small golden stand, encased in a box of glass, is a small wooden mouse. The sculpture is merely a basic carving of a small rodent, with no intricate detail and not even smoothed or polished.

The glass box lifts off easily and is not trapped. The mouse has no magical powers at all and is not connected to any traps, but there is more here than meets the eye. Motrok, wearing his *ring of invisibility*, stands just to one side of the display case. As soon as the PC picks up the mouse, Motrok laughs and removes his ring.

Movement to the side of the stand catches your eye. You turn to see Revel Lordson pop into existence from nowhere. He looks at you in amusement. "My name, if you haven't guessed already," he chuckles, "is Motrok — Motrok Quicand — and I am the head of the thieves' guild of this city. Did you enjoy my little tests? The fact that you are alive speaks well for your skill.

"Tonight, you have won the right to apply for membership in our illustrious ranks. In the morning, you will be escorted to the guild hall to pay your dues and receive the secret passwords. I see tonight as the start of a long and prosperous relationship between us. You are an excellent thief, and the guild's 25% share of your take shouldn't unduly inconvenience you. Sleep well!"



With his final words, Motrok replaces the ring on his forefinger and theatrically disappears, evading the PC to descend to the party below. If attacked, he fights to kill.

At the foot of the ladder, a liveried servant waits to escort the PC to the formerly deserted bedchamber (room 44) on level two, now spotlessly clean, with fresh linens on the bed and a clean carpet on the floor. If the PC refuses this hospitality, the servant (see statistics at area 63) becomes quite insistent and may even call on a guard or two to see that the PC "gets a good night's rest after his labors." If the thief doesn't care for the guild's terms, he can try to sneak out in the night, past the guard stationed in front of his door.

The DM should feel free to improvise further adventures between the PC and Motrok. A raid on the mansion in revenge for the trick is also a possibility, if the PC thief has friends.

Borieflin's Jar of Steam

Borieflin was a powerful wizard, a peaceful man whose only purpose in life was to serve his king, Lugthru the Third. Lugthru was a stern king, but just and fair. To relax from the burdens of his position, he loved to take long baths. He would take baths at all hours of the day, and some of his kingdom's laws were made in the bathtub. But Lugthru was annoyed that he always had to wait for his bath water to be heated — and he liked his baths *hot!*

So, as a birthday present, Borieflin gave him a magical jar of steam that would heat up his bath in seconds and that could be used over and over. Borieflin created only three more of these jars, all made of crystal with twist-off lids. When the lid of such a jar is removed, hot steam pours forth to fill a 20' × 20' area in six segments. If the steam is not contained in an area, it dissipates in two rounds. The steam heats the room and any water in it to almost 100°F. Visibility is limited, and all attacks in a steam-filled room are at -2. Simply replacing the lid brings all the steam rushing back into the jar before it can be sealed. Not even Motrok knows how his family came to possess such a jar.

XP Value: 50

GP Sale Value: 200

Ω

THE DARK CONVENTICLE

(continued from page 19)

and charisma (setting each of these attributes to a temporary value of 7). Only removing the affected person from this room and casting a *cure disease* spell can remedy the illness. A *dispel magic* spell will not counteract the disease, since once it is contracted, it is no longer magical.

33. Viewing Room.

A single 8' × 5' pane of frosted glass sits here, angled toward the door and held in place by an intricate silver frame bolted to the stone floor. On the opposite side of the room is a pile of lumpy objects covered with a stained gray canvas.

This is a special *mirror of mental prowess*, through which the higher priests can directly communicate with their daemonic master. Anyone can use it in the normal fashion, but it requires a character with intelligence of 15, wisdom of 18, and an evil alignment to attempt to contact Anthraxus. The *mirror* can be uprooted from the floor by anyone with a strength of at least 17, but there is a 15% chance that the *mirror* will shatter in the process.

The silver ingots stolen from the caravan have been dumped in the room's southern niche and covered by a piece of canvas. There are 100 ingots, each weighing 20 lbs. and worth 100 gp. Like the *mirror* and all other treasure found here, the ingots now carry disease. If the PCs try to take some of the ingots, the DM should assess the effect of this extra encumbrance on movement and combat proficiency. The adventurers should not be able to carry away more than their maximum encumbrance, and they must have something in which to transport the treasure.

Concluding the Adventure

If the characters escape from the Servants, they should head for Indigo. If Zenobia is returned to her father, the adventurers receive a base reward of 3,000 gp in jewelry. Subtract the following cumulative penalties from the reward as appropriate for Zenobia's condition: sick, -15%; wounded, -20%; unconscious, -10%.

As long as Zenobia is returned alive,

her father offers the hospitality of his home to the adventurers for two weeks (room and board free). If, however, Zenobia dies, the PCs get no reward at all.

After seeing to Zenobia's safe return (or bringing the news of her death), the PCs should immediately alert government officials in Indigo about the secret cult of Anthraxus. These officials mobilize the local militia to deal with any loose ends left by the party, and eliminate any Servants who remain at the conventicle. The PCs can, of course, elect to join in the mopping-up operation. NPCs who escape may prove to be dedicated and dangerous foes in future adventures.

New Magical Items

Badges of monster control: These four devices were used during the construction of the secret conventicle to gain control over all the monstrous denizens of the sewers (except as noted below). Each *badge* gives its wearer the ability to control any monsters, to a total of 30 hit dice, within a 60' radius. A *badge* allows communication with such monsters, and the power of the control is otherwise identical to that of *charm monster* (no saving throw). A *badge* does not control humans, demi-humans, or creatures with intelligence of 12 or higher who also have more than six hit dice. Controlled monsters include humanoids like goblins, orcs, and gnolls. Because these devices function only for the four high priests of this cult, and lose their powers if their owners are slain, these items have no experience-point or gold-piece sale value.

Amulet of protection from good: This item is worn by all the temple's guards and priests. It is created by a special process known only to the higher priests of this cult, and only functions for the individual for whom it is made. Each *amulet*, shaped like a distorted skull, is worn in plain view and serves as an unholy symbol for the cult of Anthraxus. A +2 bonus is given to the wearer's armor class so long as the wearer remains evil, and a +1 "to hit" bonus is given to attack good-aligned creatures. Such *amulets* lose their magical powers if their wearers are slain, so they have no gold-piece sale or experience-point values.

Ω



THE BLACK HEART OF ULOM

BY MARK KEAVNEY

Remember: Only you can prevent dire forests.

Artwork by Patricia Breeding-Black
Cartography by Diesel

Mark Keavney is a junior at Cornell University, majoring in psychology. He has played AD&D® games for 12 years and has been working on this adventure for almost half that time. This is his first published work, although an article, "Divine Curses," has been accepted by DRAGON® Magazine.

"The Black Heart of Ulom" is an AD&D game adventure for 6-8 characters of 5th to 8th level. The party that ventures into Ulom should be well balanced and of generally good alignment. Druids are not recommended, as many druidic spells are useless in this forest, but rangers could do well in Ulom. Aside from these restrictions, just about any party can use this module. The adventure can take place in any land of temperate climate that has scattered forests.

For the Players

You and your companions are becoming known throughout the land as experienced adventurers, champions of good who have fought often and well against the forces of evil. Recently, while relaxing in a nearby city, you were summoned to this forest to speak with the Archdruid Aernan, a mysterious figure held in reverence by all the druids of the region. You were not told the reason behind Aernan's summons, but your curiosity was sufficiently aroused that you agreed to come.

"A few months ago," the Archdruid begins, "some very old records came to light. They were written by druids from a forest called Ulom, a few weeks' journey to the west. After long hours of study, I was able to decipher these writings and understand the history and nature of the forest of Ulom.

"Many years ago," says the Archdruid, "Ulom was the forest home of a group of druids. Near Ulom lived an evil Arch-Mage who, for reasons which were known best to him, hated the Archdruid of Ulom and attacked his temple in the forest. After the sorcerer was driven off in one particularly fierce battle, the Archdruid and his followers decided to create a permanent defense for their temple and the forest. They wanted the animals and plants to respond to an invasion even if there were no druids around to guide them.

"The Archdruid researched a great spell which would, from an enchanted acorn, grow a highly magical oak tree at the center of the forest, a tree that

would have a will — even a mind — of its own. In addition, the oak would bear many different kinds of seeds. Any plant that grew from these seeds, and any animal that ate from such a plant, would become part of the mind of the oak. This collective mind would be dormant most of the time, just on the edge of consciousness, but very powerful and dangerous when awakened. The Archdruid planned for the oak to grow and spread its seeds until the entire forest had one will, dedicated to loving and preserving nature and protecting itself and the druids. This work would take centuries to bring to fulfillment — but the Archdruid was a farsighted man, and he thought that it was very possible that his enemy the Arch-Mage would still be alive hundreds of years in the future.

“Unfortunately, the plan didn’t quite work out this way. Soon after being driven from the forest, the Arch-Mage began to do his own research through magical tomes and arcane lore, looking for a way to summon some creature from the lower planes powerful enough to totally destroy the druids and their temple. He succeeded and cast a great and terrible spell that summoned Keshaz, a two-headed dragon who was a son of Tiamat. At the command of the Arch-Mage, Keshaz flew to the center of the forest and did battle with the druids. When the battle ended, the druids had killed Keshaz, but the victory was at great cost. The temple was destroyed and most of the druids living there, including the Archdruid, were slain. Keshaz’s body fell near the newly planted enchanted acorn. The surviving druids, demoralized and in terror of the Arch-Mage, left Ulom to join their brothers elsewhere, believing that the magical acorn had either been crushed by Keshaz’s body or drowned in his blood.

“But the acorn did not die, and the thick black blood of Keshaz did not soak into the ground. Instead, it lay in a shallow pool surrounding the magical oak as it grew. The foul blood contaminated the oak and changed its nature, so that as it grew, its mind became evil and foul like Keshaz. As the oak matured, it spread seeds of evil plants like choke creeper and yellow musk creeper. Even the normal seeds it spread grew into trees and plants that joined the evil will of the black oak. In time, this evil consciousness took over the

entire forest, and all the while, the blood of Keshaz neither evaporated nor washed away but clung to the roots of the oak. Hundreds of years later, the evil mind of the oak, half asleep but extremely powerful, rules all of Ulom.

“Over the centuries, many men have tried to explore Ulom, some with large groups or even armies. All but a few have aroused the anger of the forest and died horrible deaths. What little I have told you is knowledge purchased at the gravest of risks, but it is true.

“I wish you to journey to the heart of the forest, to the site of the black oak, and use this magical potion to purify the blood of Keshaz. Do you accept this quest?”

For the Dungeon Master

Everything that Aernan has told the party is true, but he has not told them all that he knows. He will not tell them, even if questioned, that he himself led a party of druids into Ulom two months ago. It was only after his group failed that he decided to recruit the PCs. He also doesn’t understand the full extent of Ulom’s power. The ancient Archdruid’s spell was so powerful that even the earth beneath the forest and the air and clouds around it were affected. Thus, the forest has the power to cause sudden earthquakes or storms. In addition, the mind of the oak is powerful enough to animate the plants and trees which make up the forest, if the anger of Ulom is fully aroused.

Aernan does not initially offer the PCs money, but if they insist on it, he offers them up to nine emeralds (worth 1,000 gp each), two of which he can be persuaded to give in advance. After a deal is made and the party accepts the quest, read the following section to the players:

Aernan gives you a few final words of advice before you depart. He tells you to follow the Ulom river into the heart of the forest, for the black oak should be right beside the river. He gives you a vial of clear liquid to pour into the blood of Keshaz that surrounds the roots of the oak. And most important, he tells you to avoid doing anything to the plants and animals of the forest that will arouse Ulom’s anger. Right now, he says, the forest is half asleep. If it ever

fully awakens, your quest and your lives will be lost.

With that, Aernan wishes you luck and gives you the blessings of the gods of nature. You are now on your own.

Aernan: AC 0; MV 12"; D13; hp 89; #AT 1; Dmg by spell or weapon type; S 13, I 16, W 17, D 16, C 16, Ch 18; AL N; *spear* +3, *sling*, *leather armor*, *shield* +2, *ring of protection* +3, *potion of sweet water* (which he gives to the party to neutralize Keshaz’s blood); spells: *detect balance*, *detect magic*, *detect poison*, *detect pits & snares*, *entangle* (×2), *predict weather*, *speak with animals*, *charm person or mammal* (×2), *cure light wounds* (×2), *locate plants*, *produce flame*, *slow poison*, *hold animal*, *know alignment*, *neutralize poison*, *spike growth*, *tree*, *water breathing*, *call woodland beings*, *cure serious wounds* (×2), *dispel magic* (×2), *animal summoning II*, *commune with nature*, *pass plant*, *sticks to snakes*, *cure critical wounds*, *liveoak*, *turn wood*, *confusion*, *finger of death*. The Archdruid has deliberately chosen some of these spells as defenses and attacks should the PCs attack him. He also deliberately chose a good-aligned party, as he feels that any conflict between good and evil will eventually serve the cause of neutrality. The Archdruid is a man of solemn and firm command, is very dangerous if angered, and won’t play games with the PCs. If they threaten him, he dismisses them and refuses any payment. If they attack him unprovoked, he attempts to kill them. One melee round away are three 12th-level druids and five druids each of level 3 through 11, all ready to come to Aernan’s aid. The statistics for these followers should be generated by the DM.

Outside Ulom

The city closest to Ulom is called Brespell, about a 10-day journey from Aernan’s wood. Brespell is a merchant city, so adventurers can find weapons, clothing, food, livestock, and just about anything else they want in the booths and shops there. However, there is very little information about Ulom to be had in Brespell. If asked, the cartographer will sell (for 5 gp) a map showing the borders and approaches to Ulom (trace from DM’s map), but no one else in the

city knows much about the forest save that it is rumored to be dangerous or haunted — and no one really cares. Requests for information are usually met with suggestions that the party ask around in one of the villages at the edge of the wood.

Ernin is a small fishing village on the shore of Lake Slimmund. The inhabitants there are very close-mouthed to strangers, and they don't know much about Ulom except that they avoid it. If given gold and asked politely, any of the fishermen can tell the party that a group of druids came here about two months ago, were ferried into Ulom, and were never seen again. The fishermen don't know anything about any other visitors to Ulom, and they don't know anything about the forest itself except that it is cursed and extremely dangerous. Though all the fishermen fear Ulom, the party can find someone to ferry them across the lake for 3 gp. However, no fisherman will wait for the party or return alone to pick them up, and no amount of gold will convince one of them to do this. They also refuse to disclose why they react this way.

If the PCs ask about buying a boat, they are directed to a young fisherman named Nanis. Nanis's father has just died, and the young man inherited his boat. But Nanis wants to be more than "just a fisherman." He wants to go to Brespell and make his fortune there as a merchant. Nanis is much more talkative than the other fishermen and asks many questions about the shops and wares in Brespell, if given the chance. He offers to sell his boat for 20 gp, but if pressed goes as low as 6 gp. Nanis's boat, *The Blue Mermaid*, is about 12' long, can hold eight people and their gear, and weighs 450 lbs. It comes with oars and moves at 15" (about 4 MPH) when rowed downstream on a river, 9" when rowed on the lake.

Firinzi is a farming village. The inhabitants there are more friendly than the fishermen of Ernin, but they don't know much about Ulom either. About all they can tell the party is that there is a ford farther up the Mudrun River which was crossed about 20 years ago by a small army moving into Ulom. None of the men who went in were ever seen again. If the PCs ask, the locals can show them the ford. Anyone talking to the inhabitants notices that they become agitated when plans to approach or enter the forest are men-

tioned. References are made to the forest being "not fit for the living." The villagers have accommodated themselves to living so close to Ulom because the forest is a passive danger; if you enter it, you never return, but the farmland around it is rich and free of monsters.

There are six canoes in the town of Firinzi. If the party wants to be taken across the river, the locals cheerfully do so for a firm price of 1 gp per person. The farmers will sell the canoes for as low as 5 gp each, though they will ask 10 gp at first. Each canoe can hold two people and gear, and weighs 100 lbs. The canoes come with oars and move at 12" (about 3 MPH) when rowed downstream on a river, 6" on the lake.

The Mudrun River, which is 50-100' wide for most of its length, is only 20' wide at the ford. The deepest point at this ford is 4'. If the party fords the river here, or if they swim across the river somewhere else, see the Water Encounter Table. Treat all crossings of the Mudrun River as "Crossing A" to determine random encounters. Anyone swimming in the water is at -2 to hit and damage, and will sink if wearing any (except magical) armor.

Because of the difficulties in traveling through Ulom without using the Ulom River as a guide, it is expected that most parties will enter Ulom from the east, on or near the river. If the PCs express interest in entering Ulom from any other side, the DM can expand the map, complete with appropriate encounters, or simply have NPCs give them strong advice that the quickest way to get to the black oak is from the east.

Travel in Ulom

The forest of Ulom is so totally malevolent that it radiates evil on a subconscious level. This subconscious evil is received by all PCs not immune to *fear*, but it is so deep that it manifests itself in strange ways. As the PCs move through Ulom, they begin to feel very

uneasy about the forest. They tend to become paranoid about the most ordinary movements and sounds, and it seems that every plant and animal in the forest is watching them with hatred and suspicion. The DM should foster this paranoia in every way possible, by rolling dice, asking for random saving throws, and through well-timed smiles and body language that imply that something *awful* is just about to happen. Begin to create this fear when the PCs first enter the forest, and increase it as they get closer to the oak.

This uneasiness and paranoia should grow as the party moves farther into Ulom. In addition, PCs should sometimes experience hallucinations, seeing or hearing things in the forest that aren't really there. These aren't illusion spells generated by the forest, but only images from the PCs' minds brought on by contact with the powerful evil psyche of the forest. Some PCs will have strange dreams at night (see "Dreams"). Again, these are the mind's way of visualizing the evil signals that it is receiving.

Ulom is divided into three areas, labeled A, B, and C on the map. In area A, trees and plants are thin and far from the evil oak's influence, so the forest there is relatively safe and easy to travel through, although movement is slowed (see the Travel Table for movement-rate penalties in all three areas of Ulom). PCs may get some sort of eerie feeling, but they will have few real fears in this area.

In area B, the forest is thicker and closer to the black oak. The river becomes slower and more difficult to navigate. Little sunlight or air gets through the thick ceiling of branches and leaves that extends even over the river. The atmosphere becomes more unsettling, and some characters may begin to feel afraid. All NPC hirelings must check morale or refuse to enter this area. No animals from outside Ulom (except familiars and other spe-

Travel Table
Land and Water

	Area A	Area B	Area C
Movement	2/3	1/2	1/3
Maximum visibility	10"	8"	6"
Actual visibility	10"	5"	1"
Chance to become lost	70%	80%	90%

cial creatures) will enter this area at all. Movement is even slower than in area A, and encounters become more dangerous.

In area C, the forest is at its thickest. The river becomes very difficult to navigate, and almost no sunlight gets through the roof of branches overhead. There is so little air that PCs may feel they are suffocating, and movement is slowed almost to a crawl. No NPC mercenaries or hirelings are brave enough to enter this area; henchmen must make a morale check at -20%.

If PCs fly over the treetops via spells, magical items, or other methods, use the Aerial Encounter Table. Flying PCs may take off or land in area A without incident. However, before any takeoff or landing in areas B or C, the party must clear a space through the treetops. Clearing a space large enough for a human requires chopping or burning branches of at least three trees, and increases the chances that the slumbering forest will fully awaken (see "Awakening"). Clearing a space takes one turn and, due to the toughness and thickness of the branches, cannot be done within one mile of the black oak. Flying movement is normal above all three areas of Ulom, but flying is impossible below treetop level.

Unless the party is following the Ulom River, there is a good chance that they may become lost in Ulom. See the Travel Table for the chances of becoming lost in each area. A lost party travels in a random direction. For a more detailed explanation of the effects of and procedures for becoming lost, see page 49 of the *Dungeon Masters Guide*. There is no chance of becoming lost if the party follows the Ulom River.

Due to the thickness of the bushes and trees in Ulom, visibility is limited. Each section of the forest has a maximum visibility (what can be seen with the best light possible) and an actual visibility (what can be seen in daylight, considering the amount of sunlight that comes through the trees). If the PCs have a light source, they are able to see

according to the radius of light that it sheds, but the party may never see farther than the maximum visibility. See the Travel Table for these limits of visibility in each area of Ulom.

Spells

Because the mind of Ulom is so vast and powerful, it is immune to any magical attempt to influence or predict the action of its plants and animals. Therefore, many spells, especially druidic spells, do not work in the forest. The following spells always fail:

Druid spells: *animal friendship, entangle, predict weather, charm mammal, call lightning, hold animal, plant growth, summon insects, repel insects, animal summoning, call woodland beings, hold plant, plant door, commune with nature, control winds, insect plague, pass plant, transport via plants, weather summoning, control weather.*

Cleric spells: *messenger, snake charm, cloak of fear, giant insect, insect plague, conjure animals, control weather.*

Magic-user spells: *find familiar, ESP, scare, hold monster, suggestion, charm monster, fear, fire charm, plant growth, hold monster, control weather.*

Illusionist spells: *hypnotism, spook, fascinate, hypnotic pattern, fear, suggestion, emotion.*

In addition, the clerical and druidic spells *speaking with animals* and *speaking with plants* not only fail but also cause the forest to become more awake (see "Awakening"). A *detect evil* spell reveals evil everywhere in the forest. A *know alignment* spell cast on any animal or plant in the forest shows neutral-evil alignment.

Awakening

When the party first enters Ulom, the forest is half asleep, hardly aware of what is happening. With every hour the party spends in Ulom, with every creature killed and every mark left on the forest, Ulom becomes more awake and more aware of the party. As Ulom awakens, it becomes much more danger-

ous. The PCs must survive and make progress toward the center of the forest without attracting the attention of the forest and waking it up. This is one of the main challenges of the adventure.

From the point at which the PCs enter the forest, the DM must monitor the extent to which the forest has awakened. A running total is kept of "awakening points," which is added to all encounter rolls. In addition, the "awakening total" changes the chances for an encounter. Once the awakening total goes over 50, encounter chances are doubled. If over 100, encounter chances are tripled, and so on for each additional 50 awakening points. Use the following modifiers to determine the addition to the forest's awakening total (base total of zero) for various actions:

- 1 per hour that all the PCs spend outside the forest after entering, without flying above the forest (which then goes back to "sleep").
- + 1 per member of party per full day spent in Ulom.
- + 1 per campfire per hour lit.
- + 1 per torch per two hours lit.
- + 1 per lantern per six hours lit.
- + 5 per animal spoken to (via *speaking with animals* spell).
- + 5 per large animal killed (not burned).
- + 10 per plant killed (not burned).
- + 15 per plant spoken to (via *speaking with plants* spell).
- + 15 per large animal or plant burned but not killed.
- + 20 per large animal or plant burned to death.
- + 30 per flight opening cleared (without fire) in area B.
- + 50 per flight opening cleared (with fire) in area B.
- + 80 per flight opening cleared (without fire) in area C.
- + 100 per flight opening cleared (with fire) in area C.

Dreams

As previously mentioned, the evil in the forest may cause some PCs to have dreams. Each night, roll 1d100 and consult the Dreaming Table. Give the dreams to the party in order, i.e., the first dream a party member has is Dream One, the next is Dream Two, etc. Randomly choose one or more PCs as noted on the table and give the appropriate players copies of the dreams as they occur, as given below.

If a spell-caster has a dream, his concentration is so shaken that he is

Dreaming Table (1d100)

	Area A	Area B	Area C
No dreams	01-70	01-15	—
One dream	71-98	16-85	01-50
Two dreams	99-00	86-00	51-90
Three dreams	—	—	91-00

unable to get enough rest to recover his spells in the morning. If the party later experiences any encounter resembling an episode about which a PC has dreamed, that PC must save vs. spells at the beginning of the encounter or be paralyzed with *fear* and unable to move until the encounter is over. Even if the PC does save, he still has a -2 penalty to hit, damage, and saving throws for that encounter due to his fear. Wisdom bonuses may be applied to the save.

Dream One:

It is night, and you are walking alone in the forest. The trees seem to watch resentfully as you move through them, heading toward the thickest part of the forest. The night is extremely quiet until a wasp buzzes loudly near you. Finally, he settles on your hand and stings you. You slap it angrily and kill it, but two more begin flying around you. You wave your arms wildly, trying to drive them off, but your actions seem to have the opposite effect; ten more wasps, bees, and flies come buzzing around you. You turn to run, but suddenly you are besieged by hundreds more stinging, biting insects. They crawl all over you, obscuring your vision and stinging you in the face. Screaming, you slap at the masses of swarming insects, but more take their place. They go for your eyes. You awake shaking.

Dream Two:

You are walking through the forest alone. You feel uneasy and frightened here, as though the trees were watching you all the time. As you move between the trees, you become more and more afraid, yet you see nothing. Then something strikes your arm — a fallen worm. Suddenly six or eight small, thick worms drop from a branch overhead and bite into your skin, eating their way into you. You try to pluck them off, but you cannot reach them all. The pain causes you to scream and scream. You can feel them inside you, eating away at your flesh. You awake in a cold sweat, feeling nauseated and afraid.

Dream Three:

You are walking in the forest alone, shivering from the cold. The trees glare at you as you walk past, moving deeper into the forest. Snakes hiss and animals roar close by. Suddenly, a crash comes from behind you. You spin around to see



that a large branch has fallen on the spot you have just left. Nervously you continue. Another branch falls to your right, then another falls directly behind you. You begin to run, but now the branches fall all around — to the left, to the right, in front and in back. You cannot dodge them all. One hits you on the shoulder and knocks you down. Staring up at the trees, you see them bend back their branches and hurl them at you. You awake screaming.

Dream Four:

You are walking alone in a very deep, dark part of the forest. The thick grass catches at your feet, and the large trees seem to place themselves in your way, but you continue on. As you move through the forest, you begin to feel its anger more and more. The trees and the bushes seem to be glaring at you in hatred and resentment. Suddenly, the ground shakes beneath your feet. You hear a loud rumble as the shaking becomes stronger. Your knees buckle under you and you fall to the ground. As you lie there, helpless and disoriented, the rumble becomes a roar all around you and you see trees and

branches crashing to the ground nearby. You awaken gasping for breath, your chest tight, soaked in sweat.

Dream Five:

You are in the heart of the angry forest alone. All around you, huge black trees wall you into a dirt clearing containing a monstrous towering oak with no leaves. Overhead, the sky begins to darken. With horrifying speed, black clouds blot out the sun and move toward you from the west. The wind picks up to hurricane force and slams you against a black tree. Rain comes down in sheets, drenching you to the bone. Then, when the force of the storm is at its greatest, a lightning bolt leaps from the sky and hits you in the left leg. The pain is incredible. As you lie in the storm helpless, you feel the tree at your back move. You awaken, paralyzed with fear.

If he fails a saving throw vs. spells (with wisdom bonuses), the PC who dreams the fifth dream is totally paralyzed with *fear* for three rounds. At the end of these three rounds, he must make another saving throw vs. spells. If he fails this saving throw, his left leg is

Land Encounter Table (1d100 + Awakening Total)

Encounter	Area A	Area B	Area C
Auditory hallucination	01-20	01-15	01-15
Squirrel, giant black	21-30	16-25	16-25
Visual hallucination	31-47	26-40	26-37
Thorns*	48-58	41-45	38-40
Tick, giant	59-63	46-50	41-43
Insect swarm	64-82	51-65	44-50
Centipede, giant	83-86	66-70	51-54
Spider, huge	87-90	71-76	55-57
Witherstench	91-93	77-80	58-60
Snake, poisonous	94-96	81-84	61-63
Bear, black	97-98	85-86	64-65
Ape, carnivorous	99-101	87-88	66
Rot grub	102-115	89-100	67-76
Sinkhole*	116-132	101-117	77-86
Lion	133-136	118-120	87-88
Sundew, giant	137-155	121-130	89-95
Yellow musk creeper	156-175	131-145	96-105
Scorpion, giant	176-187	146-157	106-117
Minotaur lizard	188	158-163	118-125
Falling branch	189-220	164-190	126-145
Choke creeper	—	191-205	146-165
Falling tree	221-260	206-240	166-185
Earthquake	261-310	241-280	186-220
Storm	311-350	281-310	221-260
Tempest	351-400	311-350	261-300
Full awakening	401 +	351 +	301 +

* These encounters can only occur when the party is moving. If rolled when the party is at rest, roll again.

Water Encounter Table (1d100 + Awakening Total)

Encounter	Area A	Areas B&C	Crossing	Crossing
			A	B&C
No encounter	—	—	01-75	01-45
Frog, giant	01-30	01-25	76-85	46-55
Toad, giant	31-65	26-55	86-100	56-65
Electric eel	—	—	101-115	66-80
Dragonfish	—	—	116-130	81-90
Strangle weed	—	—	131-160	91-115
Crocodile	66-105	56-95	161 +	116 +
Gar, giant	106-130	96-120	—	—
Catfish, giant	131-170	121-150	—	—
Turtle, giant snapping	171 +	151 +	—	—

Aerial Encounter Table (1d100 + Awakening Total)

Encounter	Area A	Area B	Area C
Bat, giant*	01-40	01-35	01-30
Blood hawk	41-70	36-60	31-55
Stirge	71-100	61-80	56-75
Wasp, giant	101-120	81-100	76-90
Mobat*	121-150	101-130	91-120
Hornet, giant	151-175	131-150	121-140
Doombat*	176 +	151 +	141 +

* These encounters only occur at night. If rolled during the day, roll again.

paralyzed for six hours. Otherwise, his leg is paralyzed for only three hours. While his leg is paralyzed, the PC moves at only half speed for the area. A successful *remove paralysis* spell cures this condition.

Random Encounters

There are two surface encounter tables — one for land and one for water — and one aerial encounter table. If the party is traveling beside the river, either land or water encounters (or both, as appropriate) may occur.

The Ulom River ranges from only 20' wide and 5' deep to 120' wide and 100' deep. The party may decide to ford the river at its shallow points or swim across at other places. If the PCs do this, consult the Water Encounter Table for crossing, according to the area. If the PCs somehow cross the river without actually entering the water, there is no encounter.

Land encounters at 0-50 awakening points occur on a roll of 1 on 1d8, rolled every two hours. Water encounters should be rolled every six hours, and flight encounters every hour. Remember to double or triple the chances for an encounter for every 50 awakening points, as per "Awakening."

Encounters are rolled with percentile dice, and the forest's awakening total is added to all encounter rolls (see "Awakening"). This final number and the area of the forest traveled through determine the encounter that takes place. The DM should feel free to change the results of the encounter rolls to make the adventure more fair or more interesting. This is extremely important in an adventure like this one that depends heavily on atmosphere and mood. Do not feel bound by the encounter tables; use them only as a guide.

Land animal/monster encounters: There are many different types of creatures in Ulom, but they all have several things in common. All animals and monsters in Ulom are immune to certain spells (see "Spells"), and none are ever surprised.

Monsters in the forest may act in two different ways. Those that move slower than 12" always attack immediately, then pursue if the party flees. Those that move at 12" or faster attack half the time and stalk the party half the time. Monsters stalk by following the party from a distance, waiting for a good opportunity to attack (such as

another encounter or when the party is asleep). During this time, there is a 20% chance per hour that one PC will realize something is stalking the party. If the stalking monsters realize they have been discovered, they immediately attack.

In area A, monsters attack to test the party's strength; they then retreat once they have taken half their total hit points in damage. Any monster that attacks in area B has a 50% chance of attacking to test the party's strength and a 50% chance of fighting to the death. Monsters that attack in area C always fight to the death.

Giant black squirrels do not behave as other animals do. They do not attack unless the party is obviously very weak or helpless. If possible, they try to steal something of value from the PCs. Otherwise, they simply spit, screech, and throw twigs and nuts at the party from their lairs in the trees.

Giant sundeaws always attack and fight to the death. Yellow musk creepers always attack. Five per cent of the yellow musk creepers in area A have 1-4 yellow musk zombies. Other yellow musk creepers have none (no one got that far).

See the Combined Monster Statistics Table for animal and monster statistics and manual page references. Details on special events encountered in Ulom follow:

Auditory hallucination: One member of the party (determined randomly) begins to hear noises. The illusion lasts for three phases, each of which is 1-3 rounds long. In the first phase of the illusion, the PC hears a faraway noise (such as the roar of a lion). In the second phase, the PC hears the noise loudly, as though it were coming from about 100' away. In the third phase, the PC hears the noise, now incredibly loud, all around him. The noises suddenly stop once the last phase is complete. Nothing but time can dispel this illusion, as it is generated by forces approximating that of psionic disciplines.

Visual hallucination: One of the PCs thinks he sees an animal (roll randomly or decide based on what will have the best effect on the party). He sees only one creature, and it does not appear to be moving — but it stares at him. If he approaches the illusion or calls to the rest of the party without taking his eyes off the illusion, all will see that what he thought was an animal is actually a

strangely shaped rock or tree. If the PC looks away from the illusion for any reason, he sees only that the animal is gone. This, like an auditory hallucination, cannot be dispelled.

Thorns: While passing through some ordinary-looking bushes, a PC who is wearing only leather or no armor finds himself caught in a bush and pricked by its 2' long thorns for 1 hp damage. The PC can extricate himself with no further damage after 2-8 rounds (but taking 1-4 hp damage if he pulls out hurriedly). The PC has a 40% chance of contracting a disease from the wound (consult the disease table on page 14 of the *DMG*), manifesting itself in 2-8 hours. If there are no PCs wearing leather or no armor, ignore this encounter.

Insect swarm: The party is suddenly plagued by a horde of stinging flies, bees, wasps, and other insects. The insects make it impossible for magic-users to cast spells. They do 1 hp damage per round to each PC and have a 20% chance per round (not cumulative) of infecting someone with a disease (see the disease table on page 14 of the *DMG*) manifesting itself in 2-8 hours. The swarm leaves only if the party drives it off by fire (add 10 to the forest's awakening total) or escapes it by jumping into water (if on the Ulom River, roll for an encounter on the appropriate water crossing table).

Sinkhole: One PC, chosen randomly, twists his ankle in a sinkhole. The ankle can be healed by any *cure wounds* spell. If not healed, the PC travels at only two-thirds normal speed (adjusted for area) until he gets six hours of rest.

Falling branch: A large branch from a nearby tree falls on one PC, chosen randomly. Unless the PC saves vs. wands, he takes 3-18 hp damage.

Falling tree: A large old tree falls across the party, landing on a randomly determined character. If the PC saves vs. wands, he takes 2-20 hp damage from a branch of the tree. If the save fails, he takes 4-40 hp damage from the trunk and is pinned beneath the tree. Other PCs can free their pinned comrade, but it takes 1-4 turns to do so. If this encounter occurs while the party is traveling beside the river, the tree does not pin anyone (although it still does damage), but knocks a PC into the water.

Earthquake: A strong local tremor shakes the ground. One large tree and

1-2 branches are brought down, with effects the same as detailed for "Falling branch" and "Falling tree"; however, all saves are at -3 because of the quake.

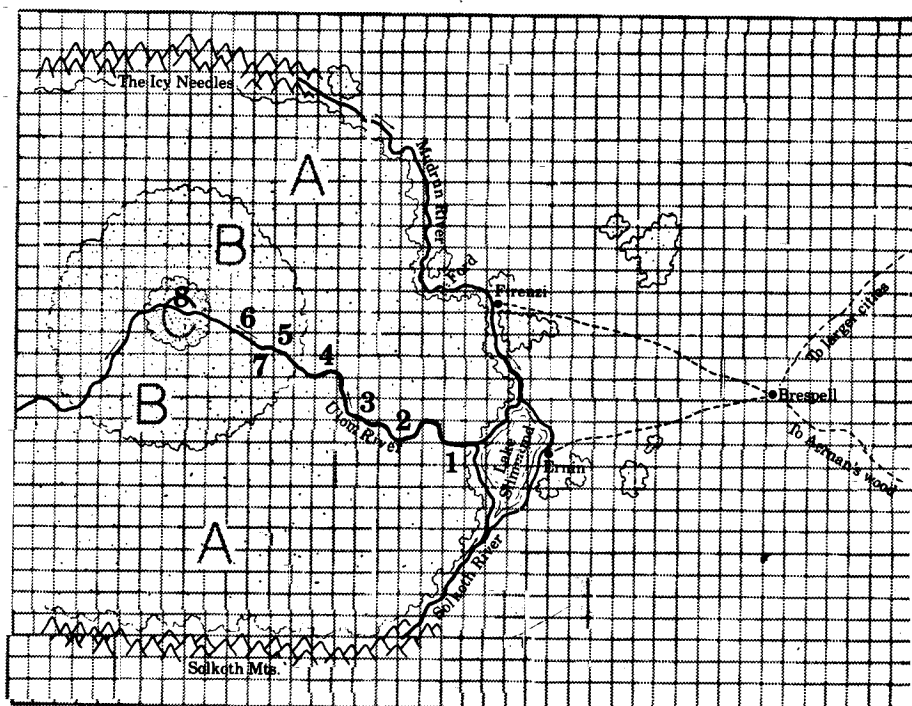
Storm: A thunderstorm begins to take shape. In the first hour after this encounter is rolled, the wind begins to pick up. In the second hour, dark clouds begin to form and the wind grows stronger. In the third hour, the clouds become very dark, and it starts to drizzle. In the fourth hour, it starts to rain. In the fifth hour, the storm comes on with full force, wind and rain lashing down on the party and slowing movement by one third. The trees do not protect the party. Once the storm has reached full force, it capsizes any boats on the river, throwing PCs into the water (use swimming and drowning rules on pages 12-13 of the *Dungeoneer's Survival Guide*). In addition, for every hour that the storm is in full force, one lightning bolt strikes the party, doing 8-48 hp damage to a randomly determined PC unless a save vs. wands is made, in which case the lightning bolt misses, causing no damage. The storm remains at full force until either the entire party is dead or the blood of Keshaz is purified.

Tempest: Treat as a storm, except that it takes place with incredible speed. A tempest forms in one turn instead of five hours; each step takes two rounds instead of one hour. The lightning bolts from a tempest strike every other round instead of every hour. In all other respects, it is the same as a storm.

Full awakening: The forest of Ulom becomes fully awake and aroused. Immediately, a tempest and an earthquake begin. In addition, every tree in the forest animates and begins to attack the party, fighting and moving as treants (and there are thousands of trees present). The only thing that can stop the forest's attack before the death of the party is the purification of the blood near the roots of the oak.

Water animal/monster encounters: Water monsters always attack. Like land monsters, they fight to the death in area C, attack to test the party's strength in area A, and have a 50% chance of doing either in area B. Crocodiles, giant gar, giant catfish, and giant snapping turtles always attack boats over all other targets; a successful hit indicates the monster has bitten a hole

ULOM & VICINITY



1 square = 3 miles

in the boat too big to be repaired, spilling the boat's occupants into the river (treat the boat as AC 6 for purposes of this attack). Giant gar, giant catfish, and giant snapping turtles are encountered only in wide, deep parts of the river. Like land monsters, water monsters are never surprised and are immune to the spells mentioned previously. Strangle weeds attack as water animals. Since few people ever venture into Ulom, the strangle weeds do not have treasure.

Aerial animal/monster encounters: All flying monsters attack. Like land and water monsters, aerial monsters attack to test the strength of the party in area A, fight to the death in area C, and have a 50% chance of doing either in area B. If the party is riding on top of some item or creature, flying monsters attack the mount, hoping to make the party fall to the forest for the monsters below to finish off. Flying monsters are never surprised and are immune to the spells mentioned previously.

Set Encounters

Refer to the map for the positions of the numbered encounters detailed below.

1. River Rapids. The party hears the rushing of water ahead. If the PCs continue, they see rapids on the river in front of them. The party may portage boats around the rapids (assuming that they can carry that much weight), which takes about an hour. Or they may run the rapids, with a 15% chance of each boat capsizing (roll on the Water Encounter Table for Crossing A) and a 15% chance of each boat springing an irreparable leak.

2. Blocked Passage. A large old tree has fallen across the river, blocking passage. If the PCs choose to portage their boats around the tree, nothing unusual happens and the whole project takes no more than 15 minutes. However, if they try to get out onto the tree and lift the boats across, there could be an encounter.

The tree is slippery. Anyone standing on it and attempting some difficult activity (like lifting a boat, fighting, or

running) must save vs. wands or fall into the water. The tree is also rotten. If a weight over 400 lbs. is placed within a 5' area, that section of the tree breaks through, spilling everyone on the section into the river.

In the river, close beside the fallen tree, is a strangle weed with eight fronds. It attacks anyone who falls into the water, and does not stop its attack until it is killed or all its targets are out of reach.

Strangle weed: AC 6; MV nil; HD 4; hp 25; #AT 1-8; Dmg special; SA strangling; frond strength 13, 12 (x3), 11, 10 (x2), 9; AL NE.

3. Waterfall. The PCs hear the rush of water ahead. If they continue, the sound becomes louder and the river begins to flow faster. The party rounds a bend to discover they are almost at the lip of a waterfall. Each boat has only a 30% chance to make it to the bank before it reaches the waterfall and goes over. The waterfall is 60' high, and anyone falling over it in the water takes 10d6 hp damage; swimming and drowning rules (pages 12-13, *DSG*) come into

play. Any boat going over the falls is permanently wrecked.

If PCs try to move their boats to the northeast bank of the river to avoid going over the falls, four carnivorous apes jump out of the foliage and attack. They know the waterfall is nearby and try to keep the party from landing by pushing the boats back and attacking anyone who manages to land. The branches of the trees hang low over the river, so PCs can probably grab a handhold, but they might not be able to hang onto both a branch and their boats. The apes also attack a party that is following the northeast bank on land. Unlike wandering encounters in area A, the apes fight to the death.

Carnivorous apes (4): AC 6; MV 12"; HD 5; hp 28, 23, 21, 19; #AT 3; Dmg 1-4/1-4/1-8; SA rending for 1-8 hp; AL NE.

The southwest bank of the river holds no nasty surprises. The high cliff extends for a long way to both sides of the waterfall. If the PCs have 50' of rope, they can climb down it. Otherwise, they must go around, taking about an hour to do so.

4. Skeletal Army. About 20 years ago, a local baron decided to explore Ulom. He had heard many upsetting rumors about the forest, so he decided to take with him a small army, all carrying torches, to be absolutely safe. He and his troops were wiped out here when the forest fully awoke.

The skeletons of his expedition are scattered around the north bank of the river within a 50' radius of this spot. Some of these 100 skeletons are entangled with the roots or branches of the trees that killed them. Others lie on the ground, their skulls smashed; still others lie unseen at the bottom of the river. Their clothing has long since rotted away, but most of the skeletons still wear chain mail and carry long swords and large shields decorated with the baron's symbol: five stars surrounding a crossed sword and arrow. Only two skeletons have valuables. One is the baron's lieutenant, who is sprawled out face down, wearing a suit of *chain mail* +1, his hand still grasping a *long sword* +1. The other is the baron himself, whose skeleton is 10' underwater, still in the grasp of an eight-fronded strangle weed (see encounter 2 for stats) that attacks anyone who comes within its reach. The baron has a *helm of underwater action*, a suit of *plate mail* +2, and a *battle axe* +2.

5. Fallen Druids. While traveling through Ulom in search of the black oak, several druids in Aernan's group died. The three bodies are along the north bank of the river (not visible from the river itself), clothed in leather armor, with spears and wooden shields lying at their sides. Mistletoe is in their pockets and spread out over their faces, a customary death rite of Aernan's group of druids. Close inspection does not reveal the cause of the druids' deaths (they were caught by strangle weed and drowned). The bodies have been here for two months and are greatly decomposed.

6. Turning Point. Aernan and the remaining druids got to this point before an earthquake decimated their ranks and convinced the survivors to turn back. On the north bank of the river here, visible from the water, are two large branches and one large tree lying on top of three bodies. Inspection of the bodies shows that they are in leather armor, have wooden shields and spears near them, and have mistletoe in their pockets and spread out over their faces. The bodies are decomposed and have been here for two months.

7. Ancient Fort. Cliffs begin to form on both sides of the river. There is initially about 5' between the river and each cliff. The cliffs quickly rise to about 150'. About a quarter of a mile further on, any PCs who watch the cliffs notice a small vine-covered structure of some sort on the south bank. As the party passes beneath the structure, the land shifts slightly and rocks fall on the PCs from the top of the cliff. The rocks strike as 4 HD monsters, doing 3-36 hp damage per hit. Two rocks fall each round until the party has left the area or a number of rocks equal to the forest's current awakening total divided by 15 has fallen. The rocks are unable to hit anyone on or near the north bank. They fall on anyone in the middle of the river at -3 to hit, on anyone on the river near the south cliff at -1 to hit, and on anyone between the river and the south cliff at no penalty.

Any PCs who climb or walk on top of the south cliff see what appears to be a small rock wall covered with ivy and surrounded by vegetation. Closer inspection brings the party within the range of the witherweed that surrounds this stone wall.

Witherweed: AC 8; MV nil; HD 6; hp 31; #AT 20 fronds; Dmg drains 1-4 dexterity points; SA toxic smoke produced by burning; AL NE.

The stone wall, about 5' × 4', is actually the remains of a small fort which was partially built here centuries ago. After the forest killed the builders, the witherweed grew here to loosen the stone and destroy what remained of the foundation. The one wall remaining is very weak from decades of the vine and weather creating faults and cracks, so rocks are easily dislodged from it when the forest is aroused. Anyone who thoroughly excavates the area (which takes two hours and involves killing 1-3 plants) finds an ancient skeleton with a *broad sword* +1 and an antique necklace worth 1,000 gp.

About 1,500' past the witherweed, the cliffs meet the river edge and the strips of land between the river and the cliffs end. The cliffs begin to drop 1,500' farther on, and end 1,500' after that.

8. The Heart of Ulom. This dirt clearing, about 140' across, is visible from the north side of the river. The black oak, a massive, leafless tree 10' in diameter and 200' high, dominates the center of the clearing. The thick black blood of Keshaz rests in a 10'-deep pool around the tree, about 25' from the oak on all sides.

Two large red-bark treants stand on opposite sides of the oak next to the dark pool and protect the blood and the oak at all costs. If either of the treants is killed, an encounter takes place in three rounds and every other round thereafter. If both treants are killed, an encounter takes place the next round and every other round thereafter.

If anyone pours the potion of *sweet water* into the blood, it immediately turns to clear water. In addition, the mind inside the forest is thrown into such a shock that it temporarily stops functioning, and the surviving treants stop attacking the party.

Treants (2): AC 0; MV 12"; HD 12; hp 62, 57; #AT 2; Dmg 4-24/4-24; SA control trees; SD never surprised; AL NE. These evil treants were once normal treants living in the forest with the ancient druids. When the blood of Keshaz was spilled and the forest began to turn evil, these two remained to try to fight off the malignancy. Unfortunately, after years of living in the forest, they too were corrupted and became

THE BLACK HEART OF ULOM

part of Ulom. The treants have retained all their normal abilities, but their alignment has changed to evil and their color has turned to bright red. In all other respects, they are the same as normal, full-grown treants.

Concluding the Adventure

As soon as the party purifies the blood, the forest goes into shock. For the next two weeks, all encounters in Ulom are rolled as though the forest had a zero awakening-point total, no matter what actions the PCs take. In addition, no encounters of hallucinations, insect swarms, thorns, rot grubs, or sinkholes occur (no encounter if rolled). The uneasiness that the PCs felt through the forest fades, and there are no more

dreams. All spells function normally, and the animals in the forest react as normal animals. To all appearances, there is nothing wrong with Ulom.

However, the forest is far from normal. Once the initial shock subsides, the forest's evil creatures begin to lose 1 hp per day until they each die. During this time, the evil creatures become extremely violent, attacking each other and anyone entering the forest. Only creatures listed in the Combined Monster Statistics Table are so affected; normal trees and plants are not. As a result, the forest becomes greatly depopulated after a month's time, and new wildlife slowly moves in. Local townspeople become very frightened by the wild sounds coming from the forest as

the evil monsters battle each other, though no evil monsters leave the forest itself. The PCs might be blamed for arousing the wrath of Ulom until things settle down. The black oak slowly gains control of Ulom, as it was meant to do — but it becomes a potent force for neutrality, and Ulom may once again become a druidic stronghold in this region. Aernan's judgment has proved sound: The fight between good and evil has benefited neutrality and nature.

Because there is little opportunity for PCs to earn experience by finding treasure, the DM should consider giving each PC a bonus of 500 xp for each of the three areas of the forest penetrated, and 2,000 xp apiece for successfully completing the adventure. Ω

Combined Monster Statistics Table

Land Encounters	#App.	AC	MV	HD	#AT	Dmg	SA	SD	Ref.
Ape, carnivorous	2-5	6	12"	5	3	1-4/1-4/1-8	Rending	Nil	MM/7
Bear, black	1-4	7	12"	3+3	3	1-3/1-3/1-6	Hug	Nil	MM/9
Centipede, giant	2-12	9	15"	¼	1	Nil	Poison	Nil	MM/14
Choke creeper	1	6/5	½"	25	8+	1-4	Strangulation	Special	MM2/25
Lion	2-8	5/6	12"	5+2	3	1-4/1-4/1-10	Rear claws	Surprised on 1	MM/61
Lizard, minotaur	1-2	5	6"	8	3	2-12/2-12/3-18	Special	Nil	MM/61
Rot grub	2-8	9	1"	⅛	0	Nil	Burrow into flesh	Nil	MM/83
Scorpion, giant	1-4	3	15"	5+5	3	1-10/1-10/1-4	Poison sting	Nil	MM/85
Snake, poisonous	1-3	6	15"	2+1	1	1	Poison	Nil	MM2/111
Spider, huge	1-3	6	18"	2+2	1	1-6	Poison bit; surprised on 1-5	Nil	MM/90
Squirrel, giant black	1-12	6	12"	1+1	1	1-3	Nil	Nil	MM2/114
Sundew, giant	1-2	7	1"	8	Special	1-3	Special	Special	MM2/116
Tick, giant	2-5	3	3"	2-4	1	1-4	Blood drain	Nil	MM/94
Witherstench	1-4	7	6"	2+2	2	1-6/1-6	Nil	Nauseating smell	FF/95
Yellow musk creeper	1-3	7	Nil	3	2-12	Special	Intelligence drain	Nil	FF/97
Water Encounters									
Catfish, giant	1	7	18"	7-10	1	3-12	Poison spines; swallow whole	Nil	MM2/23
Crocodile	1-6	5	6"//12"	3	2	2-8/1-12	Surprise on 1-3	Nil	MM/15
Dragonfish	1	4	6"	2	1	1-6	Poison	Nil	FF/30
Electric eel	1-3	6	9"	6-8	1	2-8, 3-12, 4-16	Electrical discharge	Electrical discharge	MM2/62
Frog, giant	2-8	7	3"//9"	1-3	1	1-3, 1-6, 2-8	Surprise on 1-4; sticky tongue	Nil	MM/41
Gar, giant	1	3	30"	8	1	5-20	Swallow whole	Nil	MM/42
Strangle weed	3-12	6	Nil	2-4	Special	Strangling	Special	Nil	MM/93
Toad, giant	1-6	6	6" +6" hop	2+4	1	2-8	Hop	Nil	MM/95
Turtle, giant snapping	1	0/5	3"//12"	10	1	6-24	Surprise on 1-4	Withdraw into shell	MM/97
Aerial Encounters									
Bat, giant	1-10	8	3"//18"	½ or 1	1	1-2 or 1-4	Nil	-3 to be hit w/missiles	FF/14
Blood hawk	1-8	7	24"	1+1	3	1-4/1-4/1-6	Nil	Nil	FF/15
Doombat	1-2	4	18"	6+3	2	1-6/1-4	Shriek	Nil	FF/27
Hornet, giant	1	2/4	24"	5	1	1-4	Poison, incapacitation	Nil	FF/51
Mobat	1-3	7	3"//15"	4-6	1	2-8	Surprise on 1-3, screech	Nil	MM2/15
Stirge	2-8	8	3"//18"	1+1	1	1-3	Drain blood, attacks as 4 HD monster	Nil	MM/92
Wasp, giant	1-3	4	6"//21"	4	2	2-8/1-4	Poison	Nil	MM/99

MM = *Monster Manual*

MM2 = *Monster Manual II*

FF = FIEND FOLIO® tome



WARDS OF WITCHING WAYS

BY CHRISTOPHER ZARATHUSTRA

Their game could mean your lives.

Artwork by Roger Raupp
Cartography by Diesel

Christopher Zarathustra is a university English student from Georgetown, Ontario. He has played AD&D® games for 11 years, although the last two have been spent writing modules and university examinations. The name "Zarathustra" is taken from a Dutch witch coven that was destroyed by unbelievers in the late 14th century.

"Wards of Witching Ways" is an AD&D game tournament scenario designed for 4-8 player characters of levels 3-5. Although the module was created for tournament purposes and contains a special scoring system, it is easily adaptable to any game campaign. The adventuring party should contain a thief, a cleric, and a magic-user or illusionist. The DM should feel free to locate tiny Cragrapid Island in a temperate or tropical area of his campaign.

For competition purposes, a time limit of four real hours is placed on the scenario, during which time successful parties must complete the adventure goals. It should be stressed that the party has the best chance of succeeding if the PCs remain together.

In tournament play, the adventure begins with the PC adventurers floating to the island of Cragrapid upon fragments of the ship on which they were traveling, perhaps minus many of their belongings. A storm caused the vessel to sink and is now forcing the PCs to seek shelter in the keep on the isle. Once on the island, the PCs' goal is to locate a boat or some other means of transportation to return to the mainland after the storm has passed. But first, they must survive the tests and traps the island's inhabitants have set for them. The storm that sank the PCs' ship continues throughout the tournament adventure, producing certain minor effects and adding color to the scenario.

In campaign play, the adventure is flexible, and the DM has many ways in which to begin the adventure. A few suggestions are listed below:

— The ship upon which the party is traveling is attacked and sunk by a tribe of aquatic ogres. The PCs are the only survivors and manage to escape to the island.

— The PCs, after being cast overboard by pirates, swim to Cragrapid Island for safety (and for shelter from the coming storm). The PCs may be missing items stolen by the pirates.

— The PCs stumble upon the castle

during stormy weather and decide to investigate (out of curiosity or greed for treasure). The PCs may not be trapped on the island in this case, but might be drawn into the “game” by other means (e.g., hunting for a kidnapped NPC ally or a valuable lost item).

— The PCs have heard rumors about Cragrapid Island from aged mariners and choose to investigate. Maybe they encounter a storm on the way and are thus cast ashore.

Players' Background

Never have you journeyed across the sea in such a violent storm. As the ship tilts, the deck becomes very slippery as waves break over the wooden railings. Thunder booms across the blackened sky as heavy rain falls in sheets of gray. As men and equipment are tossed about, you all try to seize your precious belongings. But suddenly, the beating of the rain is shattered by a thunderous crack and a brilliant stroke of lightning.

The ship heaves to port, then immediately to starboard. The floor planks shake and split underfoot, throwing you off balance and hurling you to the deck. The ship, broken in two with but the remnants of a fallen mast joining the sections, is quickly sinking into the sea.

The deck gives a sudden jolt, and you find yourselves hurled away from the splintered vessel. You manage to cling for dear life to several small planks and hang there, dizzy and exhausted, as the ship and all its crew disappear beneath the water.

After hours of fighting the rain and the waves, you spot a dark shape on the gray horizon. As you draw closer, it appears to be a small, rocky island jutting out of the black waters. Momentarily, the island is illuminated by a fantastic, multiforked stroke of lightning, and you notice a castle of gray stone — with towers and dark arrow slits — carved out of the rock. You swim toward the gloomy isle to escape the scourge of the sea.

Perhaps the keep is inhabited, and maybe you can find a boat and leave when the storm passes. But for now, shelter is what the wisest would seek.

For the Dungeon Master

Tournament PCs approach the castle from the east and are able to see the outside of area 9, the gatehouse (areas 12-14 and 27-29), and the large tower

(areas 5, 17, 25, and 43). Campaign PCs may approach the little island from any direction.

Once the PCs arrive at Cragrapid Keep, they must find a way in. Access to some areas requires either climbing or flying ability. The walls of cut stone are worn smooth, and thieves have a penalty of -40% to *climb walls* rolls. A roll should be made for every level (15') of the keep walls climbed. Nonthief PCs cannot climb the walls without appropriate equipment. See the two Falling Damage tables at the end of the adventure for details.

Access to the keep can be obtained in the following places, though each entrance leads into a different part of the castle:

- The dungeon gateway (area 1).
- The hidden cave mouth (area 4).
- The stablehouse gate (area 11).
- The main gatehouse entrance (area 12).
- The outer door or windows of the barracks (area 16).
- The barbican balcony (area 24).
- The second-floor windows on the north side (areas 33 and 34).
- Down the throat of the central shaft (area 39).
- From the tower balconies (areas 40 and 41).

Certain doors, corridors, rooms, and other features are similar to other such features throughout the keep, and are therefore not repeatedly mentioned in the area descriptions. These common characteristics are listed below:

1. All castle doors are made of heavy wood (AC 4) and can withstand 30 hp damage. If left open, doors remain open (unless shut by wind or by another castle inhabitant). All doors open into rooms; doors that join two rooms always open into the larger room. *Open doors* rolls are generally not needed.

2. Corridors longer than 20' are illuminated by 1-2 torches placed in wrought iron brackets 6' above the floor. Shorter halls are not illuminated.

3. All traps (e.g., pits, needle traps, magical glyphs, and the like) have a base 100% chance to work properly unless otherwise noted. All such traps may be detected normally.

4. Ceilings in rooms average 12' high, and floors are 15' apart; staircases rise 15' per floor regardless of horizontal dimensions; the only exception is the distance between the dungeon level and level one, which is 20'. Corridors have

flat, 12'-high ceilings.

5. The central shaft (areas 4, 20, 36, and 39) runs through every level of the keep. The stone here is not worked, and PCs may climb up or down the shaft successfully by rolling their dexterity scores or lower on 1d20 per level crossed. Thieves who fail this check are still entitled to their *climb walls* percentage chance. Unsuccessful climbers take damage as per pages 19-20 in the *Dungeoneer's Survival Guide* (shown in the Falling Damage tables) and end up in area 4. (In tournament play, falling damage is 4 hp per 1d6 hp damage taken.) Each level in the central shaft is 15' high, except for the 25' distance from level one down to the water in area 4, which is 5' below the dungeon level's floor. The damage sustained by falling into the water can be reduced by a dexterity check (see page 20, *DSG*).

6. Arrow slits are too narrow for PCs to climb through. Windows may allow entry, but the only windows in the keep lead into areas 16, 33, and 34.

7. All halls are of worked stone, carved out of the rocky island. Rooms are similarly carved.

8. All secret doors are of dwarven construction and are very difficult to detect. Elves, half-elves, gnomes, and dwarves have 1 in 6 chances to locate secret doors when searching. Other PCs have a 1 in 8 chance to locate secret doors.

Local History

Cragrapid Keep is many centuries old, carved from the living rock by an evil dwarven hermit named Pidmer Cragra. Though his name is all but forgotten, the frightful gloom which emanated from the isle could never be overlooked. Fear-filled rumors have kept all but the most evil persons away from this supposedly haunted keep. Mariners' stories recall the time when a notorious band of pirates (called the Olnerrred) used the island as a stopover and a lair in which to hide treasures.

Captain Otis Thurst was the leader of the feared Olnerrred — feared, that is, until poisoned food in the keep's stores caused the captain and half the crew to go mad and murder their shipmates. Thurst and his insane cutthroats were rumored to have thrown the bodies of the dead down a well or into the sea before fleeing westward in their ship. Legend has it that the gods or an

undead spirit caused the insanity; only the ravings of a lone survivor of the pirate crew are left to tell the tale.

The island remained uninhabited for decades, until the arrival of Vladizier, an elderly warlock of considerable power. Seeking a place to perform his research and experiments away from the turmoil of society, Vladizier heard rumors about Cragrapid Island and chose to investigate. Accompanied by his aide, Bulghvus, and riding his hippogriff, Salestorm, he journeyed to the castle. There, Vladizier found that the keep was indeed haunted, but he was pleased; it certainly added more character to his new home. He locked the undead in area 42, then later found the contaminated and rotting foods, solving the mystery of the Olnerrred's fate.

Vladizier settled himself in very quickly. He uncovered many secret doors throughout the keep and stumbled upon some ancient (though minor) treasures of the Olnerrred pirates carefully hidden in various nooks and crannies. The warlock worked night and day, reading books, experimenting, and casting protective wards on his new home. He rarely left the castle, and then only to renew his spell components.

Several weeks after his arrival, the warlock was visited by two norkers (Glefsham and Pilfreech) who had barely escaped a violent storm. Vladizier used *charm person* on them both (since norkers, as relatives of hobgoblins, count as "persons") and made them perform slave duties (Bulghvus was overjoyed to find two new subjects for his master's horrid pleasure). Their boat was used by Bulghvus for improving his fishing — the only means of obtaining food on the island.

In time, Vladizier got into more serious experiments. He constructed two scarecrows (see area 16 for statistics) for use as castle guardians, and was beginning to make a third when a sudden interruption by Glefsham caused the construction to go berserk. Vladizier was forced to destroy it and, in the process, the construction manual. Had Bulghvus not calmed Vladizier's wrath, Glefsham would now be deceased rather than a prisoner in the dungeon (see area 6). Without the norkers, Bulghvus feared that Vladizier would pick on him even more.

Vladizier's next goal was the construction of two homonculi (he being one of the extremely few magic-users who could actually have two such creations,

both fully operable), but he needed the aid of an alchemist for the experiment. He invited Nastisha, an old friend, to join him at the castle. Together, she and Vladizier created Creeper and Peeper, two homonculi (see areas 26 and 33 respectively) who obey all Vladizier's commands and serve as the mage's "eyes and ears" in the keep. Vladizier found Nastisha to be good company and asked her to remain. He furnished a laboratory and arranged a bedchamber for her. She, both an alchemist and illusionist by trade, consented to make Cragrapid her home.

The Situation Now

The arrival of the PCs at Cragrapid Island is discovered immediately by Nastisha, who possesses a *crystal ball with clairaudience*. She immediately relays news of their presence to the warlock. She will know what the PCs plan to do the moment they mention anything aloud (thanks to the *ball*), but she keeps this information to herself.

The adventure revolves around a wizardly bet between Vladizier and Nastisha. Vladizier believes that the PCs are merely ignorant, weak, and unorganized treasure-hunters who will not be able to survive whatever tests he presents them. Nastisha does not share his views and believes that the party will survive all tests before confronting Vladizier in his tower study (area 26). With Vladizier's *wand of polymorphing* and Nastisha's *crystal ball* riding on the bet, each spell-caster is determined to win.

The game is simple: Vladizier must kill all the PCs before they confront him in area 26, and Nastisha must keep them alive. But there is a catch: Vladizier may use any extreme, from direct attacks to deadly subtleties, to undo his opponents. Nastisha may only aid the party with vague clues and puzzling riddles, and may not personally intervene. If the PCs make it to area 26 alive, the bet terminates — and the triumphant Nastisha joins Vladizier against the party!

Preplanned Events

The following is a series of events which occur during the module. These are initiated by either Vladizier or Nastisha and may be deadly or benign. During the course of the "game," Bulghvus remains neutral, performing deeds for both Vladizier and Nastisha. Therefore,

it is possible that Bulghvus may attempt to trap the PCs in one event, then later give them clues to aid them in their quest. Bulghvus's statistics are given in area 22.

In most cases, the two wicked spell-casters know where the party is at any given time (using the homonculi or Nastisha's *crystal ball*). In tournament play, the PCs have no chance to detect the ball's scrying, but the casting of a *dispel magic* or *darkness* spell will have some effect on Nastisha's spying (see page 141 of the *Dungeon Masters Guide* for details). If Nastisha is unable to observe the party, she cannot save them from Vladizier. Similarly, the warlock loses his advantage (as well as losing 13 hp) if Creeper, his first homonculous, is killed. Peeper, Vladizier's second homonculous, remains on watch in area 33. If the second little monster is killed, Vladizier suffers 7 hp damage.

In tournament play, the following events occur in order, one after another. The DM must make sure that all events are carried out, at about one every other turn, until the party reaches area 26 or the PCs are all dead or captured. If this scenario is being used as part of a campaign, the DM may arrange the events as desired. For each of Vladizier's moves, Nastisha should make a countermove shortly thereafter. The DM may also opt to add or subtract events as he sees fit in campaign play.

1. Vladizier sends Bulghvus and an *unseen servant* to greet the PCs and welcome them to his island. Bulghvus enters *invisibly* (using his ring), carrying a plate of dried fruit, followed by the *servant* carrying a decanter of ale. The ale has been poisoned (save vs. poison at -2 or die in 2-5 rounds unless a *neutralize poison* or *purify food and drink* spell is cast). Bulghvus becomes visible and offers the food and drink to the party. He then vanishes again "to fetch my master" (he says), but instead returns to area 22. In tournament play, he cannot be followed.

2. A *magic mouth* spell, previously cast by Nastisha, is activated by a PC. It delivers the following message, which hints at the bet between Nastisha and Vladizier and reveals a clue to Vladizier's whereabouts:

"Now begins the fated trial,
A test of witching spells.
But beware my rival's wife;
In tower dark he dwells."

3. Bulghvus gives Creeper, Vladizier's homonculous (stats in area 26), a false treasure map written in the form of directional instructions (no pictures) in thieves' cant. A *comprehend languages* spell can decipher it, but the map is merely a lure to area 8, where four volts are trapped. Creeper drops the map in a place where the PCs will find it shortly.

4. If the PCs follow the map to go treasure-hunting, Nastisha uses her *whispering wind* spell to send the following message to a PC spell-caster: "Hoardless creatures creep down in dungeons deep." Other PCs feel only the haunting draft of the passing wind.

5. Using Creeper as his "eyes," Vladizier directs an *unseen servant* to secretly remove 1-4 loose items from the PCs (three items in tournament play). PCs whose equipment is stolen have a 25% chance to notice the attempt. No magical equipment is taken in tournament play. All stolen items are brought to area 16 and laid there (or area 17 if the party is already in area 16). Theft is automatic in tournament play, but has only a 40% chance of success in campaign play.

6. Nastisha sends an *invisible* Bulghvus to the PCs with a ceramic jug holding three doses of a potion of *healing* (in tournament play, PCs are healed 5 hp per dose). Upon confronting the PCs, Bulghvus turns visible and offers them the potion. If questioned about the ale (given by him previously in Preplanned Event 1), he merely answers "it must have been in the cellar too long." If attacked, he goes *invisible* and retreats to area 22 to plan an ambush.

If Bulghvus is delayed by the PCs for longer than three rounds, the norker Pilfreech enters. He is under the influence of Vladizier's *charm* spell and tries to smash the jug. To do this, the norker must make a "to hit" roll; the jug is considered AC 7 for the attack. In tournament play, he hits automatically. PCs trying to harm Pilfreech are stopped by Bulghvus, if he is still alive, for Bulghvus likes having the norker around, so as not to be the sole object of his master's tormenting nature. If the norker is killed, Bulghvus flees to area 22 to prepare his ambush. If the norker is spared, Bulghvus is grateful and takes the norker to area 22.

7. Vladizier uses his homonculous, Creeper, to drop a *cursed scroll* in a room soon to be entered by the party. The tube appears to have been hidden but is easily discovered on a search (Vladizier wants to avoid suspicion). Anyone reading this scroll is struck blind, with no saving throw. A *remove curse* or *cure blindness* spell removes this affliction. Clerics, druids, mages, and illusionists each believe the scroll to be one containing spells of their class. Before Creeper dropped off the scroll, Nastisha cast a variant form of *haze* spell upon the tube, which triggers only when the stopper is pulled. This is her way of warning the party not to read the scroll.

8. Vladizier commands his two scarecrows (from area 16) to hunt the party down. He sends Creeper to accompany them, so the mage can watch the battle and direct the scarecrows through the homonculous, using simple sign language. If the scarecrows are destroyed, Creeper flees, attempting to lead the party into the trap in area 31 by taking the most dangerous route.

9. Nastisha hides near the PCs and creates a *phantasmal force* of herself before the PCs. She appears in her true form: an elderly lady with long, white hair, wearing heavy robes and carrying a crystal sphere in one hand. She uses an *audible glamor* spell to deliver a message:

"In this island's carven maze
Lie the wards of witching ways.
We've made our bets; through eyes
and glass
We'll watch the tests you'll fail or
pass."

10. If Vladizier still has his scarecrows, he sends them to hunt down the party. Otherwise, he has no further tricks for the PCs, unless Creeper is still alive and able to lure them into traps. Creeper tries to keep the party as far away from areas 23 and 26 as possible, without endangering himself.

Final Notes for the DM

All magic-user scrolls found within the keep are at the 8th level of spell-casting ability, and all illusionist scrolls are at the 6th level. All other scrolls are at the 5th level of ability. Magical items do not glow naturally, excluding the magical

short sword in area 20 and the magical dagger in area 25. A *detect magic* spell must otherwise be cast to determine if items found are magical.

Monsters fight to the best of their abilities unless otherwise stated. Unique creatures killed outside their lairs (i.e., the harpy and vulchlings in area 40 and Creeper from area 26) are, of course, not there when the PCs arrive.

Dungeon Level

1. Dungeon Gateway. An ancient iron gate has been set into a smoothly cut wall shaped from the lichen-covered rock of the island. The rusted gate is sealed by an equally rusted padlock. The mechanism can no longer be picked open, so the lock must be smashed off or opened with a *knock* spell.

The gate's rusty hinges can be forced open by a PC with a normal *open doors* roll, but this is noisy and has a 50% chance (100% chance in tournament play) of attracting the attention of the harpy and vulchlings from area 40. Because of the storm, only these creatures are able to hear the grating of the gate (see also area 9 if the harpy and vulchlings appear). Oiling the hinges does not help, but removing the pins and lifting the gate away prevents the grating sound.

Beyond the gateway is a dark corridor. PCs immediately note that the first 10' of the walls and ceiling are covered with a yellowish mold or lichen (harmless).

2. Cellar. The door to this chamber is locked, but the key has been hidden on the ledge above the portal.

The chamber beyond is a circular room 40' in diameter, with no sources of illumination (however, there are three rusty brackets bolted to the walls). The room is excessively damp, and shallow puddles cover the stone floor. In the middle of the room sit three large barrels of brackish water, five empty crates, and many moldy sacks. PCs imbibing the liquid suffer stomach pains for 2-5 turns (four turns in tournament play), causing a "to hit" penalty of -1 and a loss of one point of strength and one point of constitution for an equal amount of time.

The sacks contain now-foul provisions, brought to the island by the Olnerred pirates. One of the puddles of water near the largest sack is actually a small

gray ooze, which attacks automatically if the largest sack is disturbed. Anyone specifically looking for any creatures has a chance to spot the gray ooze equal to twice his intelligence score (one roll per person, taking one round).

Gray ooze: AC 8; MV 1"; HD 3+3; hp 10; #AT 1; Dmg 2-16; SA metal corrosion; SD immune to spells, heat, cold; AL N.

Anyone who attempts to eat the food in the sacks after using a *purify food & drink* spell may do so safely. Otherwise, the eater suffers severe stomach cramps (as per a *symbol of pain*) and must save vs. poison or develop homicidal mania (DMG, page 84).

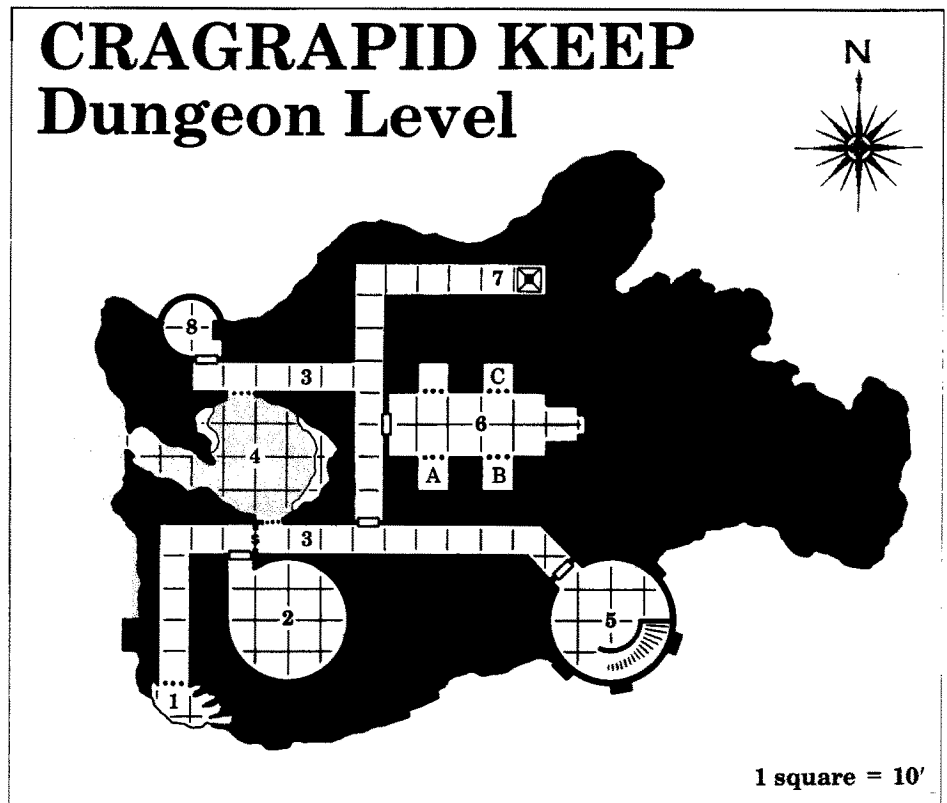
3. Cave Access Slits. One wall in each of these corridors has collapsed to reveal area 4 beyond. The sound of dripping water and the roar of the stormy sea can be heard through these openings. PCs may climb through the apertures with considerable ease.

4. The Flooded Cave. This huge, rough-shaped cavern is filled with water, which constantly washes in and out by way of a wide tunnel connected to the sea. The water laps just 5' below the level of the adjoining dungeon corridors (area 3). The cavern is unlit. Where there should be a roof, there is a 30'-wide throat, also carved roughly out of the solid island rock. The throat eventually opens up to the stormy sky, but PCs climbing up the throat can access any level of the keep.

The cavern has many naturally formed ledges along its north, east, and south walls, allowing PCs to circle the cavern without having to swim across. All PCs attempting to walk upon these narrow, slippery ledges must make their dexterity checks. Failure indicates that the unfortunate PC has fallen into the water (taking no damage). Thieves who fail their check may still make their *climb walls* rolls. Spells such as *spider climb* prevent any slipping. PCs may decide to tie themselves together. If one PC falls in, the PCs on each side of him must make strength checks in order to remain on the ledge. If these PCs then fall in, the following PC must check, and so on.

Swimming or falling into the water arouses the three aquatic ogres who call this cavern home. These creatures have allied with Vladizier and attack any vessel entering the cavern through the

CRAGRAPID KEEP Dungeon Level



west tunnel unless either Vladizier or Bulghvus is on board. They do not bother anyone on the ledges, unless threatened or attacked, but do not hesitate to chase a swimming victim out of the water and as far as 60' from their lair (in tournament play, the aquatic ogres remain in the cavern).

Tethered to a ring set into the north wall is a half-sunken rowboat which is capable of carrying only three PCs and very little equipment. This boat was used by Bulghvus for fishing, but it has developed a slight leak. The vessel may be repaired (such as with a *mending* spell) and used in campaign play, but in tournament play the ship always sinks before it gets 20' from the island. For campaign purposes, the rowboat can carry 550 lbs. The boat has two oars, both of which are in usable condition.

Hidden underwater at the bottom of the cavern is the aquatic ogres' cache, some of which was left behind by Olnerrred pirates, some given by Vladizier as gifts, and the rest gained from raids on small merchant ships: a sack containing 2,500 cp; an unlocked wooden chest containing 775 gp and 1,100 sp; a locked wooden chest containing 54

pieces of fake jewelry (each piece worth 1 gp) and a false treasure map (salable for 150 gp); a watertight metal scroll tube containing a clerical scroll (with *magic stone*, *protection from evil*, and *purify food and drink* spells); and a human skeleton wearing tattered leather armor, a cloak, and a gold ring with *Nystul's magic aura* cast upon it (worth 120 gp).

Aquatic ogres (3): AC 4; MV 6"//12"; HD 4+4; hp 29, 25, 20; #AT 3; Dmg 1-6/1-6/2-8; SA surprise 4 in 6; SD camouflage; AL CE.

5. Storeroom. The door to this room is locked from the outside; only Vladizier and Bulghvus have the keys. The chamber is a storeroom, and is not really used by anyone other than Bulghvus. Occasionally, he spends hours here, sharpening his dagger with flint or sharpening his thieving skills. This round chamber is 40' in diameter and has five empty torch brackets spaced evenly around its perimeter. A spiral stairway of stone curls up to area 17 on level one.

Many shelves line the walls of this damp chamber. Some of these shelves

have been smashed, while others hold the following items: three old broad swords (they are rusty and have a 35% chance of snapping at the hilt when a hit is made, with a 100% chance in tournament play); a rusty helm; a rotting long sword sheath; a pile of 20 old sacks; two flasks of oil; a flask of animal fat (very greasy); a ceramic jar containing old spices (no value); a tinderbox without the flint; a wrought-iron candelabrum without candles; and 25' of worn rope (which can support 100 lbs.).

6. The Dungeon. This chamber is sealed shut by a huge stone slab. On its west side, the slab is intricately carved into leering and frowning visages of angry dwarves; the east side is bare stone. The door moves by sliding to the south on hidden stone rollers. On the carved side, hidden in the mouths of two of the leering frescoes, are two narrow keyholes (the chance of locating them while searching is 1 in 6, or 2 in 6 if searched for by an elf, half-elf, gnome, or dwarf). Bulghvus carries both keys, and there is a spare set in area 8. The door may be moved without the keys, but this requires an *open doors* roll against a locked door, or a *knock* spell.

The dungeon chamber itself is 50' long and 20' wide, with a 10' deep alcove at the east end and four dark, damp cells (two each on the north and south walls). Each cell has a barred portcullis. All the winches for the portcullises are located in the alcove, though the gears for only the two southernmost cells still function; the other two winch mechanisms are damaged beyond repair. PCs trapped in a cell may attempt to raise the gate by successfully rolling their *bend bars/lift gates* percentages. A *knock* spell can raise a portcullis.

It is possible that the PCs were dropped into some or all of the cells marked with a letter (A, B, or C) if the trap in area 31 was successfully activated. PCs cannot climb back up into area 31, as the pit doors cannot be forced open from the underside. The pit doors are opened and closed by levers in area 33.

The cell that has no letter contains the norker Glefsham. This unfortunate creature is still under the influence of Vladizier's *charm* spell. Glefsham will join the party if he is released, then later will attempt to escape. He tends to whimper excessively and likes shiny

objects. He fears Vladizier immensely, and the sound of that name causes the horrid creature to throw terror-filled fits, then lapse into tears. He tries to get the party to help him find his norker friend, Pilfreech.

If Vladizier confronts Glefsham in the PCs' presence, the warlock uses his *charm* power to order the norker to attack the party.

In the middle of the chamber is a fire pit covered with a 6' × 6' metal grill. The pit itself has a diameter of 5' and is 2' deep. Charred fish bones remain in the pit.

Glefsham: AC 3; MV 9"; HD 1 + 2; hp 6; #AT 1; Dmg 1-3 (fangs); AL CE.

7. Well Shaft. The dark corridor ends abruptly before a 10'-square shaft. Twenty feet down the shaft, the pit ends in a pool of black water 40' deep. Seawater seeps in through cracks in the rock and has polluted this well with salt water. The shaft continues up to area 10, 20' above. The shaft's walls are very slippery and cannot be climbed without apparatus or spells such as *spider climb*. PCs descending into the shaft and searching below the water level can uncover three lime-covered human skeletons (once Olnerred pirates; see "Local History") and a crystal ooze.

Crystal ooze: AC 8; MV 1"/3"; HD 4; hp 15; #AT 1; Dmg 4-16; SA paralysis poison; SD unharmed by acid, cold, heat, fire; weapons do only 1 hp damage per hit; AL N.

Falling into the well from this point causes 3d6 hp damage (12 hp in tournament play) if a dexterity check is failed; only 1d6 (4) hp damage is taken with a successful check. Drowning and swimming rules from page 12 of the *DSG* apply.

8. Boathouse. This round room is 20' in diameter and is not illuminated. Two empty torch brackets flank the doorway, which has been *wizard locked* (by Vladizier, at the 8th level).

Trapped within the room by Vladizier and Bulghvus are four angry volts. Two of the creatures lurk behind a row of rotten planks which have been stacked against the west wall. The other two are flying about the chamber. If PCs are surprised when they enter, assume that the two flying volts were lurking above the doorway and attacked the party from above.

A wooden rack mounted upon the east

wall contains six oars of various sizes and lengths. There are no materials here to properly repair the boat in area 4. Hidden beneath a small mound of debris by the oar rack is a black leather pouch containing a pair of keys on a bronze key chain (worth 1 cp). The keys may be used to open the door into area 6.

Volts (4): AC 3; MV /6"; HD 2 + 1; hp 13, 12 (×2), 9; #AT 1 and 1; Dmg 1-4 and 2-12; SD immune to electrical attacks; AL N.

Level One

9. Tethering Poles. Fixed into the stone at the bottom of a long path (which leads up to the main gatehouse of the keep) are two thick, wooden tethering poles. If the party pulls ashore here, they are attacked by the harpy and the vulchlings from area 40. During the storm, the harpy's song is less audible (+4 bonus to the PCs' saving throws). The creatures continue to attack until the party is dead, five vulchlings are dead, or the harpy loses 11 or more hit points. If forced to retreat, the creatures return to area 40.

10. Well. This well is roughly 7' wide across the top, and its flagstone rim has been engraved with ancient, unidentifiable markings (these may be recognized as dwarven by a dwarf character, who can tell they spell out the name of "Pidmer Cragra, castle builder"). A bucket on a rope hangs from a cross beam fastened to an old wooden winch (an *open doors* roll is required to turn the mechanism). The bucket is quite small, and the rope has a base 40% chance of breaking if a weight of 75 lbs. is placed in the bucket (add 5% for each 10 lbs. over 75).

Twenty feet below the rim, the shaft (which widens to 10' square) passes through area 7 (see that encounter for further details). Falling into the well from this point causes 10d6 hp damage (40 hp in tournament play) if a dexterity check fails. Drowning and swimming rules from page 12 of the *DSG* apply.

11. Stablehouse Gate. This barred gateway is sealed by a *wizard lock* spell (8th level) and opens into area 18 beyond. Through this portal or through the nearby arrow slit, PCs can see the contents of that room. Although the bars can be bent more easily than the gate can be lifted (see page 9, *Players*

Handbook), the bar metal is very strong (-10% penalty to the *bend bars* roll).

PCs entering area 18 through this gate cannot surprise the hippogriff tied up in that chamber. Unless the hinges of the gate are first oiled, the gate squeaks horribly when opened, alerting the harpy and vulchlings from area 40 (see area 9 for further details).

12. Gatehouse Entrance. This chamber is 20' square, with a set of ornately sculpted wooden doors fitted into the west wall, a heavy iron portcullis along the east wall, and a normal wooden door set into each of the north and south walls. The northern and southern doors are both locked, and only Bulghvus has the keys. The portcullis is in its raised position. The double doors have been carefully carved into leering and scowling dwarven visages. Set into the doors are brass handles, while perched above them is a stony gargoyle with a demonic head. The gargoyle appears lifeless, but if the double doors are touched, it comes to life and attacks until destroyed.

Gargoyle: AC 5; MV 9"/15"; HD 4 + 4; hp 25; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; AL CE.

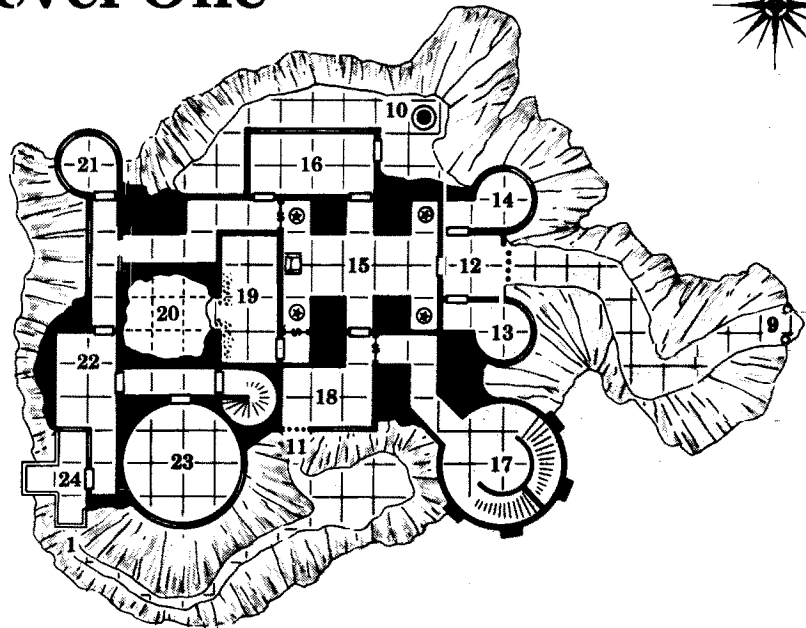
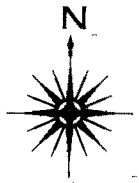
If a *dispel magic* or *silence 15' radius* spell was not cast before opening the doors, an *alarm* spell is triggered. The ringing lasts for but one segment.

Set into the ceiling of the entryway are several murder holes. Above this room is area 29, wherein lurks Pilfreech the norker (unless the creature was encountered earlier and was either destroyed or captured). The sound of the *alarm* warns him of the party's presence (if he has not already been warned by excessive noise). If the party has been fairly quiet and the *alarm* spell was not triggered, Pilfreech does not hear the group (he is resting, and the continuing storm drowns out most little noises).

While the party attacks the gargoyle, an alerted Pilfreech prepares the acid located in area 29. In the second round, he pours the flesh-eating substance through the murder holes and down onto the party. The acid must hit (as a 4-HD monster) to splash a PC for 3-12 hp damage per splash. The acid always hits anyone beneath in tournament play, doing 6 hp damage per splash. There is enough acid for three splashes. Pilfreech has an effective armor class of -7 behind the small murder holes, as only darts and arrows can be fired through them.

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Level One



1 square = 10'

After pouring the acid, Pilfreech drops the portcullis by releasing the catch on the winches in area 29 (the catch is released and the portcullis is dropped in one round). The catch automatically relatches, requiring an *open doors* roll against a locked door, as per page 9 of the *Players Handbook*, to open the gate. If PCs remove the catch before they attempt to open the gate, only a *lift gates* roll is required.

There are four torch brackets mounted on the walls, each of which is fitted with a burned torch stub (useless). The floor is covered with cracked ceramic tiles. Under one of the 1'-square tiles is a tiny compartment containing a *ring of delusion*, which makes the wearer believe that it is a *ring of flying* (see *DMG*, page 129), to the point of using it as if it were such a ring!

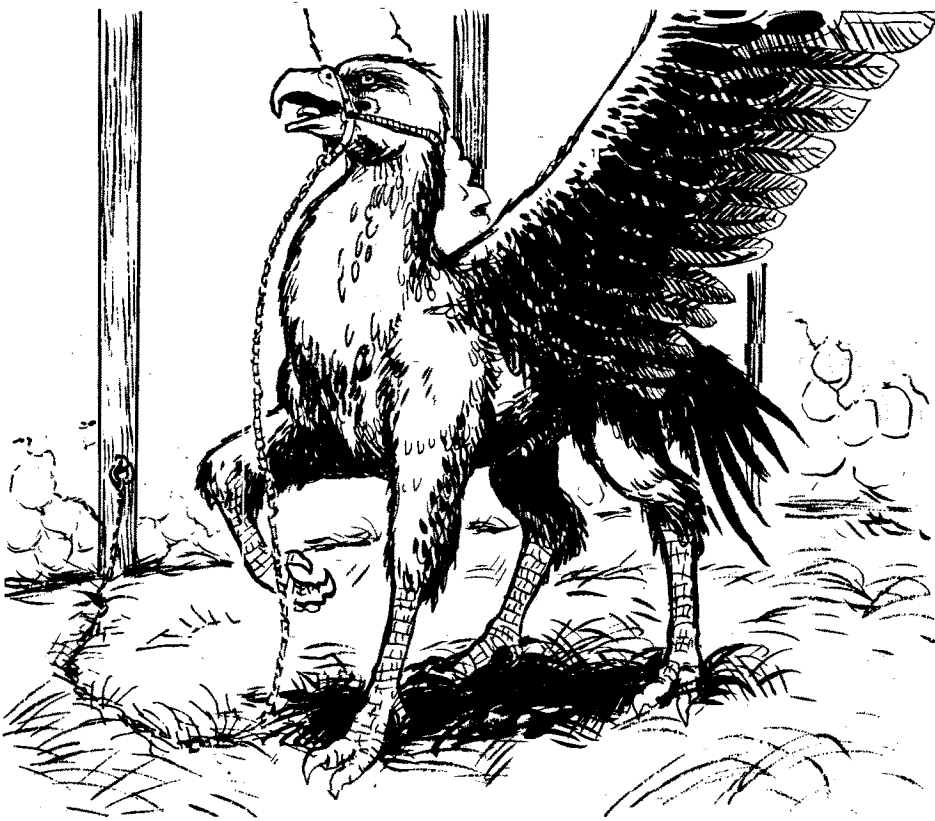
13. South Guardtower, First Floor. The door to this chamber is locked, and Bulghvus has the only key. The room is roughly 20' in diameter, with a 10'-square extension. A single empty torch bracket has been mounted by the door.

The section of floor nearest the arrow slits is flooded with water in a large

puddle 10' long, 4' wide, and an inch or two deep. Leaning against the wall are three spears and a rusty long sword; the ends of the weapons rest in the puddle. None of the weapons are magical; the sword is rather blunt and does one less point of damage per hit than normal. The puddle is quite harmless.

14. North Guardtower, First Floor. The door to this chamber is locked, and only Bulghvus has a key. The room is circular, roughly 20' in diameter, with a 10'-square extension. An empty torch bracket is mounted next to the door. Bulghvus has stripped this room of everything. Only small puddles remain by the arrow slits.

15. Grand Court. This chamber is 50' long and 20' wide, with six 10'-deep alcoves. The floor is covered with cracked ceramic tiles of a faded greenish color. The four corner alcoves are occupied by 10'-tall statues of armored dwarves brandishing hand axes or hammers of stone. Some of the limbs of these statues have cracked and broken away over the years (the northeastern statue is headless). Illuminating the



room are four torches in brackets, placed on the walls between the alcoves. At the west end of the room is a raised dais topped by a modest stone throne with a carved gargoyle backboard and similarly carved armrests. The two middle alcoves each contain a normal, unlocked wooden door. The ceiling is ornately carved with twisted frescoes of dwarves in battle.

The stone throne has been coated with some kind of varnish which has been magically enchanted to resist blows from nonmagical weapons. The dais is similarly protected. If the throne is moved (requiring a combined strength of 22), a secret compartment in the dais is revealed. The compartment is empty (Vladizier has already discovered it and has removed its contents).

While the throne touches the dais, it has magical properties. Anyone sitting in it can activate its powers by speaking the appropriate command words. By saying "fhreddilsa," the person seated on the throne can heal 1-8 hp damage (3 hp in tournament play). Saying "lilshun" while on the throne removes any *curses* cast upon the seated person (and enables the removal of *cursed* rings and

other such items). Saying "cirthma" releases an *Evard's black tentacles* spell upon the throne. The *tentacles* attack anyone on the dais for six rounds before dissipating. Each effect works only once before the power is forever gone. The command words appear (with others that no longer have any effect) on a piece of parchment hidden in area 19. The throne, enchanted by a magic-user for the original keep owner, Pidmer Cragra, had several other powers; however, these were used on various occasions by the Olnerrred pirates, and later Vladizier, until they discovered that all the effects were not good (this contributed to the legend that the keep is haunted).

The four torches are also enchanted, but by Vladizier. Removing one from its bracket triggers an *affect normal fires* spell. The torch suddenly flares up when touched, causing 2-5 hp immediate fire damage and 1-4 hp damage thereafter until the fire is extinguished (in tournament play, 4 hp in the first round, then an additional 2 hp per round thereafter). Removing the entire bracket does not trigger the spell.

Hidden at the base of the southwestern statue is a spare key to area 19 (accidentally dropped by Pilfreech, the norcker). Even if this alcove is not searched, there is a 15% chance per PC (0% in tournament play) of spotting the key if within 5' of the alcove.

16. Barracks. The smell of the sea and of decay fills this 40' × 20' chamber. There are three doors, two on the south wall and a third set into the east wall. The east door is locked from the outside, and only Bulghvus has the key. The lock is quite complex (-10% to a thief's chance to *open locks*).

Two empty torch brackets have been mounted between the southern doors. There are four damaged bunk beds made of wood, two along the south wall and two against the west wall. Four windows are evenly spaced along the north wall.

Strewn upon one of the southern bunks is a straw-stuffed scarecrow with a shrivelled squash head. This thing, and its pumpkin-headed partner hidden under the adjacent bed, are animated scarecrows created by Vladizier. They are here only if they have not been encountered and killed previously. Upon sighting the party, they fight until destroyed. The pumpkin scarecrow has a hollowed head in which is hidden a magic-user's scroll (with *invisibility*, *levitate*, and *wizard lock*). If fire is used against this scarecrow, the scroll is destroyed. The scarecrows do not hesitate to pursue PCs who flee the chamber.

Scarecrows: AC 6; MV 6"; HD 5; hp 30, 20; #AT 1; Dmg 1-6; SA specialized *charm*; AL CE.

17. Armory. Two stone staircases, one curling 15' up to area 25 and the other descending 20' to area 5, line the rear of this chamber. In the alcove between the stairs is an old grinding wheel, used to sharpen weapons. Though very noisy, it still functions. Leaning next to it is a sharpened throwing axe (nonmagical).

Mounted upon the walls of this round room are two lit torches in brackets, a suit of human-size chain mail (fair condition), a suit of dwarven-size splinted mail (fair condition), a suit of human-size but rusted plate mail (not usable), two crossed halberds (nonmagical), and a war hammer (nonmagical). There are several unused pegs in the walls.

18. Stablehouse. This 30' × 20' chamber is illuminated by a single torch mounted in a bracket on the east wall. The floor is layered in rotting straw, and the chamber smells of horse and feathers — and with good reason, as this room is the stable for Vladizier's hippogriff.

The hippogriff is tied to an iron ring set into the middle of the north wall, but has enough slack to reach virtually anywhere within the chamber. Only Vladizier may ride it. Bulghvus has recently fed the creature, but that does not lessen its ferocity. It will not accept any food given to it by the party except grain from area 19. The hippogriff cannot be subdued. If released, it attempts to kill everyone near it.

If the hippogriff is killed (and Vladizier will know this within 10 turns, either from Bulghvus, Pilfreech, or Creeper), the magician becomes very upset. He sends Creeper to fetch the scarecrows from area 16 (if they are still operable), then orders the three to hunt the party down. Nastisha does not counter this move, as killing the hippogriff will be viewed as beyond the limits of the "game." If this plan fails, Vladizier will show no mercy when the party confronts him in area 26.

Hippogriff: AC 5; MV 18"/36"; HD 3+3; hp 18; #AT 3; Dmg 1-6/1-6/1-10; AL N.

19. Kitchen. The door to this room is locked. Vladizier, Nastisha, and Bulghvus possess three of the four keys; the last key is located in area 15.

The room is 40' × 20' and is illuminated by two torches placed in brackets on the eastern wall. Both the east and north walls are lined with shelves, many of which are broken. On the shelves are ceramic dishes and steel utensils. Hanging on pegs are four heavy spoons (treat as clubs for damage). In the center of the chamber is a small coal pit over which sits a heavy, black cauldron. Only unlit twigs and straw strands fill the cooking pit. The cauldron holds cold soup, a foul-tasting but harmless drink. Next to the cauldron is a small wooden table topped with a wooden basket and a huge, beaten bronze mixing bowl (worth 2 gp) filled with dried roots. Under the table are the beaten remains of two stirges, apparently clubbed to death. A third may be found in the cauldron stew. These creatures were killed by Pilfreech

when they entered from area 20 (though the norker was hurt in the fight).

Under the bronze bowl is a piece of parchment with dwarven words scrawled upon it. It reads: "gorlkmog badur casmuth cume agret tommal fhreddisla lilshun cirthma." Once command words for the throne in area 15, only the last three words have any power now (see area 15 for details).

A large section of the west wall has caved in, revealing area 20 beyond. Next to the opening is a large, 100-lb. sack holding grain (for the hippogriff in area 18). Several small holes perforate the sack, caused by stirges seeking food.

Anyone in this room for more than two turns has a 5% chance of being attacked by 1-4 stirges from area 36 (they enter through the shaft). Add 5% to the base chance for each turn thereafter. The stirges do not attack in tournament play.

20. Central Shaft. Roughly 30' in diameter, the shaft rises 15' to area 36 and descends 25' to the water at area 4. See "For the Dungeon Master" for details on the central shaft.

Opposite the opening in the east wall is a ledge about 4' wide. Sprawled upon the ledge are the skeletal remains of an Olnerrid pirate who, while trying to escape his insane comrades, slipped into the shaft and broke his neck. The tattered remnants of leather armor still cling to the bones. A yellow mold has grown over the skeleton. Each PC has a 15% chance to casually notice the mold, or a 55% chance if searched for. In tournament play, the mold is always noticed on a search.

Yellow mold: AC 9; MV nil; HD nil; #AT 1; Dmg 1-8; SA poison spores; SD affected only by fire, *continual light* causes dormancy; AL N.

Vladizier noticed the mold and has thought it best to leave the skeleton alone. Under the skeleton is a *short sword* +1 and a pouch holding 12 gp, 15 sp, and two keys (to areas 34 and 42).

PCs in this section of shaft have a 5% chance per round (cumulative) of being attacked by 2-5 stirges from area 36. PCs inside the shaft risk falling during any attack. A PC must make a dexterity check with a -2 penalty if he attacks, or a check (with a -1 penalty) if bitten or losing blood. In tournament play, three stirges attack anyone in the shaft after four rounds of intrusion.

21. Garderobe. Torn curtains partially cover the arrow slits of this foul-smelling chamber. The room is circular, 20' in diameter. A single torch illuminates the room from a bracket set into the wall by the door. Under the bracket, built into the south wall, is a stone washbasin filled with seawater. Against the east wall is the toilet, consisting of a stone seat topped with a board of varnished wood. A hole is cut into the wood and down through the island rock. This waste shaft is only 1' in diameter and drops past area 8 to open at sea level. Above the toilet are three iron hooks. Hanging upon one is a woman's fancy purple robe (it belongs to Nastisha), and dangling from another is a wet towel.

22. Salon. This chamber is 30' × 20' with a 20'-long hallway leading to the door to area 24 (which is not locked from this side). The room is illuminated brightly by four torches in brackets and a wrought-iron candelabrum on a low wooden table in the middle of the floor. Underneath the table is a thick, rust-colored rug. Behind the table, 3' from the west wall, is a heavy couch made of wood with bronze trim, feet, and armrests, padded with red cushions (Bulghvus has hidden 54 pp in one of the four cushions). Opposite the couch, flanking the eastern door, are two similarly crafted chairs, each without padding. On the west wall hangs an old tapestry depicting a fleet of warships (worth only 75 gp because of its poor condition). On the east wall across from the southernmost door hang two shields, each crossed with a pair of halberds. One of the shields is actually a *shield* +1. Two tiny arrow slits peer out into area 24.

If Bulghvus has not been encountered and killed elsewhere, he is found here. His reaction to the party depends on when the group enters and their previous actions (see the Preplanned Events section). If the party has killed Pilfreech, and Bulghvus knows this, he is waiting in ambush here. If the party knocked the norker unconscious, it is laid out on the couch in this room, and Bulghvus does not ambush the party.

Bulghvus is the intermediary in Vladizier's and Nastisha's little "game." One moment he may be helpful to the PCs and the next he may try to fool them. At other times he remains neutral, spending idle minutes in this

salon. If he is not currently trying to kill the party, PCs entering this room find him fiddling with a puzzle-cube consisting of many disconnected pieces.

If Bulghvus decides to ambush the party, he *invisibly* hides behind the couch in order to use his rear-attack ability on the most powerful PC fighter. He uses his dagger 80% of the time and his short sword otherwise. After each attack he immediately retreats, continuing this hit-and-run tactic until killed.

Bulghvus: AC 5; MV 12"; T3; hp 17; #AT 1; Dmg by weapon type; S 16, I 11, W 9, D 17, C 16, Ch 6, Cm 5; AL NE; short sword, dagger; thieving abilities: PP 55%, OL 48%, FT 35%, MS 23%, HS 25%, HN 20%, CW 67% (see below). Bulghvus wears an old brown leather tunic over his leather armor. His short sword has an opal (worth 125 gp) set into its pommel. He wears a belt pouch containing his keys (to areas 5, 6, 13, 14, 16, 19, 24, 42, and 43) and 25 gp. He wears an invisible *ring of invisibility* on the middle finger of his right hand. The ring has 16 charges; when all are used up, it becomes a normal — and visible — gold ring worth 100 gp.

Bulghvus has physical deformities including a hunched back, uneven legs, and partial hair loss. Some of his thieving abilities have suffered because of these problems, but extensive training has improved others. In tournament play, Bulghvus's *pick pockets*, *open locks*, and *hear noise* abilities are automatic, but he steals no more than three nonmagical items from the party.

Bulghvus can speak the common tongue and a mishmash of dwarvish, hobgoblin, and norker. Sometimes he confuses the languages, making it difficult to understand him.

Bulghvus fears his master Vladizier more than anything else in the world. Vladizier was unmercifully cruel to Bulghvus before the two norkers, Glefsham and Pilfreech, arrived. Because Vladizier's cruelty is now focused on the norkers, Bulghvus goes to every extent to preserve the vile beasts who distract his master's wrath.

Bulghvus knows the keep well, but he is not apt to give the PCs any information concerning treasures or inhabitants. He may mention something about a "game" and mutter Vladizier's name, but says nothing further about the bet between his master and Nastisha.

23. Alchemy Laboratory. This round chamber is 40' in diameter and is illuminated by six torches placed in brackets spaced evenly around the room. The floor is tiled in navy blue, and three dark tapestries (worth 100 gp, 155 gp, and 225 gp) hang from brass rods (worth 2 gp each) on the walls. Two arrow slits are hidden by the tapestries.

Atop three long wooden tables is a vast array of flasks, jars, beakers, glass tubes, stands, stirring rods, filters, bowls, candles, decanters, phials, and tongs, as well as the following items: three balances, four crystal prisms (worth 50 gp apiece), a fluorescent orange liquid in a bottle (illuminates a 10' square area), a bubbling pink liquid in a bottle (a potion of *diminution* with three doses), a transparent blue liquid in a flask (a potion of *invisibility* with four doses) and a light-yellow liquid in a stoppered flask (removing the stopper releases a 5' × 5' × 5' cloud of poisonous gas; all within the cloud must save vs. poison or die). The yellow liquid evaporates when the cloud is released.

The double doors to this chamber are normally locked, and only Vladizier and Nastisha have keys. Cast upon the right doorknob is a *magic mouth* spell, activated by touch. The *mouth* speaks the following words in the common tongue:

"Here the game is nearly won.

There the game will soon be done.

Here and there are words unsure.

Sureness lies beyond this lure."

This is the chamber of Nastisha, the illusionist/chemist, who is alerted upon activation of the *magic mouth* spell. She would like to meet the PCs before they go to area 26 to confront Vladizier. If they proceed to area 26 without entering this room, she uses her *wraithform* spell to reach area 26 before them.

Nastisha: AC 9; MV 9" (due to age); I6; hp 14; #AT 1; Dmg by spell or weapon type; S 10, I 18, W 17, D 12, C 12, Ch 15, Cm 10; AL LE; two throwing daggers; cantrips and spells: *colored lights*, *fire-finger*, *haze**, *noise*, *audible glamer**, *chromatic orb* (amber), *darkness**, *improved phantasmal force*, *invisibility*, *whispering wind**, *wraithform*. Nastisha wears a *cloak of protection +1*, and carries a *crystal ball with clairaudience* and an illusionist's scroll (with *dancing lights*, *phantasmal force**, and *wall of fog*). Nastisha may have previously used some of her spells (those noted with an asterisk). Nastisha's *crystal ball* has a special prop-

erty; if thrown and smashed, it releases a blast of energy which blinds anyone looking at it for one round and does 2-12 hp damage to anyone within 5'. She does not use this power until the encounter in area 26.

In this confrontation, her desire is not to harm the PCs (that would break the bet she has with Vladizier). In fact, she wants to lead them to area 26, to test their strengths and see them in action. She has keys to areas 19, 23, 34, and 43 in a pouch.

In preparation for the party's arrival, Nastisha has cast an *invisibility* spell on herself and is standing by one of the tapestries that covers an arrow slit. An *improved phantasmal force* of herself is standing near the tables; this is the Nastisha the PCs see and hear.

Nastisha is an elderly woman of 70 years, with long white hair. She wears heavy clothing to protect herself from the dampness. Her voice cracks often and she tends to stare a great deal. She is very friendly with the PCs unless they attack her image. She reveals the intent of the "game" to the party and informs them that her opponent is Vladizier, "the man who has tried to kill you."

She is not allowed to blatantly disclose Vladizier's location, but she can give the PCs a clue in the form of a riddle:

"The twisted hall of rising floors

Lies beyond a scriptless door.

The tower's peak is what you seek."

If, however, the PCs act with hostility, she tells them, "Your fate is in Vladizier's hands. I hope you are a match for his evil."

If her life is in danger, or if the PCs depart, Nastisha assumes *wraithform* and exits through the arrow slit behind the tapestry. She reenters the keep at area 26, where Vladizier is waiting. If the PCs still fail to locate Vladizier after 10 turns, Nastisha may continue to drop hints or give them aid (see the Preplanned Events section). She does so even if the PCs attacked her, for Vladizier's *wand of polymorphing* is riding on the bet and she wants it badly. Once the PCs reach area 26, however, all bets are off and Nastisha joins with Vladizier against the party.

24. Barbican Balcony. Surrounding the perimeter of this stone balcony overlooking the sea is a sturdy iron railing. PCs on the balcony can be seen by Bulghvus in area 22 through two

small arrow slits (if Bulghvus is still alive and is present there).

The door into area 22 is locked and trapped (both Vladizier and Bulghvus have keys). A poisoned needle placed in the lock inflicts 1 hp damage, and the unfortunate PC must also save vs. poison or lose one point of constitution and two points of dexterity for 3-6 turns (four turns in tournament play) from sudden dizziness and weariness. After the time limit expires, the victim falls asleep (no saving throw) for an additional 4-10 turns (five turns in tournament play) unless awakened by normal means, such as dousing with water). A PC left sleeping in the keep is discovered by either Bulghvus or Creeper (see below). A sleeping PC left out in the storm awakens 2-12 rounds later.

If Bulghvus discovers a sleeping PC, he takes him to area 22 and revives him, then later sends the PC away (if he is doing Nastisha's bidding) or tries to kill the PC (if he is doing Vladizier's bidding). If not aligned with one or the other at the moment, Bulghvus does nothing except pick the individual's pockets, taking 1-4 items (nonmagical only). If Creeper discovers the sleeping PC, it kills the slumbering victim by whatever means it has at its disposal. To ensure that the PC remains asleep, the homonculus first uses its bite (with automatic success).

If the PCs are noisy, they have a 50% chance (100% in tournament play) of being attacked by the harpy and vulchlings from area 40 (see area 9 for details). Check twice each turn.

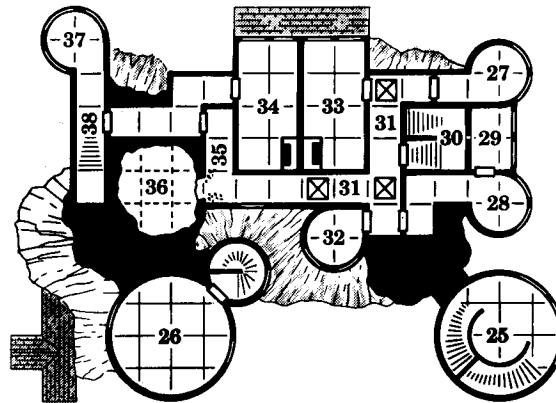
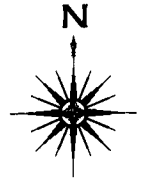
Level Two

25. Dining Hall. This circular chamber contains two spiral staircases, one winding 15' up to area 43 and the other descending 15' to area 17. The chamber is illuminated by the stubs of two torches placed in brackets between the three arrow slits. The remains of a large table and 14 chairs clutter the room. In the alcove between the stairs rests a 5'-high smashed cabinet with three long drawers. All the drawers are shut.

The first drawer contains three settings of fancy silverware (which Bulghvus discovered and has been hiding from Vladizier). Each set is worth 40 gp and consists of four pieces. The second drawer holds other odds and ends which Bulghvus has discovered while scouring the keep. These items

CRAGRAPID KEEP

Level Two



1 square = 10'

include three old silk pillowcases (worth 1 sp each), six pouches (one containing 6 azurite stones, worth 50 gp apiece), three gold earrings (worth 5 gp, 15 gp, and 20 gp), an ordinary sash (valueless), and a pair of gloves studded with semi-precious stones (worth 60 gp for the pair or 15 gp each). The third drawer contains an assortment of 13 daggers. Six are in poor condition, and each has a 45% chance of snapping at the hilt if a hit is scored. These six plus another five are blunt, and damage is only 1-2 hp on small- and medium-sized creatures. The remaining two daggers are in good condition, and one is a *dagger +1*. Bulghvus has not realized its magical nature.

26. Vladizier's Study. The DM should read this encounter carefully. The first confrontation with Vladizier occurs here.

The door to this room is *wizard locked* (8th level). An *alarm* spell has also been cast upon it to warn Vladizier of the party's arrival. The room is round, 40' in diameter, and is illuminated by several *continual light* spells in a crimson color, so the chamber is still fairly dim.

Opposite the doorway sits a huge wooden desk with many drawers. Behind it, stretching from one arrow slit to the other, is a massive bookcase. Although crammed with books, the shelving also holds an assortment of jars, skulls, skins, and other worthless junk. The desk is topped with bottles, scrolls, quill pens, parchment, and the like. In the middle of the room is a heavy wooden hexagonal table with three fat legs. Upon the table rests a fancy game board made of jade (worth 120 gp) and 32 playing pieces (worth 320 gp for the set or 5 gp apiece). Floating above the table is a 3'-diameter glass globe, illuminated by one of the many *continual light* spells.

The arrow slits are covered by two red banners (worth 100 gp each) which hang from ceiling to floor and weigh 150 lbs. each. The floor is tiled in a burgundy color. Resting against the eastern wall is a low table topped with a bowl of fish eggs (the bowl is silver and is worth 90 gp) and a crystal decanter (worth 350 gp) filled with drinkable water. Under the table is a flat-topped chest with a *Leomund's trap* spell cast upon the lock. In the chest are three fine robes (120 gp each) belonging to Vladizier.

The warlock himself stands behind the hexagonal table. In one hand is his *wand of polymorphing*, and in the other is an iron rod. Vladizier wears his *spectacles of sight* (see “New Magical Items” at the end of the module).

Vladizier: AC 3; MV 12”; MU8; hp 22; #AT 1; Dmg by spell or weapon type; S 10, I 18, W 13, D 16, C 11, Ch 16, Cm 10; AL CE; dagger; cantrips and spells: *cough*, *footfall*, *sneeze*, *yawn*, *magic missile*, *sleep*, *ventriloquism*, *levitate**, *mirror image*, *vocalize*, *dispel magic*, *invisibility 10' radius*, *protection from normal missiles**, *minor globe of invulnerability**, *monster summoning II* (spells with asterisks were cast before PCs enter this room).

Vladizier stands over 6' tall, is light of build, and survives well at the age of 72. His long, silver-gray hair sticks out in all directions, and his wide eyes are surrounded by large red rings. In appearance he may seem eccentric, but the man is hot-tempered, impatient, and thoroughly wicked. He protests the party's survival in screams and fits of violence, although he has prepared to meet them by casting his *minor globe of invulnerability* and *protection from normal missiles* spells. Using his *levitate* spell, he has placed an empty *invisible* chest on a balanced platform over the doorway to drop onto the first intruders. His *dispel magic* spell may have already been cast and may not be available in this encounter. The *levitate* power will have expired by the time the PCs arrive.

Vladizier carries a *wand of polymorphing* with 12 charges remaining. Knowing that this item will be lost to Nastisha as the price for losing the bet between them, he will not use the charges sparingly. He wears *bracers of defense*, AC 7 and a *cloak of the bat* (which provides +2 protection among its other powers). He carries a nonmagical dagger, but does not use it in this encounter.

Nastisha is also in the room when the party enters (see area 23 for statistics). She has entered through an arrow slit in *wraithform* and is in her own form when the party enters.

The third being in the room is the homonculous Creeper, if still alive. The homonculous stays out of the fight unless presented with a good opportunity to bite one of the adventurers.

Creeper: AC 6; MV 6"/18"; HD 2; hp 13; #AT 1; Dmg 1-3; SA bite causes

sleep; SD saves as MU 8; AL N. If Creeper is killed, Vladizier loses 13 hp from his total of 22. If the homonculous is hurt, Vladizier will have the creature stay out of all future combat, and will himself try to leave a fight.

The sequence of the battle is outlined below. In tournament play, the DM should stick as closely as possible to this schedule.

Round One. The chest above the door drops on the first PC in the marching order, doing 1d6 hp damage (4 hp in tournament play). Vladizier strikes the glass globe above the table with the iron rod, releasing two magically summoned gargoyles which attack the party. Nastisha stands in front of one of the banners, holding her *crystal ball* in one hand but not attacking in this round.

Gargoyles (2): AC 5; MV 9"/15"; HD 4 + 4; hp 20 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; AL CE.

Round Two. Vladizier uses his *monster summoning II* spell to conjure three gnolls, which appear in the following round. The gargoyles continue to attack. If necessary, Nastisha casts her *noise* cantrip to ruin a PC spell-caster's concentration.

Gnolls (3): AC 5; MV 9"; HD 2; hp 14, 12, 9; #AT 1; Dmg by weapon type; AL CE; chain mail, two-handed swords.

Round Three. Vladizier casts a *mirror image* upon himself while the gnolls and gargoyles attack. Nastisha casts her *chromatic orb* at a PC spell-caster.

Round Four. Vladizier casts a *yawn* cantrip upon a spell-caster while using his wand to *polymorph* a fighter or thief PC into a snail. Nastisha spends this round scolding him for using “her” wand and wasting a charge.

Round Five. Vladizier casts his *sleep* spell on the same spell-caster on which the *yawn* was cast. If the cantrip failed, he uses his *magic missile* spell instead. Nastisha hurls two daggers at the PCs.

Round Six. Vladizier uses his wand to turn a PC into an earthworm. Nastisha scolds him vehemently for the “waste.”

Vladizier may use his *vocalize* spell if needed, but uses no other spells besides the ones mentioned above (the remainder are for the second confrontation, in area 44). He uses a maximum of three charges from the wand before unhappily throwing it to Nastisha, who catches it without fail.

If the fight goes against Vladizier, he uses his wand one final time to *poly-*

morph into a bat, and flies out an arrow slit before anyone can stop him. He will callously leave Nastisha stranded, but not before convincing her to use her *crystal ball's* power to cover his escape (see area 23 for details). She throws her *crystal ball* at the heart of the party if possible. PCs may make an attempt to catch the sphere before it impacts and explodes (this act requires a “to hit” roll against AC 5). Once Nastisha realizes she has been abandoned, however, she uses the wand (which Vladizier has dropped) to *polymorph* herself into a sea bird; then she tries to fly through an arrow slit but has some difficulty squeezing through. The PCs have a round in which to catch her (this action requires a “to hit” roll against AC 7). Nastisha is able to maintain grasp of the wand in her talons, for she will want to change herself back to human form eventually. If Nastisha is caught and the wand is taken, she reveals anything the PCs want to know, for she does not want to remain a sea bird forever. Even if she has not transformed, hostile persuasion may get the answers from the illusionist, as she has very few spells left.

Nastisha can tell the PCs that Vladizier will likely retreat to his bedchamber (area 44) to collect his belongings. She does not reveal the dangers present in the castle, nor does she mention Bulghvus or Peeper (the second homonculous) unless asked. She knows that Vladizier has a magical brooch that can teleport the party off of the island, and that he has it stored in his bedchamber, but she refuses to lead the party there. If the PCs force her to talk, an encounter with Bulghvus is in line. He definitely shows up for a surprise attack if he is still alive.

If Creeper is still alive when Vladizier flees, the creature follows its master to area 44. If Glefsham (or his companion, Pilfreech) is with the party, Vladizier uses his power over the norker (through his *charm* spell) to order it to attack the party.

The desk drawers contain assorted junk and three scrolls (the first has a *detect magic* spell, the second has *alarm* and *unseen servant* spells, and the third has a *lightning bolt* spell). Vladizier's spell book is on the bookshelf, and is protected by an *explosive runes* spell and a *sepia snake sigil*. The book contains all of the spells that the warlock

has memorized plus the following: *fire-finger, moan, whistle, alarm, light, read magic, Nystul's magic aura, unseen servant, write, audible glamor, continual light, invisibility, Leomund's trap, magic mouth, knock, sepia snake sigil, wizard lock, dispel magic, phantasmal force, monster summoning I, wizard eye*. Tucked into the book is another scroll (with four copies of the spell *mending*).

Other books on the shelf detail various aspects of arcane lore and are worth 2-5 gp each. There are 117 books; their value in campaign play may be determined by the DM.

27. North Guardtower, Second

Floor. This round chamber is 20' in diameter with a 10' × 10' extension. Fitted into brackets are two smoldering torch stubs. The smoke clouds the damp room but does not impair vision.

A mat of wet straw pushed against the north wall serves as Glefsham's cot, but he has not used it in quite some time (as the norker is locked up in the dungeon, area 6). There is nothing else in the room.

28. South Guardtower, Second

Floor. This round room is 20' in diameter with an adjoining 30' of corridor. The room is not illuminated, although there are two torches fitted into the brackets, but the corridor is lit by two torches in brackets on the eastern wall.

Against the south wall rests a mat of straw, used as a bed by the norker, Pilfreech. If he is in area 29, he may hear the PCs if they make any noise (45% chance, or 100% in tournament play). If he hears them, he enters this room in the next round and attacks (see area 29 for stats). His first attack is to smash the ceramic vat of acid (from area 29) over a PC's head. Originally, there was enough acid for three attacks, but some of it may have been dropped upon the party while they were in area 12. Damage from the acid is 3-12 hp, no matter how large the dose (6 hp in tournament play). When he runs out of acid, Pilfreech attacks with his claws and a bone club.

Under the cot are some scraps of dried fish, several torn rags, and 9 cp in a small pouch. Next to the bed is a dead stirge, apparently beaten to death and half devoured.

A harmless, slimy mold has grown halfway up the west wall. This stuff surrounds the arrow slits and gives off a

rotten smell. It does not burn.

29. Portcullis Winch Room. One torch by the door illuminates this 20' × 15' room. Stone gears take up most of the chamber's space, leaving very little room for the wooden winch and levers. The portcullis itself is described in area 12. Raising the gate takes one turn, but dropping the gate takes only a single round. A latch usually prevents the portcullis from being forcibly moved upward or downward. There is a 5% chance (no chance in tournament play) of the gears jamming each time they are used. There is a 2% chance that they break, rendering the winch useless.

Beneath the eastern arrow slits lies a low wooden table atop which rests a large, cylindrical, ceramic vat. When not in use, the vat is stoppered with a rubber plate. Contained inside is a flesh-eating acid.

If Pilfreech, the norker has not been encountered and killed elsewhere, he is probably here, still under the influence of Vladizier's *charm* spell. He is resting, trying to heal a wound suffered from the bite of a stirge.

Pilfreech may have used some of the acid already, if he heard the party in area 12. The PCs can see the murder holes in the floor of this chamber (looking through them reveals area 12 below). The acid does 3-12 hp damage per splash (6 hp damage in tournament play), and there is enough for three splashes total.

Pilfreech: AC 3; MV 9"; HD 1 + 2; hp 4; #AT 2; Dmg 1-3/1-6; AL CE. Pilfreech wears a neckband of stringed, polished bone (worth 65 gp) and carries 14 sp in a pouch around his right wrist. The norker has a bone club near him at all times, as the stirge attack has made him slightly paranoid.

30. Inner Stairwell. Two staircases meet at a landing illuminated by two torches flanking an arrow slit centered on the eastern wall. The staircases join area 31 to area 44. The door to area 44 is locked and cannot be opened from the stair side. Only Vladizier has a key.

If Vladizier has retreated to area 44, he will have placed Creeper (his homonculous) on watch in this area, provided the creature is still alive. Creeper tries to remain hidden in the shadowy roof corners; it does not attack the party until they have entered area 44.

31. Trapped Corridor. These two adjoining corridors are trapped with a total of three pits. The north-south corridor is illuminated by two torches, placed by the doors to areas 30 and 32. The east-west hall has a single torch placed by an arrow slit in the south wall.

Prodding will not trigger these pits to open. Only pulling down the levers in area 33 will open them. Minding these levers is Vladizier's homonculous, Peep-er. The little beastie watches these halls through two small peepholes (PCs looking for peepholes have a 15% chance to find them). The hairline cracks formed by the edges of the pits may be discovered after a careful search of the floor (25% chance per PC, +1% for each point of intelligence of the PC searching). In tournament play, PCs searching the floor automatically discover the pits, but they cannot locate the peepholes from this side.

If a pit opens up beneath a PC, that character must make a dexterity check with a -4 penalty to catch the lip of the pit and avoid a fall. PCs who fall drop into either cell A, B, or C in area 6, taking 5d6 hp damage (20 hp in tournament play).

The pits openings are 8' square, leaving 1' of corridor on either side. Agile PCs can bypass the pits by walking on these narrow ledges. A *hold portal* spell will keep a pit door from opening, as will a *wizard lock* spell.

32. Garderobe. This circular chamber is not illuminated, though a lantern filled with oil hangs on a hook next to the door. Built into the north wall is a wash basin filled with seawater. Next to it is a toilet, consisting of a plank of varnished wood laid atop a stone seat with a hole cut into it. The hole is actually a shaft which descends through the island rock and into a water-filled depository under the island. A putrid smell arises from this shaft.

Above the toilet are five pegs, from which hang towels. One towel is dirty and two are very wet.

33. Bulghvus's Bedchamber. The door to this 40' × 20' chamber is fastened with a very complicated lock (-15% penalty to a thief's *open locks* roll) and trapped. A poisoned needle rigged into the locking mechanism hits anyone trying to pick the lock unless the trap is removed successfully. If a save vs. poi-

son is not successful, the victim suffers numbness in the hand struck by the needle (determined at random), beginning 3-6 rounds after the initial injection. For one day (in tournament play, for the remainder of the adventure), the PC suffers a -4 "to hit" penalty when using this hand (if it is the PC's attacking hand). During this time, it is impossible to hold large objects such as shields and swords larger than short swords. Smaller objects have a 10% chance per turn of being dropped. In the odd event that the victim is a spellcaster, spells requiring somatic components are impossible to cast. The numbness may be removed by a *neutralize poison* or *cure disease* spell. A *slow poison* spell delays the numbness for an additional 3-6 rounds.

Bulghvus's bedchamber contains a modest bed with two sheets and a pillow, a wooden seafarer's trunk at the base of the bed, a long table stretched across the south wall, and a fireplace. The bed rests against the north wall under the two windows. The trunk is locked; its lid is false, for the real way into the trunk is through a small door in the bottom. Opening the lid releases a barrage of six small darts that can hit anyone in front of or flanking the chest. The darts attack as 2 HD monsters, and each does 1-2 hp damage (1 hp in tournament play). The darts are poisonous (save vs. poison or suffer an additional 1-8 hp damage, 4 hp in tournament play). The real opening on the underside of the chest is not trapped or locked. In the trunk are some articles of old leather clothing, a pair of worn boots, a dagger, and a sturdy jar containing poison (12 applications, save vs. poison or suffer 1-8 hp damage).

Atop the table sits a 2'-square mirror, a tinderbox plated in silver (worth 45 gp), a tall stack of 250 cp and 55 gp, and four flasks of oil. Under the oil is a large empty sack. Over the table have been mounted two torch brackets, each bearing a lit torch. Four unused torches rest in the empty fireplace. The oil is not flammable; Bulghvus uses it to grease his locks and applies it to door hinges and other squeaky items (such as chest lids). The sacking prevents the oil from seeping onto the table.

Inhabiting this room is Vladizier's other homonculous, Peeper. It watches three levers which jut out of the eastern wall near the south corner of the room. These levers open and shut the trap-

doors in area 31.

Peeper: AC 6; MV 6"/18"; HD 2; hp 7; #AT 1; Dmg 1-3; SA bite causes sleep; SD saves as MU 8; AL N). If Peeper is killed, Vladizier suffers 7 hp immediate damage. However, as soon as the PCs enter the chamber, Peeper flees up the chimney to safety and disappears into room 44. PCs cannot normally fit up the chimney.

The party will be able to find the peepholes which Peeper uses to watch area 31 if they search the walls. On a secret shelf inside the fireplace is a sack of 550 gp and 125 pp, hidden there by Bulghvus. The shelf can only be located if the fireplace is entered.

34. Nastisha's Bedchamber. The door to this unlit 40' × 20' chamber is locked, and both Vladizier and Nastisha have keys. The two torch brackets in this room are empty, and two unlit lanterns hang from the ceiling on iron chains.

Nastisha is an illusionist, so her room is not necessarily as it appears to be. The bed, a lovely canopied construction covered with silk blankets and dabbled with cushions, appears to rest against the northern wall between the two windows. Under each window there appears to be an ornate table. The one on the left has a stack of books upon it, and the one on the right has a crystal skull resting atop it. At the base of the bed appear three open chests displaying hundreds of gold and silver coins. Against the east wall there seems to be a mammoth wardrobe, its doors loosely opened to reveal many spectacular outfits and robes. An aquarium filled with scintillating fish rests in the southeastern corner, and a large work table covered with multicolored flasks and jars sits opposite.

The above contents are all creations of a scroll-cast *permanent illusion* spell. The real contents of the room are *invisible*. A *dispel magic* spell will destroy the illusions and reveal the room as it truly is. Or, if the command word "Aldramendelath" is spoken, the phantasms disappear and the *invisible* furniture appears. Only Nastisha knows this word, but she has written it on her key to this chamber as well as on the back page of her spell book.

When all illusions are stripped away, the real contents of the room are revealed. A modest bed topped with six heavy furs (worth 50 gp each) rests

against the east wall. North of the bed is a tall, narrow bookshelf holding various tomes of literature, many scroll tubes, and Nastisha's spell book. The spell book contains all of her memorized spells (see area 23) plus the following: *dim*, *mask*, *two-d'illusion color spray*, *detect illusion*, *detect invisibility*, *light*, *phantasmal force*, *read illusionist's magic*, *deafness*, *detect magic*, *magic mouth*, *ventriloquism*, *continual light*, *dispel illusion*, *delude*. A scroll of *protection from undead* and a scroll of *protection from acid* have also been stored on the shelves. On the other side of the bed is a fireplace filled with straw. In front of the fireplace is a wooden chair with a cushion. Beside the chair is a small table holding a bronze decanter of drinking water, a drinking goblet, a potion of *healing*, and a potion of *rainbow hues* (each with two doses). If a *dispel magic* spell is cast in this chamber, these potions will be de-magicked. A *dispel illusion* spell would, of course, remove the illusions without hurting the potions, but would not remove the *invisibility* spells.

By the northern wall is a wooden lectern, atop which rests a tome written entirely in *illusionary script*. Only Nastisha can read the pages without becoming *confused*. PCs or NPCs who become *confused* (no saving throw) remain so for 5-20 turns (12 turns in tournament play) minus the victim's experience level. Confused PCs may wander away in the direction of area 31 and the pit traps there. Leaning next to the lectern is Nastisha's *broom of animated attack*. If it animates, it attacks until destroyed. A fight in here could prove disastrous, especially if the PCs must fight around the obstacles of invisible furniture. There is a 50% chance each round of breaking something (the potions are the first to go if they are still on the table). In tournament play, the chance is 100% for the first three rounds, then 0% for the following rounds.

Behind the bed is an old tapestry (worth 50 gp, weighs 10 lbs.). The lanterns are normal, but touching either activates the *continual light* spells cast upon both. Touching either again deactivates both spells. The effect is broken if the lanterns are removed from their chains or the chains removed from the ceiling. The chains are actually made of gold painted black (worth 100 gp each).

35. Rubble-Filled Corridor. This section of corridor is filled with debris from a section of wall that collapsed, giving access to area 36 beyond. Next to the opening is a dying torch set into a bracket.

PCs who spend longer than one round here have a 25% chance of being attacked by 2-5 stirges from area 36 (100% in tournament play, with three stirges attacking). The percentage increases by 25% per round thereafter. Excessive noise has a 100% chance of drawing the stirges' attention.

36. Stirge Nests. Nestled into the nooks and crannies of this uncut shaft are the nests of a dozen stirges. The foul creatures attack anyone foolish enough to enter this section of the central shaft.

Stirges (12): AC 8; MV 3"/18"; HD 1 + 1; hp 5 each; #AT 1; Dmg 1-3; SA drain blood; AL N.

See "For the Dungeon Master" for details concerning the central shaft. PCs climbing this shaft risk falling if they attack or are attacked. For each attack, a PC must make a dexterity check (with a -2 penalty). Each time a PC is hit, he must check again (with a -1 penalty). Those who fail a check fall into area 4 two levels below.

Hidden within the nests of the stirges are 5 pp, 12 gp, 36 sp, and a sack of 40 cp. More carefully hidden (each PC having a 15% chance to find one of the following) are two gold earrings (not a matching pair, worth 5 gp and 15 gp), a green copper chain (worth 1 sp, or 5 gp if shined), an iron ring inset with jade (worth 35 gp), and three lapis lazuli stones (50 gp, 100 gp, and 150 gp). A careful search farther up the shaft (8' above floor level) has a 5% chance per PC to yield a diamond worth 1,000 gp.

37. Belfry. This round chamber is illuminated by a single torch placed in a bracket by the doorway. Hanging from the peak of this tower is a large iron bell (300 lbs.) that has been carefully molded and engraved with dwarven glyphs. Dangling from the bell is a rope which ends roughly 3' above the floor. A small opening in the tower's peak once allowed the wind to enter the tower and the sound of the bell to carry for miles. However, these holes have been filled in by Bulghvus because Vladizier hated the constant chiming of the bell. Fist-sized stones are stuffed into each opening, but even if the holes are cleared,

none of them are big enough for a PC to squeeze through.

If anyone is foolish enough to ring the bell, 2-8 turns pass before Pilfreech (if alive) comes to investigate. If the norker is killed and the party continues to ring the bell, the sound does not attract anything else. After 10 turns of constant ringing though, the bell vibrates its way out of its ceiling fixture and falls to the floor. All PCs in the chamber must make dexterity checks on 1d20 or be struck by the falling bell for 5-20 hp damage (10 hp in tournament play). The bell cannot be remounted once it has fallen.

The floor of this chamber is covered with graffiti, scrawled into the stone in the norker language by Glefsham. Anyone who can understand this tongue has a 55% chance to decipher the message (100% chance in tournament play) as: "Ovar and undar I keeps chekkin, buts I cant fine its anywhere. Where didd that Pilfreech puts that key?" If Glefsham is asked, he cannot remember writing this and doesn't know what key he meant (this is a reference to the lost key in area 15).

38. Trapped Staircase. A single torch, set into a bracket halfway up the staircase, illuminates the hall. The staircase has 31 steps.

Stepping upon the tenth stair from the bottom triggers a trap. Three iron-tipped spears, held in small holes at the top of the stairs by a form of *wizard lock*, fire down at the party. Unless the PCs remain very close to the walls, ceiling, or the stairs themselves, the spears may hit them. They attack as 4-HD monsters and do 1-8 hp damage each (5 hp in tournament play). A *knock* spell will release the spears, while a *hold portal* spell prevents them from firing for the duration of the spell. A thief trying to *remove traps* gets a -10% penalty unless he is a dwarf, as the trap is of distinctly dwarven design.

Level Three

39. The Throat of the Shaft. A 4'-wide ledge joins the west and east doors of this dark section of the shaft. Twenty feet above, the shaft opens to the sky. The ledge is safe but very wet, as the storm is still raging outside. Even within the shaft, the strength of the stormy winds hampers movement.

PCs spending more than four rounds

in this area are attacked by 2-5 stirges from area 36. Excessive noise also draws the creatures' attention. Each PC who is hit or who attacks with a weapon must make a dexterity check (at +2) or fall down the shaft. When it is very windy, the check is made without the bonus.

The south door is not easily accessible but is not locked from this side. If left open, there is a 25% chance each turn of 1-4 vulchlings from area 40 entering and a 15% chance of the harpy entering. Because the storm is raging, the harpy's song is difficult to hear (+4 bonus to saving throws). However, those who fail their rolls are drawn toward the harpy and will likely walk off the ledge!

The shortest distance from the ledge to the south door is 12'. PCs attempting a jump must make a dexterity check with a -4 penalty. An arrow carrying a rope line shot into the door will not support the weight of a full-sized character. Scaling the walls is possible, but only by a thief because of the stormy conditions. A *climb walls* roll with a -10% penalty is required.

40. Lair of the Harpy. The flat top of this tower is surrounded by a 3'-high battlement which has broken and chipped in many places. Dirt, dung, stones, and wet straw cover the rooftop entirely, and three large straw nests, reinforced with pieces of driftwood and old bones, have been built within the smaller tower roof section. The nests are for the harpy and 10 vulchlings that lair here. These monsters, if any are still alive, attack ferociously if their lair is invaded. They fight until killed.

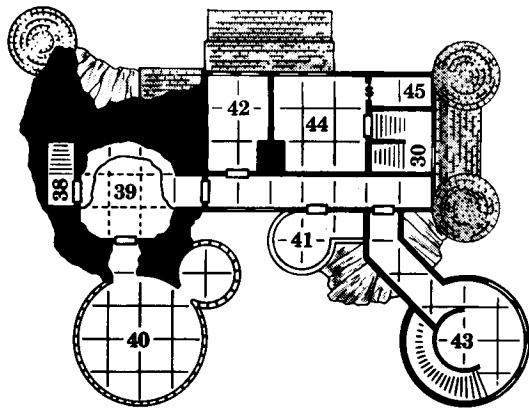
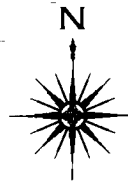
Harpy: AC 7; MV 6"/15"; HD 3; hp 22; #AT 3; Dmg 1-3/1-3/1-6; SA charming touch, singing; AL CE.

Vulchlings (10): AC 7; MV 6"/3"; HD 1; hp 7, 6 (×3), 5 (×3), 4 (×3); #AT 1 or 2; Dmg 2-5 or 1-4/1-4; AL CE.

The nests contain no eggs or young, as it is not egg-laying season. However, the harpy's nest contains the following items: 125 gp (loose), 200 gp and 155 pp in sacks, a normal dagger, three hafts of ivory (worth 100 gp each), three sponges (worth 50 gp each), a jeweled necklace (worth 442 gp), a fisherman's charm (worth 3 sp), and six oysters (one containing a pearl worth 2,500 gp). Buried beneath a pile of debris far from the nests is a gold ring (apparent value 50 gp). The ring is magical, granting the

CRAGRAPID KEEP

Level Three



1 square = 10'

three torches in brackets spaced evenly along the curved eastern wall. Tucked within the alcove in the tower's center is a stone stove; a stone chimney of darker color climbs upward and out through the thatched peak of the tower. PCs cannot climb inside the chimney, which is only a foot wide.

Placed in front of the stove is a plain wooden table upon which sits an iron crock with a lid and spoon. At the moment, the pot is empty. Against the north wall rests another table topped with three jars of spice (worth 15 gp each), a stack of four ceramic bowls (worth 5 gp apiece or 25 gp for the set), and a small assortment of metal utensils (no knives). Under the table is an unlocked wooden trunk that contains a sack of dried fruit. Hanging above the table on hooks are three striped and two silver fishes. Against the east wall rests a broom, and a silver-plated dinner chime (worth 4 gp) is mounted above the stove.

The door to this chamber is at the end of the corridor to the northwest. It is locked from the outside but may be opened easily by anyone within the room. The stairs descend to area 25.

This kitchen is used frequently by Bulghvus, who prepares meals here for himself, his master Vladizier, and the alchemist Nastisha. The norkers, Pilfreech and Glefsham, use the other kitchen (area 19).

44. Castellan's Bedchamber. This 30' square chamber is currently being used as Vladizier's sleeping quarters. It is normally illuminated by *continual light* spells cast in the four corners of the room. The door is *wizard locked* (8th level).

If Vladizier retreated to this chamber after fleeing area 26, he has had time to prepare for the party's arrival (see area 26 for his statistics). He still possesses his *cloak of the bat*, *bracers of defense AC 7*, and *spectacles of sight* (see "New Magical Items" at the end of the module). Many of his spells may have been used previously; in tournament play, he uses only the spells listed below.

His preparations include ordering his homonculus Creeper (if still alive) to watch area 30. Peeper, the other homonculus, is hidden above Vladizier in a niche near the ceiling (if driven from area 33). The warlock has previously cast his *invisibility 10' radius* spell, and the second homonculus remains within its area of effect.

wearer *protection from cantrips* (as the spell, except that it persists until the ring is removed).

The effect of the harpy's singing is weakened in the chaos of the storm, and PCs receive a +4 bonus to their saving throws in such conditions.

41. Tower Battlement. Dirt, straw, small bones, and stones litter the rooftop of this tower, which is surrounded by a 4'-high battlement. PCs who stand out here are attacked by the harpy and vulchlings from area 40.

The door to this tower peak is locked from the outside. The door opens into the corridor beyond.

42. Haunted Bedchamber. The door to this room is locked, and only Vladizier and Bulghvus have keys. The room is roughly 30' x 20' and is unlit, although there are two unused torches sitting in brackets on the northern wall. Between the torches hangs an old shield crossed by two halberds. Against the east wall rests a barren bed frame. Flanking it are two ordinary wooden tables, each with a single drawer. An old rug made from a shark hide covers

the floor in front of the bed. Two chairs are placed near the door.

Trapped inside this room are five poltergeists, the spirits of Olnerrred pirates slain here by Captain Otis Thurst and his band of cutthroats years ago. The spirits are turned as ghouls in this chamber. They attack the moment the party enters. One of the poltergeists takes the first round to shut the door behind the PCs. On the floor behind the bed frame are a pair of rusty hand axes and a pair of daggers; four poltergeists hurl these weapons in the first round, attacking as 5 HD monsters. In subsequent rounds, all the poltergeists resort to throwing furniture, shards of glass, and the like.

Poltergeists (5): AC 10; MV 6"; HD 1/2; hp 4 (x2), 3, 2 (x2); #AT 1; Dmg nil; SA fear; SD invisibility, silver or magical weapons to hit; AL LE.

The walls of this chamber are covered with vulgar graffiti. A black sack hidden behind the headboard of the bed contains 260 sp and a gold-plated collar set with semiprecious stones (worth 1,200 gp).

43. Tower Kitchen and Pantry. This semicircular chamber is illuminated by

the second homonculus remains within its area of effect.

Vladizier stands in the northwest corner of the chamber. He has imbibed a potion of *fire resistance* from the secret closet (area 45), if the party has not taken it. There are four doses of the liquid remaining. Nearly all his offensive spells are likely to be exhausted, but he may have *sleep* or *magic missile* spells still memorized. He uses these on a spell-caster in the first round of combat. Once his *invisibility* wears off or is dispelled, he casts his *mirror image*, spell if he has not already used it.

Vladizier's remaining spells are likely to be *cough*, *sneeze*, *footfall*, and *ventriloquism*. He may use the latter two to make the party think that they are being approached from behind. If Vladizier has his *vocalize* spell memorized, it may come in handy if a *silence* spell is cast at him. The warlock carries a normal dagger with a fire opal set into the handle (worth 1,000 gp), which he uses in self-defense.

Creeper and Peeper attack only at the most advantageous times. If either norker (Glefisham or Pilfreech) is with the party, Vladizier commands them (using his *charm* spell already in effect) to attack also. If either homonculus was killed, Vladizier has taken his *cyclocone* (see *Unearthed Arcana*, page 98) from area 45. He has also released the executioner's hood there. It is hanging over the doorway, in the shadows of the ceiling. If both homonculi were killed (causing 20 hp damage to Vladizier), the warlock remains only two rounds before fleeing, using his *cloak of the bat*. He takes the scroll, the books, the *cyclocone*, and the potion from area 45, and releases the executioner's hood there. If the homonculi are killed while fighting in this room, Vladizier takes only what he has on his person and flees. In campaign play, if the warlock escapes, he leaves behind the magical brooch hidden in area 45. In tournament play, the PCs can retrieve this item from Vladizier's belt pouch after the warlock is defeated.

Resting against the west wall of the room is Vladizier's bed, consisting of the bed frame, a mattress, a sheet and many plush cushions. The headboard is ornately crafted — obviously of dwarven construction — and carved with twisted depictions of octopi, mantas, and other marine life. The footboard is similarly crafted.

At the foot of the bed is a wooden trunk which has begun to rot near its base. There is no lock, but a *Leomund's trap* has been cast upon it. The trunk is very difficult to open because the hinges have rusted together. Inside is Vladizier's saddling gear for the hippogriff in area 18. The saddle is studded with semiprecious stones and is worth 180 gp. On a shelf over the bed sits a goblin skull with a cut emerald hidden inside (worth 1,000 gp), six poorly cared-for books (worth 2-20 cp apiece), and three pewter figurines (worth 20 gp each) with *Nystul's magic aura* spells cast upon them.

Hanging on the south wall is a tapestry depicting the keep's old dwarven coat-of-arms; it is supported by a silver-plated rod 10' long which unscrews into four 5'-long rods (each worth 10 gp). The coat of arms shows the island keep under a crossed hammer and chisel, above which is a black skull.

There are two arrow slits in the north wall. A heavy stone wardrobe rests next to them. In it are six of Vladizier's robes and a spare cloak (none of which are magical or valuable). A walking cane leans in one corner. This cane detects as magical for it holds five specially prepared spells which can be used by the holder whenever he chooses — three *knock* spells and two *infravision* spells. Once a spell is used, it is gone forever. If all the spells are used, the cane becomes nonmagical and cannot be recharged.

The secret door in the east wall is covered by a *permanent illusion* spell to appear as a section of normal wall. Searching for secret doors reveals nothing. If Vladizier is waiting for the party here, the *permanent illusion* was not dispelled when the magic-user entered area 45 to retrieve his belongings. Nastisha cast this spell from a scroll.

Flanking the door are two unused braziers, apparently made of iron. Actually, they are silver painted black and are worth 100 gp each or 250 gp for the pair.

45. The Secret Closet. Once used by Captain Otis Thurst of the Olnerrred pirates, this secret closet is now the hiding place for Vladizier's wealth. Some of it belonged to Thurst years ago but was left behind.

The unlit closet is 20' × 10', and the air here is stifling. At the far end, opposite the secret door, is a stone table. Upon it rest three chests, a rack holding



three books bound in black leather, and a scroll tube. Four sacks lie on the floor, neatly placed before the table.

Chest #1 is made of wood bound in copper and is sealed by a *wizard lock* spell (8th level). It appears to hold 1,200 gold pieces, thanks to a *fool's gold* spell. The coins are actually copper.

Chest #2 is wooden, bound in silver. Tiny airholes perforate the back of the chest lid, enabling the executioner's hood inside to survive. This trunk also contains a folded strip of expensive silk (worth 150 gp) and five pieces of jewelry (necklaces and bracelets of silver and gold, worth 15 gp, 50 gp, 125 gp, 150 gp and 200 gp).

Executioner's hood: AC 6; MV 6"; HD 4 + 4; hp 27; #AT 1; Dmg 1-4; SA strangulation, surprise on 1-3; SD immune to *sleep* spells; AL N. The warlock discovered this beastie, which appears to be a piece of black cloth, and has since kept it captive and well fed. It rests on top of Vladizier's *cyclocone* and will not attack the wizard or either of his homonculi.

Chest #3 is of wood and locked. Inside are four potions: *fire resistance*

(five doses), *stone giant control* (four doses), *plant control* (three doses) and *undead control* (wights, one dose).

The first sack holds 500 pp, the second 500 gp, the third 500 ep, and the fourth 500 sp. The fourth sack also contains 10 gold rings (worth 2 gp each) and 12 gemstones (worth 10 gp (×3), 50 gp (×3), and 100 gp (×6)).

Hidden behind the table is an invisible *brooch of begoing* (see "New Magical Items"), which had fallen off the tabletop. In tournament play, the *brooch* is not found until Vladizier is defeated. A PC who wears the *brooch* automatically knows of its powers.

Two of the books on the table detail lore concerning conjurations and summonings (worth 150 gp each to a magic-user). The third tome is Vladizier's smaller spell book, containing the following spells: *charm person*, *comprehend languages*, *light*, *read magic*, *unseen servant*, *knock*, *magic mouth*, *pyrotechnics*, *vocalize*, *infravision*, *secret page*, *sepia snake sigil*, *monster summoning II*. The book is warded with an *explosive runes* spell.

The scroll is actually a scroll of *protection from nonmagical edged weapons*, with a *secret page* spell cast upon it to make it look like a pirate's treasure map (which of course leads nowhere). The scroll tube is ornately carved ebony, worth 75 gp.

Some of the treasure in this closet may have been removed by Vladizier (see area 44 for details), and the *brooch of begoing* in this module has only six charges remaining.

Concluding the Adventure

A number of future adventures may be developed from this module. Most obviously, the PCs will have made deadly enemies if any of the NPCs escape from the island, particularly Vladizier and Nastisha. The weaker NPCs might be able to hide from the PCs for a time, appearing suddenly to plague the PCs at unexpected moments or biding their time for an escape.

Another obvious outcome is that one or more PCs might wish to take the keep and island for themselves, which should prove fairly easy to do — or so it would seem. Acquiring food and fresh water, refurbishing the keep, clearing out all monsters (and defending the island from predatory sea monsters like the aquatic ogres), and so forth could

prove very trying. But how often does one get an island castle, anyway?

Finally, if the keep is abandoned, it may not stay so for long. Pirates, sea monsters, and such may soon move in — and need to be removed thereafter. If word of the PCs' adventure on the island spreads, they will become natural targets for adventuring offers to the island. Cragrapid Island and its keep are quite stable, if old, and will be around (barring DM's intervention) for hundreds of years to come.

Scoring System

At the end of tournament play, Team and Individual scores should be tabulated. Some points are earned during the course of the adventure, while other points are awarded after completion (whether successful or not) of the module; the latter points are given in the Post-Adventure Scoring Table. Scoring adjustments during the course of the adventure are listed in the Encounter Area Scoring Table for each significant encounter area. Negative scores are subtracted from the current Team or Individual scores. Scoring adjustments must also be taken into consideration for the Preplanned Events which occur during the course of the adventure, as shown in the Preplanned Events Scoring Table.

Finally, points are awarded to the Team score for dealing with the major and minor NPCs who threaten the party in this adventure. NPCs may be captured alive by being tied up, *webbed*, *charmed*, *held*, and so forth — as is appropriate for a good-aligned party. Points so earned are as follows:

- +5 points for Vladizier.
- +4 points for Nastisha.
- +3 points for Bulghvus.
- +2 points each for Peeper and Creeper, the homonculi.
- +1 point each for Glefsham and Pilfreech, the norkers.

Reduce earned points by half (rounding fractions down) if the NPCs concerned are simply slain, except in the case of the two homonculi, which are merely robotlike magical constructs. No points are earned if NPCs are slain once captured and rendered helpless.

New Magical Items

Brooch of Begoing

This item appears to be a decorative pin set with rubies, worth about 2,500 gp. However, it has distinct magical properties and can be used by a PC of any race and class. Each *brooch* has 1-50 charges.

Once per week, the *brooch* allows the wearer to *teleport* himself plus an additional 750 lbs. to any part of the Prime Material Plane familiar to the person. This power drains two charges. Up to three times per week (but never more than once per day), the wearer can *blink* (as per the third-level magic-user spell), except that the distance of displacement is 6', and the direction of displacement is of the wearer's choosing. This power drains one charge. Once per day, the wearer can become *invisible* (as per the spell). This power uses no charges.

Furthermore, the *brooch* acts as a *ring of protection +1* so long as the wearer has it on his person and wears no other form of magical protection or armor. The *brooch* may be worn with *bracers of defense*, however. No charges are drained by this ability.

XP Value: 4,000
GP Value: 16,000

Spectacles of Sight

These delicate crystal lenses are fitted into a gold wire frame worth 550 gp. The crystals themselves are worth 100 gp each.

Looking through the lenses allows the wearer to see all objects and creatures masked by *invisibility* spells and common illusions. The wearer is immune to *phantasmal forces* and similar visual illusions, and the effects of *color spray*, *continual light*, and *eyebite* spells. The wearer is not susceptible to the effects of *mirror image* or *blur* spells, though *cause blindness* and *power word blind* spells have normal effect. The wearer of the *spectacles of sight* can *read magic* (as the spell).

Spells that affect the mind (*hold*, *charm*, and *feblemind*, to name a few) have normal effect on the wearer. A *shatter* spell cast upon the *spectacles* while worn destroys the lenses and inflicts 2-12 hp damage on the wearer, with an 85% chance of becoming permanently blind (until removed by a *cure blindness*, *heal*, or *wish* spell).

XP Value: 3,500
GP Value: 15,000

Encounter Area Scoring Table

Area #	Scoring
1	+1 to Team score if gate is opened quietly.
2	-1 to any Individual who drinks the liquid. +1 to Team score if provisions are left alone or <i>purified</i> .
6	+1 to Team score if Glefsham is not released.
7	-1 to any Individual descending the shaft.
8	+1 to Team score if party is not surprised by the volts.
10	+1 to Team score for discovering that the well shaft descends to area 7 in the dungeons.
11	+1 to Team score if gate is opened quietly.
12	+2 to Team score if <i>alarm</i> spell is not activated and Pilfreech is not awakened.
15	+1 to Team score if throne is found to be magical. +2 to Individual who first suggests that the torches are trapped. +1 to Individual who finds the key to area 19. +1 to Team score if key is found.
17	+2 to Team score if party equips themselves here.
18	+2 to Team score if hippogriff is left alone.
19	+1 to Team score if parchment is found. +3 to Individual who connects the paper with the throne in area 15.
20	-1 to Team score if mold is disturbed.
22	+1 to Team score for discovering the shield to be magical. +2 to Team score if party learns of Vladizier's and Nastisha's bet from Bulghvus here.
23	+2 to Team score if Nastisha's image is not attacked. +2 to Team score if party learns the information Nastisha has to offer. +2 to Individual who first discovers that Nastisha's image is an illusion.
26	+3 to Team score for driving Vladizer away to area 44. +1 to Team score if party learns about Vladizier's magical <i>brooch of begoing</i> .
29	+1 to Team score if <i>invisible</i> chest is discovered before it falls. +1 to Team score for surprising Pilfreech here. +1 to Team score for deducing how the winches work.
31	+1 to Individual per pit trap discovered before triggering. +1 to Team score for each pit trap avoided. +1 to Individual first stating that the hall is trapped.
33	+1 to Team score for discovering how the levers work.
34	+1 to Team score if illusions and invisibility are dispelled. +1 to Team score if the broom is left alone. +1 to Team score if book on lectern is left alone.
37	-1 to Team score if bell falls.
38	+2 to Team score if trap is discovered before activation and is not accidentally triggered.
44	+5 to Team score for obtaining the <i>brooch of begoing</i> . +2 to Team score if Vladizier is driven away but not killed.

Falling Damage Table 1

(outside walls of keep)

Distance fallen*	Damage from fall (campaign)	Damage from fall (tournament)
1 level	2d6 hp	8 hp
2 levels**	6d6 hp	24 hp

* Each level is 15' in height.

** Maximum damage (e.g., sustained by falling from area 40 or 43 to the rocks below).

Falling Damage Table II

(central shaft: areas 4, 20, 36, and 39)

Level at which fall begins	Damage from fall (campaign)*	Damage from fall (tournament)*
Level One (25')	5d6 hp	20 hp
Level Two (40')	10d6 hp	40 hp
Level Three (55')	20d6 hp**	80 hp**

* If a dexterity check is successful, only 1d6 hp damage (4 hp in campaign play) is sustained by the fall to area 4.

** Maximum velocity reached. Note that the same damage is taken if a PC falls from the topmost lip of the shaft, as described in area 39.

Note: In tournament play, no chance is given for a PC to grab at ledges or protrusions while falling. If this is done in campaign play, use the rules on page 20 of the *DSG*.

Post-Adventure Scoring Table

- +5 points to Team score per PC who escapes the island.
- +1 point to Team score for every 5 hp the party has remaining.
- +5 points to Individual who achieves 10+ points during the adventure.
- 0-10 bonus points (DM's option) to Individual(s) for role-playing.
- 0-5 bonus points (DM's option) to Individual(s) for ingenuity.
- 0-5 bonus points (DM's option) to Individuals for rules knowledge and sportsmanship.
- 0-20 bonus points (DM's option) to Team score for teamwork.

Preplanned Events Scoring Table

Event #	Scoring
1	+2 to Team score if ale is determined poisonous before the substance is imbibed.
	+1 to Team score if a <i>neutralize poison</i> or <i>purify food and drink</i> spell is cast on the ale.
3	+2 to Team score if treasure map is ignored.
	+2 to Individual who first suggests the treasure map is a fake.
4	-1 to Team score if this event is used.
5	+1 to Team score if <i>unseen servants</i> are discovered.
6	+1 to Team score if the party accepts the potion.
	+1 to Team score if norker fails to destroy the potion.
7	+2 to Team score if cursed scroll is not read.
	+2 to Individual first suggesting that the scroll is cursed before it is read.
8	+1 to Team score if party ignores Creeper's lure to area 31.

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